Avernum 4
GREED AND GLORY

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

You will become involved in a shadowy war and a deadly struggle. This will take you through strange lands, bandit cities, and the darkest depths of the underworld. Your mission: discover who has attacked your new home, stop them, and get back to your main purpose: Gaining fame, wealth, and power.

Avernum 4 is designed to be easy for a new player to learn. There is a comprehensive tutorial and ample in-game help. However, like most fantasy role-playing games, it has a lot of detail. Fortunately, if you get stuck, these instructions are here to help you out.

Have fun! You have an enormous world to explore, with many, many treasures to find and places to go.

Note About Computers and Tablets

This is the documentation for both the computer (PC/Mac/Linux) and tablet (iPad) versions. Some details are different for computers and tablets. For example, keyboard shortcuts only apply to the computer version. Parts of the interface with bigger differences will be noted. On computers, to see tips for a button, status icon, etc., move the cursor over it. On tablets, rest your finger on it.

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Chapter 1: The World of Avernum

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

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

According to mythology, Avernum is a gateway, the portal leading into the underworld. Avernum is also an actual place. It is a network of hundreds of miles of caves and tunnels, forming an enormous, weblike labyrinth of warrens under the surface of the world. Kept lit by magic, fed by fungus, and populated by the unending stream of humans (and creatures not unlike humans) 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 Garzahd, 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 rebel in this subterranean den of vipers was to escape alive.

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

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

Fortunately, aided by the peaceful vahnatai Bon-Ihrno, a group of bold Avernites were able to infiltrate the Empire-controlled areas of Avernum, steal the Crystal Souls, and return them to their rightful owners. In return, the vahnatai joined forces with Avernum and used their mighty magic to slaughter the Empire troops. The Empire War finally ended, bloody but victorious for Avernum.

Returning To the Surface

Aided by Erika Redmark and their new vahnatai allies, the Avernites built a mighty teleporter, a magical machine able to instantly send people from the caves to the surface. Avernum slowly and secretly built Upper Avernum, a new network of cave cities just below the surface of the continent of Valorim. The plan was for the Avernites to emerge, in force, and find a way to take from the Empire a chunk of land to use as their own. And they did.

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

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

Peace, and Discord

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

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

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

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

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

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

During this period, the vahnatai stopped communicating with Avernum for a short time. They were still reeling from the arrival of humanity in their homeland. This had already caused one war, and others seemed inevitable is a peaceful settlement was not made.

Your New Career

You came of age during this happy time. Young, talented, and ambitious, you decided to risk all for fame and wealth. Perhaps you are from the surface, come to the underworld to escape the suffocating control of the Empire. Perhaps you are native to Avernum, and you are willing to risk all to chase a glorious goal. Either way, the time to explore has begun.

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

Then you sought a place to begin your quest. You ended up at Fort Monastery, at the far edges of settled lands. To the north, huge, unexplored pits and tunnels have been found. A rush into these virgin caverns is inevitable, and you strongly suspect that your goals can be achieved out here.

It's not a prestigious fort. It's rough and dangerous, but it is a place to start. Each night, you dream of the day when you can truly prove your worth. You hope and pray that, one day, fortune will shine upon and give you the chance to brave unspeakable horrors and danger and become a legend.

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

Chapter 2: Getting Started

When you launch Avernum 4: Greed and Glory, 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 choose one of four backgrounds and enter the world of Avernum. Read the next chapter to find out more about creating a party.

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

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

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

Settings - Brings up a window where you can tinker with the game's difficulty and other settings. Described in detail in Chapter 6.

Medals - See the medals you have earned while playing Avernum 4.

Credits – Learn who brought you this fine, electronic entertainment.

Quit - Return to the mundanity of the real world.

Creating Your Characters

After selecting Start New Game on the title screen, you will be presented with a party of four pre-fabricated characters, created to give a beginner an easy introduction to the world of Avernum. These characters are balanced to give you a good starting group. You can tinker with these characters as much as you want or generate a whole new party.

