



Welcome to the world of Avernium! You are about to travel into the strange subterranean land of Avernium, full of dungeons, labyrinths, and constant warfare. A final set of disasters threatens to destroy your homeland in a spasm of famine and warfare. Only you can help your people to get to safety before everything falls apart.

Avernium 6 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 Avernium 6 is not free. The demo only contains the first ten percent of the game. To play the rest, you need to get a password from Spiderweb Software. To learn more, read the section titled How To Order.

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

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



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Chapter 1: How to Order

The full version of Avernum 6 is \$28 US. Avernum 6 with the hint book is \$35. The hint book by itself is \$10. Be SURE to include the registration code when you order. It's on the lower right-hand corner of the title screen.

A complete order form is available in the file "Avernum 6 Order Form."

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Special Nethergate Promotion:

When you order any Spiderweb Software product, you can get Nethergate: Resurrection on 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, web-like 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 was 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 traveled to remote lands and solved 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.

The Time of Shades

Alas, Avernum's problems with the vahnatai had not ended. Rentar-Ihrno was still in the underworld, still lusting for vengeance upon humanity. She converted herself into a crystal soul, abandoning her body and adopting the form of the immortal spirits of her kind. And then she attacked Avernum.

As before, she assaulted her target with magical constructs. Enormous beasts swam through the rivers and lakes, destroying all boats they saw. Powerful shades roamed through the cities, clouding the minds of the residents. And, in the chaos, hordes of monsters emerged from the low caverns.

Happily for Avernum, heroes once again emerged to fight the attackers. With great courage and skill, the shades were repulsed. Rentar-Ihrno was tracked down to her volcanic lair and finally destroyed. An uneasy peace with the vahnatai was restored.

A New Emperor

In the Empire, things were also less than tranquil. Not all of the warriors on the surface approved of their nation's new, tolerant policies. For some, hate for Avernum burned strong. This new generation of rebels formed a secret society called the Darkside Loyalists, determined to overthrow the Empire and put a new strongman in charge.

And thus, they assassinated Empress Prazac. Their leader and killer, Dorikas, fled into Avernum. He hoped to hide from the Empire's wrath. He did not succeed. A small group of agents sent by the Empire tracked him down and killed him.

In the chaos, a member of the Redmark clan rose to take power. Emperor Manfred Redmark seized the crown. Fortunately, he, like the empress before him, was a friend of Avernum. And thus, peace returned. For a time.

The Blight and the Horde

Avernum has always had a precarious existence. It has always been difficult to find enough food in the caves to keep its people alive. And yet, in these prosperous times, more and more treasure seekers came to the underworld, stretching its resources. Something had to give.

Then the Blight came. It was a noxious disease that devastated their mushroom crops, a staple of the Avernite diet. A single magical door, the Great Portal, linked the underworld to the surface. Food could be brought through it, but not nearly enough for everyone to survive. In a matter of months, famine and starvation was a real threat. Avernum's citizens fled to the surface as fast as the portal could take them.

Then Avernum's old enemy, the savage slithzerikai, saw in the chaos a chance to strike. They emerged from the low tunnels and rivers to the north. The weakened Avernite army was no match for them. In only a few months, all of northern Avernum

was lost. The army of the Slith Horde waits at the edge of the Eastern Gallery, ready to swoop out and destroy the rest of your homeland.

Your New Career

You came of age during this unhappy time. Young, talented, and ambitious, you saw that the only way to be sure of your next meal was to join the Avernite army.

You were trained quickly. You traveled to the cities of Avernum to learn the martial skills that would 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.

And then you were sent to the Castle Food Depot, far from the war, to use your martial skills against those who would steal from the meager remaining food supplies. You have not yet had to use your deadly skills against Avernum's own people, but all fear that that day might come.

It is a good post, as these things go. Calm. Safe. Well-fed. Far from the front. And yet, circumstances will have a way of quickly propelling you into the center of the action ...

Chapter 3: Getting Started



When you launch Avernum 6, 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 – You can play the Avernum 6 demo for free; this is the first ten percent of the game. Select this option to find out how to purchase 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.

Character Editor – Learn how to access the Character Editor and give your characters considerable, unearned power.

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 6 gives you the power to fully customize your little computer people.

When you are done with editing your party, press the OK button. You can then choose how difficult you want the game to be. You can always change this later on the Options screen. Then you will finally enter the world of Avernum.

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 basic character types in Avernum 6, 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 plus and minus 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.

Characters who are skilled in magic start out automatically knowing some spells. Your character will start out knowing any spell he or she has enough Mage (or Priest) Spells skill to cast. However, you can't start out with more than the first five 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 or 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 right. To change the character's race, press the race button (to the upper 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 exile to Avernum. Some accepted. Most refused and were killed.

The nephilim are skilled with missile weapons (bows and thrown) and also receive 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. The thick hides of the slithzerikai also give them a bonus to their health and a heavy resistance to 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 in 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 80 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 some 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 6, you will learn what the skills do and which ones are more useful to you. Then 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. You need 1000 experience points to gain a level.

Training Your Character



The skills in Avernum 6 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 point 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 6, 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 three times, 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 spell energy 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.

