

Unofficial GRY-OnLine guide to the game

planescape: Torment

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Additional information about the game described in this publication can be found on the GRY-OnLine website. www.gry-online.pl

Tattoos



PROTECTION TATTOO

Special: +1 Armor Class

This tattoo is a minor protection against physical attacks. The wearer's skin becomes tougher, making them more difficult to injure in combat.



REINFORCED PROTECTION TATTOO

Special: +2 to armor class

Can only be used by Warriors This tattoo is a minor protection against physical attacks. The wearer's skin becomes tougher, making them more difficult to injure in combat.



AIM TATTOO

TRAC0: +1

This tattoo shows two concentric rings with light radiating from within them. When applied to the skin, the wearer's sense of distance and balance will improve, making their attacks more accurate.



ANARCHIST TATTOO

Invokes the spell: "Accelerate Movement"

This tattoo consists of the four symbols of the Revolutionary League. Wearing it openly is not the best idea. The Revolutionary League believes that all existing structures must be overthrown, and its members are dedicated to this very task. They are natural enemies of almost all other factions, so they must act quickly if they are identified. The trouble is that the wearer of this tattoo is immediately recognized as an Anarchist. Authorities see this as a problem.



ANARCHIST TATTOO

Special Properties: Causes confusion

This tattoo consists of the four symbols of the Revolutionary League. Wearing it openly is not the best idea. The Revolutionary League believes that all existing structures must be overthrown, and its members are dedicated to this very task. They are natural enemies of almost all other factions, so they must act quickly if they are identified. The trouble is that the wearer of this tattoo is immediately recognized as an Anarchist. Authorities see this as a problem. The tattoo causes confusion among the enemies of the Anarchists. It lasts a maximum of 30 seconds.



ANNA'S TATTOO OF THE SHADOWS

Special: +1 Dexterity, -1 Charisma, -1 Wisdom, +3% Pickpocketing, +3% Stealth, +3% Lockpicking, +3% Trap Detection Can only be used by Thieves Can only be used by Nameless One You seem to enjoy Anna's

company somehow, because this tattoo gives you a bit of the grace and agility of this clever half-devil, traits of a skilled thief. Unfortunately, this phenomenon also has a negative side, because along with thieving skills, you take over from Anna a part of her impulsiveness and insolence, and this in turn causes your Charisma and Wisdom to decrease.



AVERNUS TATTOO

Special: +33% fire resistance, +33% magic fire resistance, panic resistance

This tattoo shows your journey to Avernus, the first layer of Baator. It reaches to the remnants of ash and fire from the Sphere that are still in your skin. Thus, it provides you with cover from all kinds of fire and fear.



BLACK-THE CALL TATTOO

Invokes the spell: "Black Spike Shield"

Can only be used by Mages Can only be used by Nameless One This tattoo reminds you of your experiences inside Ravel's Blackthorn Thicket and brings back that awful feeling you had when you tried to summon the powers that dwell in the thicket... and the Trigites responded to your call ... in its own way, which impressed Ravel a lot. With this tattoo, you can call upon this power again for a limited period of time and use it to defend yourself against your enemies. It seems your enemies are also enemies of the Ravels AND ALSO enemies of the Trinitis. This tattoo has a limited pool of power, so when the power runs out, the tattoo will disappear.



BLACK-SPOKEN LABYRINTH TATTOO

Summons the spell: "Black Barbed Curse"

Can only be used by Mages Can only be used by Nameless One This tattoo reminds you of your experiences inside Ravel's black-spiked labyrinth and brings back that awful feeling you had when you tried to summon the powers that dwell in the thicket. With this tattoo, you can summon this power again for a limited period of time and use it against your enemies.

It seems your enemies are also Ravel's enemies. This tattoo has a limited pool of power, so when the power runs out, the tattoo will disappear.



TRAITOR TATTOO

Special: +1 Strength, +1 Intelligence

This tattoo represents your victory over Trias the Betrayer and the moment you delivered the killing blow to him. It symbolizes the strength needed to defeat him and the presence of mind with which you outsmarted the treacherous deva.



BLOODLESHING TATTOO

Special: +1 damage from all attacks

This tattoo is in the form of a spiked whip. When its wielder hits an opponent, the tattoo flashes and the whip additionally "bites" the enemy.



TALKER BONE TATTOO

Summons the spell: "Immobilize Undead"

You have learned to talk to the dead and listen to their stories, even beyond the Eternal Frontier. This tattoo augments your power over the dead, allowing you to stop the undead in your vicinity with a single word. This tattoo can only be used a limited number of times before it disappears.



PRESENTATION TATTOO

Special Abilities: +1 to Charisma

This tattoo gives the wearer an advantage when interacting with others. Thanks to him, she is endowed with better presence and leadership skills.



BETTER PRESENCE TATTOO

Special: +2 Charisma

This tattoo makes the wearer more decisive and makes a greater impression on others. Thanks to the tattoo, she is endowed with better presence and leadership abilities.



HEALTH TATTOO

Special: +1 to stamina

This tattoo slightly increases the wearer's stamina and pain tolerance, making them harder to knock down in combat.



ENHANCED HEALTH TATTOO

Special: +2 to stamina

Can only be used by Warriors. This tattoo increases the wearer's stamina and pain resistance, making them harder to knock down in combat.



LOGIC TATTOO

Special: Temporarily +3 Intelligence, Temporarily -3 Wisdom

Can only be used by the Nameless One. You seem to be enjoying Nordom's company somehow, because with this tattoo you are able to impose Nordom's (usually right anyway) orderly and logical reasoning for a period of time. However, at these times your ability to understand the outside world is also diminished, making it much harder for you to draw conclusions from your own experiences. In order for the described state of mind to activate, this tattoo must be used. When its potential is exhausted, the tattoo will disappear.



THINKMAN TATTOO

Special: "Blessing of Copper". Adds experience points when used

Can only be used by Thieves This tattoo recognizes your mastery of the art of pickpocketing, allowing you to rob anyone in your same sphere as you. It doesn't matter where exactly it is or if you can see it at all.

Just clench your hand once a day, then open it, and it will be full of coins. This ability is more than simple theft - when you invoke the power of the tattoo, you will be able to see into the mind of the person whose money was taken, and thanks to this you will receive a small amount of additional experience points.



TATTOO OF DEATH IN LIFE

Summons the spell: "Resurrect"

Can only be used by the Nameless One This tattoo describes how you saved Dimtri's life by giving him a second death. Whether it was the power of his gratitude or the gathering of power in the words you spoke to him to set him free, he now allows you to take advantage of that experience and pull someone back over the brink of death. This tattoo will only work three times before it fades from your skin.



CHEAT TATTOO

Special: +3 damage from all attacks, THAC0: +3

This tattoo contains the sign of the Trickster... represents someone who wants to achieve something easily rather than work for it.



ES-ANNON DREAM TATTOO

Special: +1 to magic saving throws, +2 to base HP

For some reason, the story of the Mourner of Es-Annon filled you with a strange longing. You gave it to the Fallen. The tattoo describes this nostalgia as well as the Mourner's tenacity, enhancing your health and stamina. Artistically, this is one of the Fallen's finest works, and while the tattoo only shows a very general image of Es-Annon, you can almost *feel* the magnificent spiraling parks and avenues full of light. The tattoo helps you keep the memory of the city and the dream of the inhabitants so that its greatness will not be forgotten.



ACTION TATTOO

Special Abilities: +1 to Dexterity

This tattoo increases the wearer's reflexes to some extent, making them harder to hit.



POWERFUL PERFORMANCE TATTOO

Special Abilities: +2 Dexterity

Can only be used by Thieves This tattoo greatly increases the wearer's reflexes, making them harder to hit and improving their thieving skills.



RAT EVER TATTOO

Special properties: +1 to saving throws against poison, +5% to acid resistance

This tattoo shows your inhuman appetite for rats. It also increases your resistance to acid and poison, mainly because it improves your digestive processes.



WARRIOR TATTOO

Special: +1 Armor Class, +1 Strength, +3 Base HP

Can only be used by Warriors This tattoo enhances your innate combat abilities, making you harder to hit and dealing more damage with your strikes.



TATTOO OF A GREAT WARRIOR

Special: +3 Armor Class, +3 Strength, +9 Base HP

Can only be used by Warriors This tattoo represents the fact that you have reached the pinnacle of martial arts. It enhances your innate abilities, making you deal more damage with each strike, while also making you harder to hit.



ES-ANNON TOMBS TATTOO

Special: +2 to death magic saving throws, +2 to base HP

This tattoo may turn out to be the only living reminder of the famous Es-Annon. For when the Weepers of Es-Annon die of old age and disease, only their lonely graves will be a reminder of the tragedy of the once flourishing city. But graves are poor food for the human imagination. The tattoo in its symbolism refers to the suffering of the Weepers and uses their pain as a shield against any injuries. In other words, this tattoo is trying to save others from the pitiful fate of the Weepers of Es Annon.



GROSUK'S DEATH TATTOO

Summons the spell: "Improved Strength Boost"

This tattoo tells the story of your efforts to help Sebastian by killing Abishai Grosuk. The tattoo draws on these experiences and increases the strength of its owner, allowing him to avoid unpleasant legal problems.



IGNUS TATTOO

Special temporary properties: +15% fire resistance, +15% magic fire resistance

Special: +1 Stamina, +3 Base HP, -15% Magic Resist, -1 Wisdom

Can only be used by the Nameless Society of Ignus makes you see all fire, including the fire of madness, in a different... light. With this tattoo, you'll be able to use Ignus's Fury to fend off fire-based attacks and increase your Constitution, greatly increasing your pain threshold.

Unfortunately, since this state of mind and body is rooted in Ignus' madness, the presence of this tattoo on your skin affects your Wisdom as well as your Resistance to magic-based attacks. This tattoo protects its wearer from the effects of the flames, but its duration is limited. However, once the tattoo's properties are depleted, the Stamina raised by it will remain.



GLAZING TATTOO

Special Abilities: +1 Intelligence

This tattoo causes a slight increase in the wearer's intelligence. Thanks to this, her magical abilities improve and increase the chances of regaining her memories.



REVELATION TATTOO

Special: +2 Intelligence

Can only be used by Mages This tattoo causes a significant increase in the wearer's intelligence. Thanks to this, her magical abilities improve and increase the chances of regaining her memories.



JOIN TATTOO

Summons the spell: "Friends"

The tattoo tells the story of the connection of Korvus and Karina. It allows you to draw strength from their happiness to strengthen your relationships with others. Can be used a limited number of times. It will disappear when it is exhausted.



EYE OF JUSTICE TATTOO

Summons the spell: "Detect Evil"

Special properties: +1 to strength

This tattoo describes your efforts to help Trista and depicts Byron Spicer's arrest and trial. The tattoo sharpens the eyesight and strengthens the mind - it allows the wearer to see injustice and gives him the strength to oppose it. The power of the tattoo can be used a limited number of times, but it will remain in place even after the Detect Evil spell is exhausted.



LOST LIFE TATTOO

Special properties: adds experience points when used, accelerates regeneration when worn

Can only be used by the Nameless One. Found this tattoo along with the severed arm in the Crypt of the Broken. Apparently, this tattoo is a testimony to some unpleasant adventure you had in one of your previous lives. The signs and symbols that make up the tattoo don't tell you much, but they seem to awaken in you memories of old times when you wandered lost through the Streets, fending off your most basic needs by plundering and stealing from casual travelers. Your crimes of that time eventually forced you to seek refuge in the catacombs of the Weeping Stones, where you have been hiding for almost a full year. If you decide to get such a tattoo, you will be overcome by its specific survival power, causing your body to overcome any injuries and wounds faster and more efficiently. Should you choose to entrust the power of this tattoo, you will be flooded with fragments of memories from your sigils and catacombs, giving you the opportunity to draw on the experience of your former life. This phenomenon may only occur once, but even after that, as long as the tattoo is awake, the increased rate of regeneration will continue.



TATTOO ART

Special: +1 Intelligence, Memorizes 1 Extra 1st Level Mage Spell, Memorizes 1 Extra 2nd Level Mage Spell

Can only be used by Mages This tattoo enhances your innate talent for the Art, intensifying your ability to think logically and deduce. It improves your memory so you can remember more spells.



MAGIC TATTOO

Special: +3 Intelligence, doubles all 1st level mage spells, doubles all 2nd level mage spells

Can only be used by Mages This tattoo represents the fact that you have reached the pinnacle of your skill in the arts of magic. This tattoo greatly enhances your innate talent for the Art, intensifying your ability to think logically and deduce. Doubles the number of minor spells you can remember.



ENDURANCE TATTOO

Special: +3 to base HP

This tattoo slightly improves the wearer's health, making them harder to knock down.



REINFORCED STRENGTH TATTOO

Special: +9 Base HP

Can only be used by Warriors This tattoo greatly improves the wearer's health, making them harder to knock down in combat.



MORTY'S TATTOO

Special temporary properties: +1 to saves against paralysis, +1 to luck

Special: +1 Charisma, -1 Wisdom

It can only be used by the Nameless. It's true that Morte is very difficult to find the perfect companion, but despite all his flaws, Morte makes you feel more resolute and the maze of Sigil's streets seem less alien to you. This tattoo reinforces such feelings by adding +1 point to your Charisma and, if the tattoo is induced, it will also bring you some luck with Morte's amazing ability to come out unscathed (or rather, with his skull) out of situations that at first glance should to baffle him and stop his chatter (such as paralysis or daze). Unfortunately, there is no rose without thorns, because such a state of mind also weakens your Wisdom, which in the case of Morte is rather justified and understandable, because as a flying skull there is not much to lose. This tattoo can bring you luck in numerous adventures, but its duration is limited. However, when his strength is exhausted, the Charisma level raised by the tattoo will not decrease.



RAVEL'S TATTOO

Special: +1 Charisma, Immune to Panic You have met a creature

from legends, myths, and secret stories. There are few who can boast that they have seen the night witch Ravel with their own eyes and have not suffered any major misfortune on the occasion. This tattoo is a testimony to your encounter with this mythological creature. Whoever has this mark on their skin inspires respect and fear among others, like Ravel herself. If your charisma was already considerable before, it will be even greater now, and the lesser ghostly creatures that used to instill fear in people on a daily basis will humbly move out of your way.



REDEEMER TATTOO

Special: +2 Wisdom, +1 Charisma +1 Luck

This tattoo tells the story of redeeming Trias the Betrayer and leading him from the path of evil to the path of forgiveness. It reflects your wisdom and persuasiveness, and carries the blessing of Trias.



RESTORE DEAD TATTOO

Summons the spell: "Blessing"

This tattoo recognizes your efforts to soothe the restless dead in the mausoleum. With it, you can feel their gratitude by blessing yourself and your companions. This tattoo can only be used a limited number of times before it disappears.



RAVELI'S KISS TATTOO

Special: -1 Wisdom, -1 Intelligence, +2 Strength, +2 Constitution, +1 on saving throws against paralysis Can only be used by The Nameless

One Your mouth has touched the night witch, Ravel, and indeed few are who had to see Ravel with their own eyes, experience this meeting and still leave her with feelings other than contempt and hatred. The tattoo is blood red in color and reminds you of the blood Ravel shed from you when your lips touched hers. When you kissed her, you certainly didn't show much wisdom in doing so, but even so, it was evidence of extraordinary courage and strength of character. This tattoo has the property of stunning the heart and body, so it will help you to paralyze the will of others, but at the same time it will somehow weaken your intelligence and wisdom.



THE STYLE OF PORTY ANGELS

Summons the spell: "Protect from Evil"

Cannot be used by Evil characters This tattoo resembles the help you gave to the Spiky Angels in the Alley of Dangerous Corners. Your fight against evil in the heart of the Alley now grants you protection from those with wicked hearts.



SEBASTION'S END TATTOO

Invokes the spell: "Walk in Flames"

This tattoo describes how you revealed Sebastian's intentions to Abishai Grosuk. It relates to this experience by allowing you to amplify the slightest trace of the abishai's wicked gratitude. When applied to the skin, the tattoo gains the power to radiate heat from the body. Like baatezu gratitude, the power of the tattoo is limited - once it is exhausted, it disappears without a trace.



TATTOO OF EXPERIENCE

Special: +1 damage from all attacks, +5% damage from all physical attacks, THAC0: +1

Can only be used by Sentients This tattoo sharpens the character's senses. A side effect of its action is that the wearer can hit particularly vulnerable spots, dealing more damage to opponents. Unfortunately, the tattoo also intensifies the sensation of pain, so its bearer also takes more damage.



SENSITIVE TATTOO

Invokes the spell: "Sensitive Touch"

Special: +3 Knowledge

Can only be used by Sentients. This tattoo allows the wearer to use the 'Sentient Touch' skill once a day.

In addition, it gives a "feeling" about some of the items you encounter. Can be used a limited number of times. When the power is exhausted, it will turn to dust.



FAMOUS PROTECTION TATTOO

special properties: +1 to wisdom, +5 to knowledge, +1 to all saving throws

Can only be used by the Nameless One. You seem to be enjoying the company of Not-Fame somehow, because with this tattoo you can calm your mind and view life with an emotionless detachment, thus getting more experience from your adventures. In addition, this tattoo sharpens your mind, allows you to better control your emotions and fear, and directs your reflexes to resist spells and resist paralysis and other attack acts that rely on your distraction for success.



SHADOW TATTOO

Special properties: summons the spell: "Shroud of Shadows", adds experience points when used

Can only be used by Thieves This tattoo shows your mastery of stealth, making you a shadow to your enemies. While the shroud can only be used a limited number of times, by invoking the power of the tattoo, you are able to peer into the nature of shadows and darkness for a moment. This gives you a small amount of additional experience points. After using "Shroud of Shadows," the tattoo disappears.



A TATTOO OF A SHRED LOCK

Special properties: summons the spell: "Open", adds experience points when used

Can only be used by Thieves This tattoo recognizes your mastery of lockpicking, allowing you to touch any lock once per day and pick it *without* the help of lockpicks. This ability does more than just open doors. When you invoke the power of the tattoo, you will be able to see how the lock mechanism works, and thanks to this you will receive a small amount of additional experience points. After "Opening," the tattoo disappears.



SILENT COIN TATTOO

Special properties: when used, adds experience points, when used, permanently increases pickpocketing by 3%, when worn increases pickpocketing by 5%

Can only be used by Thieves Can only be used by Nameless One You found this tattoo along with the severed arm in the Crypt of the Broken. Apparently, this tattoo is a testimony to some unpleasant adventure you had in one of your previous lives. The signs and symbols that make up the tattoo don't tell you much, but they seem to bring back memories of the old days when you lived the life of a thief in Sigil until one day you were caught and dragged to your death in the Catacombs. If you decide to get a tattoo like this, it will bring back fragments of memories from your time in the catacombs, giving you the opportunity to take advantage of the experience accumulated in your former life. In addition, your pickpocketing skill will increase permanently. This may only happen once, but even after that, as long as the tattoo is awake, your pickpocketing skill bonus will persist.