If you want it, Avernum 4: Greed and Glory gives you the power to fully customize your little computer people.

When you are done with editing your party, press the OK button. You will choose the background and goals for your characters. You can then choose how difficult you

want the game to be. You can always change this later on the Options screen. Finally, you will enter the world of Avernum.

Character Backgrounds

You can choose from one of four backgrounds when beginning the game. These determine your background and what your character is trying to do (in addition to the main plot of the game). Each background comes with a modest bonus for your characters.

There are different things you can do while exploring to achieve your characters' goals. These determine how good an ending you get. Happily, even if you ignore your character's goals, you can still end the game a highly successful hero.

The Party Creation Screen

To edit your party, select from the following options:

Change 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 4: Greed and Glory. Move the cursor over each one to see a description.

Your character class only affects your initial set of skills. It doesn't affect anything once you start the game. If you select a Custom character type, you can spend its initial skill points once you start the game.
Change Species - Select the character species icon to cycle through the three different races. Each has its own unique advantage.

Delete Character - 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, select the graphic or portrait to the right. When you're first starting out, it's often a better idea to just start with the pre-generated characters. As you play more of Avernum 4: Greed and Glory, 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.

Choosing the Game Difficulty

When you have created your party, you can choose how difficult you would like the game to be. If you prefer a relaxing experience, feel free to choose Casual. If you like a real gaming challenge, select Torment. Experienced gamers may have more fun playing on Veteran. If you want the default Avernum 4 experience, choose Normal.

Chapter 3: Skills and Training

You will control up to four characters wandering through a hostile underworld. Like in all role-playing games, your characters have a set of statistics that describe how well they interact with the world. These numbers define how tough they are, how strong their magic is, etc.

Your characters' strength is determined by a number of factors. There are skills, which are numbers that determine how strong they are, how good they are with weapons or spells, how good they are at picking locks, etc.

Your characters also have Traits, which are various advantages that help you in your adventures. You will be able to select these as you progress through the game.

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 little or no experience to a powerful character. A powerful monster will give a lot of experience to a low-level character.

To see a character's skills, press the '?' button by his or her portrait. When a character gains a level, this button turns to an up arrow. Press this button to train the character.

When your character gains a level, you get 12 skill points to spend on higher skills. The skills are listed to the right in the first tab. Move the mouse cursor over a skill to see a description. (Rest your finger on it on mobile devices to see the description.)

Press the up-arrow button by a skill to increase it. Every time you increase a skill by two, the cost to increase it increases by one.

Every second level, your character also gains a Trait. Traits are listed in the second tab on the character statistic window. Switch to that tab and press a '+' button to select a trait.

Most traits (and some skills) have prerequisites. You may need to reach a certain level, improve certain skills, or train in a different trait. If you are unable to improve a trait or skill, move the cursor over its name to see what you are missing.

Some people in towns can improve your skills for cash. However, you can only spend money to improve a skill or spell twice.

Changing the Party Order

To change the order of your characters, drag them up and down in the party roster.

Note that, by default, characters act during combat in the roster order. You can change this behavior in Settings.

Resistances

The character's total resistances to various effects are listed to the lower left. This is the cumulative result of the resistance all of your items and skills give for each sort of attack. There is more on resistances and armor in the chapter on combat.

Chapter 4: The Avernum 4: Greed and Glory Screen

When you've started a new game or loaded an old saved game, you will see the Avernum 4: Greed and Glory window.

The Avernum 4: Greed and Glory screen is divided into five areas:

<u>The Terrain Area</u> - 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. In the terrain area, north is to the upper right, and east is to the lower right.

To shift the terrain view, drag the screen with the cursor (or your finger on mobile devices). You can also shift the view with the W-A-S-D keys.

There are also ways to change screen shifting in Settings. You can have the view follow your characters as they move. You can also enable shifting the screen by moving the cursor to the edge of the window.

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), select it.

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

The Portrait - When you select a character's portrait, that character becomes active (you can also do this by typing '1'-'4'). That character's Quick Use buttons 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, select the portrait to pick the target.

