

ENHANCED EDITION

GOthic3

FORSAKEN GODS

Enhanced Edition Manual



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1. Installation

This patch is only for the addon „Gothic 3 – Forsaken Gods“ and is not compatible with the original game „Gothic 3“.

To install the patch, double click on the exe file. Due to the patch's size it could take a little time until the setup starts, depending on the computer. The setup start can be influenced negatively by virus scanners.

When the installation setup menu finally shows up, you will be guided through the patch installation. Your current game version will be identified automatically. If this is not the case, you will have to manually choose the folder where you installed “Gothic 3 – Forsaken Gods”.

You should read the readme carefully after the successful installation. The changelog will give you further important information about the fixes and changes included in this patch.

2. Font

Unfortunately, the Gothic 3 font (file „Gothic3.ttf“ in your main game folder) does not contain characters of all languages. Because of this we decided to use another font instead - a font that can be used in all languages.

But the „old“ Gothic 3 font is still there. Most of the players still want to play with the normal Gothic 3 font, so we give you the opportunity to change the font yourself after the installation. You have to perform the following steps for this:

1. Go in the folder „Ini“ under your FSG game folder.
2. Open the file „ge3.ini“.
3. Search for the following lines:

```
;GUI.DefaultFont - default=Comic Sans MS, alternative=Lucida Sans Unicode,  
original=Gothic3
```

```
;GUI.DefaultFont=Gothic3
```

```
;GUI.DefaultFont=Lucida Sans Unicode
```

```
GUI.DefaultFont=Comic Sans MS
```

```
;GUI.DefaultFontBold - true=if font is Gothic3, false=default
```

```
GUI.DefaultFontBold=false
```

The lines which are important are **bold**. It should look like the following after your changes:

```
;GUI.DefaultFont - default=Comic Sans MS, alternative=Lucida Sans Unicode,  
original=Gothic3
```

```
GUI.DefaultFont=Gothic3
```

```
;GUI.DefaultFont=Lucida Sans Unicode
```

```
;GUI.DefaultFont=Comic Sans MS
```

```
;GUI.DefaultFontBold - true=if font is Gothic3, false=default
```

```
GUI.DefaultFontBold=true
```

The changes are **red**.

Save the file now and close it. The Gothic 3 font will be used again after the next game start.

3. Hero at the start

The hero will start with adjusted attributes and skills:

Attributes

Strength	125
Hunting skill	100
Ancient knowledge	20
Thieving	10
Smithing	10
Alchemy	10
Life energy	250
Mana	150
Endurance	150

Perks and spells

Swordfighter I
Swordfighter II
Large weapons I
Staff fighting I
Bow
Pick simple locks
Smith
Brew healing potions
Spell: Call animals
Spell: Poison

4. Thievery

Thievery will have consequences again. You can no longer take items and plunder chests in most of the houses without punishment. If NPCs witness the crime, they will try to stop him. You have to be sure that nobody sees you when you take items and/or plunder chests. Otherwise you will be attacked immediately. If nobody catches you while committing theft, nobody else will take you in account for the crime as well.

5. Revision of weapons, armors, etc.

Many items have adjusted properties; for instance their conditions, damages, armor protection, bonuses, gold value etc. The following tables will show you all relevant items. All changes are marked [blue](#).

The gold prices are not the hero's selling prices; they are buying prices.

5.1 Swords

Name	Damage	Strength (STR) / Hunting skill (DEX)/ Ancient knowledge (INT)	Required skill	Bonus	Gold value
Cudgel	15	STR: 10		-	10
Rusty sword	30	STR: 60	-	-	30
Hashishin knife	35	STR: 80	Swordfighter I	poisoned	350
Sword	50	STR: 100	-	-	50
Orcslayer	50	STR: 120	Swordfighter I	Orc slayer	750
Egill's Axe	50	STR: 130	Large weapons I	-	8000
Rusty two-hander	60	STR: 120	Large weapons I	-	60
Broadsword	60	STR: 120	Swordfighter I	-	750
Rapier	60	DEX: 120	Swordfighter I	Endurance +5	800
Crescent	60	STR: 125	Swordfighter I	-	5000
Soldier's sword	65	STR: 130	Swordfighter I	-	275
Heaven Scraper	65	STR: 130	Large weapons II	-	470
Jawbreaker	65	STR: 130	Large weapons I	-	5000
Elder Blade	70	STR: 140 INT: 10	Swordfighter I	-	450
Longsword	70	STR: 150	Swordfighter I	-	2500
Ruby blade	70	STR: 150	Swordfighter I	Swordfighter II	8000
Two-hander	75	STR: 150	Large weapons I	-	500
Hashishin sword	75	STR: 140	Swordfighter I	poisoned	1250
Katana	75	DEX: 160	Swordfighter I	Endurance +15	8000
Cutlass	75	STR: 170	Swordfighter I	-	12000
Ice blade	80	STR: 160	Swordfighter I	Ice damage Protection against ice +10	12000
Bastard sword	80	STR: 180	Swordfighter I	-	14500
Paladin sword	85	STR: 160	Swordfighter I	blessed Life energy + 5	8000
Barbarian sword	85	STR: 170	Swordfighter I	-	12000
Garik's sword	90	STR: 180	Swordfighter II	-	20000
Inquisitor	90	STR: 190	Swordfighter I	Life energy +30	27500
Rune sword	90	STR: 210	Swordfighter I	Protection against blades, impact and missiles each 5	30000
El Bastardo	95	STR: 180	Swordfighter II	Swordfighter III	27500
Order sword	100	STR: 180	Large weapons II	blessed Life energy +20	15000
Flame sword	100	STR: 120	Swordfighter I	Protection against fire +10 Fire damage	20000
Headman's sword	100	STR: 220	Large weapons II	Protection against blades +15	30000
Ore two-hander	105	STR: 210	Large weapons II	Protection against blades, impact and missiles each 2	20000
Master sword	105	DEX: 210	Swordfighter III	Master of two blades	30000
Greatsword	115	STR: 220	Swordfighter I	Protection against blades +10	30000
Heartstopper	125	STR: 200	Swordfighter II	-	26000
Great inquisitor	125	STR: 280	Large weapons III	blessed	45000