SILVER TONGUE TATTOO

Special: Temporarily +3 Charisma, Wearable: +2 Charisma

Can only be used by the Nameless One. You met a creature from legends, myths and secret stories. There are few who can boast that they have seen the night witch Ravel with their own eyes and have not suffered any major misfortune on the occasion. Moreover, the suppleness of your tongue and the charm of your disposition touched Ravel's heart, and you may consider yourself a master of flattery.

Although the mere fact of having this tattoo increases your charisma, you can also count on the fact that in some rare situations this tattoo will raise your charisma to a superhuman level. If the charisma bonus contained in this tattoo is used up, the tattoo will remain on your body.



SOURCE TATTOO

Special: +2 to charisma, adds experience points when used

Can only be used by the Godheads This tattoo shows your faith in the Godheads, Followers of the Source. Not only does it improve your Charisma, but it also allows you to see each experience as a challenge. It expands your point of view and makes you rise in the ranks of the Godheads.



ANGER TATTOO

Summons the spell: "Tasha's Unbearable Sneering Laugh"

This tattoo symbolizes how - with a simple statement - you interrupted Korvus and Karina's relationship before it had a chance to develop. The tattoo allows you to reach for Korvus' unrequited love and turn it into a weapon against others. Can be used a limited number of times. It will disappear when it is exhausted.



POWER TATTOO

Special properties: +1 to strength

This tattoo gives the wearer a slight increase in strength, allowing them to deal more damage in melee combat as well as carry heavier weights.



MORE POWER TATTOO

Special: +2 Strength

Can only be used by Warriors This tattoo increases the wearer's strength, allowing them to deal more damage in melee combat as well as carry heavier weights.



STONE SHADOW TATTOO

Special properties: +15% to stealth

Can only be used by Thieves This tattoo tells the story of the escape from the Tenement House by the Starving Dogs gang. It has the same color as the Serpent's Tear you got from Sibyl. As long as you wear it, your stealth skills will be enhanced.



THOUGHT TATTOO

Special: +1 Dexterity, +5% Lock Picking, +5% Pickpocketing

Can only be used by Thieves This tattoo increases your reflexes and skills, giving you a higher percentage chance of success.



MASTER THIEF TATTOO

Special: +3 Dexterity, +1 Luck, +5% Lock Picking, +5% Pickpocketing, +5% Trap Detection, +5% Stealth

Can only be used by Thieves This tattoo represents the fact that you have reached the pinnacle of thieving skill. It gives you a smile of fortune, improves your reflexes and increases your skills, giving you a higher percentage chance of success.



TRISTA'S TATTOO

Special: +3 on saving throws against paralysis

This tattoo symbolizes your efforts to liberate Trista. When worn, it protects the wearer from shackles, paralysis, and other attacks that restrain or incapacitate the character.



TATTOO WEAVER TATTOO

Special: +1 Charisma, +5 Knowledge

Since you heard Yves stories, you can use this tattoo to tap into her knowledge and experiences. Not only does it let you know the history of the objects you encounter, but it also makes you more interesting to others, as if they somehow KNOW you know interesting stories.



ENTIRE CIRCLE TATTOO

Invokes the spell: "Zerthimon's Focus"

This tattoo recognizes your knowledge of Zerthimon's teachings and marks you as a friend of the githzerai. Allows you to summon Zerthimon's discipline and focus, making your punches stronger and more accurate. This tattoo can only be used a limited number of times before it disappears.



DESTROYING DARKNESS TATTOO

Special properties: when used, adds experience points, when used, permanently increases opacity by 3%, when worn, increases armor class by 1, when worn, increases opacity by 5%, when worn, reduces charisma by 1. Can only be used by Thieves. Can only be used by Nameless

You found this tattoo along with the severed arm in the Crypt of the Broken.

Apparently, this tattoo is a testimony to some unpleasant adventure you had in one of your previous lives. The signs and symbols that make up the tattoo don't tell you much, but they do seem to bring back memories of the old days when you had to seek refuge in the catacombs and live like a shadow there, hiding from the Sigil authorities that lurk outside and from the dangerous inhabitants themselves. the catacombs of the Weeping Stones wandering in their dark interior. If you decide to get such a tattoo, it will make you better at the art of disguise; and shadows will surround you like a black cloak.

This will make you harder to hit in combat and harder to track. On the other hand, such a property will give you a rather suspicious look, which will make people avoid you. Should you choose to entrust the power of this tattoo, you will be flooded with fragments of memories from your sigils and catacombs, giving you the opportunity to draw on the experience of your former life. This phenomenon may only occur once, but even after that, as long as the tattoo is awake, the ability to handle shadows and darkness will persist.



TATTOO OF WEEPING STONES

Special: adds experience points when used, increases cold resistance by 10% when worn, increases resistance to magical cold by 10% when worn, increases armor class by 1 when worn, reduces charisma by 1 when worn Can only be used by Nameless Tattoo this

one you found with the severed arm in the Crypt of the Broken. Apparently, this tattoo is a testimony to some unpleasant adventure you had in one of your previous lives. The signs and symbols that make up the tattoo don't tell you much, but they seem to evoke memories of long ago, when the catacombs beneath Sigil's surface were your second home, and you wandered in the dark, among the tombs, and probed the mysteries of the weeping boulders. If you decide to get such a tattoo, it will make you more resistant to the cold, and your skin will become similar to the surface of the wall of Weeping Stones. In doing so, however, you will acquire the appearance of an extremely haggard person, as if on the verge of starvation. If you choose to entrust the power of this tattoo, you will be overcome by fragments of memories from your time in the catacombs, which will give you the opportunity to take advantage of the experience accumulated in your former life. This phenomenon can only happen once, but even after that, as long as the tattoo is awake, your resistance to cold will remain.



SPIRIT TATTOO

Special: +1 Wisdom

This tattoo slightly increases the wearer's wisdom. Thanks to this, she receives a higher percentage of gained experience points and has a better chance of regaining her memories.

**SOUL TATTOO**

Special: +2 Wisdom

This tattoo causes a significant increase in the wisdom of the person wearing it. Thanks to this, she receives a higher percentage of gained experience points and has a better chance of regaining her memories.

**KU'U YIN'S NUMBER**

Special Abilities: Protection from Chaotic Creatures

Cannot be used by Chaotic characters It's a number tattoo, an intricate combination of flesh and dye. When he holds it, he struggles as if he is trying to find a place. It is Ku'u Yin's number, a personal ID that radiates Law. When used, the tattoo transfers to the wearer's skin and protects them from attacks by highly chaotic creatures. It cannot be used by a chaotic character.

Scrolls for the Mage

Level 1

**A COOL OF CHANGE COLOR ORBS**

Allows you to cast the spell "Changing Orb"

Allows you to rewrite the spell "Changing Orb" into your Spellbook

Level: 1 / Wizard

Range: 15 meters

Duration: Special

Speed: 1

Area of Effect: 1 Creature

Saving Throw: Negates

Can only be used by Mages

The debate over the colors of the multiverse goes on and on: "Blue is worth more than Yellow!" "Get your clogs! The only true color is White, and there's no question about that!" And although over time, the more agreeable of the debaters come to the conclusion that the value and superiority of one color over others is a relative thing, the spell of the "Changing Orb" shows that some colors are definitely more dangerous than others.

This spell summons a large, magical Color-Changing Orb that acts as a projectile that can be hurled at a target with a +3 attack roll modifier. The color of the Orb changes depending on the level of the caster.

Level 1: White Damage: 1-4 Hero Power: for 10 seconds: -4 Attack, -4 AP, +4 AC Level 2: Red Damage: 1-6

Hero Power: for 10 seconds: -1 Strength, -1 Dexterity Level 3: Orange Damage: 1-8 Hero Power: Plus

1-4 points of fire damage.

Level 4: Yellow Damage: 1-10 Hero Power: for 10 seconds: -4 Attack, -4 AP, +4 AC Level 5: Green Damage:

1-12 Hero Power: Stuns for 10-25 seconds.

Level: 6 Turquoise Damage: 2-8. Hero Power: Knocks unconscious for 10-25 seconds.

Level: 7 Blue Damage: 2-16 Hero Power: Paralyzes for 30-100 seconds.

Level: 10 Violet Damage: Paralyzes Hero Power: Turns to stone.

Level: 12 Black Damage: 4-40 Hero Power: Paralyzes for 10-40 seconds.



ARMOR COLLECTION

Allows you to cast "Armor"
Allows you to rewrite the spell "Armor" to your Spellbook
Level: 1 / Wizard
Range: 0
Duration: Until the magic armor is destroyed
Speed: 1
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

All attacks based on physical strength will be better resisted, as a person without armor will receive magical protection.
This spell grants the target of armor with an Armor Class of 6.
It stacks with your Dexterity bonus, but nothing more. The spell lasts until the wearer takes damage exceeding a total of 8 points + 1 per mage level. It should be noted that the armor itself does not absorb this damage, it only disappears when it takes that amount of damage.



SCROLL OF MINOR EMBLEMAMING

Allows you to cast the "Lesser Embalming" spell
Allows you to rewrite the spell "Lesser Embalming" into your Spellbook
Level: 1 / Wizard
Range: 0
Duration 30 minutes
Speed: 1
Area of Effect: Affected creature
Saving Throw: None
Can only be used by Mages

Embalming preserves the body of the deceased... And thus this spell can preserve the body of the Nameless One. It heals tears and scratches, reduces the process of tissue breakdown, and makes the skin more resistant to injury.
This spell only works on the Nameless Hero and undead creatures. A creature affected by this spell gains 2 to 8 hit points temporarily, as well as a temporary +1 bonus to Armor Class, for half an hour. This extra health works the same way as the Help spell... It will heal the caster if their health is less than their maximum, or they will grant extra health for 30 minutes.



FIST COIL OF IRON

Allows you to cast "Fist of Iron"
Allows you to rewrite the spell "Fist of Iron" into your Spellbook
Level: 1 / Wizard
Range: Spell caster
Duration: (5 seconds per level) + 5 seconds
Speed: 1
Area of Effect: Nameless Only
Saving Throw: None
Can only be used by Mages

This spell gives the mage's fists strength, durability, and the hardness of iron, turning his hands into powerful living weapons. Blows dealt with such a fist deal much more damage.

This spell only works on the Nameless One. After casting a spell, melee hit chance is increased by +3 and damage dealt is increased by +6. While the Fist of Iron spell is active, Nameless Hero cannot cast other spells.



IDENTIFICATION SCROLL

Allows you to cast "Identification"
Allows you to rewrite the spell "Identification" into your Spellbook
Level: 1 / Wizard
Range: 1 object
Action time: Instant
Speed: 1
Area of Effect: Can only be used inside the inventory
Saving Throw: None
Can only be used by Mages

This spell reveals the secrets of the enchanted item, revealing all its properties.



MAGIC PROJECTION COOL

Allows you to cast "Magic Missile"
Allows you to rewrite the spell "Magic Missile" into your Spellbook
Level: 1 / Wizard
Range: 25 meters + (10 meters per level)
Action time: Instant
Speed: 1
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

This spell creates projectiles of mystical energies. The higher your skill, the more projectiles you can throw.
This spell summons magical projectiles that unerringly hit the target, dealing 2 to 5 points of damage with no save.
In addition, every 2 levels, the mage receives 1 additional projectile. It can have a maximum of 5 missiles at level 9.



THE SCROLL OF CALMING

Allows you to cast "Calm Down"
Allows you to rewrite the spell "Calm down" to your Spellbook
Level: 1 / Wizard
Range: 60 meters
Duration: 40 seconds (+ 5 seconds per level)
Speed: 1
Area of Effect: 2-8 (except undead creatures)
Saving Throw: None
Can only be used by Mages

Violence is not always the best solution. This spell soothes agitated blood, and calms anger and rage.
As the name suggests, this spell can magically calm 2 to 8 creatures of 6 dice or less in the area of effect.
The spell works on all types of creatures, except the undead. When a spell is cast, the target creature must immediately make a saving throw against spells. If the save fails, it ceases all strenuous activities, including arguing, fighting, etc. Then, the affected creature falls asleep. If not attacked, it will remain in this state for the duration of the spell. If an attack occurs, it will automatically attempt a save to break the spell again.



SHIELD COOL

Allows you to cast "Shield"
Allows you to rewrite the spell "Shield" into your Spellbook
Level: 1 / Wizard
Range: 3 meters
Duration: 25 seconds per level
Speed: 1
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

This spell summons an orb of energy that protects the mage from physical attacks.

When the spell is cast, a ball of energy is created that protects the target from all sides from physical attacks. This spell grants AC 3 against all attacks, and applies a +1 modifier to all saving throws for 25 seconds per mage level.



PATIENCE BULLET COOL Allows

you to cast "Patience Bullet"
Allows you to rewrite the spell "Force of Patience" into your Spellbook
Level: 1 / Sorcerer
Range: ?

Operation Time: ?
Speed: ?
Working area: ?
Saving Throw: Special
Can only be used by Mages

"Is there a spell even more impractical?!" once sighed Eelnek, the wizard of Amnar. This spell is the bane of mages in all Realms. Is he a prank by one of the archmages, or is he a living contradiction to the old adage that "patience pays off"?



FRIENDS

Allows you to cast "Friends"
Allows you to rewrite the spell "Friends" into your Spellbook
Level: 1 / Wizard
Range: 0
Duration: 5-20 seconds + 5 seconds per level
Speed: 1
Area of Effect: Spell Caster
Saving Throw: Special
Can only be used by Mages

Charm, beauty and charisma are often excellent tools to gain trust from strangers and gain new friends.

The spell causes the caster to temporarily gain from 2 to 8 points of Charisma, which is useful when making new friends and convincing others to your own views and plans.



SCROLL OF BLINDNESS

Allows you to cast the spell "Darkness"
Allows you to rewrite the spell "Darkness" to your Spellbook
Level: 1 / Wizard
Range: 30 meters + 10 meters per level
Duration: 60 seconds
Speed: 1
Area of Effect: 1 Creature
Saving Throw: Negates
Can only be used by Mages

How fragile is the body, which must rely on the sense of sight! When the eyes stop seeing, it is harder to reach the enemy, and it is easy to become a victim of his attacks.

If the target creature fails the saving throw, the spell will make it blind, modifying its attack roll by -4 and granting a +4 attack roll for its opponents.

Level 2



SCROLL OF THE SERPENT'S KISS

Allows you to cast "Serpent's Kiss"
Allows you to rewrite the spell "Serpent's Kiss" into your Spellbook
Level: 2 / Wizard
Range: 50 meters
Duration: 5 seconds for every 3 levels
Speed: 6
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

It is said that the serpent's kiss can burn even the most terrifying of fiends. This spell creates a poisonous projectile that hits the enemy and floods them with corrosive green acid. If the caster is skilled enough, they can make the spell last for a long time, eating into the opponent's skin.

The caster chooses any target within 50 yards or less, and "Snake's Kiss" will deal 2 to 8 points of corrosive damage. Every three levels of the mage, the acid will last 5 seconds longer, causing another 2-8 points of corrosive damage.



SCROLL OF BLACKTHORNE CURSE

Allows you to cast "Blackbarbed Curse"
Allows you to rewrite the spell "Blackbarbed Curse" into your Spellbook
Level: 2 / Wizard
Range: 10 meters
Action time: Instant
Speed: 2
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

Ravel's thicket is looking for new places where it can grow its shoots. This spell summons several thorny seeds from a maze and causes them to penetrate the victim's flesh.

When casting a spell, the character can choose any target up to 10 meters away. The spell creates a tangle of black spikes that instantly grow and penetrate the victim, dealing 4-16 piercing damage.



BLACKSHIELD SCROLL

Allows you to cast "Blackspike Shield"
Allows you to rewrite the spell "Blackbarb Shield" into your Spellbook
Level: 2 / Wizard
Range: Only on yourself
Action time: 10-30 seconds
Speed: 2
Area of Effect: Only on yourself
Saving Throw: None
Can only be used by Mages

Those who have traveled the paths of Ravel's labyrinth can summon a thicket of branches that protect them from wounds and damage. This spell only works on the caster.
The spell spawns a tangle of black spikes that form a defensive shield that protects the mage for 10 to 30 seconds. For the duration of the spell, the caster gains +2 to AC, and any enemy that hits them in melee takes 1 to 6 points of damage.



BLOOD BRIDGE COIL

Allows you to cast "Bridge of Blood"
Allows you to rewrite the spell "Bridge of Blood" into your Spellbook
Level: 2 / Wizard
Range: 0
Action time: Instant
Speed: 2
Area of Effect: One Creature
Saving Throw: None
Can only be used by Mages

This necromantic spell has an odd combination of healing powers and trading abilities. It transforms the body into a kind of market where life and death are traded. Thanks to it, you can give your life essence to others ... naturally, at the expense of yourself.

The spell is cast on any living creature (except undead creatures) in the immediate vicinity of the mage. The spell drains the life essence from the mage (2 life points +1 per level) and transfers it to the chosen creature.



A SCROLL OF GREATER EMBLAMORING

Allows you to cast the Greater Embalming spell
Allows you to rewrite the Greater Embalming spell into your Spellbook
Level: 2 / Wizard
Range: 0
Duration 60 minutes
Speed: 2
Area of Effect: Affected creature
Saving Throw: None
Can only be used by Mages

Embalming preserves the body of the deceased... And thus this spell can preserve the body of the Nameless One. It heals tears and scratches, reduces the process of tissue breakdown, and makes the skin more resistant to injury. This is a stronger version of the Lesser Embalming spell and its effects last longer.

This spell only works on the Nameless Hero and undead creatures. A creature affected by this spell gains 2 to 8 hit points temporarily, as well as a temporary +1 bonus to Armor Class, for half an hour. This extra health works the same way as the Help spell... It will heal the caster if their health is less than their maximum, or they will grant extra health for 60 minutes.



COIL OF ICE KNIFE

Allows you to cast "Ice Knife"
Allows you to rewrite the spell "Ice Knife" into your Spellbook
Level: 2 / Wizard
Range: 17 meters
Action time: Instant
Speed: 2
Area of operation: Special
Saving Throw: Negates
Can only be used by Mages

Ice daggers not only strike at the chosen target, but also take them with icy cold.