The Info/Train Button - Press the button with a '?' to bring up the Statistics screen. When you gain a level, this button turns into a '+'. Press it to train your character.

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

When a character is affected by some sort of status effect (such as poison or acid), an icon will appear to the right of that character's portrait. Move the cursor over a status effect icon to see a detailed description of what it is and how long it will last.
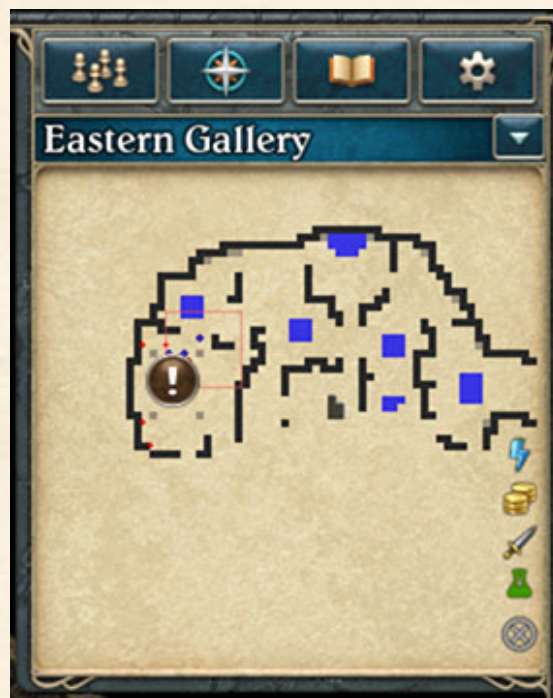
<u>The Automap Area -</u> Displays a rough map of the area around you. Select a point on the automap to shift the terrain view to a different area. When you move your cursor over the map (or touch it on mobile devices), empty areas you have mapped will be drawn in light gray, clearly indicating where you have not yet explored.

When you find interesting locations, they will automatically be marked by a '!' marker on the automap. Hover your cursor over the marker to see what is there and what quests you might have there.

You can place marks on the map to remember locations. Select one of the four symbols to the lower right and then select where to place it. To delete a mark, select the gray 'X' icon and then the mark to delete.

The buttons above the map do the following:

Edit Party - Brings up the Edit Party window. You can change the names and appearances of your characters. You can delete a character you are tired of. You can then create a new character.

World Map - Shows a map of the entire land of Avernum. Drag it to see offscreen areas.

Journal - See quests you are doing, special items you have, bits of interesting text you have saved, and unique events you have experienced. If you're ever not sure what to do, look at the Main Story quests.

File Menu - Lets you save or load games. Also lets you change Avernum 4's settings. This is described in detail below.

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 – There are buttons running across the bottom of the screen. Each of them enables you to do something very important. You can find out what a button does by moving the cursor over it. (Rest your finger on it on mobile devices.)

The buttons are, from left to right:

Start/Leave Combat - Takes you into and out of combat mode. Press this when you want to start combat. (You will also automatically enter combat mode when you try to attack someone or a foe attacks you.)

When you are done fighting, push this button. If there are hostile foes visible but they aren't attacking you, you will leave combat at the end of the current round.

Use Melee/Missile Attacks - The next two buttons set whether this character attacks with a melee or missile weapon. The weapons 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 'z' to switch between the two weapons.

Use Ability - Choose a Mage Spell, Priest Spell, or Battle Discipline to use.

Use Item - Shows a list of usable items in your pack. Select which one to use.

Quick Use Buttons - These buttons enable you to select commonly used spells and abilities more quickly. Press one of these buttons and choose an ability. Later, you can press the button again to cast that spell.

You can also put commonly used items in Quick Use buttons. To do this, open the inventory window, select the potion, etc. and drop it onto a Quick Use button.

To clear a Quick Use button on Windows or Mac, Right-click it. On Mac, you can clear a button by Command-Clicking it. To clear a Quick Use button on mobile devices, rest your finger on it and drag it up off the bar.