Name	Damage	Strength (STR) / Hunting skill (DEX)/ Ancient knowledge (INT)	Required skill	Bonus	Gold value
Sword of the Ancestors	125	STR: 250	Swordfighter I	Protection against blades, impact and missiles each 5	50000
Stinger	130	STR: 160	Large weapons I	-	30000
Austin's sword	130	STR: 220	Swordfighter III	-	35000
King's sword	130	STR: 230	Swordfighter I	blessed	40000
Power of the Ancestors	135	STR: 300	Large weapons III	Protection against blades, impact and missiles each 10	60000
Rider's Blade	140	STR: 230	Swordfighter II	-	30000
Demon sword	150	STR: 666	Large weapons III	Protection against blades, impact and missiles each 10	1
Straight Scimitar	150	STR: 230	Swordfighter III	-	35000
Wrath of Innos	165	STR: 290	Large weapons III	blessed Paladin	75000
Heart of Cold	170	STR: 250	Swordfighter III	blessed	40000
Skullfed	200	STR: 270	Large weapons III	-	45000
Dragon's Tooth	250	STR: 330	Large weapons III	-	80000

5.2 Large weapons

Name	Damage	Strength (STR) / Hunting skill (DEX)	Required skill	Bonus	Gold value
Heavy branch	25	STR: 50	-	-	1
Woodcutter's axe	25	STR: 80	-	-	40
Pickaxe	35	STR: 80	-	-	80
Scythe	40	-	-	-	75
Farmer Spear	50	STR: 100 DEX: 100	-	-	1000
Spiked cudgel	55	STR: 130	-	-	100
Rusty battleaxe	60	STR: 120	Large weapons I	-	150
Spear	60	-	-	-	500
Chaosbreaker	60	STR: 100 DEX: 100	-	-	1500
Iron Spear	60	STR: 120 DEX: 120	-	-	5000
Morningstar Mace	70	STR: 130	Large weapons II	-	250
Halberd	70	STR: 70	Large weapons I	-	700
Moonstab	70	STR: 120 DEX: 100	-	-	5000
Sentinel	70	STR: 110 DEX: 120	-	-	12000
Barbed cudgel	75	STR: 150	Large weapons I	-	150
Pallas's Spear	75	STR: 125 DEX: 130	-	-	460
Bearded axe I	85	STR: 160	Large weapons I	Life energy +10	7000
Meat axe	90	STR: 170	Large weapons I	Large weapons II	10000

Name	Damage	Strength (STR) / Hunting skill (DEX)	Required skill	Bonus	Gold value
Vigor's spear	95	STR: 180 DEX: 150	Large weapons II	-	4100
Thunderpierce	100	STR: 140 DEX: 140	-	-	6000
Battleaxe	105	STR: 200	Large weapons II	Large weapons III	21000
Krush Varok	110	STR: 250	Large weapons II	-	500
Warhammer	115	STR: 240	Large weapons II	Life energy +20	15000
Barbarian battleaxe	115	STR: 250	Large weapons II	Orkslayer	35000
Krush Pach	120	STR: 300	Large weapons III	-	600
Krush Morok	120	STR: 300	Large weapons II	-	700
Troglodyte cudgel	120	STR: 200	Large weapons II	-	12000
Dredger	120	STR: 220	Large weapons II	-	22500
Executioner	140	STR: 245	Large weapons III	-	45000
Krush Splitter	140	STR: 250	Large weapons III	-	47500
Berserker axe	140	STR: 300	Large weapons III	Life energy +40	57500
Nightshocker	150	STR: 160 DEX: 180	-	-	15000
Diminisher	150	STR: 270	Large weapons III	-	22500
Bearded axe II	150	STR: 285	Large weapons III	-	30000
Halderan	155	STR: 280	Large weapons III	-	25000
Havoc	155	STR: 300	Large weapons III	Protection against energy +10	27500
Krush Vorok	160	STR: 300	Large weapons II	-	700
Berserker's wrath	160	STR: 310	Large weapons III	Life energy +60	67500
Double Decker	165	STR: 300	Large weapons III	-	32000
Miner's Pride	175	STR: 290	Large weapons III	Life energy +25	30000
Krush Agash I	180	STR: 335	Large weapons III	-	900
Krush Tarach	190	STR: 380	Large weapons III	-	800
Krush Agash II	220	STR: 350	Large weapons III	-	900
Ogre morningstar	260	STR: 450	Large weapons III	-	300