This spell creates magical ice daggers that can be thrown at the enemy. The caster must successfully roll an attack with a projectile weapon. Each accurate hit deals 2-8 points of damage. When the ice dagger hits a character or hard surface, it shatters, releasing a wave of paralyzing cold. All creatures within 1.5 meters of this location must then succeed on a paralysis saving throw, or lose 1-4 life points and take a -2 modifier on their attack rolls. In the event of a missed throw, the ice dagger will fall to the ground 60 cm from the target without changing its original trajectory, and then remain there for 2 seconds. If someone touches it during this time, the weapon will immediately break, also releasing a wave of paralyzing cold (similar to the case described above). If no one touches the dagger, it will melt after 2 seconds. The mage gains 1 additional ice dagger every 2 levels, starting at level 3 (maximum of 5 daggers). Throwing each subsequent dagger is performed by clicking on the selected target (same as before or different).



SCROLL OF THE MIRROR OF PAIN

Allows you to cast "Mirror of Pain"
Allows you to rewrite the spell "Mirror of Pain" into your Spellbook
Level: 2 / Wizard
Range: caster only
Duration: On hit, or 5 seconds per caster level
Speed: 2
Area of Effect: When the spell is activated, an area within 3 meters
Saving Throw: None
Can only be used by Mages

This spell is a nearly forgotten relic of an ancient empire. Those wishing to harm the magician are reminded by the spell that in order to inflict suffering, they must also be willing to suffer it. If the mage is wounded, all creatures near him will receive the same damage.

This spell only works against the caster. If it is attacked while it is active, all enemy creatures within 3 meters of it take identical damage. This only applies to a single attack and cannot be stacked (you cannot spawn more than one Pain Mirror at the same time).

If the spell is cast and no attack occurs, the spell decays after 5 seconds per mage level.



STRENGTH BOOST SCROLL

Allows you to cast the "Strengthening" spell
Allows you to rewrite the spell "Fortify Strength" into your Spellbook
Level: 2 / Wizard
Range: Touch
Duration: 60 minutes per level
Speed: 2
Area of action: Affected person
Saving Throw: None
Can only be used by Mages

Weak creatures gain considerable strength, and strong creatures become even more powerful. This spell increases the target's Strength by several points (in the case of Strength 18, it increases it by tenths of points). This increase is strictly dependent on the character's race and class. The spell cannot grant a Strength of 19 or greater. The Strength bonus is awarded as follows: Priest 1d6 points Rogue 1d6 points Warrior 1d8 points Wizard 1d4 points



HIVE CURSE SCROLL

Allows you to cast "Curse of the Swarm"
Allows you to rewrite the spell "Curse of the Swarm" into your Spellbook
Level: 2 / Wizard
Range: 33 meters
Duration: 15 seconds
Speed: 2
Area of effect: 1 meter per caster level
Saving Throw: None
Can only be used by Mages

All crawling, jumping and flying insects begin to feast... on the chosen victim. The swarm shrouds all characters in the area of effect. The spell summons a swarm of insects that attack everyone in the area of effect. They deal 1-4 damage (+3 per mage level) every 5 seconds. No one who is swarmed is able to use spells.



SCROLL OF Terror

Allows you to cast "Terror"
Allows you to rewrite the spell "Terror" into your Spellbook
Level: 2 / Wizard
Range: 25 meters
Run time: 30 seconds
Speed: 2
Area of operation: Area within 10 meters
Saving Throw: Negates
Can only be used by Mages

Pure horror is a feeling that can probably be considered the only common denominator for all living creatures. For when terror creeps into the heart, both the strong and the weak lose confidence somewhere and flee in panic. This spell causes all undead creatures within 10 yards of the center of the spell to flee in panic if they fail a saving throw.



SCROLL OF LUCK

Allows you to cast "Luck"
Allows you to rewrite the spell "Luck" into your Spellbook
Level: 2 / Wizard
Range: 9 meters
Duration: 5 seconds per level
Speed: 2
Area of Effect: 1 Creature
Saving Throw: None
Can only be used by Mages

Fortune. A smile of fate. Success. Kismet. Regardless of the name, it all boils down to one thing - the spell will increase your luck for a short period of time.

This spell will increase the target's Luck by 2-8 points for 5 seconds per caster level. This bonus increases the chance of success in various actions, such as: Attack, Thief Skills, Saving Throws, and the like.



OPENING SCROLL

Allows you to cast the spell "Open"
Allows you to rewrite the spell "Opening" to the Spellbook
Level: 2 / Wizard
Range: 60 meters
Duration: Special
Speed: 1
Operation area: 3 square meters per level
Saving Throw: None
Can only be used by Mages

This incantation will make everything that is closed and inaccessible open to you.

This spell opens all locked doors, chests, chests, and shackles, but does not work on barred gates and the like. In addition, it cannot cover more than 2 objects at a time.



BLUR SCROLL

Allows you to cast "Blur"
Allows you to rewrite the spell "Blur" into your Spellbook
Level: 2 / Wizard
Range: 0
Duration: 15 seconds + 5 seconds per level
Speed: 2
Area of Effect: Caster
Saving Throw: None
Can only be used by Mages

The blurring of the character makes it difficult to see or touch it, giving it a significant advantage in combat.

The Blur Spell makes the wizard's silhouette blur and fog, making it much harder to fight him. All attacks against him take a -3 penalty modifier, and the wizard himself gets +1 on all saving throws.

Level 3



BALL LIGHTNING COOL

Allows you to cast "Ball Lightning"
Allows you to rewrite the spell "Ball Lightning" to your Spellbook
Level: 3 / Wizard
Range: 30 meters + 10 meters per level
Action time: Instant
Speed: 3
Area of operation: Nearest object
Saving Throw: 1/2
Can only be used by Mages

This spell creates spherical projectiles of electricity that strike the blaster's closest enemies.

The caster can produce up to 4 ball lightning bolts per cast. Their diameter is about 1 meter. Lightning damage depends on the amount of lightning. 4 2d4 each 3 2d6 each 2 5d4 each 1 4d12



COIL OF PROTECTION COVER

Allows you to cast "Cloak of Protection"
Allows you to rewrite the spell "Cloak of Protection" into your Spellbook
Level: 3 / Wizard
Range: 0
Duration: 5 seconds per level (or special action)
Speed: 3
Area of Effect: Caster
Saving Throw: None
Can only be used by Mages

This spell creates a magical cloak around the wizard, protecting them from damage.

This spell works very much like a normal shield spell. The protective coating absorbs 3 to 12 points of damage +1 per mage level. When the damage limit is used up, the shell shatters or "turns off".

Regardless, the magic shield will also disappear after 5 seconds per mage level.



SCROLL OF TEARS OF ELYSIUM

Allows you to cast "Tears of Elysium"
Allows you to rewrite the spell "Tears of Elysium" into your Spellbook
Level: 3 / Wizard
Range: 30 meters
Action time: Instant
Speed: 3
Area of effect: 1 target / 1 meteor
Saving Throw: None
Can only be used by Mages

When evil is done, the Upper Planes shed tears. And those tears can burn through even the toughest armor.

The caster chooses any target within range. Under the influence of magic, a stream of fiery rain falls from the sky and hits the designated object and its immediate vicinity - 1 'meteor' per experience level, up to 10. Each projectile that hits the target deals 1-2 points of bludgeoning damage and 1-4 fire damage. Also, any creature within 1 meter of the target loses one life point from body contact with fire.



UNDEAD BOOT SCROLL

Allows you to cast the spell "Immobilize Undead"
Allows you to rewrite the spell "Immobilize Undead" into your Spellbook
Level: 3 / Wizard
Range: 60 meters
Duration: 5-20 seconds + 5 seconds per level
Speed: 3
Area of effect: 1-3 undead
Saving Throw: None
Can only be used by Mages

This spell causes the undead to be stopped and not move.
This spell immobilizes 1-3 undead creatures, provided their total Kitty value is equal to or less than the mage's level. Undead with a Cube value of less than 3 will be automatically affected by the spell.
However, undead with a dice value of 3 or more will be able to save. Affected creatures will be paralyzed for the duration of the spell. The mage can choose a location (within range) to activate the spell, and three undead in the immediate vicinity of this location will be immobilized.



A scroll of TASHA's obnoxious mocking laughter

Allows you to cast Tasha's Unbearable Sneering Laugh
Allows you to rewrite the spell "Tasha's Unbearable Sneering Laugh" into the Spellbook
Level: 3 / Wizard
Range: 17 meters
Duration: 5 seconds per level
Speed: 3
Area of action: Radius of 10 meters
Saving Throw: Negates
Can only be used by Mages

What man does not feel burning shame when a woman mocks him?
Pour into the ears of your enemies the unbearable sound of female laughter. This noise will confuse them and distract them, making their attacks weaker and easier opponents in the fight.
Tasha's obnoxious taunting laugh envelops an area within 10 meters of the spell's location. All male creatures with an Intelligence greater than 4 within range must make a successful saving throw against spells. If the roll fails, their attack will be degraded by -2, their AC will be increased by 2, and their damage will be reduced by -2. This effect lasts 5 seconds per mage level.



SCROLL OF VAMPIRE TOUCH

Allows you to cast "Vampiric Touch"
Allows you to rewrite the spell "Vampiric Touch" into your Spellbook
Level: 3 / Wizard
Range: Touch
Action time: Instant
Speed: 3
Area of Effect: 1 creature touched
Saving Throw: None

This spell robs the victim of life points and gives them to the mage.
When the caster touches any creature (except undead), they take 1 to 6 life points for every 2 levels of the mage (so 2-12 points at level 4). The life points taken from the victim then pass to the wizard and increase his HP. Any excess above the maximum level will be treated as a "temporary reserve" that will last for one hour and will disappear if not consumed during this time (taking damage).



COOL OF THE AXE OF TORMENT

Allows you to cast "Ax of Torment"
Allows you to rewrite the spell "Ax of Torment" into your Spellbook
Level: 3 / Wizard
Range: 17 meters
Duration: Instant / Special Action
Speed: 3
Area of Effect: 1 Creature
Saving Throw: Negates
Can only be used by Mages

Like from the depths of Baator, Torment will fall upon your enemies, and its strength will increase over time. This spell summons a huge battleaxe. It hits the target enemy, dealing 1 to 8 damage. In addition, on the last hit, the Ax causes additional effects (random): (1) Additional loss of 1-8 life points; (2) Additional loss of 2-16 life points; (3) Paralysis for 5-15 seconds; * In case the mage is level 9 or higher, there are additional effects: (4) Additional loss of 5-40 health points due to body contact with fire; (5) Additional loss of 6-48 health points due to contact with ice; (6) Randomly teleports target from 1 to 100 meters; (7) Charming the victim into stone; or (8) Additional loss of 8-64 life points.



ZERTHIMON'S FOCUS SCROLL

Allows you to cast "Zerthimon's Focus"
Allows you to rewrite the spell "Zerthimon's Focus" into your Spellbook
Level: 3 / Wizard
Range: 17 meters
Duration: 5 seconds per level
Speed: 3
Area of operation: one entity
Saving Throw: None
Can only be used by Mages

This spell helps you remember Zerthimon's teachings about focusing your mental and physical strength in combat. When you cast a spell on someone, their chance to inflict a critical hit increases. The spell lasts for 5 seconds per mage level.

Level 4



BLACK Sphere scroll

Allows you to cast "Black Orb"
Allows you to rewrite the spell "Black Orb" into the Spellbook
Level: 4 / Wizard
Range: 10 meters (17 meters at level 10 and above)
Duration: 10 seconds
Speed: 4
Area of Effect: Sphere with a radius of 3 meters
Saving Throw: None
Can only be used by Mages

This spell perfectly illustrates the effectiveness of the Force, unleashing a wave of concussive energy that explodes, damaging everything within 3 meters, as well as binding enemies. This spell creates a black orb of power that explodes for 1-4 points of damage + 1 per mage level. This damage will be dealt to all creatures within 10 meters. Creatures that fail a saving throw against spells will be trapped in a 3 meter radius ball for the duration of the spell. Even if the target succeeds in the saving throw, they will take Black Orb damage.



scroll of confusion

Allows you to cast "Confusion"
Allows you to rewrite the spell "Confusion" into your Spellbook
Level: 4 / Wizard
Range: 36 meters
Duration: 10 seconds + 1 second per level
Speed: 4
Operation area: 20 square meters
Saving Throw: Negates
Can only be used by Mages

Attention is distracted and faith in achieving the goal melts away.
As the name suggests, this spell causes 1-4 creatures, +1 level, to become stunned and lose faith in their strength. They may react in the following ways: 1) They go their separate ways; 2) They will stand stunned; 3) They will attack the closest creature; 4) They will behave normally.



A COOL OF POWER MISSIONS

Allows you to cast "Force Bolts"
Allows you to rewrite the spell "Force Bolts" into your Spellbook
Level: 4 / Wizard
Range: 30 meters + 1.5 meters per level
Action time: Instant
Speed: 4
Area of Effect: 1 or more creatures or items
Saving Throw: Special
Can only be used by Mages

Power projectiles can hit and electrocute their target with extreme accuracy.
As with other magic projectiles, this spell creates a mystical orb of magical energy that hits the enemy, dealing 2-8 points of damage, regardless of save.
The projectile then explodes, creating a devastating blast that deals an additional 1 point of damage per mage level within 1 meter of the spell's center. If the victim managed to make a saving throw earlier, they take no additional damage. At 7th level, the mage has one projectile. The next one reached 3 levels. Can wield up to 7 projectiles.



A SCROLL OF UPGRADED STRENGTH AMP

Allows you to cast "Improved Strength Boost"
Allows you to rewrite the spell "Improved Strengthen" to your Spellbook
Level: 4 / Wizard
Range: 0
Duration: 5 seconds per level
Speed: 4
Area of Effect: touched creature
Saving Throw: None
Can only be used by Mages

This spell can bestow superhuman power, regardless of previous strength limits.

This spell grants the creature superhuman strength.
In addition, greater strength allows him to exceed the limits set by his race or class, reaching the highest possible cap of 25.
Warrior 1d8+4 (max 25)
Priest 1d6+4 (max 23) Rogue 1d6+4 (max 23)
Wizard 1d4+4 (max 21)



SCROLL OF SHROUD OF SHADOWS

Allows you to cast "Shroud of Shadows"
Allows you to rewrite the spell "Shroud of Shadows" into your Spellbook
Level: 4 / Wizard
Range: 0
Duration: 5-20 seconds +10 seconds
Speed: 4
Area of Operation: One Target
Saving Throw: None
Can only be used by Mages

This spell summons shadows that surround the target, protecting them from detection and physical attacks.

When this spell is cast, a pointer appears that can be used to point to any object within arm's reach of the mage. The affected person gains the following benefits: +3 to AC and +10% Stealth, while their opponents get -1 to hit.



THE SCROLL OF THE CURSE SHOT

Allows you to cast "Uncurse"
Allows you to rewrite the spell "Remove the Curse" into the Spellbook
Level: 4 / Wizard
Range: 0
Action time: Instant
Speed: 4
Area of operation: Special
Saving Throw: None
Can only be used by Mages

After casting this spell, you will not be affected by cursed items.

This spell removes the curse from the target person. It does not remove the curse on the item, but allows you to remove and discard the cursed artifact.

Level 5



SCROLL OF KILLING CLOUD

Allows you to cast "Deadly Cloud"
Allows you to rewrite the spell "Deadly Cloud" into your Spellbook
Level: 5 / Wizard
Range: 33 meters
Action time: Instant
Speed: 5
Area of operation: 17 x 17 meter cloud
Saving Throw: None
Can only be used by Mages

The mage creates deadly clouds that grant a free journey to a realm of well-deserved rest to all those unable to resist their effects.

This spell creates a billowing cloud of poisonous fumes that are so deadly that they can slay any creature with a Cube value less than 4+1. Creatures with a dice value between 4+1 and 5+1 must succeed on a -4 poison saving throw or be killed. Creatures with a dice value of 6 do not suffer this negative modifier, but will also die if the saving throw fails! Creatures with a dice value greater than 6 lose 1-10 life points.



COOL CONE OF COLD

Allows you to cast "Cone of Cold"
Allows you to rewrite the spell "Cone of Cold" into your Spellbook
Level: 5 / Wizard
Range: 10 meters
Action time: Instant
Speed: 5
Area of operation: Special
Saving Throw: 1/2
Can only be used by Mages

A blast of icy cold flies towards the opponents, crushing them in its grip.

The spell causes a stream of extreme cold to flow from the mage's hand, in the shape of a cone 9 meters long. The spell deals 1-4 +1 points of damage per mage level. Max depletes 10-40 +10 life points.



ENOLLA EVA'S DUPLICATION SCROLL

Allows you to cast "Enoll Eva's Duplication"
Allows you to rewrite the spell "Enoll Eva's Duplication" into the Spellbook
Level: 5 / Wizard
Range: 17 meters
Run time: 60 seconds
Speed: 4
Area of Effect: One Creature
Saving Throw: None
Can only be used by Mages

This spell is actually a complex mathematical equation discovered by chance by the modron Enoll Eva while calculating a factor of multiples for various linear algebraic formulas. The results of this equation are devastating: it proves that all actions can be duplicated or copied. Hence the implication that during all confrontations, all physical and magical attacks are seemingly doubled, and thus do twice as much damage.

The spell affects a single target. There is no save throw. Once the spell is cast, all subsequent attacks (physical or magical) will be immediately doubled. For example, after attacking with a weapon, this effect will be immediately doubled - the same applies to spells (e.g. when casting Magic Missiles after a "normal" missile, a second doubled missile will appear after a moment). This spell lasts approximately 2 minutes from the time it is cast.



SCROLL OF DESERT HELL

Allows you to cast "Desert Hell"
Allows you to rewrite the spell "Desert Hell" into your Spellbook
Level: 5 / Wizard
Range: 17 meters
Action time: Instant
Speed: 5
Area of operation: 17 x 17 meters area
Saving Throw: 1/2
Can only be used by Mages

'Hell' is a term that has been discussed many times. Some say Hell is the realm of Baator. Others believe that the Abyss. This spell shows that there is nothing worse than endless dunes and searing desert heat.

This spell summons terrifying heat from the desert spheres that burns all enemies in sight. If they fail a saving throw against spells, they take 4 to 40 points of damage. Even if the save succeeds, they still take half of that damage.



SCROLL OF FIRE AND ICE

Allows you to cast "Fire and Ice"
Allows you to rewrite the spell "Fire and Ice" into the Spellbook
Level: 5 / Wizard
Range: 50 meters
Action time: Instant
Speed: 5
Area of Effect: Orb with a radius of 10 meters
Saving Throw: Special
Can only be used by Mages

This spell creates a red ball of Fire and a blue ball of Ice that rush to and hit a target.

The spell summons two crystal balls (one red, one blue) that hit the designated target. On impact, the red orb explodes into a fireball 10 meters in diameter that deals 3-18 points of fire damage to all creatures within range. The blue orb explodes in the same area, dealing 3-18 points of cold damage to all creatures within range. A successful saving throw reduces this damage by half.

