Mordor PlayGuide

This brochure serves as a collection of general information a player might find useful when playing Mordor.

Race Statistics

Race Chart

Race	Age	Exp	Str	Int	Wis	Con	Cha	Dex	G	N	E
Human	100	3	4\17	4\18	4\18	6\17	5\18	6\18	X	X	X
Elf	400	7	3\15	7\20	7\20	3\16	3\18	3\18	X	X	X
Giant	225	7	12\25	4\17	3\17	9\19	2\16	3\18		X	
Gnome	300	7	4\17	7\19	5\19	3\17	9\22	6\18	X	X	X
Dwarf	275	5	3\18	3\18	7\19	3\19	3\17	5\18		X	
Ogre	265	6	9\20	3\16	3\16	9\21	3\18	5\17	X	X	X
Morloch	175	4	6\20	3\17	5\19	3\15	2\14	5\20	X		X
Osiri	325	8	5\17	3\18	3\17	7\19	3\18	10\22		X	
Troll	285	9	6\20	3\18	3\18	6\19	3\17	6\20		X	X

Age: Is only an approximate indicator. There is very small chance that a character could die before that age, but as one approaches the age listed, the chance of dying increases.

Exp: The higher the number, the more experience is needed to make a level.

Race Guild Chart

Race	A	B	C	D	E	F	G	H	I	J	K	L
Human	X	X	X	X	X	X	X	X	X	X	X	X
Elf	X		X			X	X	X	X	X	X	X
Giant	X	X				X						
Gnome	X		X		X	X	X	X	X	X		X
Dwarf	X	X				X	X	X		X	X	X
Ogre	X	X						X				
Morloch	X	X			X	X		X	X	X		
Osiri	X				X	X	X		X	X	X	X
Troll	X			X	X		X	X				

The above information uses the following column identifiers:

A) Nomad	E) Villain	I) Mage
B) Warrior	F) Seeker	J) Sorcerer
C) Paladin	G) Thief	K) Wizard
D) Ninja	H) Scavenger	L) Healer

Race Size & Resistance Chart

Race	Size	A	B	C	D	E	F	G	H	I	J	K
Human	Normal	-	-	-	-	-	-	-	-	-	-	-
Elf	Small	-	-	-	50%	-	-	80%	-	-	-	-
Giant	Very Big	50%	50%	50%	-	50%	50%	-	25%	50%	50%	-
Gnome	Normal	-	-	-	40%	-	-	-	-	-	-	-
Dwarf	Small	45%	80%	-	-	50%	50%	-	40%	50%	90%	-
Ogre	Big	75%	75%	-	-	50%	-	-	50%	75%	75%	15%
Morloch	Normal	35%	35%	35%	50%	-	-	40%	-	95%	65%	50%
Osiri	Normal	-	-	90%	90%	-	-	-	90%	-	-	90%
Troll	Normal	-	-	-	-	45%	45%	-	-	45%	65%	25%

Size: The size of a character affects how well they do in combat and in other situations. Larger characters are harder to kill while the smaller characters are harder to hit.

Resistances: A character's natural resistance to specific forms of attack and other hazards.

A) Fire	E) Disease	I) Paralysis
B) Cold	F) Poison	J) Drain
C) Electrical	G) Magic	K) Acid
D) Mind	H) Stone	

Guild Statistics

Guild Information

Guild	AH	ML	MH	EP	QP	Str	Int	Wis	Con	Cha	Dex	G	N	E
Nomad	5	30	1	8	20	1	1	1	1	1	1	X	X	X
Warrior	6	28	2	16	20	14	7	5	10	3	8	X	X	X
Paladin	5	29	2	19	25	14	9	9	10	16	15	X		
Ninja	4	25	2	21	35	13	11	7	9	3	15	X		X
Villain	4	26	2	21	25	15	14	14	11	6	16			X
Seeker	4	27	2	18	20	10	13	13	11	5	13	X	X	X
Thief	3	21	2	15	15	8	12	8	6	5	17		X	
Scavenger	4	24	2	18	20	11	8	8	9	4	14	X	X	X
Mage	3	27	2	27	15	6	11	13	8	10	14	X		X
Sorcerer	2	29	2	27	10	6	14	13	11	5	8	X	X	X
Wizard	2	41	2	30	15	8	18	18	13	6	14	X	X	X
Healer	2	28	2	32	15	8	14	14	8	7	14		X	

AH: Average hit points received when making a level before reaching the level of ML.