5.3 Staffs

Name	Damage	Strength (STR) / Ancient knowledge (INT)	Required skill	Bonus	Gold value
Mage's staff (Staff of sorcery)	20	INT: 50	Magic staves	Mana +40	4000
Mage's staff (Staff of defense)	25	INT: 60	Magic staves	Protection against blades impact and missiles and all elements each 15	12500
Mage's staff (Staff of darkness)	25	INT: 80	Magic staves	Dark mage	15000
Mage's staff (Staff of fire)	25	INT: 50	Magic staves	Fire mage	15000

Name	Damage	Strength (STR) / Ancient knowledge (INT)	Required skill	Bonus	Gold value
Mage's staff (Staff of water)	25	INT: 80	Magic staves	Water mage	15000
Druid's staff (Staff of nature)	30	INT: 100	Magic staves	Mana +25 Life energy +50 Druid	12000
Mage's staff (Staff of magic)	30	INT: 100	Magic staves	Mana +75	12000
Mage's staff (Staff of protection)	35	INT: 125	Magic staves	Protection against blades impact and missiles and all elements each 30	27500
Mage's staff (Staff of power)	40	INT: 170	Magic staves	Mana regeneration	26000
Mage's staff (Staff of the dark mage)	40	INT: 180	Magic staves	Mana +100 Protection against energy +40 Dark mage	30000
Mage's staff (Staff of the fire mage)	40	INT: 130	Magic staves	Mana +100 Protection against fire +40 Fire mage	30000
Mage's staff (Staff of the Water Mage)	40	INT: 160	Magic staves	Mana +100 Protection against ice +40 Water mage	30000
Mage's staff (Staff of invulnerability)	45	INT: 140	Magic staves	Protection against blades impact and missiles and all elements each 40	53000
Quarterstaff	75	STR: 100 INT: 50	Staff fighting I	Protection against blades +10	180
Mage's staff (Staff of balance)	80	INT: 280	Magic staves	Water mage Mana regeneration	60000
Mage's staff (Staff of death)	80	INT: 280	Magic staves	Dark mage Mana regeneration	60000
Mage's staff (Staff of dominance)	80	INT: 280	Magic staves	Fire mage Mana regeneration	60000
Blade staff	95	STR: 110 INT: 100	Staff fighting II	Staff fighting III Protection against blades +15	1000
Judge's staff	120	STR: 130 INT: 150	Staff fighting II	Protection against blades +20	7500

5.4 Bows

Name	Damage	Hunting skill	Required skill	Bonus	Gold value
Bow	45	80	Bow	-	100
Hunting bow	50	90	Bow	-	200
Hashishin bow	55	100	Bow	-	400
Bone bow	60	110	Bow	-	800
Composite bow	70	120	Bow	-	1600
Longbow	75	140	Bow	-	3200
War bow	80	130	Bow	-	5000
Wolf ripper	80	150	Bow	Game hunter	9500
Ranger bow	85	170	Bow	Big game hunter	13000
Oak bow	90	160	Bow	-	10000

Name	Damage	Hunting skill	Required skill	Bonus	Gold value
Army bow	95	180	Bow	-	15000
Battle bow	100	190	Bow	Archer	18000
Garik's bow	100	200	Archer	-	20000
Orc ripper	105	200	Bow	Orc hunter	21000
Horn bow	110	210	Bow	-	42000
Deathbringer	115	220	Archer	-	35000
Nimrod	120	230	Archer	-	30000
Silent death	130	250	Archer	-	36000
Rune bow	140	270	Archer	Master archer	45000
Demon bow	150	300	Master archer	-	52000

5.5 Crossbows

Name	Damage	Strength	Required skill	Bonus	Gold value
Crossbow	100	100	Heavy crossbow	-	500
Orc crossbow	110	135	Heavy crossbow	-	750
Headhunter's crossbow	120	150	Heavy crossbow	-	1000
Slave death	130	165	Heavy crossbow	-	1750
Mercenary crossbow	140	185	Crossbowman	-	3200
Blood harvest	150	195	Crossbowman	-	6400
Nordmarian crossbow	160	210	Crossbowman	-	12800
Rhino killer	170	245	Crossbowman	-	25500
Heavy crossbow	180	250	Master crossbowman	-	35000
War crossbow	190	265	Master crossbowman	-	40000
Krash Morra	200	295	Master crossbowman	-	55000