Level 6



SCROLL OF ANTMAGIC SHELF

Allows you to cast "Ant-Magic Coat"
Allows you to rewrite the spell "Antmagic Coat" into the Spellbook
Level: 6 / Wizard
Range: 0
Operation time: 5 minutes
Speed: 1
Area of operation: 30 cm diameter area per level
Saving Throw: None
Can only be used by Mages

In a paradoxical way, this spell eliminates all manifestations of magic in the area of its action.

The spell envelops the wizard in a magical coating that effectively disables all magic and spell effects (including magical items). So it blocks the magic, but on the other hand it also prevents the wizard from using it! This also applies to various special attacks such as yawns, gaze attacks or voice attacks. The spell lasts for 5 minutes and the magic ball occupies an area of 30 centimeters in diameter per wizard level.



SCROLL OF IMMUNITY COVER

Allows you to cast "Globe of Invulnerability"
Allows you to rewrite the spell "Globe of Invulnerability" to your Spellbook
Level: 6 / Wizard
Range: 0
Duration: 5 seconds per level
Speed: 3
Area of action: Radius of 1.5 meters
Saving Throw: None
Can only be used by Mages

Like its related spell, 'Ant-magic Sheath', this spell protects a certain area from a certain type of magic. However, unlike its cousin, this spell allows you to use magic inside the orb.

This spell creates a stationary magic orb that blocks all level 1-4 spells (even area of effect spells). Spells from level 5 onwards are not stopped. But unlike the Antimagic Coat, the character in the cloche can cast spells outside of the cloche.

The spell lasts for 5 seconds per mage level.



PANDEMONIUM WOWSCROLL

Allows you to cast "Pandaemonium Howl"
Allows you to rewrite the spell "Pandaemonium Howl" to your Spellbook
Level: 6 / Wizard
Range: 17 meters
Duration: Special
Speed: 6
Area of effect: 10 meter radius or 20 x 7 meter cone
Saving Throw: Special
Can only be used by Mages

The clamor of Pandaemonium floods everyone with a cacophony of frantic sounds from the Land of Howl. This spell causes Pandemonium Gale to erupt from the mage's body and stun enemies on the screen.

The spell can also cancel all enemy sonic attacks, as well as deflect projectiles from normal projectile weapons. If a creature with a dice value of 2 or less fails the saving throw, it is incapacitated for 10 to 60 minutes. Creatures with a dice value greater than 2 (but less than the mage) that fail a saving throw are stunned (same as "Confusion").



SCROLL OF CHARGING LIGHTNING STORM

Allows you to cast "Chain Lightning Storm"
Allows you to rewrite the spell "Chain Lightning Storm" to your Spellbook
Level: 6 / Wizard
Range: 17 meters
Action time: Instant
Speed: 6
Area of operation: an area of 17 x 17 meters
Saving Throw: 1/2
Can only be used by Mages

"Man looked up to the heavens and wept, and they answered his tears..." After uttering the incantation, the heavens dispense justice to the guilty.

The huge lightning bolts that rain down from the sky are the bolts of Deathstorm.

Huge lightning strikes all enemy creatures on the screen, dealing 7-70 points of damage to them. A successful saving throw reduces this damage by half.

Level 7



ACID STORM SCROLL

Allows you to cast Acid Tempest
Allows you to rewrite the spell "Acid Tempest" to your Spellbook
Level: 7 / Wizard
Range: 10 meters
Run time: 30 seconds
Speed: 7
Area of Effect: 7 meter radius
Saving Throw: 1/2
Can only be used by Mages

The acid storm will come and go, but its burning memory will linger long.

This spell creates a torrential downpour that dispenses deadly acid instead of water.

It falls on all enemies within 7 yards of where the spell is cast.

Every 5 seconds per mage level, the spell deals 1-6 points of damage. A successful saving throw reduces this damage by half.



BLADE STORM COIL

Allows you to cast "Bladestorm"
Allows you to rewrite the spell "Forest of Blades" to your Spellbook
Level: 7 / Wizard
Range: 25 meters
Action time: Instant
Speed: 7
Area of Effect: Radius of 10 meters per level
Saving Throw: 1/2
Can only be used by Mages

This spell summons particles of the blackest ice from the fourth layer of Acheron to slash, lash, and slash enemies.

The spell summons razor-sharp particles of Okantyan that strike (with a THACO of 11) all enemies within 10 yards and deal 1 to 8 points of damage per level. Also, on an attack roll of 20, they deal an additional 2-20 points of damage.



GUARDIAN COLLECTION

Allows you to cast "Guardian Mantle"
Allows you to rewrite the spell "Guardian Mantle" into your Spellbook
Level: 7 / Wizard
Range: 0
Duration: 50 seconds + 5 seconds per level
Speed: 7
Area of Effect: Spell Caster
Saving Throw: None
Can only be used by Mages

This spell is able to stop all physical attacks.

The spell creates a shell of magical energy that surrounds the caster's body and deflects all blows for 50 seconds + 5 seconds per level. All attackers must make a successful saving throw against spells with a negative -4 modifier in order to break through. If they fail, the attacks will be stopped by the shell. In addition, for the duration of this spell, the wizard can still attack or use magic [This spell removes all other protections.]



SCROLL OF STYGIA ICE STORM

Allows you to cast "Stygian Icestorm"
Allows you to rewrite the spell "Stygian Icestorm" into your Spellbook
Level: 7 / Wizard
Range: 17 meters
Duration: Special
Speed: 7
Area of operation: an area of 17 x 17 meters
Saving Throw: Special
Can only be used by Mages

Few know the terror of Baator, let alone the sinister Fifth Layer. This destructive spell summons the cruelest cold and snows of Stygia, the Fifth Layer of Baator, to the doom of enemies. And the waters of the River Styx flowing through the Stygian Ice also flow in this spell. Perhaps an exceptionally strong person could survive an ice storm to tell others of its horror... but the Styx water makes people forget...

This spell summons a devastating ice storm that deals 8-64 points of damage to all creatures in sight, with no saving throw. In addition, all victims of the spell must make a saving throw against spells to protect themselves from the temporary (5-30 seconds) disorientation caused by exposure to Styx's frozen water of oblivion.

Level 8



SCROLL OF METEOR STORM

Allows you to cast the spell "Metestorm"
Allows you to rewrite the spell "Metestorm" to your Spellbook
Level: 8 / Wizard
Range: 12 meters
Action time: Instant
Speed: 8
Area of operation: An area of 12 x 12 meters
Saving Throw: 1/2
Can only be used by Mages

This spell summons a swarm of meteors from all over the multiverse that wreaks havoc on the mage's enemies.
This spell summons a massive meteor shower that strikes all enemies within sight, dealing 10 to 120 damage, or half that on a save against spells.



DEATH BULLET COOL

Allows you to cast "Death Bolt"
Allows you to rewrite the spell "Deathbolt" to your Spellbook
Level: 8 / Wizard
Range: 33 meters
Action time: Instant
Speed: 8
Area of Effect: 1 Creature
Saving Throw: Special
Can only be used by Mages

Death takes many forms, but it is hard to find a more painful one than this one. For even if one manages to avoid the touch of Death, it will still leave its mark.
This spell summons a magical bolt of deadly energy that kills the target unless it succeeds on a saving throw against spells.
However, even then the victim loses between 10 and 60 life points.



IGNUS' FURY SCROLL

Allows you to cast "Ignus' Fury"
Allows you to rewrite the spell "Ignus' Fury" into your Spellbook
Level: 8 / Wizard
Range: 33 meters
Action time: Instant
Speed: 8
Operation area: 3 cubic meters per level
Saving Throw: 1/2
Can only be used by Mages

Ignus summons roaring, scorching, and scorching flames from the Elemental Plane of Fire.
This spell summons a violent firestorm that strikes all creatures in sight, dealing 10-100 points of damage, plus 1 point per mage level. A successful saving throw reduces this damage by half.



WORD OF POWER SCROLL, BLIND

Allows you to cast "Word of Power, Blind"

Allows you to rewrite the spell "Word of Power, Blinding" into your Spellbook

Level: 8 / Wizard

Range: 5 meters per level

Duration: Special

Speed: 8

Area of action: Radius of 5 meters

Saving Throw: None

Can only be used by Mages

The sense of sight will be taken away and darkness will come.

This spell blinds creatures with up to 100 total health within 5 meters per blaster level of the target. Blinding power radiates from the center of the spell, affecting creatures with the lowest hit points first. Creatures with more than 100 hit points are unaffected. The duration of the spell depends on the amount of hit points of its victims: If the spell has 25 or less hit points, the blindness will last for a period of 160-400 seconds. If the spell has 26-50 hit points, the blindness will last for 80-200 seconds. Finally, if the spell has 51-100 hit points, the blindness will last for 16-40 seconds. Partial blindness cannot occur. If the spell didn't cover all of a creature's hitpoints, it simply won't be blinded.



SCROLL OF MECHAN CANNON

Allows you to cast "Mechanus Cannon"

Allows you to rewrite the spell "Mechanus Cannon" to your Spellbook

Level: 8 / Wizard

Range: 17 meters

Action time: Instant

Speed: 8

Area of Effect: 1 Creature

Saving Throw: 1/2

Can only be used by Mages

Everything that is illogical will be subjected to true logical justice, in the form of pure energy sent from Mechanus.

This spell evokes the ultimate formula of 'equality' from Primus: a powerful blast of energy from the very heart of Mechanus, which through a portal strikes the target the mage has chosen. A temporary portal appears within 10 feet of the target, from which Mechanus' Logic Justice materializes, dealing 30-90 damage with no save.

Level 9

**SCROLL OF HEAVENLY HOSTS**

Allows you to cast "Heavenly Hosts"

Allows you to rewrite the spell "Heavenly hosts" to your Spellbook

Level: 9 / Wizard

Range: 33 meters

Action time: Instant

Speed: 9

Area of operation: an area of 17 x 17 meters

Saving Throw: None

Can only be used by Mages

While the various stewards and beings that inhabit the Heavenly spheres are seen as the embodiment of kindness, compassion, and kindness, they can easily rival the inhabitants of Baator or the Abyss. Woe to those who disregard the power of the Higher Planes!

This spell summons a group of powerful phantasms that allow you to annihilate enemies in an area of 17 x 17 meters, causing them to lose 40-120 life points with their combined attacks, with no save.

The phantasms feature some of the most powerful beings from the Higher Planes: Astral Deva (Mace of Destruction), Phoenix (Fire Shower), Solar Aasimon (Heavenly Bow), and Golden Dragon (Energy Blast).

**FIRE SCROLL**

Allows you to cast "Conflagration"

Allows you to rewrite the spell "Burnt" into your Spellbook

Level: 9 / Wizard

Range: 17 meters

Duration: 50 seconds

Speed: 9

Area of Effect: 1 Creature

Saving Throw: Special

Can only be used by Mages

Fire, fire and more fire.

This sinister spell can cast a target creature to the flames, causing them to take 2-12 points of damage every 5 seconds, with no saving throw. Any creature in the vicinity (within 3 meters) will also take 2-12 points of damage, but it can be halved with a successful saving throw.

**SCROLL OF ELYSIUM FIRE**

Allows you to cast "Fires of Elysium"

Allows you to rewrite the spell "Fires of Elysium" into your Spellbook

Level: 9 / Wizard

Range: 30 meters

Action time: Instant

Speed: 9

Area of operation: an area of 17 x 17 meters

Saving Throw: 1/2

Can only be used by Mages

The fires of Elysium rend the sky and pour down to the earth in a stream of white flames. Each fireball that hits the ground explodes in a blinding glow and creates a fiery wave that hits anything in its path.

This spell summons 8 meteors from the heavenly Elysium, which fall to the ground and destroy all enemies. When each meteor hits the ground, it explodes in a 5m radius, dealing 5-20 points of damage to creatures there. The target gets a saving throw for each fireball that hits them.



SCROLL OF THE WORD OF POWER, DIE

Allows you to cast "Word of Power, Die"

Allows you to rewrite the spell "Word of Power, Die" into your Spellbook

Level: 9 / Wizard

Range: 5 meters on 2 levels

Action time: Instant

Speed: 1

Area of operation: Radius of 3 meters

Saving Throw: None

Can only be used by Mages

With one single word, the life energy dies.

Upon uttering the spell's formula, one creature of any type within range is instantly destroyed. This spell is capable of killing any creature with a maximum of 120 life points, without saving throws.



Void Fury Scroll Allows you

to cast the spell Abyss Fury.

Allows the spell "Void Fury" to be rewritten into the Spellbook Level: 9 / Sorcerer

Range: 17 meters Duration:

Instant Speed: 9 Area

of Effect: 1 creature Saved Throw:

Discuss for

details Can only be used by

Mages

Compared to the Tanar'ri, the Baatezu seem at least more civilized.

Therefore, there is probably nothing scarier than the unspeakable Fury of the Abyss. When this spell is used, the ground splits open and the victim is pulled straight into the Tanar'ri's Madness. Welcome to Hell.

This spell opens a portal between the spheres just below the target, who is thus drawn into the Abyss. The portal remains open even after consuming the victim. The only sound that those standing nearby can hear are the shrill screams of a person being torn apart by the merciless Tanar'ri. After a few seconds (which for a person in the Abyss is longer than an eternity), the portal spits out the victim (or what's left of it).

(1) If the victim manages to make a successful save, Abyss spits them out 'in one piece'. And while she won't feel anything at first, after a fraction of a second, the Wrath of the Tanar'ri will overwhelm her. The victim takes 5d10 damage from multiple "delayed" attacks and blows from all directions.

(2) If the saving throw fails, it results in instant death.

Only dismembered corpses remain.



RUNESCROLL OF TORMENT

Allows you to cast "Runes of Torment"

Allows you to write the spell "Runes of Torment" into your Spellbook

Level: 9 / Wizard

Range: 0

Action time: Instant

Speed: 9

Area of operation: an area of 15 x 15 meters

Saving Throw: None

Can only be used by Mages

Pain, Agony, Suffering, Torment. When the words of the Rune of Torment's magical formula are spoken, even the earth will groan in pain. Torment for the mind. Torment for the body. A torment for the soul. Everything will come true when the Circle closes.

When the Final Circle is drawn on the ground, the runes explode and all hostile creatures within the 17 x 17 meter area take between 30 and 100 health points of damage. There is no save throw.

Scrolls for the Priest

Level 1

**SCROLL OF BLESSING**

Allows you to cast the spell "Blessing"
 Level: 1 / Priest
 Range: 60 meters
 Run time: 30 seconds
 Casting Time: 1
 Area of effect: A cube with a side of 17 meters
 Saving Throw: None
 Can only be used by Priests

A boon to companions, gives them strength when they are in need.
 Blessing gives +1 to hit and saving throws to all allies within 15 yards of where it is cast

spell.

**SLIGHT WOUNDS HEALING SCROLL**

Allows you to cast "Heal Light Wounds"
 Level: 1 / Priest
 Range: 0
 Duration of action: Permanent / Instant
 Casting Time: 1
 Area of Effect: Touched creature
 Saving Throw: None
 Can only be used by Priests

This spell closes minor wounds on the creature it is cast on.
 The caster can direct this spell to anyone they can touch.
 Healing light damage heals the creature it was cast on for eight points of damage. Life points recovered cannot exceed their maximum number.

**scroll of the curse**

Allows you to cast "Curse"
 Level: 1 / Priest
 Range: 60 meters
 Run time: 30 seconds
 Casting Time: 1
 Area of action: Radius of 15 meters
 Saving Throw: None
 Can only be used by Priests

A curse that weakens enemies.
 This spell is the opposite of Bless. Gives all enemy creatures within 15 yards -1 to attack rolls and saving throws for 30 seconds.

**SCROLL OF EVIL DETECTION**

Allows you to cast Detect Evil
 Level: 1 / Priest
 Range: 0
 Duration: 50 seconds + 25 seconds per level (maximum 5 minutes)
 Casting Time: 1
 Area of Effect: Caster
 Saving Throw: None
 Can only be used by Priests

This spell detects evil intentions, reveals the inner nature of the target.

After casting, for 50 seconds + 25 seconds per caster's level, the spell detects the emanation of evil from creatures within range.



HALO SCROLL OF MINOR REVELATION Allows

you to cast the spell "Halo of Minor Revelation".

Level: 1 / Priest

Range: 80 meters

Duration: 20 seconds per level Cast time:

1 Area of effect: 3

meters square per level, within 15 meters Saving Throw: None Can only be used by Priests

Marks Priest enemies with a halo of light, making them easier to spot and hit.

After casting a spell, the character chooses any point within range to focus the spell on. A bright green glow appears there and grows until it reaches a radius of 15 meters. For the duration of the spell, all enemy creatures will be enveloped in light. This causes a negative +2 modifier to Armor Class for all creatures affected by the spell. There is no saving throw.

This spell also surrounds invisible creatures with light.



A SCROLL OF PROTECTION AGAINST Evil

Allows you to cast "Protection from Evil"

Level: 1 / Priest

Range: 0

Duration: 10 seconds per level

Casting time: 1

Area of Effect: 1 Creature

Saving Throw: None

Can only be used by Priests

This spell surrounds the caster with a protective circle that helps them defend themselves against attacks by evil-intentioned creatures.

The spell creates a magical barrier that surrounds the recipient, protecting them from evil beings. They take a -2 penalty modifier on attack rolls.

The spell also grants a +2 bonus to all saving throws caused by such attacks, which lasts 10 seconds per caster's level.

Level 2



ASSIST SCROLL

Allows you to cast the "Help" spell.

Level: 2 / Priest

Range: 0

Duration: 10 seconds + 10 seconds per level Cast Time:

1 Area of Effect:

Special Save: None Can only

be used by Priests

Builds allies' courage, increases their abilities, and allows them to withstand more damage.

The "Help" spell gives the target character +1 to hit and saving throws, provided they are not already engaged in combat. The spell also grants 1-8 extra hit points for the duration of the spell. Allows you to exceed the maximum number of hit points. They are temporary - they disappear when the spell wears off. However, if the character loses these points, they will not take additional damage after the spell ends.



MEDIUM WOUND HEALING SCROLL

Allows you to cast "Heal Medium Wounds"

Level: 2 / Priest

Range: 0

Duration of action: permanent / instant

Cast time: 2

Area of Effect: touched creature

Saving Throw: None

Can only be used by Priests

This spell heals moderate damage to the target creature.

After the character uses this scroll, an indicator will appear that allows you to cast the spell on any creature within reach. Healing medium wounds restores 11 life points to the target creature, but not more than their maximum level.



THE SCROLL OF THE SPIRIT HAMMER

Allows you to cast the spell "Spirit Hammer"

Level: 2 / Priest

Range: 10 meters / level

Duration: Varies (see below)

Casting time: 1

Area of Effect: 1 target

Saving Throw: 1/2

Can only be used by priests

This spell summons a hammer of spiritual energy to strike your enemies.