Get Items - Displays the Inventory screen for the currently selected character. This screen is described in detail in a later section.

Avernum 4 Settings

You can edit the game settings from the title screen. In the game, you can also change them by pressing the File Menu button (above the map) and selecting Settings.

Difficulty: Casual/Normal/Veteran/Torment - Determines how powerful your foes are. You can only change this for your characters after you have loaded a saved game.

Walk Animation: Animated/Snap Movement - Whether the movement of your character is animated. When set to Snap Movement, your characters will move more quickly.

Scrolling Speed: Normal/Fast/Slow - Sets how quickly the terrain view scrolls when you shift it.

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

Ability Animation Speed: Normal/Fast - Changes how fast your character animations play.

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

Cursor At Screen Edge Scrolls View: Yes/No - Turns on/off whether moving the cursor to the edge of the screen shifts the terrain view.

Party Always Acts In Roster Order: On/Off - By default, your characters will always act in the order they appear in the roster, and their speed when acting is the average of the speeds of your entire party. When this is off, each character acts depending on its speed.

Set Keyboard Shortcuts: You can customize most of Avernum 4's keyboard shortcuts.

Full Screen or Window: Determines whether the game launches in full screen or windowed mode.

Graphics Extra Details - Reduces the number of graphics loaded and drawn. Has three levels. Set to draw fewer graphics if you have performance issues.

Game Magnification - Determines how magnified the game view is. Set to Larger for more of the game world to appear onscreen. Set to Magnified to make all art and text larger.

Sound Volume, Background Sounds – Lets you adjust the volume of the game effects and the background sounds/music.

Chapter 5: The Inventory Window

Press the chest button at the bottom right of the game window (or type 'g') to see the Inventory window. This is where you pick up, drop, and equip items.

When you select 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 lower 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 'Steal'. This means that it is not yours. You can't steal it when any friendly townspeople can see you.

This area can also display your Junk Bag, described below.

Equipping Items: To have your character equip an item (put on a piece of armor or ready a sword), put the item down on your portrait to the left. 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. Attacks when dual wielding have a 35% penalty to hit chance and damage.

Quick Use Buttons: To have a potion, scroll, wand, or other usable item be a quick use item, pick it up and drop it on a Quick Use button at the bottom of the screen. Later, press the button to use the item.

Your Pack: This large area to the upper right is your backpack, where most of the items you aren't currently using can be stored. Your backpack is very large, and you can scroll down to see the rest of it.

The Junk Bag

You will frequently find items that you want to take back to town to sell. To make this process easier, your party has a junk bag. You can stuff all your unwanted junk into it for easy selling when you return to town.

To open the junk bag, select 'Open Junk Bag' on the inventory window. You can then put stuff into the junk bag. You can also hold down the Command key (Control key on Windows) and click on an item to move it to the junk bag.

When you are selling items in town, select 'Sell All Junk' to instantly sell all of the stuff in your junk bag.

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 left.

If you want to split up a stack of items, hold down the Shift key and select 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 then select that character's portrait to the upper left. To switch to seeing a different character's inventory, select that character's portrait (or type '1'-'4').

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, select 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 right. 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).

All shops pay the same amount for your items.

When selling items, you will see your Junk Bag. Select 'Sell All In Bag' to instantly sell all items in your Junk Bag.

Crimes and Theft

Some items in towns are owned by people nearby. You can't steal items when townsfolk can see you.

Interface Changes On Tablets

Much of the above is different on tablets. On tablets, to move an item or see details on it, select it. A bar will appear to the right with options for what to do with that item. Select a different area on the inventory window to move the item there. To split a stack, move it to the junk bag, etc., select the options on the bar to the right.

Chapter 6: Exploring Avernum

You will spend most of your time in Avernum 4 wandering through 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, select a spot on the terrain screen you want to move to. On desktop computers, you can also use the keypad or arrow keys.

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

You will start out in Fort Monastery. Once you have moved around and met people there, you can leave town and explore your surroundings.