Combat 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.

Magic 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 points) - Increases the effectiveness of all of your spells. Each level of this skill makes all of your Mage and Priest spells more powerful.

General 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 point) - 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 Endurance and Intelligence.

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 or casting the Return Life spell.)

Spell Energy - How much energy you have to cast magic spells. When you cast a spell, you lose some energy. To regain it, you need to use an energy potion or return to a friendly town.

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.

Ambidextrous (10% xp penalty) – When you wield a weapon in each hand, you will suffer far less of a penalty.

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

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.

Delicate Skin (8% xp bonus) - You were a sickly child, and this frailty has plagued you even in adulthood. Magical damage, heat, and cold will have more of an effect on you.

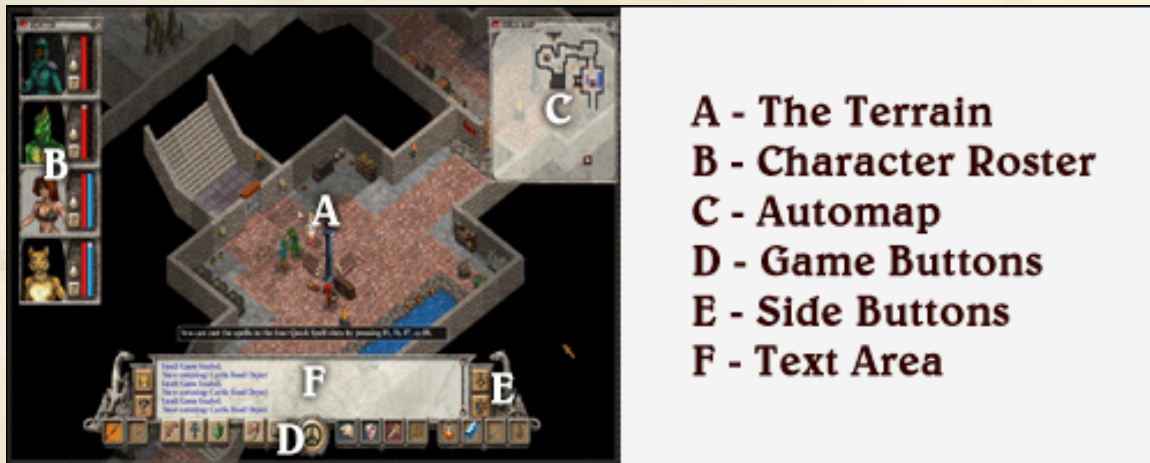
Sluggish (10% xp bonus) - You are slow on your feet, and your reaction time is poor, at best. You will receive less action points in combat, and your turn to act will come later than normal.

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 6 Screen

When you've started a new game or loaded an old saved game, you will see the Avernum 6 screen.



The Avernum 6 Screen

The Avernum 6 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.

The Character Roster - Displays the portraits of the members of your group as well as status information about each character.

The Portrait - When you click on a character's portrait, that character becomes active (you can also do this by typing '1'-'4'). That character's Quick Spells and Quick Use Items will become visible in the button area on the bottom of the screen.

When you want one of your characters to cast a spell, buy something, or use an item, select that character.

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 with a '?' 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 skills you can train are described in the previous section.

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

Health and Spell Energy Bar - The two bars to the right of your character’s portrait are his/her current health and amount of spell energy. The longer the bar is, the more of your points remain.

Inventory – Select the bag to see a character’s inventory. The Inventory window is described in detail in the next chapter.

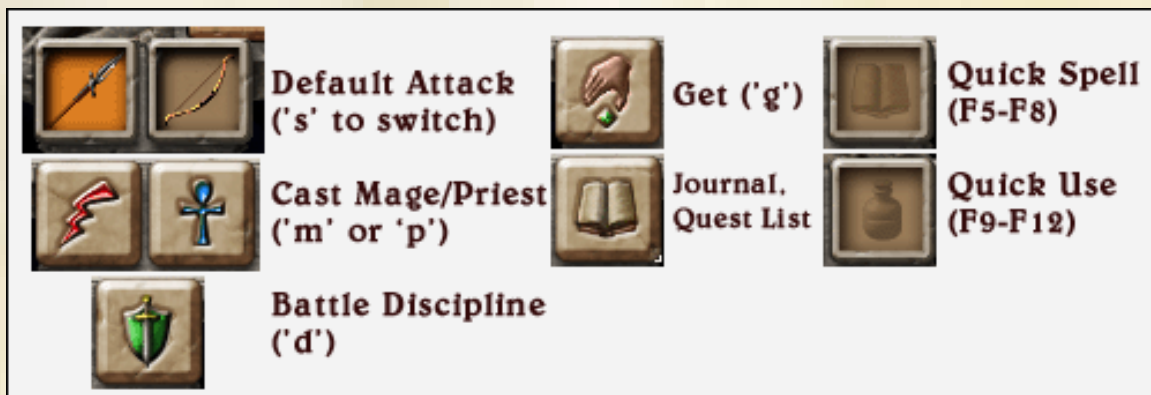
When a character is affected by some sort of special effect (such as poison or acid), an icon will appear to the right of that character’s portrait. For a description of these conditions, look at the end of this chapter.