The caster chooses a target within range of the spell. The hammer deals 4-10 bludgeoning damage for every three levels of the caster, acting as a +1 weapon (+1 to hit and damage). For every six caster levels, he gains another +1, up to a maximum of +3.

Level 3



SCROLL OF LIGHTNING CALL

Allows you to cast "Call Lightning"

Level: 3 / Priest

Range: 60 meters

Action time: Instant

Speed: 3

Area of operation: Radius of 3 meters

Saving Throw: 1/2

Can only be used by Priests

This spell summons the deadly forces of nature and turns them against enemies.

The caster of this spell can summon lightning to strike his enemies, dealing 2-16 points of electrical damage, plus an additional 1-8 points per mage level. This damage will be dealt to any creature within 3 meters of the lightning strike. A successful saving throw reduces this damage by half.



FLAMEWALK SCROLL Allows you

to cast "Flame Walk"

Level: 3 / Priest

Range: 0

Duration: 10 seconds + 10 seconds per level Speed: 3 Area of

Effect:

Affected creature(s)

Saving Throw: None

Can only be used by Priests.

This spell protects the person on whom it is cast from the effects of the flames... for a time, anyway.

This spell gives the target a +2 bonus on a saving throw against all types of fire attacks, and multiplies x5 the fire damage that target suffers if the attack succeeds anyway.



PRAYER SCROLL

Allows you to cast "Prayer"

Level: 3 / Priest

Range: 0 (centered on caster)

Duration: 5 seconds per level

Speed: 1

Area of operation: Radius of 20 meters

Saving Throw: None

Can only be used by Priests

This spell supports allies and harms enemies.

The "Prayer" spell grants a +1 modifier on attack rolls, damage rolls, and saving throws for all "friendly" creatures. Similarly, all "enemy" creatures take a negative modifier of -1 on attack rolls, damage rolls, and saving throws. The spell lasts 5 seconds per level within 20 meters.



SCROLL OF TALKING TO THE DEAD

Allows you to cast the spell "Talk to the Dead"

Level: 3 / Priest

Range: 15 meters

Duration: Special

Speed: 1

Area of Effect: 1 Creature (Undead)

Saving Throw: None

Can only be used by Priests

This spell allows you to communicate with the dead.

This spell allows the Nameless Hero to talk to a nearby dead person.



THE SCROLL OF THE CURSE SHOT

Allows you to cast "Uncurse"

Level: 3 / Priest

Range: 0

Action time: Instant

Speed: 4

Area of operation: Special

Saving Throw: None

Can only be used by Priests

After casting this spell, you will not be affected by cursed items.

This spell removes the curse from the target person. It does not remove the curse on the item, but allows you to remove and discard the cursed artifact.

Level 4



SERIOUS WOUNDS HEALING SCROLL

Allows you to cast "Heal Serious Wounds"

Level: 4 / Priest

Range: 0

Duration of action: Permanent / Instant

Speed: 4

Area of Effect: 1 Creature

Saving Throw: None

Can only be used by Priests

This spell heals all major wounds on the creature it is cast on.

This spell restores 17 health points. Life points recovered cannot exceed their maximum number.

Level 5



SCROLL OF HEALING CRITICAL WOUNDS

Allows you to cast "Heal Critical Wounds"

Level: 5 / Priest

Range: 0

Duration of action: Permanent / Instant

Speed: 8

Area of Effect: 1 Creature

Saving Throw: None

Can only be used by Priests

This spell heals all critical damage from the creature it is cast on.

This spell restores 27 life points. Life points recovered cannot exceed their maximum number.



REVIVE SCROLL

Allows you to cast the spell "Resurrect"

Level: 5 / Priest

Range: 30 meters

Duration of action: Permanent/ Instant

Speed: 5

Area of Effect: 1 Creature

Saving Throw: None

Can only be used by Priests

This spell has the invaluable property of bringing the dead back to life.

This spell revives any chosen fallen creature. The spell does not require any saving throw.

Level 6



THE SCROLL OF HEALING

Allows you to cast "Heal"

Level: 6 / Priest

Range: 0

Duration of action: Permanent / Instant action

Speed: 6

Area of Effect: 1 Creature

Saving Throw: None

Can only be used by Priests

This spell has great healing power. It cures blindness and diseases of all kinds, and restores full strength.

This spell regenerates all lost health points, as well as removes blindness and all other conditions.

Circles of Zerthimon

**THE SECOND CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Holy Book of Steel" into your Spellbook

Range: 60 meters

Run time: 30 seconds

Speed: 1

Area of effect: A cube with a side of 17 meters

Saving Throw: None

Weight: 1

Can only be used by Mages and Nameless

**THE THIRD CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Master of Will" into your Spellbook

Range: 3 meters

Duration: 12 seconds per level

Speed: 1

Area of Effect: 1 Creature

Saving Throw: None

Weight: 1

Can only be used by Mages and Nameless

**THE FOURTH CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Eye of Vilquar" into the Spellbook

Range: 12 meters + 5 meters per level

Run time: 30 seconds

Speed: 1

Area of Effect: 1 Creature

Saving Throw: None

Weight: 1

Can only be used by Mages and Nameless

**THE FIFTH CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Strength of One" to your Spellbook

Range: Touch

Duration: 30 seconds per level

Speed: 12

Area of action: Affected person

Saving Throw: None

Weight: 1

Can only be used by Mages and Nameless

**THE SIXTH CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Balance in All" to the Spellbook

Range: Caster only

Duration: 1 time per 4 levels (if the caster is attacked) or for 5 seconds per level

Speed: 3

Area of Effect: 3 meter radius (when activated)

Saving Throw: None

Weight: 1

Can only be used by Mage, Dak'kon and Nameless

**SEVENTH RING OF ZERTHIMON**

Allows you to rewrite the spell "Force of Patience" into the Spellbook Range: ?

Operation time: ?

Speed: ?

Working area: ?

Saving Throw: Special

Weight:

1 Only useful to Mage, Dak'kon, and Nameless One

**THE EIGHTH CIRCLE OF ZERTHIMON**

Allows you to rewrite the spell "Zerthimon's Focus" into your Spellbook

Range: 17 meters

Duration: 5 seconds per level

Speed: 3

Area of Effect: 1 Creature

Saving Throw: None

Weight: 1

Can only be used by Mage, Dak'kon and Nameless

Morgue





01-South-west preparation room

This is where our journey begins, right after waking up, another Morte character will join us, on one of the shelves you can find a [Scalpel](#).

Morte: we will get two tasks from him:

QUEST: [Find Farod](#)

SOLUTION: Farod is in the Buried Village (07)

QUEST: [Find your missing journal](#)

SOLUTION: This task can be completed, for example, in the following two ways: 1. The Lost Journal (or rather its fragment) is in the Hidden Tomb in the Drowned Lands (04); 2.

The lost journal (or rather its fragment) can be found in the Player's Labyrinth in location (C)

Zombie Worker #782: Kill him to obtain the [Preparation Room Key](#).

02-Reception room

Dhall: A scribe from whom you can get some interesting information.

You can find here: [Registry from the reception hall](#).

Zombie Worker #1201: possesses [Corpse Note #1201](#) and receives [Earring of Rules](#) after using it [Threes](#)

03- Zombie rob otn ik

Zombie Worker #1664: Has a [missing Registry Page](#)

04-North-East preparation room

Ei-Vene: we'll get a quest from her:

QUEST: [Bring Ei-Vene the embalming fluid and the needle and thread](#)

SOLUTION: embalming fluid can be found in one of the rooms of the Mortuary (06), Zombie worker #506 has a needle and thread (04) by

talking properly you can get a past memory of Zombie worker #42 and max. HP +1 (permanent). We receive the [Key to the embalming room](#) from her

Zombie Worker #506: Has a [Needle and Thread](#)

05-Zombie Rob er

Vaxis (Zombie worker): He informs us about the portal on the ground floor of the Mortuary (the key to the portal is a Bone Amulet). We will get a quest from him:

QUEST: [Bring Vaxis the key to the embalming room](#)

SOLUTION: we'll get the key from Ei-Vene (04)

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06- Southeast Preparation Room

In the cabinets located in this room you can find: [Jar of embalming fluid](#) and [Ancient copper earring](#)

07- Stairs up/down

08- Stairs down to the second level

09- South Storage

The shelves contain: [Iron Crowbar](#) (good for opening locked chests and doors), [Application gravedigger](#)

Zombie Worker #79: (There are marks on his forehead that will open the Ancient Copper Earring)

10-Worker skeleton

Skeleton Worker #42: (from Ei-Vene's memories) has: [Green Steel Knife](#)

11-Shelves

[The Mortuary Sanctum Key](#) can be found on the shelf

12-Stairs down to the second level

[The Hammer](#) can be found on the shelf

13- Stairs up to the second level

14- South-East Hall of Remembrance

Zombie Worker #732: has [the Book of Bones and Ashes](#)

15- South-west memorial hall

Deionarra: a female spirit, she is one of the characters from the four-person team that we traveled with in a previous incarnation. After talking to her, we get (remember) a special ability: [Resurrect](#)

16- Central chamber

There are 4 [Giant Skeletons here:](#) (you need to use the Book of Bones and Ash to destroy them, or high Wisdom is enough). From their corpses we get: [Minor Defense Runes](#), [Major Protection Runes](#), [Armor Runes](#), [Shield Runes](#), [Berdysh](#)

17- Hidden Portal

Hidden passage to the Tomb prepared for Vaxis, there is a secret exit from the Mortuary, you must have the Bone Amulet to reveal it)

18- Great Hall

Soe: guards the exit from the Mortuary, he can open it for us (after a proper conversation), you can also kill or rob him and then you will receive the [Morgue Key](#)

19- Exit from the Ossuary to ul

Later in the game...

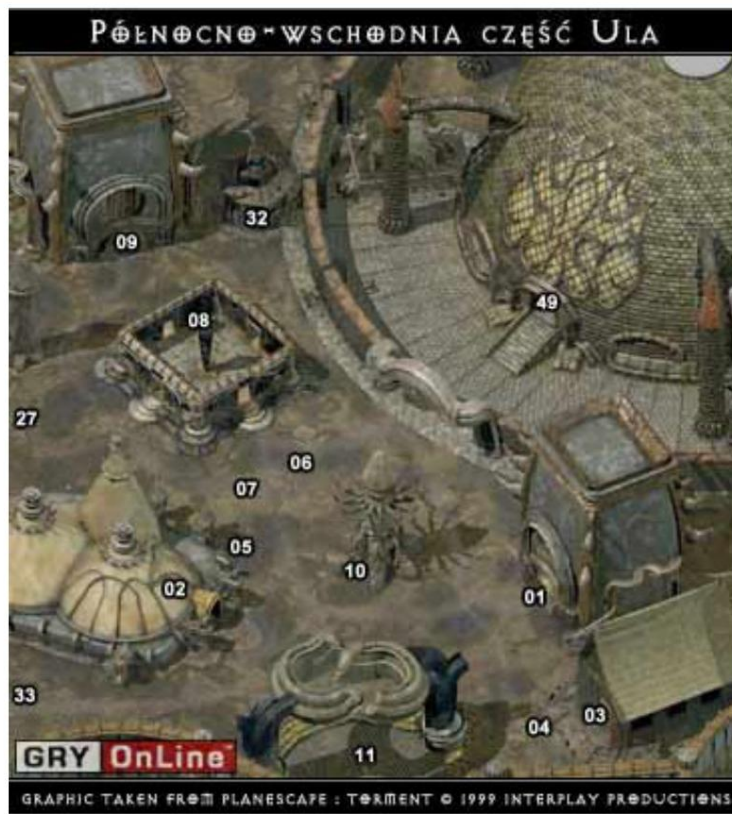
20-Zombie worker

(Zombie Worker #331) Zachariah: One of the people in the party we used to travel with, if we learn his name from Dak'kon and have the Talk-Bone-Tales skill, we'll be able to talk to him. He has hidden in his body our items from the time when we traveled together. These are: [Zachariah's Heart](#) (+1 Agility permanently, +1 to armor class against ranged weapons), [Zachariah's Liver](#), you need a knife or a scalpel to get it out.

21- Portal to the Fortress of Sorrow We

learn about its location and how to activate it later in the game during a conversation with Trias.

City of Beehive and Alley of Dangerous Corners



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01-Open Grobowie c

Secret exit from the Mortuary. There is [Penn's Letter here](#), you will need it later if you want to join the Anarchist Faction.

02-Inn "Prochdo Powder"

Emorik: After completing the tasks assigned by him, we can join the Faction of Gravediggers, this gives us the opportunity to purchase items and spells from Emorik reserved only for this faction. Belonging to the Gravediggers also sometimes helps us avoid attacks from the Undead.

In order to be admitted to the Gravediggers, we must complete the following tasks:

QUEST: [Talk to Norochia and do as she asks](#)

SOLUTION: Norochj is in the "Dust to Dust" inn in Hive (02), you need to complete two quests he gives you.

QUEST: [Talk to Death awaiter](#). SOLUTION: Death

awaiter is in the "Dust to Dust" inn in Hive (02). You have to convince him that death is not a good solution.

QUEST: [Talk to Sere](#)

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SOLUTION: Sere is in the Dust to Dust Inn in Hive (02), you need to talk to her about her belief in the Gravediggers' ideology.

QUEST: [Find Soe](#)

SOLUTION: Soego is in the Land of the Dead (03)

In addition, we get a task from Emorik:

QUEST: [Determine the "source" of Farod's corpse](#)

SOLUTION: This information can be obtained from Farod (he is in Zakopane Village (07)) if I tell him that we won't share it with anyone else.

Norochj: He teaches us the gestures to enter the Mausoleum, we will get 2 tasks from him:

QUEST: [Take care of the undead in the Mausoleum](#)

SOLUTION: you need to go to the Mausoleum (09) and complete the quest from the Guardian Spirit (A)

QUEST: [Track down a thief disguised as the Gravedigger](#)

SOLUTION: The thief is Ash Mantle, he can be found in the Hive (20)

Sere the Skeptic: You need to talk to her about her belief in the Gravediggers' ideology

Death Awaiter: He needs to be shown that death is not the solution to his problems

Mortai the Gravedigger: Scare him that we will spoil his reputation with other Gravediggers, then he will give us [Angyar's Contract of the Dead](#)

03-Angyar's House Angyar's

Wife: Talk to her about her husband's problems, you will then receive a quest to complete, after completing it you will be able to buy [Bandages](#) and [Needles and Threads](#) from her

QUEST: [Free Angyar from the Contract of the Dead](#)

SOLUTION: meet Mortai the Gravecloak at the Dust to Dust Tavern (02) and retrieve Angyar's Contract of the Dead from him.

Angyar: Tells us about the portal in Rag Square (junk is the key)

04-Dabuses

Dabus: from the first Dabus we meet, we can learn the language they speak.

05-"Signpost"

"Signpost": After a thorough inspection of his body, we will obtain a [Cobblestone](#)

06-Ingress

Ingress: needs help getting home

QUEST: [Find a way to help Ingress](#)

SOLUTION: Talk about her troubles with Kandrin in the Burning Man Inn (17) and then talk to Ingress again.

07-Baen Emissary

Baen Emissary: He has a message to deliver.

QUEST: [Find Kradok for Baen the Envoy](#)

SOLUTION: Kradok is in the southwestern part of the Hive (23)

08-Gravedigger Memorial Stone

Sev'Tai: Wants revenge for her sister's death.

QUEST: [Help Sev'Tai get revenge](#)

SOLUTION: kill three members of the Hungry Dog Gang located in the south-eastern part of the Hive (14)

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Bury of Names: Inscribes the names of the dead on the memorial stone.

09-Mausoleum

A – Entrance to the Mausoleum

Guardian spirit: asks us for help.

QUEST: Defeat the intruder in the Mausoleum

SOLUTION: kill Strahan Runeshadow located in the Inner Chamber in the Mausoleum.

B – Entrance to the Inner Chamber in the Mausoleum

Strahan Runeshadow: after killing him, you get the following items: **Strahan's Journal**, **Scroll of Strengthen Strength**, **Scroll of Color Shifting Orb**, **Scroll of Ice Knife**, **Sorcerer's Protection**, **Copper Earring**, **Bone Dagger**

10-Anna

Anna: (character to join) She will join us automatically in the Zakopane Village after completing the task for Farod.

11-To the south-eastern part of the Ula

12-To the north-eastern part of the Ula

13-A girl in despair

Girl in Desperation: He's trying to ambush us

14-Members of the Smooth Dogs gang

15-Fallen Tattoo Parlor

Fallen: He runs a Tattoo shop, the assortment changes with the passage of time and the completion of quests. Here we can recognize the Severed Hand found in the catacombs. If we ask Dak'kon to help translate when talking to the Fallen about the Severed Hand, we discover that The Dak'kon is lying. If we talk to him in private, we can find out the name of the third character from the four-person team in which we traveled in the previous incarnation, i.e. Zacharias.

16-Mourning Trees

Mourner of the Trees: Asks for care of the trees (change of character to a better one), gives information on what to do with the seed received from Mebbet.

17-Inn "The Burning Man"

Ignus: (character to join - After finding a Decanter of Endless Water and making it into a Decanter of Endless Water with an enchantment)). You can learn some interesting spells and fire resistance from him, but unfortunately at the cost of the maximum amount of Life Points. If we decide to do it, we will get: **Amulet of Ignus (Spell Flames)**, **Eye of Ignus (Terror of Ignus)**, **Hand of Ignus (Hellball)**, **Guts of Ignus (Hellshield)**

Dak'kon: (character to join)

Kandrian: (Traveler) After completing the quest with Ingress, he will give you **Ingress's Teeth**

Barkis: Can be redeemed from him: **Your eyeball**, it triggers a memory from the past: Skill points increase permanently.

TASK: Settle the bar bill

SOLUTION: talk to Mochai trying to leave the bar without paying the bill. It is hidden in the lower right part of the bar. You can, for example, give her money to pay the debt.

A: Gain Wisdom + 1 (Permanent) after proper conversation

Mochai: He tries to leave the bar without paying the bill

18-To the south-western part of the Ula

19-To the south-eastern part of the Ula

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20-Ash Cloak

Ash Mantle: this is a thief disguised as a Gravedigger, you have to let him rob you and thus teach his technique
21- Deathwind

Smellywind: He asks us for help, we get a **Cut Copper Amulet** from him

QUEST: **Remove the Stink Curse from Smellywind**

SOLUTION: We need to talk about Stinky with Mixer Mordsens in the Municipal Entertainment Building in the Clerks' Quarter (20), unfortunately he will also curse us (hiccups), then we need to talk to Salabesh Onyx in the Clerks' Quarter (21). He will tell us how to deal with Mixer Mordens to remove the curse from us and Stinky.