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

A Seamless World

All of Avernum is one seamless world. As you travel, you will walk out of towns, pass through the outdoors, find small shops and settlements, discover dungeons, and so on.

Avernum is an enormous labyrinth. If you poke into obscure corners, you can find surprising things.

You will sometimes encounter wild animals outside. Some are hostile and some are friendly. If you increase your Cave Lore skill, you will have a chance of taming some of these beasts.

Not Getting Lost

If you are having trouble finding your way, press the World Map button (to the upper right above the map). Your approximate position is marked by the crossed 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 ever aren't sure what to do, press the See Journal/Quest Log button and read your current quests. The more significant quests tend to be at the top of the list.

When you start the game, you will choose a background. This will affect the sorts of missions you need to complete if you want to get the happiest endings.

Winning the Game

Avernum 4 has a gigantic, epic quest. If you get lost or confused, open the Journal, go to the Quest tab, and look at the Main Story quests.

Always be sure to talk to people in towns. Many of them will try to recruit you or give you helpful hints about where to go and who to talk to.

Talking

To obtain information, get quests, and shop, you will need to talk to people. Lots of people. To talk to a character, select 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.)
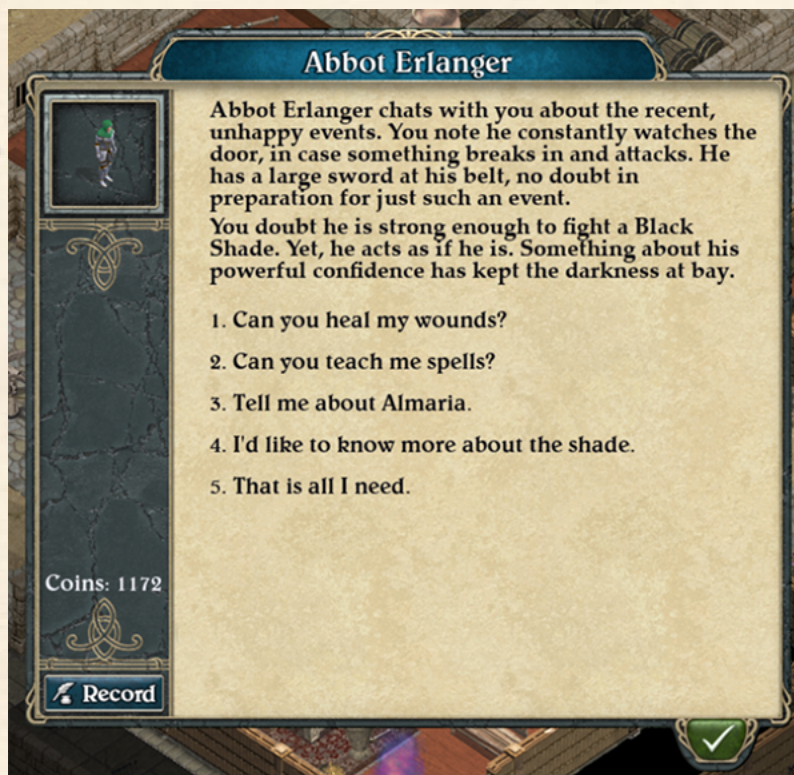
During a conversation, you will be given a menu of things to say. Different questions appear in different circumstances. For example, you can't ask someone where a special artifact is until someone has told you that the artifact exists. When you run out of questions, you are given the choice between 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 quest, you usually get your reward by going back and talking to the person who gave you the quest. 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. Select an item to buy it.

Mouse over an item/spell icon for a description. (On mobile devices, rest your finger on the item to see the description.)

Some shops sell training in spells and skills. Once you have improved a spell or skill two times by paying a trainer, you can't pay money to improve it anymore.

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

Using Objects, Locks

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

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

Some boxes and doors are locked. If you have lockpicks, you can try to unlock them. You will have a chance to do so based on the highest Tool Use skill in your party. (Only the highest Tool Use matters.) If you fail, there is a chance that the lockpick will break.