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.

Sometimes, someone who gives you a quest will mark your map with a star. This marks a location you need to travel to.

The Text Area – This is where the game gives information about what is going on. When fighting powerful or unusual foes, sometimes you will see hints about what the creature is doing or what attacks it is vulnerable to.



The Game Buttons

The Game Buttons – There are sixteen 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.

Use Battle Discipline (the fifth button, with a blade on a shield) – Brings up the Battle Discipline window. You can also type ‘d’ to bring up this window.

Get Items (the sixth 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 selecting the bag in the character roster area.

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.

Quick Spell buttons (buttons eight through eleven) – These buttons enable you to select commonly used spells and abilities 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 twelve through fifteen) – 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.



Side and Combat Buttons

The buttons by the text area and in the center do the following:

Start/End Combat (looks like crossed swords or a peace symbol) – You can press this button in group mode (when it looks like crossed swords) 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.

Instructions (looks like a question mark) – Shows the Avernum 6 instructions. Select an item from the list to the left to browse through the different topics.

Edit Party (has four tiny figurines) – Lets you edit your current party. You can change names, delete characters, and create new characters.

World Map (looks like a compass) – Displays a rough map of the world of Avernum. Major locations and quest destinations will be marked. 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 6 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 6.

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 OK 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.

Keyboard Shortcuts – Change the functionality of the keys on your keyboard. To change what key alters a particular action, click on the action and then type the desired key.

About Avernum 6 – 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 6 works. You will have the following options:

Game Options

Sound: Off/Quiet/Normal – Sets whether Avernum 6 plays sound effects and how loud they are.

Difficulty: Casual/Normal/Hard/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 6 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.

Graphics: Draw All/Draw Partial/Minimal Detail – Changes how much detail Avernum uses when drawing icons. If the game is running slowly, turning down the graphics detail might improve performance.

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.

Color Depth: 16 Bit/32 Bit – Forces the color depth the game runs at. If you have an older machine, playing with 16 bit color might improve performance.

Game Area Size: Normal/Small/Whole Window – By default, to improve performance, Avernum 6 will only use up to a certain amount of a large monitor. Change this setting to alter the maximum amount of screen space Avernum 6 will use.

Character Conditions

Magical Effects			
 Cursed	 Shielded	 Enlightened	 Ward of Thoughts
 Blessed	 Weakened	 Frozen	 Ward of Elements
 Slowed	 Spineshield	 Enduring Shield	 Ward of Steel
 Hasted	 Stunned	 Enduring Armor	 Cloak of Curses
 Poisoned	 Terrified	 Regenerate	 Cloak of Blades
 Acid	 Dazed	 Battle Frenzy	 Cloak of Bolts
 Lightning	 Charmed	 Invulnerable	 Cloak of the Arcane
 Death Curse	 Bladeshield	 Skribbane	

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:

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.

Slowed – You will occasionally miss a turn in combat.

Hasted – When you attack or cast a spell, you have a chance of using fewer action points than normal. This gives you a chance of getting another attack.

Poisoned – Every round of combat, you take some damage from poison.

Acid – Every round of combat, you take some damage from acid.

Lightning – Every round of combat, you will take a large amount of magical damage.

Death Curse – A devastating curse. Every round, it affects you a little more. When you have been cursed long enough, you will die. When you are afflicted by this, you might want to search the area for a way to remove it.

Shielded – All damage you take is reduced by one-fifth.

Weakened – All damage you take is increased by one-fifth.

Spineshield – Causes an enemy to take damage when striking a blow in melee combat.

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.

Terrified – This creature will flee any nearby enemy.

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.

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

Bladeshield – A barrier of whirling blades that strongly reduces the damage from enemy attacks.

Enlightened – In certain special encounters, you can receive a feeling of great mental clarity.

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

Enduring Shield – Slightly reduces the damage blows do and an enemy's chance of hitting in battle. This effect fades very slowly as time passes, but it disappears when you stay at an inn or enter a town.

Enduring Armor – Reduces the damage blows do and an enemy's chance of hitting in battle. Stronger than Enduring Shield. This effect fades very slowly as time passes, but it disappears when you visit a healer or enter a town.

Regenerate – Restores a small amount of health every round.

Battle Frenzy – Dramatically increases speed in combat.

Invulnerable – Greatly reduces most damage taken.

Skribbane – You are experiencing the great strength and clarity that skribbane herb brings. Hopefully, this will not have horrible consequences.

Ward of Thoughts - Reduces the chance of being affected by mental effects. Your group can only have one Ward on it at any one time.

Ward of Elements - Reduces the effect of magical attacks (fire, magic and cold) and gives a chance of resisting freezing. Your group can only have one Ward on it at any one time.

Ward of Steel - Reduces the damage taken by enemy blows and acid. Your group can only have one Ward on it at any one time.

Cloak of Bolts - Your missile weapons will do more damage. Your group can only have one Cloak on it at any one time.

Cloak of Curses - Your melee attacks have a chance of cursing your targets. Your group can only have one Cloak on it at any one time.