ML: The Maximum level up to which AH hit points are received. After reaching ML, MH hit points are received.

MH: Hit points received when making new levels after reaching ML.

EP: Experience Parameter. The higher the number, the more experience required to make a level.

QP: Quest Parameter. The percentage chance that a character will be assigned a quest after making a level, requiring the quest to be completed before making the next level.

The Str, Int, etc. are the minimum stats required to enter the guild. G, N, E, represents the alignments allowed in the guild.

Guild Abilities

Guild	A	B	C	D	E	F
Nomad	5				7	5
Warrior	2		9	5	12	2
Paladin	2		5	2	10	3
Ninja	7	2	5	8	10	6
Villain	6	4	1	3	8	4
Seeker	3.5		3		9	9
Thief	9	9			6	3
Scavenger	7.5	5		1	7	3
Mage	2				5	3
Sorcerer	2				5	2
Wizard	2				5	2
Healer	2				5	2

The numbers represent the level of the specified "ability". The higher the number, the better.

A) Thieving Ability
B) Backstabbing Ability
C) Critical Hit Ability
D) Multiple Swings
E) Fighting Ability
F) Perception Ability

Combat

Fighting

Since fighting takes place in real time, it's recommended that one uses the keyboard. Pressing 'f' will engage or disengage fighting. Pressing 'd' will have the currently selected character enter Defend Mode.

Using Buffers

Spell/Item Buffers were specifically designed for the quick throw of a spell. By pressing Shift-#, a player can instantly cast a spell, or use an item. One can load a buffer by dragging & dropping either a spell or item into a Buffer Slot.

Running

Remember that a character can move around while in combat - this includes running out of the room by pressing the backwards and forwards arrows, or Shift-Backwards arrow.

Parties

Pressing 'n' while in a party that is engaged in combat will select the next character in line. Pressing Ctrl-# will switch to a specific character number. One must be very quick at the keyboard to regulate a party properly in Combat.

Treasure & Chests

Opening chests and picking up any items is always part of the exciting world of survival after combat. Keep in mind that some chests will be trapped and can easily kill wounded characters on the upper levels. Don't forget that thieving characters can also open chests during combat (by pressing 'o') and run away with the loot!

Screen Summary
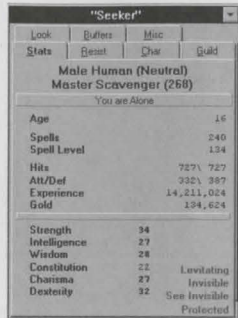
The **Character Window** is one of the most important windows in the game. This window contains tabs to show everything from stats to resistances to item information!

The **Misc Tab** displays different data depending on the current "query". For more information, see the Misc. Window section in The Game Screen section of the HelpLesson.
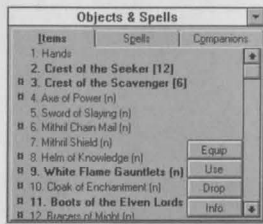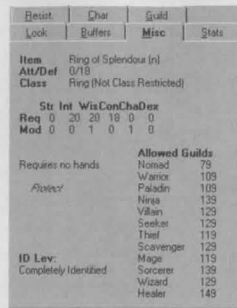
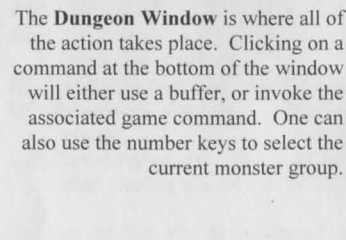The **Objects & Spells Window** contains tabs for looking at a characters inventory, spell book and Companions!

The **Spell Book** Tab is where your character's spells are listed. One can cast a spell by selecting (or typing in the spell name) and clicking on the Cast Button.
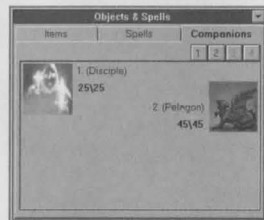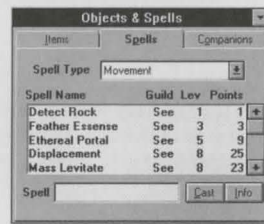
The **Companions Tab** displays the companions that are following the selected character. Also, if another character is being carried, their name will also appear here. One can get information on a Companion by clicking on the picture, and one can kick out a companion by pressing the associated number button.
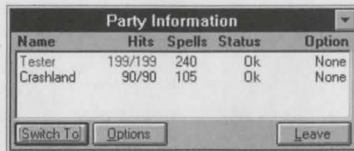
The **Party Window** shows the player the status of characters currently in the party, including their hits, spells, status, and combat option. A Player can Switch To another character to fill all of the above mentioned windows with the character's information. One can also set the party combat Options..