5.6 Arrows and bolts

Name	Damage	Bonus	Gold value
Poison arrow	0	Poison damage	70
Arrow	1	-	2
Quarrel	1	-	4
Fire arrow	10	Fire damage	40
Blade quarrel	20	-	20
Headknock arrow	20	Knock over enemy	60
Exploding arrow	30	Fire damage	200

5.7 Armors

Armor	Blade	Impact	Missile	Fire	Ice	Energy	Bonus	Gold value
Farmer's clothes	10	10	-	-	-	-	-	450
Leather garb	15	15	10	-	-	-	-	1500

Shield	Blade	Impact	Missile	Fire (F) / Ice (I) / Energy (E)	Strength (STR) / skill	Gold value
Leather shield	5	5	10	-	Shield parry	800
Garik's shield	15	15	18	-	Shield parry	1
Round shield	15	15	20	-	STR: 160 / Shield parry	8000
Skull shield	20	20	25	-	STR: 165 / Shield parry	4500
Dreamcatcher	20	20	15	-	STR: 160 / Shield parry	7500
Reinforced Round Shield	20	20	25	-	STR: 170 / Shield parry	9500
Knight's shield	25	25	35	-	STR: 170 / Shield parry	8500
Paladin's shield	30	30	35	-	STR: 200 / Shield parry	10500
Chieftain's Round Shield	30	30	35	-	STR: 200 / Shield parry	11000
Snakecharmer	30	15	45	-	STR: 165 / Shield parry	12000
Dragonbane	30	30	-	F +35	STR: 200 / Shield parry	13000
Embelished Tower Shield	30	40	55	-	STR: 220 / Strong shield parry	17500
Nordmarian Tower Shield	35	35	-	I +35	STR: 210 / Strong shield parry	15000
Rune shield	35	35	35	F +15 I +15 E +15	STR: 250 / Strong shield parry	22000
Gnawstopper	45	25	20	-	STR: 195 / Shield parry	12500
Royal shield	45	45	50	-	STR: 225 / Strong shield parry	20000
Praetor's plate shield	45	40	55	-	STR: 230 / Strong shield parry	21000
Orcish tower shield	50	50	15	-	STR: 270 / Strong shield parry	25000

5.9 Helmets

Helmet	Blade	Impact	Missile	Gold value
Plated Leather Helmet	5	-	-	1000
Steel Crown	10	-	-	1500
Plated chain helmet	10	10	-	2500
Mask of Death	14	-	-	4800
King's Crown	15	-	-	3000
Full Plate Praetor Helmet	15	15	10	6000
Black Steel Helmet	20	20	-	3000
Nordmarian Warrior Helmet	25	-	-	4000
Full plate helmet	25	25	20	7000

5.10 Permanent potions

Permanent potion	Attribute increases...	Gold value
Strength	3	800
Endurance	6	800
Hunting skill	3	950
Life energy	8	950
Mana	8	950

5.11 Artifacts

Artifact	Increase of ancient knowledge	Gold value
Stone tablet	3	75
Weathered stone tablet	7	150

6. Revision of skills and spells

Also the skills and spells were modified. The changes are blue.

6.1 Fighting skills

Skill name	Strength (STR) / Hunting skill (DEX) / Ancient knowledge (INT)	Required skill	Learning points	Gold
Swordfighter I	Start skill	-	-	-
Swordfighter II	Start skill	-	-	-
Swordfighter III	STR: 200	Swordfighter II	20	5000
Fight with two blades	STR: 170 DEX: 140	Swordfighter II	10	2500
Master of two blades	STR: 220 DEX: 190	Fight with two blades	20	5000
Orc slayer	STR: 150	-	10	2500
Large weapons I	Start perk	-	-	-
Large weapons II	STR: 200	Large weapons I	15	2500
Large weapons III	STR: 250	Large weapons II	25	5000
Heavy crossbow	STR: 100		5	1000
Crossbowman	STR: 150	Heavy crossbow	10	2500
Master crossbowman	STR: 200	Crossbowman	15	5000
Shield parry	STR: 130 DEX: 100	Swordfighter II	10	1000
Strong shield parry	STR: 200 DEX: 135	Shield parry	15	2500
Paladin	STR: 200 INT: 50	Swordfighter III	20	5000
Regeneration	STR: 300	-	20	10000

6.2 Hunting skills

Skill name	Hunting skill	Required skill	Learning points	Gold
Bow	Start skill	-	-	-
Archer	150	Bow	15	3500
Master archer	225	Archer	25	7000
Game hunter	125	-	5	1500
Big game hunter	175	Game hunter	15	2500
Orc hunter	225	Big game hunter	15	3500
Silent hunter	110	-	3	1000
Take animal skins	125	Silent hunter	3	500
Take reptile hides	130	Silent hunter	3	500
Teeth, claws, and horns	120	Silent hunter	3	500