Cloak of Blades - Your melee weapons will do more damage. Your group can only have one Cloak on it at any one time.

Cloak of the Arcane - Your spells will be more effective. Your group can only have one Cloak on it at any one time.

Chapter 5: The Inventory Window

Press the bag 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 move the item to your pack.

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

Sometimes, an item will be marked with 'NY'. This means that it is not yours. Picking it up can get you into trouble. To learn more, read the section below on Crimes and Theft.

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.

You can equip two one-handed weapons at once. When you pick up a one-handed, sufficiently light weapon, the words "Dual Wield" will appear under the shield slot. Drop the item there to ready it in your off-hand.

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 down the Control key (Command key on the Macintosh) 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

Move the cursor over an item to see a detailed description.

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. Select an item to mark it for sale. Select it again to cancel the sale. Press the OK button to sell all marked items.

When you opt to sell part of a stack of items, they will be sold instantly (as opposed to when you close the selling window).

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 with a '?'. 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 is too weak compared to you, you get no experience at all.

When a character has several skill points available for use, a '+' will appear on his or her portrait.

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 cumulative result 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 contains 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 OK 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 the Castle Food Depot. Once you have moved around and met people there, you can leave town and explore your surroundings. For example, there is a dungeon full 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 (to the right of the text area) to see a map of 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.)

You can also select characters using the keyboard. Type 'a' to ask/attack and then type the letter over the character you want to talk to.



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. For example, 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. Anyone 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 OK 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. Here, you can 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 three times 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.

Rumor has it that some walls in Avernum have secret doors. Look around for hidden switches that might open them.

Using Objects, 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.

You can also select objects using the keyboard. Type 'u' and then type the letter over the object you want to use/search.

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 Root. There are fine leather and steel, and focusing crystals. And there are other, odd items you might find in wizard's lairs and other disreputable places.

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 healers in small settlements. Speak with the healer and you will be offered a chance to recover.

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 Saved 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 Saved 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 help a character to act sooner in combat.

Each turn, a character has a base of 8 action points (less if encumbered). Moving depletes action points depending on how far the character moves (1 action point per space). Attacking or casting a spell costs 9 action points. Using an item or drinking a potion takes 5. Using an object (like a lever or wheel) costs 1 action point. Equipping, dropping, or picking up an item costs 1. You can perform any action as long as you have any action points left (so you can cast a spell or drink a potion if you only have one action point). 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.

You can also attack characters using the keyboard. Type 'a' to ask/attack and then type the letter over the character you want to harm.

Default Attacks



The two buttons at the bottom of the screen to the far left 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 type 's' to switch weapons.

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 foe, click on it and your character, if using a hand-to-hand weapon, will move there and attack.

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 and 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. You can also revive an unconscious character with the Return Life spell.

Battle Disciplines



Skilled warriors can learn battle disciplines. These are special abilities that can be used in combat to protect you or damage your enemies.

The number of disciplines you can use is determined by your Battle Skill. This skill is the sum of your Melee and Pole Weapons skills and half of your Bows and Thrown Missiles skills. The higher your Battle Skill, the more disciplines you can use.

To select a discipline, press the Battle Discipline button or type 'd'.

Using a discipline doesn't cost any action points. However, it will make you fatigued for a number of turns. You can't use any new disciplines until the fatigue fades.

The battle disciplines are:

Well-Aimed Blow (Battle Skill needed - 5, Fatigue - 3) - Seeks out a vulnerable point on your foe. Your next attack this round (physical or magical) will do extra damage.

Shield Breaker (Battle Skill needed - 6, Fatigue - 5) - Attempts to knock your foe's defenses aside. Your next attack this round (physical or magical) will make it more vulnerable to attacks for a few rounds.

Leg Sweep (Battle Skill needed - 8, Fatigue - 5) - Attempts to knock your foe off balance. Your next attack this round (physical or magical) will make its attacks weaker for a few rounds.

Berserker Rage (Battle Skill needed - 9, Fatigue - 6) - Drive yourself into a berserker fury. You will be blessed and shielded for a short time, at the cost of some of your health.

Focus Spirit (Battle Skill needed - 11, Fatigue - 5) - Focuses the spirit of the warrior, helping you shake off the cowardly attacks of your foes. Removes all non-damaging negative effects (like slowing or curses).

Mighty Blow (Battle Skill needed - 13, Fatigue - 4) - Delivers a devastating blow to a vulnerable point on your foe. Your next attack this round (physical or magical) will do a lot of extra damage.

Adrenaline Rush (Battle Skill needed - 15, Fatigue - 8) - Pushes yourself too hard, in return for an advantage in battle. Increases your action points this round, at the cost of some of your health.

Bladeshield (Battle Skill needed - 16, Fatigue - 8) - Weaves an impenetrable wall with your blades, enabling you to turn aside the attacks of your enemies. Reduces physical damage for a short time.

Stunning Blow (Battle Skill needed - 18, Fatigue - 5) - Delivers a wicked blow to an enemy, knocking it off balance. Your next attack this round (physical or magical) will stun your target.

Battle Frenzy (Battle Skill needed - 20, Fatigue - 12) - Drives you into a massive battle frenzy. For a short time, your attacks will almost always hit and do much more damage.