There are secret doors in Avernum. They are often opened by pushing a button on a wall nearby.

Stairways

You will often find stairways, ladders, trapdoors, and other ways to efficiently change your elevation. Select 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 ingredients that can be used to make potions. There are five sorts of potion ingredients: Healing Herbs, Spiritual Herbs, Energetic Herbs, Graymold, and Mandrake Root. When you find alchemists in the towns, you can sometimes trade these ingredients for completed potions.

Similarly, you can find crafting ingredients in your travels. If you discover Fine Leather, Focusing Crystals, or Fine Steel, someone might be able to make them into useful equipment for you.

Resting

You will often want to recharge your party's health and spell energy. Usually, you can recover your strength by entering a friendly town. You are automatically healed when you enter a large town. In smaller towns, you may need to find and stay at an inn.

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.

Respawning

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 as time passes.

Sometimes, when you kill the boss of a dungeon, that dungeon will be cleared out permanently. No foes will appear there later.

Saving and Loading the Game

You will frequently want to save the game. Saving the game makes a 'snapshot' of your progress. Then, when you quit Avernum 4 and start playing again, you can continue where you left off.

To save the game, press the gear button (or press the Escape key) and select Save Game. This brings up the Save Game window. You can then choose a slot to save the game into. You can also bring up this window by typing Control-S. (Command-S on Mac.)

Later, you can load that saved game and continue to play from that point by selecting Load Game on the title screen. While playing, to load a saved game, press the gear button (or press the Escape key) and select Load Saved Game. This brings up the

Load Game window. You can also bring up this window by typing Control-O. (Command-O on Mac.)

Whenever you are walking around, the game occasionally automatically saves itself. This saved game is called Autosave.

You can't save the game during combat.

Quicksave

There is also a Quicksave slot, which you can use to very quickly save and load your game. Press the F3 key to quicksave, and press the F4 key to load that saved game.

Chapter 7: Beating People Up

When something attacks you, you enter combat mode 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. By default, your characters act in the order they appear in the roster. (This can be changed in the Settings window.) High Dexterity and Quick Action skills help your characters to act sooner in combat.

Each turn, a character has a base of 8 action points (fewer 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 5 action points. Equipping, an item costs 1 (though you can't change armor during combat).

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.

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.).

Moving in Combat, Switching Places

To move a character in combat, select the space to move to. When you choose to attack a foe, select the space it is standing in. Your character, if using a hand-to-hand weapon, will move there and attack.

Sometimes, however, the default 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 enemy, you may have to make him or her switch places with another of your characters. To have the active character switch places with another, select the space that character is standing on.

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, stay at an inn or walk through the gates of a major city.

If your character takes a blow which knocks him or her to 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.

Critical Hits

Every attack has a base 5% chance of being a critical hit. These attacks do 50% more damage. Some items and skills increase the chance of making critical hits.

Enemy Info

To see a detailed description of a foe's resistances, health, and statuses, right-click it.

How To Attack

To select a character in combat, select the space it is standing in. To end a character's turn early (if you don't want it to do anything else), select the space he or she is standing in (or press the space bar).

To attack a foe, select the space it is standing in. You will attack with your current default attack.

Battle Disciplines

Skilled warriors can learn up to 14 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 Skills. The highest of your Melee, Pole Weapons, Bows and Thrown Missiles skills determines how many disciplines you can use.

To select a discipline, press the Use Ability button or type 'u'. To see a description of a discipline, move your cursor over it. (Rest your finger on it on mobile devices.)

Using a discipline uses the same number of action points as an attack or spell and will make you fatigued for a number of turns. You can't use any new disciplines until the fatigue fades.

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 you still have a foe nearby, combat will immediately begin again.

Floor Fields

Some spells can create pools of fire, ice, and other effects on the floor. These pools will last several turns and then disappear.

Some pools are more powerful than others and can overwrite them. For example, if you place an ice pool on a fire pool, it will make the fire pool disappear. This won't work in reverse.