6.3 Magic skills

Skill name	Ancient knowledge	Required skill	Learning points	Gold
Staff fighting I	Start skill	-	-	-
Staff fighting II	100	Staff fighting I	4	2000
Staff fighting III	150	Staff fighting II	5	3000
Magic staves	60	Staff fighting I	6	2500
Improve robes	125	Fast learning	15	2500
Fast learning	50	-	7	3000
Druid	150	Improve robes	15	5000
Fire mage	250	Mana regeneration	20	7500
Water Mage	250	Mana regeneration	20	7500
Dark mage	250	Mana regeneration	20	7500
Mana regeneration	200	Fast learning	20	10000

6.4 Smithing skills

Skill name	Smithing	Required skill	Learning points	Gold
Smith	Start skill	-	-	-
Forge ore weapons	25	Smith	5	2500
Prospector	15	-	3	1000
Hone blade	30	-	10	1500
Improve armor	50	-	15	5000

6.5 Thieving skills

Skill name	Thieving	Required skill	Learning points	Gold
Pick simple locks	Start skill	-	-	-
Pick difficult locks	30	Pick simple locks	5	2500
Pick impossible locks	60	Pick difficult locks	5	5000
Simple pickpocketing	10	-	3	1000
Difficult pickpocketing	40	Simple pickpocketing	5	2000
Impossible pickpocketing	80	Difficult pickpocketing	6	4000
Bargain	50	-	7	2500
Knock down	40	-	4	1000
Murder	90	-	5	4000
Master thief	100	-	5	5000
Sneak	Start skill	-	-	-

6.6 Alchemy skills

Skill name	Alchemy	Required skill	Learning points	Gold
Brew healing potions	Start skill	-	-	-
Brew mana potions	20	Brew healing potions	3	1000
Potions with permanent effects	60	Brew mana potions	8	4000
Make poison	35	-	3	2000
Brew transformation potions	40	Brew mana potions	5	2500
Poison blade	45	Make poison	10	1000
Make poison arrows	40	Make poison	8	1500
Make fire arrows	30	-	8	1500
Make exploding arrows	70	Make fire arrows	10	2500

6.7 Other skills

Skill name	Alchemy	Learning points	Gold
Acrobatics	-	10	1000
Endurance of the wolf	-	13	1500
Resistance to cold	-	10	3000
Resistance to heat	-	10	3000
Resistance to diseases	35	15	2000
Poison resistance	35	15	2000

6.8 Magic of dominance

Spell	Ancient knowledge	Required spell / skill	Learning points	Gold	Mana costs
Light	5	-	2	500	10

Spell	Ancient knowledge	Required spell / skill	Learning points	Gold	Mana costs
Cure disease	15	-	4	1000	20
Cure poison	15	-	4	1000	45
Healing	30	Cure disease	10	1700	60
Heal other	40	Healing	5	1500	50
Summon flaming sword	45	-	5	2500	60
Fireball	50	Fast learning	5	1500	15-30
Banish evil	110	Light	5	4000	30-100
Flame wave	120	Fireball	7	7500	90
Bless weapon	230	Banish evil	10	5000	100
Meteor	240	Flame wave	10	7500	220
Word of dominance	210	Summon flaming sword	15	10000	140
Fire rain	250	Fire mage	20	15000	250

6.9 Transformation magic

Spell	Ancient knowledge	Required spell / skill	Learning points	Gold	Mana costs
Summon animals	Start spell	-	-	-	50
Telekinesis	15	-	2	500	35
Tame	30	Summon animals	4	1000	40
Summon goblin	55	Summon animals	5	2500	40
Ice lance	60	Fast learning	5	1500	15-30
Animal form	75	Summon animals	5	2500	60
Sleep	60	-	4	1500	30
Frostwave	140	Ice lance	10	9000	135
Ice explosion	130	Ice lance	7	6000	120
Open locks	200	-	10	4000	120
Summon golem	210	Summon goblin	15	7500	110
Time bubble	240	-	15	6500	120
Hailstorm	250	Water Mage	20	15000	250

6.10 Summoning magic

Spell	Ancient knowledge	Required spell / skill	Learning points	Gold	Mana costs
Transfer disease	20	-	4	1000	40
Poison	Start spell	-	-	-	25
Lightning Bolt	50	Fast learning	5	1500	15-30
Amnesia	50	INT: 50	4	2000	30
Terror	60	-	4	1500	60
Fog	65	Terror	5	2000	50
Bloodlust	70	Terror	5	3500	50
Summon skeleton	105	Terror	5	3500	60
Night to day	175	Fog	15	4000	80

Spell	Ancient knowledge	Required spell / skill	Learning points	Gold	Mana costs
Soul travel	220	Fog	7	4500	70
Summon demon	220	Summon skeleton	10	9000	110
Summon lightning	230	Lightning Bolt	15	7500	200
Army of Darkness	275	Dark mage	20	15000	250

7. Chests

Some chests contain special items. Here are the numbers of each chest type and which item has to be in it.