Note that battle disciplines that make your next blow more powerful also work for missile weapons and spells that fire missiles (like Smite). Battle disciplines help archers and wizards too.

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. What you see there is the cumulative result of all of your resistances.

Attack Strength

When you attack something with a weapon or spell, Avernum 6 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 6. 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 energy.

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. 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 cast 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 five 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.

Some spells can be learned by reading books in dungeons. Your characters will need training in Arcane Lore to understand these books.

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, healing 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. Other spells affect one foe and anyone nearby.

A few spells affect a small, circular area. When you move the cursor, an oval will indicate the targeted area. You can also move this with the arrow keys and launch the spell by pressing the Space Bar.

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 follow you around until they disappear.

Summoned creatures are powerful but hard to control. You can only have two summoned creatures at one time.

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 Heal), click on the friendly creature to cast it on.

Here are lists of all of the mage and priest spells in Avernum 6, 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 Spells

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 strength of the beast and the time it remains for increases.

Cloak of Curses (Min. Mage Spells skill 2, Costs 12 spell energy) - Surrounds your group with a cloak of energy. Your blades and projectiles have a chance of inflicting a curse or other harmful effect. You can only have one Cloak on at once.

Effect: Cloaks your entire group for a number of turns equal to 1 plus half your spell strength. One in three successful attacks have a chance of placing a random detrimental effect on the target.

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 hastes your entire group for a short time. Each attack and spell has a chance of using fewer action points. As you gain skill with the spell, the duration increases.

Effect: Hastes your entire group for a number of turns equal to 2 plus half your spell strength.

Slow (Min. Mage Spells skill 4, Costs 15 spell energy) - Slows all nearby foes, causing them to occasionally miss a round of combat. Powerful foes will frequently resist this spell.

Effect: Slows nearby foes for a number of turns equal to 1 plus half your spell strength. Spell resistance will reduce this amount.

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.

Spray Acid (Min. Mage Spells skill 6, Costs 7 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: Puts acid on a foe for a number of turns equal to 1 plus half your spell strength. Also immediately does 5 acid damage plus 1-5 points per level of spell strength.

Cloak of Bolts (Min. Mage Spells skill 6, Costs 25 spell energy) - Surrounds your group with a cloak of energy. Your missile weapons will do more damage. Higher skill makes the spell last longer. You can only have one Cloak on at once.

Effect: Cloaks your entire group for a number of turns equal to 1 plus half your spell strength. Your missiles will do 50% more damage.

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 stronger the ally is and the longer it will remain.

Lightning Spray (Min. Mage Spells skill 8, Costs 15 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 15 damage plus 1-4 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.

Cloak of Blades (Min. Mage Spells skill 10, Costs 50 spell energy) - Surrounds your group with a cloak of energy. Your melee weapons (swords and spears) will do more damage. Higher skill makes the spell last longer. You can only have one Cloak on at once.

Effect: Cloaks your entire group for a number of turns equal to 1 plus half your spell strength. Your melee attacks will do 50% more damage.

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 stronger it is and the longer it remains.

Clock of the Arcane (Min. Mage Spells skill 16, Costs 75 spell energy) - Surrounds your group with a cloak of energy. All of your spells will be more effective. Higher skill makes the spell last longer. You can only have one Cloak on at once.

Effect: Cloaks your entire group for a number of turns equal to 1 plus half your spell strength. Your spells will have a 50% higher spell level.

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 Spells

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.

Effect: Blesses your entire group for a number of turns equal to 2 plus your spell strength.

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.

Effect: Shields your entire group for a number of turns equal to 2 plus your spell strength.

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 10 damage plus 1-5 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 3 damage plus 1-5 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.

Ward of Thoughts (Min. Priest Spells skill 6, Costs 25 spell energy) - Surrounds your group with a protective ward. You will have a higher chance of resisting mental attacks. Higher skill makes the spell last longer. You can only have one Ward on at once.

Effect: Wards your entire group for a number of turns equal to 1 plus half your spell strength. You will have a 50% chance of resisting any mental attack.

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.

Ward of Steel (Min. Priest Spells skill 9, Costs 40 spell energy) - Surrounds your group with a protective ward. Physical attacks and acid will do less damage. Higher skill makes the spell last longer. You can only have one Ward on at once.

Effect: Wards your entire group for a number of turns equal to 1 plus half your spell strength. Physical attacks and acid will do 30% less damage.

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 fire 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).

Ward of Elements (Min. Priest Spells skill 12, Costs 75 spell energy) - Surrounds your group with a protective ward. Fire, cold, and energy will do less damage to you. Higher skill makes the spell last longer. You can only have one Ward on at once.

Effect: Wards your entire group for a number of turns equal to 1 plus half your spell strength. Magical attacks will do 30% less damage. You will have a 50% chance of resisting freezing.

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 10 magic damage plus 1-4 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. Also enables to recipients to regenerate for a short time. 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 be stronger and stay around for longer.

Chapter 10: Tips for Getting Started

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 the Castle Food Depot. 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.
6. Change the difficulty to Casual on the Options window or use the Character Editor. This is a far better option than getting stuck and not having any fun.