The **Dungeon Window** is where all of the action takes place. Clicking on a command at the bottom of the window will either use a buffer, or invoke the associated game command. One can also use the number keys to select the current monster group.

The **City Window** contains the general options that are available in the City. One can click on the picture for these 'services' to enter them. To exit the game, click on the Exit picture.

The **General Store** is where a character can buy, sell, identify, combine, realign, and uncurse items that they may have in their possession. To buy an item, click the item name to highlight it blue in the list of items to the right, then click on the buy Button.
To sell, combine or uncurse an item, either type in the item slot # and press <enter> or Drag and Drop the item you wish to the associated text field.
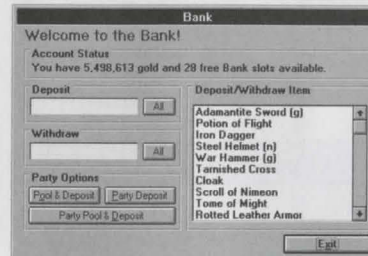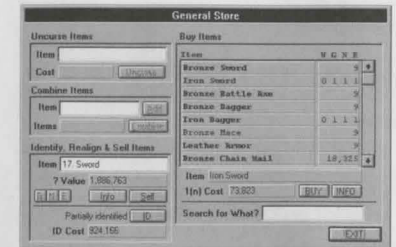
The Bank is where an adventurer can store their gold and items to keep them safe from thieving monsters. To Deposit or Withdraw Gold, either type in the desired amount and press Enter, or click on the All Button. To Deposit or Withdraw an Item, use Drag & Drop.

The **City Guilds** is where a character will learn their skills by making levels. From here, one can make levels, join other guilds, receive information on their current status with a guild, and enter the library to do some studying of creatures or items.
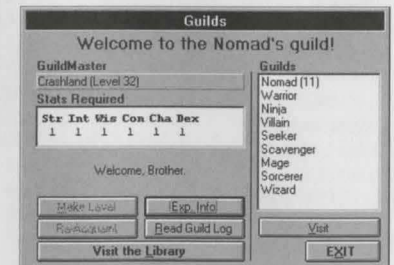
The Morgue is where a character can resurrect fellow explorers, dead companions, hire rescuers, and grab the bodies of their friends to take into the dungeon to resurrect themselves.
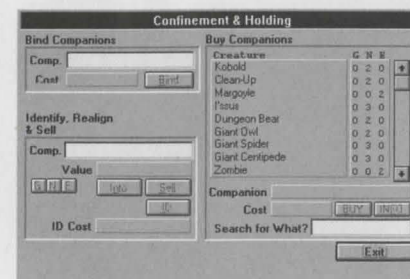
The Seer has the ability to locate other explorers, lost in the dungeon, quested monsters and even quested items.

The Confinement & Holding Store is where one can go to buy creatures that have been captured from the depths to have as companions. An adventurer can also reinforce the binding of a current companion, identify companions and even realign companions.

Spells

Nomad's SpellBook

Spell	Level
Set Sanctuary	1
Charm of Opening	12

Warrior's SpellBook

Spell	Level
Set Sanctuary	1

Paladin's SpellBook

Spell	Level
Set Sanctuary	1
Minor Heal	6
Cure Poison	9
Heal	12
Cure Paralysis	12
Cure Disease	15

Seeker's SpellBook

Spell	Level
Set Sanctuary	1
Detect Rock	1
Depth Perception	3
Feather Essense	3
Ethereal Portal	5
Soul Search	6
Find Direction	6
Sight Veil	6
See Invisible	6
Displacement	8
Mass Levitate	8
Resist Fire	9
Resist Draining	9
Resist Cold	9
Resist Poison	12
Resist Disease	12
Resist Paralysis	12
Resist Stoning	12
Teleport	12
Sanctuary	12
Retrieve Soul	14
Resist Magic	15

Ninja's SpellBook

Spell	Level
Set Sanctuary	1
Charm of Opening	9

Villain's SpellBook

Spell	Level
Set Sanctuary	1
Minor Heal	6
Poison	6
Cure Poison	9
Heal	12
Cure Paralysis	12
Leprosy	12

Thief's SpellBook

Spell	Level
Set Sanctuary	1
Charm of Opening	3

Scavenger's SpellBook

Spell	Level
Set Sanctuary	1
Charm of Opening	6

Mage's SpellBook.