22-Gaoh

Gaoha: you can play dice for money with him

23-Kradok

Kradok: He asks us for help, we can earn some money by working for him

QUEST: **Find Jhelai for Kradok.**

SOLUTION: Jhelai is in the south-eastern part of the Hive (24), he doesn't want to work anymore, return this information to Kradok.

24- Jhelai

Jhelai: An employee Kradok is looking for.

25-Mourning Es-Annon

Mourning Es-Annon: He wants to commemorate the name of his city. You can convince him to share this name with other people or offer to engrave the name on the obelisk near the Mortuary

QUEST: **Find the tomb for Mourning Es-Annon**

SOLUTION: Talk to the Name Digger (08) to bury the name of the city of Es-Annon.

26-Market

Merchant from Hive 1: the merchant to whom Mabbet sent us for herbs, unfortunately he doesn't have them and sends us away

QUEST: **Find a gardener who will have herbs for Mebbet**

SOLUTION: talk about the seed received from Mebbet of the Mourning Trees in the south-east of the Hive (16)

Hive Merchant 2: **Battered Tankard** can be purchased from him

Giskorl: pick up Mebbet Laundry from him

Kossah-Jai: he's supposed to sell us ink, he doesn't have it and sends us away.

QUEST: **Find Meir'am and take ink from her for Mebbet**

SOLUTION: Meir'am can be found standing on one of the streets below the Marketplace.

Meir'am: (standing below the Marketplace) He'll give us **ink**, but we must have the right vessel

QUEST: **Fetch the container and take the ink to Mebbet**

SOLUTION: The ink tank can be a Battered Tankard, which can be bought from one of the merchants in the Market. Then take the ink to Mebbet.

27-To the north-western part of the Ula 28-To the south-western part of the Ula 29-Szpetny

Ugly: Gives us a **Decorated Chest**.

QUEST: **Deliver the box to Ku'atra**

SOLUTION: Ku'atra is in the southeast of the Hive (30)

30-Ku'atra Storage

Ku'atraa: wants to take the box to another place.

QUEST: **Deliver the crate to Brasken**

SOLUTION: Brasken is in the south-west of the Hive (31)

31-Brasken's Hut

Brasken: wants to take the box to another place.

QUEST: **Deliver the crate to Shilandra**

SOLUTION: Shilandra is in the hut in the north-east of the Hive (32)

32-Shilandra's Hut

Shilandra: tells us what to do with the chest.

QUEST: **Go to the cathedral in the middle of the Hive**

SOLUTION: go to the cathedral located in Alley of Dangerous Corners (44) and talk to Aola, she will remove the spells from the box.

33-Road to Alley of Dangerous Coal

34-Inn

Arlo: He's asking us for help:

QUEST: **Get rid of Nestor for Arl, the owner of the Inn**

SOLUTION: ask Nestor to leave the inn (34), for this you need to fulfill his mission, in return you get the opportunity to rest in the inn for free

Nestor: He wants one of his things back:

QUEST: **Find Nestor's fork**

SOLUTION: Nestor's fork has One Ears (35), in return we get: **Obsidian Earring (+10% Stealth)**

35-One-eared

One-Eared: Has a **Small Steel Fork** (Nestor's Fork), can be spoken to or killed accordingly.

36-Porphyrion

Porphyrion: He can teach us weapon skills.

QUEST: **Retrieve Porphyry's necklace.**

SOLUTION: this necklace is prayer beads and it is worn by bandits dressed in red and black located in the south-eastern part of the Beehive to the left of Bar "Under the Burning" man"

37-Black Tulip

Black Tulip: depending on how you talk to him, he asks you to complete two quests (in different order)

QUEST: **Black Tulip wants Rotten William dead**

SOLUTION: kill Rotten William (39) and his men

QUEST: **Black Tulip wants Krystal dead**

SOLUTION: Kill Krystal (38) and her men

38-Krystal Gang

Krystal: asks you to complete two tasks in succession:

QUEST: **Krystal wants Rotten William dead**

SOLUTION: kill Rotten William (39) and his men

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QUEST: **Krystal wants Black Tulip dead**

SOLUTION: Kill Black Tulip (37)

39-Rotten William's Gang

Rotten William: asks you to complete two quests in succession

QUEST: **Rotten William wants Krystal dead**

SOLUTION: Kill Krystal (38) and her men

QUEST: **Rotten William wants Black Tulip dead**

SOLUTION: Kill Black Tulip (37)

40-Burnt building

Rauk: Rauk is looking for the three rings

QUEST: **Rauk wants you to bring him three rings**

SOLUTION: the rings are in the tents (41), (42), (43), after completing the quest you will receive: **Iron Fist Scroll**, **Traveler's Ring (+1 to armor class)**, **Green Steel Dagger**, **Armor Scroll**, **Identification Scroll**

41-Tent

There is a **Golden Ring** here

42-Tent

There is a **Bronze Ring** here

43-Tent

There is a **Silver Ring** here

44-Cathedral ruins

Aola: After downloading the spells from the box, he gives us the task:

QUEST: **Talk to Ugly about the chest.**

SOLUTION: Ugly is hiding in the northwestern part of the Hive (46)

After completing the quest, you can buy **Moridora's Ruby** from her, needed to complete the quest for Jarym

45-Fleece

Fleece: a thief, we can let him rob us to learn his technique

46-Ugly Hideout

Ugly (later in the game): after talking to him, you will receive the **Hollow Axe**

47-Office of Pest and Disease Prevention

Craniorat tails can be sold here.

Phineas: After visiting the Junkyard, we'll get a quest from him

QUEST: **Kill the wererat in Phineas' basement**

SOLUTION: the entrance to the basement is in the upper-right corner of the room where Phineas is (47).

48-Amarissa

Amarissa: Nodd's sister

49-Ossuary

50-Road to Ragmen's Square

Later in the game...

51-Painted door to the Robber House

We learn that these are real doors and how to open them from Anna when she joins our team.

Ragmen's Square



01-North-western part of Ula

02-Friend iel Szp and ku

Marrow Friend: If we let him hide a piece of our flesh, we'll get Finger Bone in return (Mempa's Biting Ring +2 to armor class (cursed))

03- The hut of the knight

Old Mebbet: After completing her quests, she can teach us how to use magic, we'll get the following items from her: Amber Earrings (+2 to Armor Class), Recipe: Color Change Orb, Recipe: Identification, Recipe: Bridge of Blood.

QUEST: Learn the basics of art from Mebbet

SOLUTION: Mebbet will teach us magic if we complete the next three quests he gives us

QUEST: Find the herbs that Mebbet needs

SOLUTION: we have to go to one of the merchants in the Hive Market (26)

QUEST: Take Mebbet's laundry from Giskorl

SOLUTION: Giskorl is in the Hive Market (26), we need to get Mebbet's laundry from him

QUEST: Bring Mebbet ink from Kossah-Jai

SOLUTION: Kossah-Jai is in the Ulu Market (26)

After learning the art and changing class to mage, if we have Dak'kon in the party and we have enough Wisdom and Intellect, we can start studying the Unbroken Circle of Zerthimon in his possession. Studying together with Dak'kon, we can earn about 50,000 exp as a mage and learn spells: Holy Book of Steel, Mastery of Will, Eye of Vilquar, Power of One, Equilibrium in Everything, Bullet of Patience, Zerthimon's Focus. We can also teach Dak'kon circles he doesn't know, after reading the eighth circle it gives him an increase in STR, FF and CON (permanent)

04-Small apartment

5 **Skullrats:** Killing them grants 5 **Skullrat Tails**

05-Bone from Cz r

Bonesrat: He can train us to be a Thief

06- Hut Co-grave

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Co-grave: has a task for us:

QUESTION: Determine where Farod gets so many bodies

SOLUTION: this information can be obtained from Farod (he is in Zakopane Village (07)) if I tell him that we won't share it with anyone else.

07-Jarym

Jarym: gives us a task:

QUEST: Find the Magic Ruby for Jarym

SOLUTION: it can be Moridora's Ruby, which can be bought from Aola in Alley of Dangerous Corners (44) after completing the appropriate quests related to the crate we get from Ugly. **08- Yellow Fingers Yellow Fingers:** Shows us

how to get to Pharoda

09-Nodd

Nodd: we receive a task from him:

QUEST: Find Amarissa for Nodd

SOLUTION: Amarissa can be found in the southeastern part of the Hive (48), she will give you a pouch that you should take to Nodd

10-Portal

In order to appear, you must have Rupiecie with you

11-Road to the Garbage Village

Garbage



01-Road to Smearmen's Square

02- The road to the Zakopane Village

03-Portal to (04)

The key to the portal is the skull rat's tail

04-Portal to (03)

05-S box

in the chest there are: [Crooked Mace](#), [Sadist Frame](#), [Magic Missile Scroll](#)

06-Entrance to the Zakopane Village

[Bisz](#): guards the entrance to the Zakopane Village

Buried Village



01-Stairs leading up to the garbage heap

02- K store in int a

[Kwint](#): Runs a shop

QUEST: [Retrieve Kwint's poison amulet from Gris's body](#)

SOLUTION: first we need to talk to Gris who is in one of the crypts in the Weepers Stones (02) (to do this, you must have the ability: Tell-Bones-Tales), he will tell you that the amulet you are looking for is in the Buried Village (09)

03-Uhir

[Uhir](#):

QUEST: [Find and bring Uhir his lucky knife](#)

SOLUTION: Knife has a Knife Stabbed Ghoul in the Land of the Dead (06), trade it for six skull rat tails.

04-House of [Marta Szwaczka](#)

[Marta](#): She runs a shop. If we ask her to search our insides, we will receive: [Bent Ring](#), [Intestines](#). You can also buy new teeth for [Morte](#) from her: [Viper's Teeth](#)

05 - [Ku' u Yin](#)

[Ku'u Yin](#):

QUEST: [Get Ku'u Yin's number from Radine](#)

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SOLUTION: Radine is in Zakopane Village (06), just talk to her and convince her that she should give the number to the rightful owner.

06-Rad and Ne

Radine: If we ask her, she'll give us **Ku'u Yin's Number**

07-Entrance F aroda Manor

Farod: He'll share his information with us when we complete a quest for him

QUEST: **Bring Farod the bronze sphere**

SOLUTION: the bronze sphere can be found in the Drowned Lands (03)

After completing the task , **Anna** will join our team , you can exchange thieving skills with her. We will also get the items: **Gehraisa's Ring** and **Farod's Frayed Card** , and a new quest.

QUEST: **Find the place where Anna found your body**

SOLUTION: this place is in the Alley of Persistent Sighs (12)

08-B Katakū frame of Heaving Stones

Barr: He won't open the gate until we talk to Farod.

09-Ster ta r t i

Quint's Poison Amulet: Gris has to tell us about it for us to spot it.

Further in the game...

07- Entrance to the Court of Faroda

After visiting the Alley of Persistent Sighs, Farod dies, then we can take from his corpse: **Bronze Sphere** and **Staff of Farod**. Then we have access to Farod's Vault, the portal is in the upper part of Farod's room, the key is the staff of Farod. In Farod's Vault, the shelves contain: **Amorphous Eye**, **Scroll of Hive Curse**, **Scroll of Color Shifting Orb**, **Scroll of Magic Missile**, **Cheese**, **Stinging Earring**

Weeping Stones and Labyrinths of Thought





01-Back to the Buried Village

02-D o Vaults of Hugs

Gris: if we can talk to the dead (Speak-Bone-Tales skill) he will tell us that the amulet we are looking for for Kwint is in Buried Village (09)

03- From the Broken Crypt

Here you can find: [Thigh Bone Mace](#), [Moorin Wrist Daggers](#)

04-D on the Labyrinths of Thoughts

It's best to wait with visiting this part of the catacombs until you talk to Lothair in the Lower Quarter (02).

05- To the catacombs of the Dead Lands

06- Glif

Glyph: We'll get a quest from him

QUEST: [Find the Carafe of Endless Water](#)

SOLUTION: The decanter can be found in the Drowned Lands (05)

07-D o Mosaic crypts

There is an [Enchanted Hammer](#) in the sarcophagus

08-D on the Crypts of Dismembered

In the Sub-chamber at the bottom there is a [Severed Hand \(yours\) with tattoos](#), you need to take it to the Fallen Tattoo Parlor, after reading the Tattoos we can buy them from the Fallen, apart from the possibilities that they normally give us, each of them gives us a one-time experience bonus.

09-Chad

Chad: if we can talk to the dead (Talk-Bone-Tales skill) then he will tell us where to find the Decanter of Endless Water in return for completing the quest.

QUEST: [Kill the Wargoogs so that Chad's corpse doesn't turn into one of them](#)

SOLUTION: Wargoyles are in one of the corridors in Weeping Stones (10)

10-Warg Street

11-Burt

Burt: one of Gris' party members, we can talk to him if we have the Talk-Bone-Tales skill.

12-Back to the Catacombs of the Weeping Stones

13-Do Group C of ham rats

Plurality: gives us the task:

QUEST: Learn the weaknesses of the Silent King

SOLUTION: We can, for example, lie to Plurality that the Silent King is too powerful to defeat.

We can also tell the truth that the Silent King is a linden, but before that we have to find out, e.g. get to the throne room of the Silent King in the Land of the Dead (11). We can be teleported there by, for example, Stale Mary.

Lands of the Dead



01-Back to the Catacombs of the Weeping Stones

02-The Priest of the Silent King

Grim Hargrimm: Priest of the Silent King, forces us to submit to the laws of his master, which means that we are trapped in the Land of the Dead for now.

QUEST: Find and kill all skull rats in the Lands of the Dead

SOLUTION: Kill the six cranium rats that will appear in the western part of the Land of the Dead (09), completing the quest allows you to leave the Lands of the Dead.

03-Soego's chamber

Soe: After talking to the Undecided Skeleton, Soego leaves and we can open his bed to find a diary from which we will find out that he is a spy. When we talk to him about it, a fight ensues. We can also tell Dark Hargrim about it. After Soe's death, we get: **Soe's Skull.** We can rest in this room.

04 - Skeletons

Troubled Skeleton: Solving its riddle will give you experience (requires high Wisdom)

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Pensive Skeleton: Similar to Confused Skeleton, but probably can't do both at once.

05- Skeleton buy and ec

Skeleton Merchant: Shop

06-Ghoul

Stabbed Ghoul: He has Uhir's knife, will trade it for six craniorat tails

07 - Undecided glasses t

Indecisive skeleton: doesn't know what to do with his life

08-Chambers of Stale M a ry

Fresh Mary: She can talk to the dead, we can learn from her: special ability: **Tell-bones-stories**. This skill is very important because it gives us a lot of dialogue options with the undead (including those we've already talked to).

If we have high Charisma, it will open a portal to the throne room of the Silent King.

09-Skull rats attacking the Lands of the Dead

10-Winterless Zombies

Nameless Zombie:

QUEST: Find a name for the Nameless Zombie

SOLUTION: first you need to get the Talk-bones-stories skill (08), and then talk to Zombica to find a name for her.

11- The Throne Room of the Silent King

We can only get here with Stale Mary or by taking the key from Grim Hargrim, but after getting to the Silent King we will have to fight everyone in the Lands of the Dead.

12- C otacombs of the Drowned Lands

Sunken Lands



01-Back to the Catacombs of the Dead Lands

02-Back to the Labyrinths of Thought

03-Delay

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on the corpse you will find a [Bronze Sphere](#)

04-Cut off the corridor (entrance is the Secret Tomb)

You don't have to visit it at the beginning of the game, you will be directed to it by Lothair in the Lower District (02). If you visit it earlier, you have to tell Lothair that the tomb is empty.

Only the Nameless Hero can enter the tomb alone. To open the sarcophagus in the middle of this mini-labyrinth, collect 3 keys according to the scheme: go inside, get teleported, collect the key from the smaller sarcophagus, die, get teleported to the beginning of the maze, and so on three times. When we finally manage to reach the main sarcophagus, to open it we have to read eight tablets on the walls. These boards are our lost diary (one of many). In the sarcophagus you will find a key. We're headed to the room to the south now. We are teleported to a small room with a chest. Collect the items there and go through the portal outside. We can now talk to Morte about the last line of the tattoo we have on our back

On one of the corpses you will find an [Abyssal Pipe](#), and in the chest: [Ax Scroll of Torment](#), [Tear Salieru Dei](#), [Enchanted Battle Axe](#)

05-Carafe

On the ground lies a [Decanter of Endless Water](#)

The Robbers' House and the Avenue of Persistent Sighs



01-Back to the Hive

02-Sibilla

Sibyl: She informs us about a secret door through which we can leave the building unnoticed, but we must complete her task beforehand.

QUEST: Find the key and sneak out of the Tenement House

SOLUTION: The key is held by the Mage from the Ravenous Dogs gang, located on the second floor of the Robber House (07). After getting it, you need to sneak out through the secret door (04) and outside through the door (08) so that no one notices you, it's best to do it with a thief in stealth mode, e.g. Anna.

03-The Robbers

12 Robbers: If you want to fight them openly, you can use the Abyssal Pipe (very effective) or you can sneak through the secret door (04). After killing the robbers, we can collect: **Red Key** and **Key to the Warehouse in the Tenement House** **04-Secret Door** **05-Up Stairs** **06-Down**

Stairs

07- A mage from the Gangy Dogs gang

Ravenous Dogs Mage: He has **the Tenement House Key**

08-To the Alley of Persistent Sighs

09-To the Robbers' House

10-Abandoned building

In the house we will find the corpse of Dabus and **Hammer**

11-The road to the next part of the Alley of Persistent Sighs

12-Further parts of the Alley of Persistent Sighs

This is where Anna found the nameless body.

Alley of Persistent Sighs: speaks to us in the form of a stony face and asks us to fulfill two tasks.

QUEST: Get rid of Dabus in the Alley of Persistent Sighs

SOLUTION: we need to talk to Dabus (14) and tell him about the corpse in the abandoned building (10)

QUEST: Eliminate all dabus repair work in Alley

SOLUTION: we need to have a hammer and a crowbar and use them on the lane walls at (14) and (15)

After completing the Alley's tasks, we are moved to the Lower District and from now on, moving between locations will be done using the main map (faster).