Walkthrough for the Early Game

This chapter contains step-by-step instructions for maneuvering your party through the first section of the game. You will go on your first adventures, be sent into Avernum, and start bringing order to the Great Cave in this time of crisis. This chapter covers from the beginning of the game, learning to use portal pylons, and the first missions for the Castle (Blosk, Patrick's Tower, and Gnass).

There are frequent references in this chapter to locations on World Map A. All maps of the world are at the end of the chapter.

The First Steps

You begin the game in your quarters at A on the Under Castle Food Depot map. (All maps of individual areas are at the end of the chapter.) Go east to B, get the weapons and armor, and equip them. Then go south to C and talk to Sergeant Nichol.

He will send you south to D. Rats will appear. Kill them and return to Nichol. Then go upstairs at E.

Once upstairs, walk down the main corridor until you reach the large hall. Katlyn is in the middle of the raised area. Report to her. After the disturbance happens, leave the hall. Several people will confront you on your way back downstairs. Penn and Belyna will beg you for more food. Runkle will offer you money to steal food for him. Deal with them as you want (though Runkle will attack if you don't help him), go downstairs, and talk to Nichol.

Sergeant Nichol will tell you that something has infested Deep Storage. You will have to help him clear it out. Go south and then west to F. The gate will close behind you. Fight your way to G and kill the goblins there. A goblin named Lord Trinket will confront you and then flee. Use the wheel at H to open the gate, return to C, and report to Sergeant Nichol.

Nichol will send you upstairs to talk to Katlyn. She, in turn, will tell you that you have to hunt down Lord Trinket.

Lord Trinket

Lieutenant Katlyn will give you a mission to go south and wipe out the goblin nest. The gates out of the depot will open for you. Leave the food depot to the west and then head south to the Goblin Mine.

Outside the Goblin Mine, an archer named Vanderin travels up and down the road. If you talk to him, you can enlist him to help you. He can be very useful.

The entrance to the goblin lair is in the south wall of the Great Cave. Follow the road south and you will enter it. Kill the goblins at the entryway, go west, and you will find two ramps down. Go down the southern one.

You will be at A on the Goblin Mines map. Fight your way to B, walk onto the platform, and pull the lever. The platform will slide across the chasm and you will be attacked by bats and goblins. When you are safely across, fight your way around to C and pull the next lever. (If you are low on health, you can find some potions at D.) The second platform will cross the chasm and, again, you will be attacked. Kill everything that appears. (Don't worry about shooting Lord Trinket. He just runs away.)

Once you have crossed again, climb up to E. Kill Lord Trinket and the other goblins.

During the fight, you will get your first glimpse of Khrez-Yss the Shadow. Happily, he doesn't kill you. Open the box at F to get the papers within. Pull the lever at G and go upstairs at H.

Return to Lieutenant Katlyn and report your success. Impressed, she will transfer you north to the Castle. You have begun your journey to fame and importance!

The Castle

Leave the Food Depot and travel north to the Castle. (The Castle is marked on the world map.)

You can enter the Castle through the north gate. You will be at A on the Castle Main Floor map. Go to B and talk to Commander Meryhew.

Meryhew will tell you that, before you can be useful, you will need to learn how to use portal pylons. Before you go on this errand, however, take advantage of what the

Castle has to offer. You can learn spells at C and get supplies at D. There is a job board at E. You can also, if needed, get free food in the dining hall.

Then go upstairs. You can buy more spells at A on the Castle, Second Floor map. Be sure to talk to Lark (at B). She has several very profitable quests for you.

The Portal Pylons

When you are ready, leave the Castle and go southwest to the Portal Keep. Once inside, enter the office and talk to Portmaster Bronner. He will help you if you go downstairs and kill all the wisps. Once this is done, he will teach you to use the portal pylons. This is an invaluable way to travel around Avernum quickly.

Go back to the Castle and talk to Meryhew.

The First Tier of Quests

Commander Meryhew will tell you about three important missions. You can do all three, but you must complete two of them to advance in the storyline. They are in Blosk, Patrick's Tower, and Gnass.

While doing these quests, it is also helpful to talk to everyone in the towns, do side quests, and read job boards. Avernum 6 has many, many side quests. These can give you experience and equipment which will make the main missions much easier.

The Food Hoarders of Blosk

Go west to Dharmon, go downstairs into the city, and talk to Mayor Aznavour. He will tell you how some settlers in the ruined city of Blosk are hoarding food. You must go there and get them to surrender their stores.

Go north and try to enter Blosk. A group of brigands will attack you just outside. When they are dead, enter the town, enter the quarters by the south wall, and talk to Duffy Firebrand. He will tell you much of what has been happening. When you are prepared to fight, go to the north end of town and enter the brigand's quarters.

Talk to Mangan. He will attack you. When he and his followers are defeated, hurry to the east and go downstairs.

The brigands are trying to flee with all of the stored food. Go west and circle around the caves, killing the fleeing brigands as quickly as you can. The more food you recover, the better your reward will be. When you have circled all the way around the level, you will find a ladder up you can use to escape their lair.

Return to Dharmon and report your success to Aznavour.