7.1 Weapon chests (ingame: „Heavy chest“)

There are 25 chests of this kind ingame. They contain valuable weapons or weapon blueprints that can be found in a particular order. This order depends on the prices of the items – the more expensive an item is, the later you will find it in a heavy chest.

Heavy chest	Name item	Gold value
1	Katana	8000
2	Diminisher	22500
3	Dredger	22500
4	Blueprint 'Rune sword'	25000
5	Rhino killer	25500
6	Master sword	30000
7	Deathbringer	30000
8	Rider's Blade	30000
9	Barbarian battleaxe	35000
10	Heavy crossbow	35000
11	Straight Scimitar	35000
12	War crossbow	40000
13	Silent death	40000
14	Heart of Cold	40000
15	Great inquisitor	45000
16	Rune bow	45000
17	Skullfed	45000
18	Sword of the Ancestors	50000
19	Demon bow	52000
20	Krash Morra	55000
21	Berserker axe	57500
22	Power of the Ancestors	60000
23	Berserker's wrath	67500
24	Wrath of Innos	75000
25	Dragon's Tooth	80000

7.2 Mage chests (ingame „Old chest“)

There are 22 chests of this kind ingame. They contain valuable scrolls, staffs, rings, or amulets which can be found in a particular order. This order depends on the prices of the items – the more expensive an item is, the later you will find it in an old chest.

Old chest	Name item	Gold value
1	Scroll 'Fireball'	100
2	Scroll 'Group Hypnosis'	500
3	Ring of defense	800
4	Potion of endurance	800
5	Hunting potion	950
6	Potion of life force	950
7	Scroll 'Banish evil'	1000
8	Protection ring of magic	1000
9	Recipe 'Hunting potion'	1600
10	Scroll 'Summon golem'	2000
11	Mage's amulet	2000
12	Scroll 'Meteor'	2250
13	Scroll 'Army of Darkness'	2500
14	Amulet of the hunter	2500
15	Warrior's amulet	3000
16	Staff of the dark mage	30000
17	Staff of the fire mage	30000
18	Staff of the Water Mage	30000
19	Staff of invulnerability	53000
20	Staff of death	60000
21	Staff of dominance	60000
22	Staff of balance	60000

7.3 XXL chests (ingame „Solid metal chest“)

There are nine chests of this kind ingame. These chests do not contain defined items.

7.4 Gold chests (ingame „Large chest“)

There are 15 chests of this kind ingame. They contain different kinds of items which can be found in a particular order. This order depends on the prices of the items – the more expensive an item is, the later you will find it in a large chest.

Large chest	Name item	Gold value
1	Gold	500
2	Gold	500
3	Gold	500
4	Gold	500
5	Gold	500

Large chest	Name item	Gold value
6	Gold	500
7	Scroll 'Open locks'	750
8	Scroll 'Heal other'	750
9	Scroll 'Amnesia'	750
10	Potion of concentration	950
11	Amulet of strength	1600
12	Scroll 'Bless weapon'	1750
13	Thief's amulet	2000
14	Amulet of armor	2500
15	Ironskin amulet	4500

8. Trade

Traders have also been changed in this patch. All traders have a defined inventory of goods now. That means there won't be any random selection of available goods.

These goods are the normal trade inventory throughout the game.

Traders will only get new goods and gold in small amounts. If you didn't talk to a trader for at least 48 ingame hours, some goods and gold will be refilled, or new goods will be added. For these new goods, random selection takes place.

Here's a list of all traders:

Entity name (Cheatcode)	Trader's name	Location	When?	What?
BlackSmith	<i>Gerbrand</i>	Silden	immediately	Smith
Boris	<i>Boris</i>	Geldern (outside)	after quest "Hunt the crazy bisons" or "Boris goes hunting bisons"	Hunting
Conz	<i>Conz</i>	Ardea	immediately	Weapons
Dirk	<i>Kendl</i>	Faring	if the quest "Hubertus' wife wants to shop for armor" starts	Smith
Egidius	<i>Egidius</i>	Vengard	immediately	Armors
Faring_Merchant_01	<i>Gerrell</i>	Faring	immediately	General
Faring_Thief_01	<i>Thief</i>	Faring	after quest "Myrtana's thief guild"	Stolen goods
Faring_Trader_01	<i>Merchant</i>	Faring	immediately	Food
Faring_Trader_02	<i>Merchant</i>	Faring	immediately	Alchemy
Faring_Trader_03	<i>Merchant</i>	Faring	immediately	Armors Weapons
Faring_Trader_04	<i>Merchant</i>	Faring	immediately	Magic
Garik	<i>Garik</i>	Gotha (outside)	after he becomes a teacher	Hunting
Geldern_BlackSmith_02	<i>Smith</i>	Geldern	immediately	Smith
Geldern_Teacher_Druid	<i>Ardian</i>	Geldern	immediately	Alchemy
Geldern_Trader_01	<i>Merchant</i>	Geldern	immediately	Magic
Geldern_Trader_02	<i>Merchant</i>	Geldern	immediately	Alchemy
Geldern_Trader_03	<i>Merchant</i>	Geldern	immediately	General
Geldern_Trader_04	<i>Merchant</i>	Geldern	immediately	Armors