13-Chest

in the chest we can find **a crowbar**

14 - wall

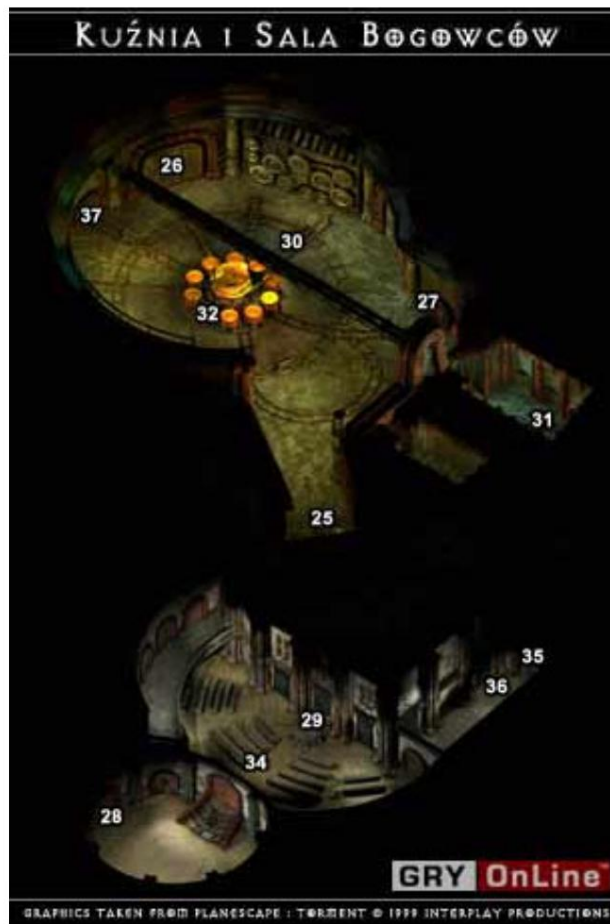
Dabus: you need to talk to him about the dead Dabus in the abandoned building

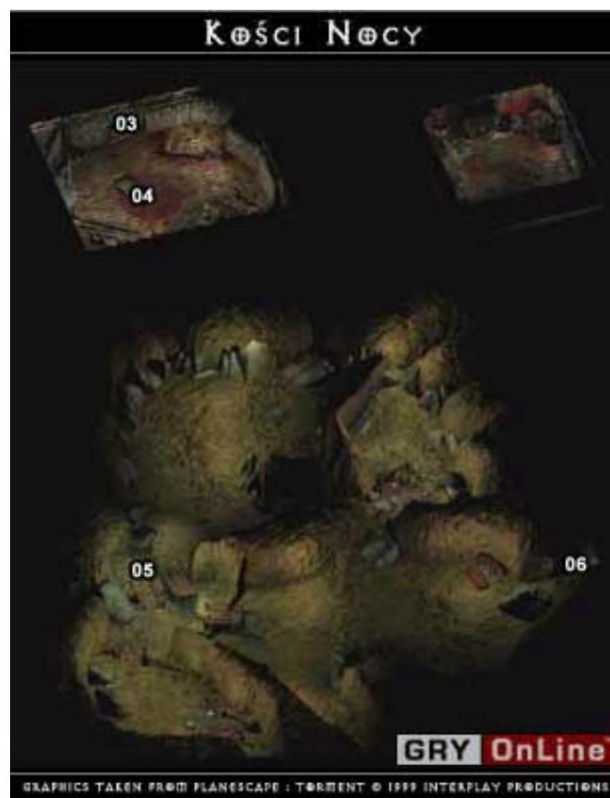
This is where the hammer should be used when Alley asks us to reverse the

15-Wall changes

This is where the crowbar should be used when Alley asks us to reverse the changes

Lower Quarter, Great Forge, Bones of Night





01-D o Avenue of Persistent Sighs

Upon entering the Lower Quarter, Morte is kidnapped, to get him back we must go to the ruined homestead (02)

02-Ruined house

Lothar: It was on his order that Morte was stolen, in order to get it back we must complete his task:

QUEST: Find a skull of great value

SOLUTION: This skull can be Soe's Head from Land of the Dead (03) or Mantuok's skull from Bones of the Night (05)

Lothair also informs us about Ravel Sharadna

QUEST: Find the night witch Ravela Sharadna

SOLUTION: Ravel is in Ravel's Labyrinth (03), you need Folding Portal and Bloody Handkerchief to get there

If you haven't been to the tomb in the Drowned Lands yet, Lothair will give you another quest:

QUEST: Retrieve the skull from the locked tomb

SOLUTION: after visiting the tomb from the Drowned Lands (04), we have to return to Lothair and inform him that it is empty

03- The house is supervised

04- Dokatakumb under the Bones of the Night

05- Tek bridge

Mantuok: After killing him, you will receive: **Mantuok Skull, Grimoire of Harmful Thoughts**

Grimoire of Harmful Thoughts : This is a very bad book and the same are the tasks that it will give you to complete (it's better to skip them) .

QUEST: Examine the book of the plague

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SOLUTION: We don't really need to do anything, just start studying the book further

QUEST: [Sell an adventurer into slavery](#)

SOLUTION: Vrishika from the Curiosity Shop in the Clerk's Quarter (09) will buy from us
Morte

QUEST: [Kill an adventurer](#)

SOLUTION: you have to kill one of the team members yourself and without the help of magic (you must disconnect him first)

06-To the catacombs of the Weeping Stones

We can now explore Mind Labyrinths without having to lose reputation.

07-Korur

Korur: He can teach us to wield weapons at higher levels

08-Pawnshop

Shop, you can buy here e.g. [Shards of Destiny](#) 09-Giltspur

Giltspur: Shop, rooms for rent, gives us several tasks to complete:

QUEST: [Take the flyer to Penn the Taunter at the printing shop](#)

SOLUTION: the leaflet should be delivered to Penn at the printing office in the Lower Ward (10)

QUEST: [Take a message to the Forge for Keldor of Dorian](#)

SOLUTION: Keldor is in the Great Forge in the Lower Ward (24) in the Hall of the Gods (29)

QUEST: [Take the leaflet to Barkis](#)

SOLUTION: Barkis can be found in the "Burning Man" Inn in the south-eastern part of the Hive (17)

10-Printing

Penn the Taunter: Using the password received from Bedai-Lin (38) of the Forge, we can join the Anarchist faction here. Then we'll get a job to do.

QUEST: [Join the Anarchists](#)

SOLUTION: we have to kill Qui-Sai, we'll find him in the Clerk's Quarter (19) in the City Entertainment Building

After completing the task, you will learn that one of the anarchist cells is in the Warehouse (18) and is led by Leena

While completing the quest for Julia, you can buy a [Love Letter](#) from Penn

11-Sebastion

Sebastion: He's asking us for a favor.

QUEST: [Kill Abishai Grosuk for Sebastion](#)

SOLUTION: Grosuk is in the Lower District (12), after completing the quest you get Charisma +2 (permanent)

12-grosuk

Grosuk: Abishai

13-Xanthia

Xanthia: She informs us about the unequal fight between the Tokols (14) and Abishai

14-Tokol

Tokole: We should warn them about Abishai and then bring the news back to Xanthia

15-Byron Spitz

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Byron Szpicer: You have to ask him about the thieves, then he directs us to Lenny. After talking to Trist, you need to ask him about Trist's loan documents.

16-Lenny

Lenny: He's training us in thievery, he'll give us [Zar'anun's Wrist Daggers](#). After talking to Trist and Byron Szpicer, you have to convince him to help you find Trist's loan documents. Moreover, if at the end of the conversation we admit that we don't work for Byron Szpicer, we'll get a quest from him:

TASK: [Obtain proof that Byron Spitz is a criminal](#)

SOLUTION: just go to the Warehouse (18) in the lower District and say the password that Lenny told us, then we will get [the Parchment with the evidence](#)

17-coffin maker

Dimtri: A zombie who asks for our help

QUEST: Free Dimtri from being a zombie

SOLUTION: We will learn Dmitri's release spell from Sebastian in the Lower Ward (11)

hamrys:

QUEST: [Take the pillow to the coffin from the warehouse](#)

SOLUTION: for a pillow we have to go to the Warehouse in the Lower Ward (18)

18-Ninth World

Vault Warehouse: We can try to get the deposited [money](#) out of the warehouse , we will get it if we specify the amount as 1123. After talking to Lenny we can also pick up [the Loan Document](#).

Later in the game, by completing the appropriate task, you can pick up [a Dream Pillow here](#).

Another thing you can recover here are [the Tomb Plans](#) , but if you visit the Secret Tomb earlier, you don't need to download them

We can also pick up [a Parchment with evidence](#) here

Leena: Leader of the Anarchist cell, we can talk to her only when we join the Anarchist faction, she will tell us that Konnal standing next to her can provide us with some goods.

Konnal: we can talk to him only after talking to Lenna, we can buy from him:

[Anarchist Earrings #1, #2, #3, #4](#), [Enchanted Wrist Daggers](#), [Scroll of Terror](#), [Scroll of Confusion](#), [Shadow Shroud Scroll](#), [Curse Removal Scroll](#), [Deadly Cloud Scroll](#), [Curse Scroll](#), [Prick Earring](#)

19-Yi'minn

Yi'minn: Dak'kon's racial enemy, we can fight and kill him and his minions

20-Slave Market

Deran: slave trader

Trista: She's been wrongly convicted, she's asking for our help.

TASK: [Find Trista's loan documents](#)

SOLUTION: First talk to Byron Szpicer (15) and then Lenny (16) and tell him that Byron sent us, he will tell us that the documents we are looking for can be picked up at the Warehouse in Lower District (18)

21-Market

Korvus: A guard who has a crush on Karina

Karina: a lonely girl asks us for help.

QUESTION: [Karina needs a friend](#)

SOLUTION: talk about Karina with Korvus who is standing near the door outside of Marketplaces (21)

Zar: Scroll/Spell Shop

Lazlo: will tell us how to get to the Siege Tower

Anze: Weapon Shop

Aalek: Magic Item Shop (e.g. Sorcerer's Shield, Serpent Ring, Displacer's Ring)

22-The Portal to the Siege Tower

In order to get the key to the portal, we need to talk to Lazlo who is in the Lower Market district (21)

23-Siege tower

Fistmetal: Weapon Shop e.g. Rune Sword, Ogre's Spiked Gauntlets, Shar's Hand Daggers

After talking to him, you will get: Blade of the Immortal, Cage of Dreams

24-Entrance to the Great Forge

The guards will let us in if we say we have a message for Keldor from Giltspur or if we show them a receipt from Iannis' lawyer

25-Into the Lower Ward 26-To the Gods Armory

To open this door, we have to show one of the guards a Gods Token.

27-To the Hall of the Gods

28-To the Forge

29-Keldor

Keldor of Durian: After completing the Quests assigned by him, we can join the Godsmen Faction.

QUEST: Join the Godmen

SOLUTION: complete the next three quests given by Keldor and take the oath

QUEST: Forge an item

SOLUTION: from Tyldon (30) we will get iron ore, from Nadillin (31) we buy Leather Apron, Sledgehammer and Pliers, then use the forge (32) and forge an item

QUEST: Solve the murder of the blacksmith Avildon

SOLUTION: We have to talk to three people suspected of murder (contrast their statements) until we get an answer. These people are Tyldon (30), Saros (34), Bedai-Lin (38)

QUEST: Stop Sandoz from attempting suicide

SOLUTION: Sandoz finds a blue in the chambers of the Gods (35), first we need to talk to his daughter Sarossa (39), from her we will learn how to convince Sandoz to change his mind.

After joining the Gods, Keldor will give you a Gods Token and you can also buy from him: "Enlightenment", "Revelation", "Reason"

30-Tildon

Tyldon: We can get Iron Ore from him, he's one of the murder suspects

31-Nadilin

Nadilin: buy Leather Apron, Sledgehammer, Pliers from him

If we show him the receipt we received from Iannis' lawyer, he will give us the Folding Portal

When we complete the quest for Bedai-Lin, we can buy [the God Costume from him](#).

32-Forge

Here you can forge an item needed for one of Keldor's quests

33-Alissa Tield

Alissa Tield: She gives us various information about the Great Forge, such as giving us information on solving the murder of Avildon the blacksmith

34-Saros

Saros: one of the murder suspects, at a certain stage of the conversation with him he gives us [Szydyo Tilda](#)

35-To the chambers of the Godmen

Sandoz: We're supposed to talk him out of committing suicide, Sandoz is outside the door so we're talking through the guards guarding the door

36-Nil Xander

Nil Xander: He's asking us to help him complete the Dream Maker in the Great Forge

QUEST: [Help complete the Dream Maker in the Great Forge](#)

SOLUTION: Complete the next three tasks of Nil Xander

QUESTION: [Bring the vial with skin and blood](#)

SOLUTION: the blood vial can be obtained from the Pharmacy in the Clerk's Quarter (34)

TASK: [Bring a birdcage decorated with razor blades](#)

SOLUTION: Get the Dream Cage from Fistmetal in the Siege Tower in the Lower Ward (23)

QUEST: [Bring Xander a coffin pillow](#)

SOLUTION: First we need to talk to the coffin maker Hamrys in the Lower Ward (17), he will direct us to pick up the pillow at the Warehouse (18)

After completing the tasks for him, we get [the Dream Key](#)

37-To the "Dream Maker"

to open the door we need the Dream Key

38-Bedai-Lin

Bedai-Lin: one of the murder suspects. She is also a member of the Anarchists. If, after joining the Gods, we talk to her and say that we are not satisfied, we will get three tasks from her:

QUEST: [Under Bedai-Lin's command, sabotage the Gods machine](#)

SOLUTION: we need to go to the room where the machine is located, i.e. the Armory (26) and talk to Kel'Lera, she will tell us what the weak points of the machine are. When we use the machine, we will be able to destroy it.

QUEST: [Kill Sandoz, the fanctum of the Godheads](#)

SOLUTION: Sandoz can be found in the chambers of the Godmen (35)

QUEST: [Smuggle Bedai-Lin out of the Forge](#)

SOLUTION: just bring her the God Costume, which can be bought from Nadilin (31) in the Forge

If we talk to her after completing the tasks, she will give us the password thanks to which we will be able to join the Anarchists. We can do it at Penn the Taunter in the printing house (10) in the Lower Ward

39-Saross

Sarossa: Saros' sister, Sandoz's daughter

40-To the Clerk's District

Clerks' District, Municipal Entertainment Building



01-Back to the Lower Quarter

02-Malmane

Malmaner: He asks us to complete two tasks

QUEST: Take Malmaner's robes from Gonklaf

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SOLUTION: Pick up the Gravedigger costume from tailor Gonklaf in the Clerk's Quarter (03)

QUEST: Find the second robes for Malmaner

SOLUTION: Collect the Godman costume from tailor Gonklaf in the Clerk's Quarter (03)

03-tailor

Gonkalf: you can buy armors for Anna and Not-Fame here, e.g. [Kabbat of the impudent rogue](#), [Kabbat of the sneaking shadow](#), [Corset of the godless priestess](#), [Corset of a dangerous mission](#) 04-

Sanctuary for the Satisfaction of Intellectual Lusts In several rooms of the sanctuary

you can find Handkerchiefs, in the first room on the left from the entrance you can find [the Book of Finama](#).

Not-Fame: (character to join, cleric) If we want her to join us, we must complete a quest for her. If we talk to her about Morte and then Morte about his origins, he will gain STR+4, DRC+2 and CON+2 (permanent)

QUEST: Talk to the ten disciples in the shrine

SOLUTION: We need to talk to all the courtesans in the Tabernacle (there are nine of them) and when talking to Not-Fame say that the tenth disciple is ourselves

Julia: one of the students

QUEST: Spice up Julia's love adventures

SOLUTION: First, print the love letter at the Printing House in the Lower Ward (10) and then show it to Montek in the Municipal Entertainment House (18). This task can also be solved in another way (depending on the answer given to Julia). All you have to do is talk to Montek and pretend that you are jealous of Julia.

Vivian: one of the students

QUESTION: Find Vivian's personal scent

SOLUTION: Vivian's scent is on the Fragrant Veil found at Luis in the Sanctuary (04). The veil can only be taken when it results from a conversation with the courtesans. After its execution, we get Charisma +1 (permanent)

Nenny Nine-Eyes: One of the students

Ecco: one of the students, mute, after we learn a bit about her from other courtesans, we can complete a quest for her.

QUEST: Help Ecco regain his speech

SOLUTION: in order for Ecco to regain her voice, we need to bring her Fiend's Tongue and Deva's Tears, these items can be purchased at the Curiosity Shop in the Clerk's Quarter

Marissa: one of the students

QUEST: Find Marissa's crimson veil

SOLUTION: Marissa's veil is a Fragrant Veil found at Luis in the Sanctuary (04). The veil can only be taken when it results from a conversation with the courtesans.

Kimaxi Vipertongue: One of the students

Yves Storyteller: one of the students, you can trade stories with her for the experience

Dolores: one of the students

QUEST: Return the "keys to her heart" to Dolora

SOLUTION: Wesojęk has the keys in the Municipal Entertainment Building (22), but first we have to complete the task he gives us.

Luis Le Sideboard: wardrobe in the first room to the left of the entrance, you can find [the Fragrant Veil in it](#), but only after you infer it from the conversation with the courtesans.

Kesai-Serris: one of the students, if we deduce from the conversation with the courtesans that she is Ravel's daughter, she will give us a **Bloody handkerchief** (you must have a handkerchief with you).

TASK: Prove to Kesai-Serris that she is Ravel's daughter

SOLUTION: We will find out that she is Ravel's daughter by talking to the other courtesans (sometimes several times), initially she will deny it.

Modrons: We can talk to them about the Mordon's Cube, which can be purchased in the Curiosity Shop, so we'll know it's more than just a toy.

Hidden Door: Located in the room in the northern part

05-Messenger Jolmi

Jolmi's messenger: directs us to Jolmi in the Municipal Entertainment Building, she has a proposition for us

06-Nemelle

Nemelle: spell for Carafe of Endless Water, thanks to her we get **Carafe of Endless Water with enchantment**.

QUEST: Find Aelwina for Nemelle

SOLUTION: Aelwina can be found in the Clerk's Quarter (07). After completing it, we get +3 Life Points (permanently)

07-Aelwin

Aelwin: Nemelle's friend, if we haven't talked to Nemelle before, Aelwin will give us a quest.

QUEST: Find Nemelle for Aelwina

SOLUTION: Nemelle can be found in the Clerk's Quarter (06)

08-Elobrand

Elobranda: She will give you a **Suspicious Sealed Scroll**.

09-Shop of Curiosities

Vrshika : **Tongue of the Fiend, Modron's Cube, Ring of Incomplete Invisibility, Chocolate Quasit , Rag Doll Lady of Pain, Monster Pitcher, Gorgon Ointment, Book of Incomprehensible Things, Beer Goggles, Forever Frost Cup, Elixir of Terrifying Separation, Deva's Tears, Crushing Hammer, Salieru-Dei's Tear, Firebird's Teeth, Lens of Innate Ferocity, Bond**

Fear.

10-House of Finam Linguist

Finam: He has a task for us.