Experiments in Patrick's Tower

Travel southwest to Patrick's Tower. Speak to Solberg (who is in one of the northern halls) and offer your services. He will tell you to speak with Horyn, who is in the central hall. Horyn will tell you about the experiment you need to complete. She will give you a bracelet.

Leave the tower and travel west to the location marked A on World Map A. There are stairs down into the tunnels. Go down them and you will be at A on the Under Patrick's Tower, West map.

The bracelet will protect you from the sentinels. Fight the wolves at B or disarm the traps at C and climb the stairs at D.

At the top of the stairs, you can find a group of squatters. You can either fight them or get them to leave by threatening them. Once they are gone, go back downstairs and walk down the passage at E.

You are now at A on the Under Patrick's Tower map. To be able to complete the experiment, you will need to kill the Fungal Beast, who is at B.

Go south to C and walk around the edge of the cave to D, killing all of the worms. Work as quickly as possible, as the Fungal Beast has the power to replace them.

Once you are ready, go to the center of the cave and kill the Fungal Beast. The beast will occasionally poison or use mind-altering effects on everyone nearby. These effects have a short range, though. Keep your archers and mages at a safe distance.

Once it is dead, use the wheel on the platform. Report the failure of the experiment to Horyn.

Rescue for Gnass

Travel to Gnass and talk to Gless-Thsss, who is in a stone hut in the center of town. He will tell you how his son, Treviass, was convinced to leave by a servant of the Slith Horde named Fahdroth Benttail. The chieftain will ask you to try to recover his son.

(If you have the scroll from Lord Trinket's lair, Seleeass can decipher it for you.)

Go southeast to the location marked B on World Map A. When you approach the statue, you will find a secret passage. Go downstairs.

You will be at A on the Under Bandit Lands map. When you are fully prepared, go east to B. The gate will close behind you and servants and the horde will begin their attack.

Fight north to C and then west to D. The caldera to the north will begin to explode when you enter the passage. Enter combat mode and run around to E as quickly as possible. Go to G to confront Fahdroth and Treviass.

The two of them will attack you together. Fahdroth will occasionally call pets to attack you from the nearby cells. If you kill Fahdroth before Treviass, Treviass will surrender to you. You can either let him go (pleasing his father) or just kill him.

You can then escape to the west. You will be in Lord Trinket's lair. Return to Gless-Thsss to report your success.

Missions Complete

Once two of the three missions have been completed, return to Meryhew. She will congratulate you for your efforts and give you a dubious reward: a transfer to the Great Portal.

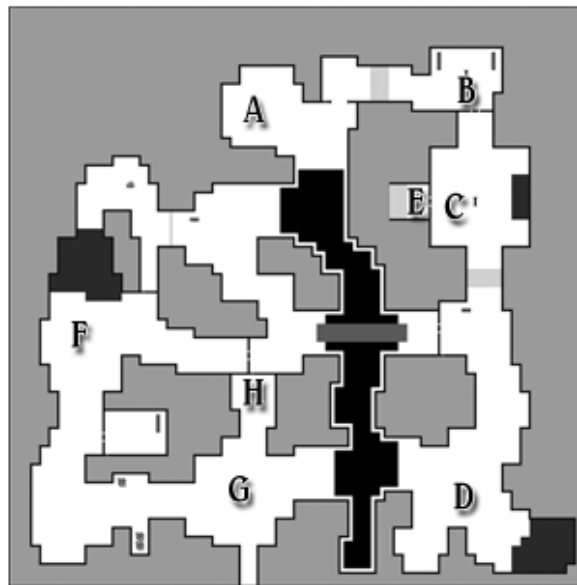
Maps for the walkthrough follow. Should you need hints for the rest of the game or any of the hundreds of side quests you find, there is a full hint booklet available from Spiderweb Software.



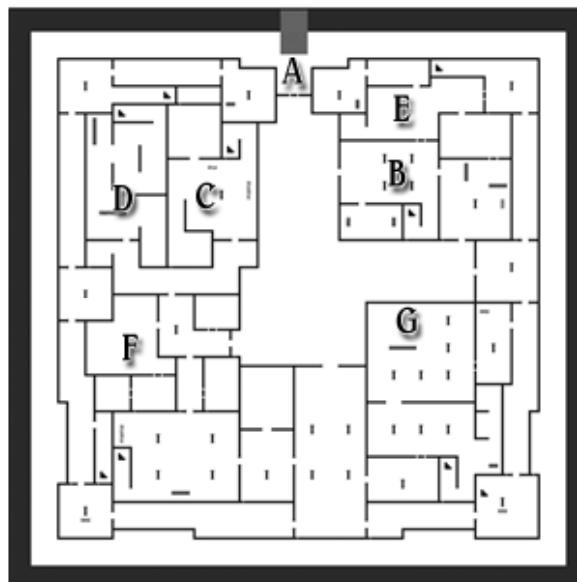
1. Castle Food Depot
2. Goblin Mine
3. The Castle
4. Portal Keep
5. The Fissure Post
6. Gnass
7. Dharmon
8. BloSk
9. Patrick's Tower
10. Almaria
11. Squatter's Fort
12. Great Portal
13. Fort Remote