Entity name (Cheatcode)	Trader's name	Location	When?	What?
Geldern_Trader_05	<i>Merchant</i>	Geldern	immediately	Food
Geldern_Trader_06	<i>Merchant</i>	Geldern	immediately	Weapons
Gotha_Trader_01	<i>Merchant</i>	Gotha	immediately	Food Armors General Weapons
Hamlar	<i>Hamlar</i>	Silden	after quest "Escort the merchant's caravan"	Food General
Kapdun_ArenaElite	<i>Benat</i>	Kap Dun	after you beat him in the arena	Weapons
KapDun_Hunter_01	<i>Martel</i>	Wilderness	after quest "Martel's orc problem"	Hunting Potion
Khaif	<i>Khaif</i>	Faring	after the talk of the quest "Dragon bones"	Weapons
Khalil	<i>Khalil</i>	Faring	immediately (until he says that he doesn't trade with warriors)	Alchemy Magic
Kunz	<i>Kunz</i>	Silden	immediately	Weapons
Meryl	<i>Meryl</i>	Silden	after quest "Meryl wants Dylan's amulet"	Stolen goods
Montera_BlackSmith_01	<i>Udolf</i>	Montera	immediately	Smith General
Montera_Ranger_01	<i>Ranger</i>	Montera	immediately	Alchemy Hunting Food
Montera_Warrior_01	<i>Merchant</i>	Montera	immediately	Armors Weapons
Nisin	<i>Nisin</i>	Silden	immediately	Alchemy
RebTrader_Ugly	<i>Merchant</i>	Wilderness	immediately	Food Weapons Stolen goods
Silden_Shepherd_01	<i>Jurgen</i>	Silden	immediately	General
Silden_Trader_01	<i>Merchant</i>	Silden	immediately	Armors
Silden_Trader_02	<i>Merchant</i>	Silden	immediately	Hunting
Silden_Trader_03	<i>Merchant</i>	Silden	immediately	Potion Plants
Silden_Trader_04	<i>Merchant</i>	Silden	immediately	Magic
Trelis_Bandit_01	<i>Shady Figure</i>	Trelis (outside in a cave)	immediately (until quest "The elder son and the ruins at Trelis" starts)	Stolen goods Food
Trelis_BlackSmith_01	<i>Smith</i>	Trelis	immediately	Smith General Food
Trelis_Orc_Shaman_03	<i>Orc shaman</i>	Trelis	immediately	Alchemy Magic
Vangard_Alchemist_01	<i>Alchemist</i>	Vengard	immediately	Alchemy
Vangard_Alchemist_02	<i>Alchemist</i>	Vengard	immediately	Alchemy
Vangard_Fire_Mage_01	<i>Fire mage</i>	Vengard	after Lee has sent the hero to Immanuel	Magic
Vangard_Fire_Mage_02	<i>Immanuel</i>	Vengard	immediately	Magic
Vangard_Fire_Mage_03	<i>Fire mage</i>	Vengard	immediately	Potion Plants
Vangard_Trader_01	<i>Merchant</i>	Vengard	immediately	Weapons
Vangard_Trader_02	<i>Merchant</i>	Vengard	immediately	Weapons

Entity name (Cheatcode)	Trader's name	Location	When?	What?
Werner	<i>Sindri</i>	Ardea	after quest "Buy Sindri's artifact"	Food General

9. Teachers

Here's a list of all teachers.

Name	Location	Condition	teach attribut	teach skill	teach spell
Laurent	Ardea	succeeded quest "Bring Theodor the artifacts from Ardea"	Hunting skill	Archer Master archer Silent hunter Game hunter Big game hunter Take animal skins Take reptile hides Teeth, claws, and horns	-
Olis	Ardea (outside at the beach)	succeeded quest "Orcs need protection against the fourth attack"	Strength	Large weapons II Regeneration	-
Kazus	Faring	-	Strength	Fight with two blades Master of two blades	-
Kendl	Faring	If you give the five keys of the merchants	Smithing	Hone blade Prospector Forge ore weapons	-
Lebrecht	Faring	-	Strength	Resistance to cold	-
Rickard	Faring	-	Strength	Resistance to cold	-
Ardian	Geldern	-	Ancient knowledge	Druid Fast learning Staff fighting II Staff fighting III	-
Inog	Geldern	-	Strength	Swordfighter III Large weapons II Heavy crossbow Crossbowman Shield parry Strong shield parry	-
Boris	Geldern (outside)	succeeded quest "Hunt the crazy bisons" or "Boris goes hunting bisons"	Hunting skill	Archer Master archer Silent hunter Game hunter Take animal skins	-
Gorn	Gotha	-	Strength	Swordfighter III Large weapons II Heavy crossbow Crossbowman Shield parry Strong shield parry	-
Isenfried	Gotha	-	Smithing	Improve armor	-