QUEST: Find Finam's research journal and bring it back to him

SOLUTION: Finam's diary can be found in the Sanctuary of Satisfying Intellectual Lusto (04) and in return you will receive **In Fina Andlye's Notes**

Linguist's ashes: we can talk to him if we have the Speak-Bone-Story ability

11-Thug boss

Thug Boss: Killing him will give you a **Metal Box** and a quest.

QUEST: Take Mertwyn's head to his body

SOLUTION: Mertwyn can be found in the Town Entertainment Center (15)

12-City Entertainment Building

13-Back to the Clerk's District

14-Splinter (Sensoria)

Splinter: We don't have to join the Sentients to exercise membership rights because we used to be one (Nemelle tells us this).

It can take us to:

Public Sensorium: Memory Stones can be used here (experience)

Mrs. Thorncombe: In order for her to talk to us, we must first ask about her (where is the teacher) one of the students in the mage training room (28). He doesn't want to teach mages in the City Amusement Hall anymore, you need to address this problem to Salabesh Onyx in Clerk's Quarter (21) and return back to Lady Thorncombe then she will change her mind and go to the mage training room (28)

Private Sensorium: Ravel and Deionara's memory stones are here

Quell: To make him want to talk to us, give him a Chocolate Quasit from the Curiosity Shop.

QUEST: Find the key to the portal leading to Ravel's labyrinth

SOLUTION: The key is the Bloody Handkerchief that you get from Kesai-Serris in the Sanctuary of Satisfaction of Intellectual Lusts (04), after she admits that she is Ravel's daughter. To do this, you need to talk to all the courtesans (sometimes several times)

15-Headless Mertwyn

Headless Mertwyn: He's looking for his head

16-Jolmi

Jolmi: He wants to kill us for an experiment.

17- Crooked Ghysis

Crooked Ghysis: We can listen to the lecture, we regain our memories

18-Montek

Montek: Julia's bridegroom

19-Qui-Sai

Qui-Sai: If we ask him to teach us and talk about the Way of Stone, we will gain experience and Armor Class -1. If we convince him to go back to learning, you can learn weapon skills from him in the room to the left of the thieves training room (not marked on the map). If our intelligence is small, then in order for him to agree to teach us, we must perform two tasks for him:

QUEST: Refute Qui-Sai's argument that a thief education is worth more than a warrior education

SOLUTION: We need to talk to thieves teacher Eli-Havelok. He can be found in the Clerk's Quarter (30), or if we've convinced him to return to teaching, he'll be in the thieves' training room (29) in the City Amusement Building

QUEST: Refute Qui-Sai's argument that the wizard profession is superior to the warrior profession. **SOLUTION:** We need to talk to the magician teacher Mrs.

Thorncombe. She can be found in the Private Sensorium (Splinter (14) from the Municipal Amusement Building can take us there), or if we convinced her to return to teaching, she will be in the Mages Training Room (28) in the Municipal Amusement Building

20-Mordsens Mixer

Mixer Mordsens: (moves) - he curses us, don't kill him, just talk to Salabesh Onyx in the Clerk's Quarter (21)

21-Salabesh Onyx

Salabesh Onyx: he will tell us how to get rid of the curse of the Mixer Mordsens

22-Weso jek

Happy: (moves). Dolores' ex-beloved, he will give us Dolora's keys if we complete his task.

QUEST: Find a way to erase Happy's memory

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SOLUTION: We need to go to the Gallery of Art and Oddities (23) and catch the Dark Bird's Everfrost Cup. The cup can be bought in the Curiosity Shop (09) or obtained from the Drunken Mage (32). The Dark Bird is one of the figures in the gallery. After drinking the contents of the cup, Happy will return Dolora's keys.

23-Gallery of Art and Curiosities

Yvana: she will tell us about all the artwork in the gallery

Statue: It can be smeared with Gorgon Ointment (purchased in the Curiosity Shop), in this way we will revive a certain mage who will cast a curse and kill us, in return Morte will learn new curses.

Dark Birds of Octanus: you can catch one of these if you have the Ever Frost Cup, you will get [the Ever Frost Cup with Dark Bird](#)

24-Road to (25)

25-Road to (24)

26-Clerk

Official: you can rest here, he will give us [the key to the room in the Entertainment Building](#), it opens the room (27)

27-Your old chamber

We can find our old supplies here, e.g. [Dodecahedron](#), [Scroll of Fire and Ice](#), [Scroll of Darkness](#), [Scroll of Calm](#) and others. When we use the Dodecahedron we will get a quest.

TASK: [Master the language of the dodecahedron puzzle](#)

SOLUTION: This language can be learned from Fina Andlye's Notes which we receive from Finam the linguist in the Clerk's Quarter (10) after completing his quest. If you have the Talk-Bone-Tales skill, you can learn this language from the Linguist's Ashes on the table in the Linguist's House (10)

28-Magic training room

If we can convince Mrs. Thorncombe in the Public Sensorium (14) to return to teaching, we can buy some scrolls from her here.

29-Thieves training room

We can learn thieving skills here, but there is no teacher, we must first talk to Eli Havelok in the Clerk's Quarter (30) and convince him to return to the practice room.

30-Eli Havelok

Eli Havelok: We have to convince him to return to his teaching job at the Municipal Entertainment House

31- Unsatisfied Lust

Unquenchable Lust: Can take away the desire for what we want most

32-Bar

Drunken Mage: After visiting Unsatisfied Lust (31), we can help him break his drinking habit and he will give you the [Ever Frost Cup](#).

33-Attorney's House

Iannis (Attorney): He is a lawyer, Deionara's father. If we were in the Private Sensorium and read Deionara's stone of sensations, he will ask us to:

QUEST: [Obtain permission for Iannis to use the Deionarra Sensation Stone](#)

SOLUTION: all you have to do is talk to Splinter in the Municipal Entertainment Building (14), after completing the task, you can collect Deionara's inheritance from Iannis, these are: [Testament Deionarry](#), [Scroll of Healing](#), [Deionarry's Wedding Ring](#)

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After reading the journal in the Dodecahedron, we can go to Iannis to pick up the record we left for ourselves:

[Receipt](#), [Kaleidoscope Eye](#), [Stone Esophagus](#)

[L'Fall the Heavy](#), we will also get a quest to complete:

QUEST: [Bring the package to the Great Forge](#)

SOLUTION: Take the received Docket to Nadilin (31) in the Great Forge and collect it from him
Folding Portal

34-A bird

Pestle Kilnn: We need to help him (actually them) separate.

QUEST: [Separate Pesle and Kilnn](#)

SOLUTION: Give him the Elixir of Frightening Separation, which can be purchased at the Curiosity Shop (09). If we ask him, he will make us a [Vial of Dreams](#). After completing the quest, we'll get some [Clot Amulets](#) for free.

35-D Podsi gil

Player's Maze, PodSigil, Rubicon



Player's lab and rynth

We can get to the Player's Labyrinth as a punishment when we anger the Lady of Pain by praying to her figurine (doll) for too long, by becoming a worshiper of the god from the Cathedral in the Alley of Dangerous Corners, by killing one of the Dabuses, or by doing too many evil deeds in Sigil. In the labyrinth itself, we won't find anything interesting except for a weapon-hammer and one of Nameless Hero's diaries (location "C"). In order to get out of the Player's Labyrinth, we must enter the "A" portal, then do it again without entering any other. You will be moved near the portal "B" and you will be able to leave the maze using it.



Under Sigil

We can get to Pod Sigil through the entrances from the Clerk's Quarter. These are the undergrounds under the city. There is nothing particularly interesting here. It is definitely worth visiting Pod Sigil because of the large amount of experience that can be gained here by killing the monsters located here.

Rubicon - Labyrinth in Modron's Cube

The Modron's Cube Maze (purchased in the Curiosity Shop) is a randomly generated training maze. To open it, you need the following combination: left knee, left wing, right wing, right shoulder. In the maze, we can learn more about the Cube by talking to the Modrons. You can set three difficulty levels of the maze. In the maze set at the highest difficulty level, we can meet:

Evil Wizard Construct: when we kill him, we get: **Portal Lens** (allows us to teleport from the maze to various Sigil locations), **Mechanus Cannon Scroll**, **Modron Power Wand**

Nordom: (character to join) can be found in one of the rooms on the highest difficulty of the maze

Ravel's maze



To get to Ravel's Labyrinth, we need the Folding Portal and the key to it, i.e. A bloody handkerchief

01-Entrance to the Blackwolf Labyrinth

Here we start our journey through the maze

02-Those Leprechauns

They transfer between themselves

03-Ravel's Hideout

Ravela Sharadna: You need to talk to Ravela as long as possible, deceiving her and assuring her that she is the only one, great, beautiful and beloved, then you can gain many interesting items, remember a lot, learn spells and gain a lot of experience. We will get a task from her:

QUEST: Find the angel Ravela was talking about

SOLUTION: this angel is Trias, he can be found in Prison (02) under the Curse. If we use all

possible dialogue options with Ravel, we will get: Wisdom +2 (permanent), Max HP +3 and items: Kalem'Darra's Devil's Eye, Intestinal Phylacteria, Ravel's Gray Hair, Blackspike Seed, Ravel's Fingernail, Scroll of the Black Orb, Blackspike Amulet and Spells: Black Orb, Blackspike Curse.

04-Portal is the Secret of the Raveli family

the key is Ravel's gray hair

05- Ravel's secret garden

If you have Black Barbed Seed, you can make Black Barb Wands here

06-Portal to the Curse

The Curse and the Curse Dungeon





0 1 - Arrival location

This is where we appear after leaving Ravel's Labyrinth

02-K arcma " B frame of the Traitors "

Filthy Bars: gives us a quest:

TASK: Complete the key, if we complete it, it will take us to the dungeon of the Curse

SOLUTION: complete the tasks given to you by Marquez, Kitla, Nabat, Dallan and Dona Kishaŷ, then we will be transferred to the dungeon of the Curse

Marquez: gives us the task:

QUEST: Save Bars' daughter, after completing it, we can learn from him the art of using weapons

SOLUTION: Bars' daughter Jasilia is in the Inner Curse (04) kill the guards guarding her

Kitla: gives us a quest, after completing it we get a **Scroll of Abyssal Fury**

QUEST: Settle a family quarrel

SOLUTION: go to blacksmith Crusherfist (05) and distiller Kester (06) and get their Heritage and make a decision (four possibilities) and then talk to any of them

Nabat: gives us a task, after completing it we can learn thieving skills from him

QUEST: Defend the Garbage Keeper

SOLUTION: talk to the Landfill Keeper (07) and then Wernet (08), then go back to the Keeper and defend him from Wernet's thugs.

Dallan: gives us a task:

QUEST: Participate in the Dispute of Officials

SOLUTION: talk to An'isius (09) and Syaba (10) a few times (they will outbid their suggestions) and then report them to the Captain of the Guard located in the Inner Curse near the passage to the outer part of the city (03)

Dona Kishal: gives us the **Scroll of Agril-Shanak** and the quest:

QUEST: Free Dona Kishal's fiend

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SOLUTION: you need to have the Scroll of Agril-Shanak with you and go to the Granary (12), you need to summon the fiend and then free him (dialogue)

03-To the second part of The Curse

04-Jasilia

Jasilia: daughter of Bars

05-Blacksmith

Crumbfist: Weapon shop, we'll get from him while solving the quest for Kitla
The Legacy of Crusherfist

06-Distiller

Kester: Scroll shop, we'll get from him while solving the quest for Kitla
Kester's Legacy

07-Landfill

Landfill caretaker: if we defend him from the thugs, we will be able to heal from him

08-Wernet

Wernet: wants to get the Dump Keeper's treasure

09-Gateway to Tartarus

An'isius: official

10-Shit

Syba: official

11-Curse administration

12-granary

Agril - Shanak: if we ask him for something in return, he will give us
"The Crusher of Hearts"

13-Entrance to the dungeon of the Curse

This way we can get to the Curse dungeon without quests from the Tavern

" Gate of Traitors"

14-Entry from the Curse

entrance from the Landfill

15-Entry from the Curse

here we will be teleported after completing the quest of the Foul Bars from the Inn "The Gate traitors"

16-Vorsza

Voorsza: gives us a task

QUEST: Kill the gereleth on Voorsza's orders

SOLUTION: kill Grist in the Curse dungeon (17)

17-Grist

Grist: the gereleth we are to kill on Voorsz's orders

18-Hermit

Hermit: we can rest and heal with him

19-Road to Prison

Prison, Outer Realms, Baator, Pillar of Skulls, Broken Curse





01-Back to the Underworld of the Curse

02- Prison of Trias

Trias: we must help him free himself

QUEST: **Free the Deva**

SOLUTION: we need to bring Trias his sword, Cassius has it in the central chamber Prisons (07)

QUEST: **Find Fork Tongue**

SOLUTION: Fhjull is in the Outlands (11), to get there you need to use the portal (08)

03-D r

They will open when we utter the syllables given to us by Trias

04-Watchmen

Finger bone key: one of the guards has it

05-D r

The key from the finger bone opens it

06-Watchmen

Reminder: one of the guards has them

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07-Sanctuary

Cassius: if we defeat him, we will get "Heavenly Fire" - the sword of Trias. You can defeat him in combat or, for example, by answering his puzzles **08-Portal to the**

Outer Realms

It will be available only after freeing Trias

09-Vhailor

Vhailor: (character to join) - to recruit him we have to go past the portal (08) without entering it and talk to him properly

10-Place of arrival

here we appear after using the portal (08) in the Prison

11-House of Fhjuul

Fhjuul Forked Tongue: opens a portal for us to Baator and then back to the Shattered Curse. He can give you: **Brain Parasite Kasseg, Gordian Knot, Hate's Gift, Scroll of Sequential Lightning Storm, Scroll of Stygian Ice Storm, Scroll of Shade of Invulnerability, Scroll of Bladestorm, Scroll of Acid Storm**

12-Portal to Baator

Opens after talking to Fhjuul

13-Place of arrival

here we appear after using the portal (12) in the Outer Realms

14-Road to the Pillar of Skulls

15-Back to Baator

16-Skull Pillar

Pillar of Skulls: demands gifts for answering questions, such as information or dead. To progress in the game, we only need the answer to the question about our "mortality". We just need to be careful with Vhailor in our party as the pole is a reminder of the facts that Vhailor turns against the Nameless One. After obtaining the information, we must complete his task

QUEST: Return to the Curse and talk to Trias

SOLUTION: Trias can be found in Tartarus (19) in the Administration Building (13). To get there, talk to Fhjuul, he will open a portal to the Broken Curse, and there you need to use the portal to Tartarus. We need to restore some order in Tartarus, then we can enter the Administration building.

17-Portal Activator

when we use it, a portal will appear (18)

18-Portal to the Outer Realms

you will be able to use it after talking to the Pillar of Skulls

19-Portal to the Shattered Curse

Fhjuul will activate it when asked to do so after returning from Baator

Destroyed Curse

The city has been moved to Tartarus (the heads on the gate to Tartarus will tell us that), the only creature living here is a wandering fiend (e.g. Fiend from Moridor's Box), after defeating him we will get Aegis of Torment .

Portal to Tartarus: use it, it will take you to Tartarus.

Tartarus



01-Living place from the destroyed Curse

02-Fighting place

come to the aid of the townspeople

03-Cars k

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you have to save the people crushed by the broken cart these are Berrog Swift Boots and Tovus Giljaf in return you will get: [Scroll of Meteorstorm](#), [Scroll of Deathstorm](#)

04-Jasilia

Jasilia: you have to protect her from the bandits

05-Looters

Jujog: We must stop them from looting and persuade them to defend the city

06-Warehouse

Ebb Creaking: He needs to be persuaded to defend the city, not to increase anarchy. We will then get the [Scroll of Desert Hell](#). In one of the chests there is a [Sorcerer's Shield](#), a [Scroll of Ball Lightning](#)

07-Distillery

Kester: He needs to be defended

08-Court Place

execution should be prevented

09-Barracks

10-Angry citizens

Angry Curse Dweller: You must defend the Curse Clerk from the mob by talking to him

11-Place of sacrificial murder

Hezobol: it must be stopped with words from committing sacrificial murder

12-Hermit

Hermit: If we can restore enough order to the city, he appears

A hermit who informs us that Trias has already been sufficiently weakened and it's time to face him

13-Administration Building

14-To Tartarus

15-Stairs up

16-Stairs down

17-Dying guardian

18-Chest

in the chest there are: [Porphatysu Dagger](#), [Savant's Mark](#), ["Blade of Oblivion"](#) , [Vrock's Mace](#)

19-Angel Trias

Trias: You can kill him to get his sword or convert him and spare his life. After the fight, we have the opportunity to talk to him and find out how to get to the Fortress of Regret (The portal to the Fortress of Regret is in the Morgue, in the room where we started the game). It will open a portal to the Hive. We can get here: [Scroll of Heavenly Hosts](#) and ["Heavenly Fire"](#) (after using ["Heavenly Fire"](#) we can make any kind of weapon out of it)

20-Portal to the Hive

activates after talking to Trias

Fortress of Regret



Forteca żalu

01-Arrival point

02-De ionarra

Deionarra: if you have Deionarra's Wedding Ring with you, its properties are strengthened three times after the conversation

03-Entrance to the Fortress

04-Arrival point

05-Relics from that war

You have to run them all, accompanied by visions of the death of our companions

06- P portation places

Places where we are teleported after using Wartime Relics

07-Potral is Pulse Trials

Pulse Trial

Ignus: Here we meet a resurrected Ignus (in case we killed him earlier in the game), or an Ignus who turned against us. You have to kill him and touch the crystal in the center of the room.

A maze of reflections

We wake up in a room with our three previous incarnations.

Pragmatic Incarnation: We can learn about the use of Bronze Orb, if we have enough MDR and INT, we can counter and absorb it.

+1 MDR (Permanent)

+1 INT (Permanent)

Paranoid Incarnation: It helps to talk to him privately in Uyo language, it also needs to be absorbed.

+1 STR (Permanent)

+1 CON (Permanent)

Good Incarnation: He'll be happy to join, but before we do, we should talk to him thoroughly about our first incarnation. We will then be able to use the Bronze Orb and receive **the Torment Symbol**

+1 MDR (Permanent)

After the connection, Deionarra appears, before talking to her, we can rest. After the conversation, he takes us to the Roof of the Fortress.

Fortress roof

Eternal Being: This is really our lost "mortality"

The game can end in three ways (their success depends on our Intelligence and Wisdom and whether we have used the Bronze Orb before)

1. Scare the Eternal Being that we will kill ourselves with the Immortal's Blade and force him to merge with the Nameless One. We then have the opportunity to revive our companions (the best option).
2. Kill the Eternal Being in direct combat
3. Use Immortal's Blade and kill yourself (worst possible)

Solutions 1 and 2 allow us to truly end this chapter of the Nameless story and go on to meet other adventures in the Eternal War... but that's another story.