1. Castle Food Depot
2. Goblin Mine
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10. Almaria
11. Squatter's Fort
12. Great Portal
13. Fort Remote

**Castle
Food Depot**



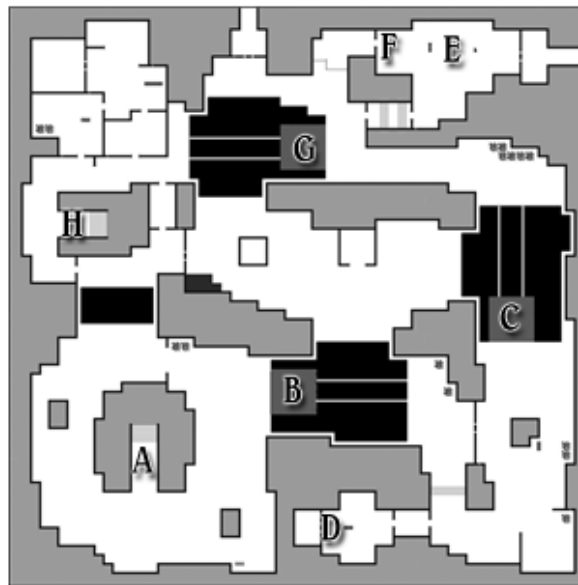
The Castle



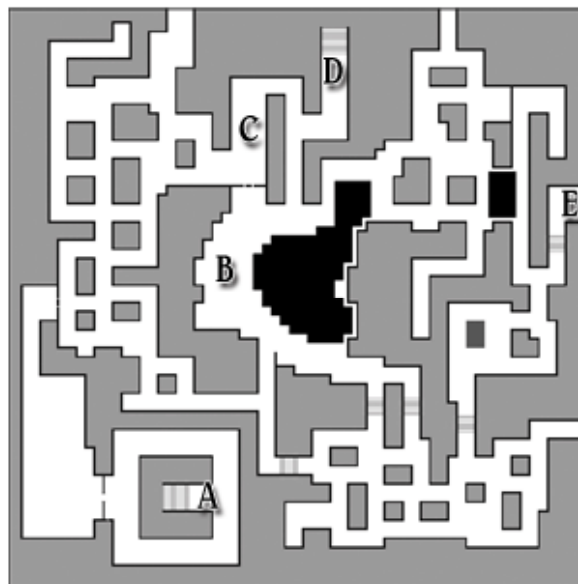
**The Castle,
Upper Level**



**Goblin Mine
Lower Level**



**Under Patrick's
Tower, West**



**Under Patrick's
Tower**



**Under Bandit
Lands**



Chapter 11: Avernum 6 Credits

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Character Icon Design, Office Manager, Editor: Linda Strout
Color Art, Item Art, Splash Screen: Ben Resnick
Endgame Color Art: Andrew Hunter
Business Manager, Design Assistant: Mariann Krizsan

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Foreman, Douglas Frederick, Trish Hausmann, Stephen Hmiel, istara, Jon Jenkins, Ben
Kimmet, Eric Landstrom, Maria Leza, Pam Marschall, Kurt Otto, John Simon, shisoqu,
Femtomatt Steele, Darin Takemoto, Evan Williams, Joshua Zucker
Beta Testers (Windows): Listed in Windows version Read Me file and in-game
instructions.

Other Stuff

Introduction Music – Dan Foster
Title Screen Cave Photo – Zina Seletskaya
Some of the icons in this game come from Reiner's Tilesets, an excellent source of public
domain icons.

Thanks To:

Cordelia and Miranda Vogel – The daughters. The specter of upcoming tuition bills
provides a constant motivation to excel.

Paying Customers – Whose admirable honesty enables me to keep doing this.

The XBox 360 – A reliable balm for a weary soul.

Rock Band Drums – Because the best way to unwind at the end of the day is to hit
things with sticks.

**The Killers, Green Day, Death Cab For Cutie, Jonathon Coulton, The Silversun
Pickups, Neko Case, The New Pornographers, The Decemberists** – Shareware
creation music. Though I have broad tastes, I have restricted myself for this list to
musicians active in this century.

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

About Avernum 6:

And so the Avernum saga comes to a close. I can't promise that this will be the
last Avernum game ever. (I had a cool idea for a one-shot game in the very early days of

Avernum.) It will just *probably* be the last all-new one, ever. I think I've said all I have to say about this world, and I really like how it ends.

Avernum 6 has a very dense world, with a lot of stuff. There's a lot to do and a lot going on, and there's a lot of story threads to tie up. In the very first game, Avernum was a wild, untamed place. Then it became settled. And, in the end, I wanted it to be wild and scary again. I did not write the ending to leave things open for more games. I wanted there to be room for mystery and imagination. The underworld should not end up a theme park.

I'm very pleased with how this game turned out. I think it is truly a fitting end to the series. And I am very eager to go do something completely new. Thanks so much to everyone who stuck with the series through all these years. It was a long road, with a lot of cool detours along the way.

- Jeff Vogel

November, 2009

Keeper of Avernum (and Exile)

Spiderweb Software, Inc.