Name	Location	Condition	teach attribut	teach skill	teach spell
Raik	Gotha	succeeded quest "Dragon bones"	Strength	Fight with two blades Master of two blades Large weapons II Large weapons III Heavy crossbow Crossbowman Master crossbowman	-
Tavin	Gotha	-	Ancient knowledge	Fast learning Improve robes Mana regeneration Staff fighting II Staff fighting III Magic staves Water mage	-
Ulva	Gotha	succeeded quest "Find the gold of Ulva's husband"	-	Mana regeneration Fast learning	-
Garik	Gotha (outside)	succeeded quest "Train the last recruit"	-	Orc slayer	-
Soma	Kap Dun	succeeded quest "Soma needs magic ore"	Smithing	Prospector Hone blade Forge ore weapons	-
Kan	Montera	succeeded quest "Kan needs equipment"	Strength	Regeneration	-
Thomosch	Montera	succeeded quest "Bring the shaman his orcs back"	Ancient knowledge	Fast learning	-
Vikram	Montera (outside)	succeeded quest "The one paying most will get the potion"	Alchemy	Make exploding arrows Make fire arrows Make poison arrows Poison blade Brew mana potions Potions with permanent effects Make poison Brew transformation potions	-
Baltus	Okara	succeeded quest "Talk to the watermage"	Ancient knowledge	Mana regeneration Water mage	Animal form Summon animals Frostwave Hailstorm Ice explosion Ice lance Open locks Sleep Summon goblin Summon golem Tame Telekinesis Time bubble
Anog	Silden	succeeded quest "Anog and the 5 letters of recommendation"	Strength	Swordfighter III Large weapons II Large weapons III Heavy crossbow Crossbowman Master crossbowman Shield parry Strong shield parry	-

Name	Location	Condition	teach attribut	teach skill	teach spell
Cornelius	Silden	succeeded quest "Undigested Fire Nettles"	Alchemy	Make exploding arrows Brew mana potions Potions with permanent effects Make poison	-
Gerbrand	Silden	-	Smithing	Hone blade Prospector	-
Meryl	Silden	succeeded quest "Meryl wants Dylan's amulet"	Thieving	Bargain Pick difficult locks Simple pickpocketing Difficult pickpocketing	-
Lewis	Trelis	-	Thieving	Murder Bargain Master thief Knock down Impossible pickpocketing Pick impossible locks	-
Milten	Trelis	-	Ancient knowledge	-	-
Ogit	Trelis	succeeded quest "Talk to Urbanus"	Ancient knowledge	Mana regeneration	-
Steiner	Trelis	succeeded quest "Beat Drud"	Strength	Swordfighter III Large weapons II Large weapons III Heavy crossbow Crossbowman Master crossbowman Regeneration	-
Thorus	Trelis	-	Strength	Swordfighter III Large weapons II Heavy crossbow Crossbowman Master crossbowman Shield parry Strong shield parry	-
Egidius	Vengard	succeeded quest "Undigested firenettle from troglodytes"	Alchemy	Make poison arrows Poison blade Potions with permanent effects Make poison Brew transformation potions	-
Hanz	Vengard	Quest "Talk to Hanz near Vengard's town gate" started	Strength	Paladin Regeneration Resistance to cold Resistance to heat Resistance to diseases Poison resistance Acrobatics Endurance of the wolf	-
Immanuel	Vengard	-	Ancient knowledge	Fire mage Dark mage	-
Lee	Vengard	succeeded quest "Lee must send additional forces to Gotha"	Strength	Swordfighter III Large weapons II Large weapons III Orc slayer	-
Martel	World	succeeded quest "Martel's orc problem"	Hunting skill	Teeth, claws, and horns Take reptile hides Take animal skins Silent hunter Big game hunter Orc hunter	-

Name	Location	Condition	teach attribut	teach skill	teach spell
Mystic wanderer	World	succeeded quest "The Mystic Wanderer's armor pieces"	Alchemy	Brew mana potions Potions with permanent effects Poison blade	-
Rollan	World	-	Ancient knowledge	Magic staves	-

10. Other changes

Bookshelves which can be read by the hero give less attribute points.

Experience points for killing ambient animals like rabbits, chickens, cows, pigs, meatbugs etc. will be reduced from 25 to 10.

A few recipes have been changed.

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