Spell	Level
Sleep	1
Set Sanctuary	1
Nerve Blank	1
Charm Insect	1
Detect Rock	1
Charm Animal	2
Depth Perception	3
Feather Essense	3
Dazzle	3
Control Elemental	3
Control	3
Minor Heal	4
Sight Veil	4
See Invisible	4
Light Spray	4
Control Humanoid	4
Control Undead	5
Control Giant	5
Flickering Doom	5
Ethereal Portal	5
Bind Animal	5
Soul Search	6
Find Direction	6
Cure Poison	6
Summon Shade	6
Control Monster	6
Bind Elemental	6
Bind	6
Charm Dragon	7
Heal	8
Cure Paralysis	8
Cause Death	8
Dominate Demon	8
Dominate Devil	8
Dominate Humanoid	8
Dominate Undead	9
Cure Disease	10
Piercing Darkness	10
Dominate Giant	10
Precognative Death	12
Soul Entrapment	12
Domination	12
Retrieve Soul	14
Field of Death	14

Sorcerer's SpellBook.

Spell	Level
Set Sanctuary	1
Shock	1
Firebolt	1
Poison	2
Sight Veil	2
See Invisible	2
Cold Blast	2
Protection	3
Resist Fire	3
Resist Draining	3
Resist Cold	3
Blue Flame	3
Lightning Bolt	3
Resist Poison	4
Resist Disease	4
Resist Paralysis	4
Resist Stoning	4
Leprosy	4
Resist Magic	5
Ice Spray	5
Flamesheet	5
ThunderBolt	6
Mental Resistance	6
Electrical Resistance	6
Resist Acidity	6
Acidic Spray	6
Static Mesh	7
Pillar of Fire	7
Hail Storm	8
Flesh to Stone	8
Mass Sight Veil	8
Mass Protection	8
Sphere of Flames	10
Paralyzing Death	10
Electric Field	12
Burning Air	12
Arctic Storm	12

Wizard's SpellBook.

Spell	Level
Sleep	1
Set Sanctuary	1
Nerve Blank	1
Detect Rock	1
Cause Wounds	1
Depth Perception	3
Feather Essense	3
Dazzle	3
Cause Heavy Wounds	3
Light Spray	4
Flickering Doom	5
Ethereal Portal	5
Soul Search	6
Find Direction	6
Dispel Undead	6
Power	6
Summon Shade	6
Harm	7
Draining Touch	7
Sight Veil	8
See Invisible	8
Dispel Elemental	8
Cause Death	8
Displacement	8
Mass Levitate	8
Cause Fatal Wounds	8
Resist Fire	9
Resist Draining	9
Resist Cold	9
Banish Devil	10
Piercing Darkness	10
Resist Poison	12
Resist Disease	12
Resist Paralysis	12
Resist Stoning	12
Banish Demon	12
Teleport	12
Precognative Death	12
Sanctuary	12
Protection	15
Resist Magic	15
Word of Death	15
Abolish Undead	16
Mental Resistance	18
Electrical Resistance	18
Resist Acidity	18

Healer's SpellBook.

Spell	Level
Set Sanctuary	1
Cause Wounds	1
Minor Heal	2
Poison	2
Cure Poison	3
Dispel Undead	3
Cause Heavy Wounds	3
Heal	4
Dispel Elemental	4
Cure Paralysis	4
Leprosy	4
Cure Disease	5
Power	5
Banish Devil	5
Resist Fire	6
Resist Draining	6
Resist Cold	6
Harm	6
Banish Demon	6
Draining Touch	6
Raise Dead	7
Restoration	7
Cause Fatal Wounds	7
Resist Poison	8
Resist Disease	8
Resist Paralysis	8
Resist Stoning	8
Abolish Undead	8
Cure	8
Restore Flesh	8
Mass Heal	8
Resist Magic	10
Resurrect	12
Word of Death	12