Each pool places a magical effect on whoever steps on it, no matter who created it. If you make a pool of fire, it will still damage you if you stand on it.

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).

To see your character's resistances against the various sorts of damage, open your characters Statistics window.

Chapter 8: Casting Spells

Magic is one of the most powerful tools available to you in Avernum 4: Greed and Glory. Weapons are great, but nothing produces damage faster or more reliably than a good magic spell. Blessing spells provide considerable advantages in battle. Without magic, you will have a very difficult time succeeding.
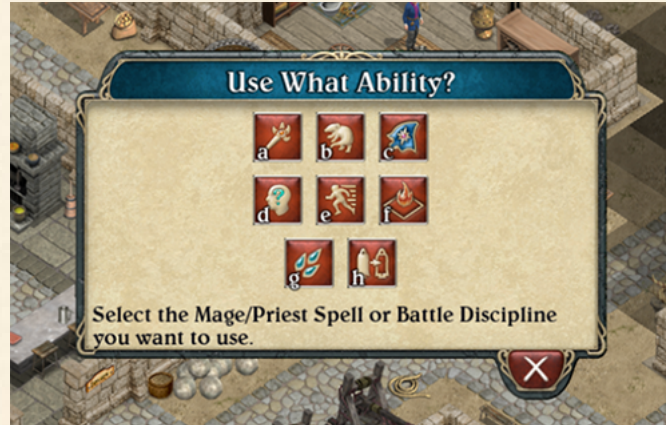
Mage and Priest Spells

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. Every character starts out knowing the first four Mage and Priest spells at level 1. Other spells are bought in towns or learned from spellbooks you find on your adventures. Talk to all of the mages and priests you find in your travels.

In addition, to cast a spell you must have a high enough level of the appropriate skill (Mage or Priest Spells skill) and enough spell energy.

Casting a Spell

To have the active character cast a spell, you press the Use Ability button (or type 'u'), select the spell, and select the target. As always, to change the active character, select a portrait or type '1'-'4'.

To see the description of a spell on the selection window, move the cursor over it. (Hold your finger on it on mobile devices.) 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.

Three Levels of Spells

You can know each spell at level 1, 2, or 3. At higher levels, spells gain more power and start being able to inflict extra effects.

When buying a spell in a shop, you can purchase up to two levels of it. To learn a spell at level 3, you need to find a spellbook or trainer that teaches it. There are 50 such books/trainers hidden all over Avernum, one for each spell.

To learn from one of these hidden resources, the total Arcane Lore skill of your party must be high enough.

You can also use the Character Editor to learn spells. (Select Character Editor on the title screen to learn how to use it.)

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 a piece of armor gives a penalty to hit, it is bulky.

If your armor is too bulky, you won't be able to cast Mage spells. Having the Swordmage trait increases the amount of armor you can wear and still cast these spells.

Targeting Spells

Some spells are cast on a character in your party. To select the target, select 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 a circular or cone-shaped area. When you move the cursor, white lines will indicate the targeted area.

On Veteran or Torment difficulty, if you target your allies with your hostile spells, they will be affected.

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 stand around until they disappear.

Summoned creatures are powerful but hard to control. Each character can only have one summoned creature 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), select the friendly creature to cast it on.

Chapter 9: 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?

Don't give up! This chapter contains some good advice for getting through the early game. There is hope.

Advice for Building A Strong Party

1. Be sure to search all of the rooms and containers in Fort Monastery. Lots of supplies have been left for you.

2. At early levels, magic will keep you alive. Use bless and haste spells, and buy better spells in Fort Monastery. Spells that damage an area are strong. The Daze spell is very useful for keeping your enemies under control.

3. Some skills are more important than others for building strong parties. The Melee and Pole Weapons skills increase your damage output. Buy lots of them for your melee fighters. Spellcraft makes every spell you cast more effective.

4. In general, your wizards can provide powerful effects and your warriors will keep the monsters from killing your wizards. 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. If you win a tough battle but one of your characters has fallen unconscious, run back to town, heal up, and get back in the fight.

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.