



Khalidorr's Guide to Dark Age of Camelot

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Hi, and thank you for purchasing my strategy guide on Dark Age of Camelot. This guide is in its early stages, as is the game (this is being written in actual beta testing), but will continually be upgraded and resent to you whenever we update it. We also ask that if you find errors within the guide, or unique strategies of your own, to please send us emails with them (khalidorr@powerleveling.com). The more information we receive from you, the more efficient the guide will become for everyone. We have been selling thousands of various guides and are dedicated to having THE BEST guides found anywhere and at very reasonable prices. Thanks!

KHALIDORR'S GUIDE TO DARK AGE OF CAMELOT

- I. Basics
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I. Basics

While some of this information can be found on the web, I still feel it's necessary to add it to this guide as well for those who don't want to have to search through multiples sites and put together what they find. You can also print this out to make much easier reference to things since DAOC will not allow alt tabbing while playing.

A. Picking your class

After you log into DAOC and choose your server, you will come to a realm selection screen. You will only be able to have characters on one realm per server. You can read up on the different realms at www.darkageofcamelot.com if you'd like to get a feel for which type of Realm you want to join.

Once you determine the Realm you'll be joining, click on the symbol for it and you will be brought to a character selection/creation

screen. Here is where you'll be choosing your race and class. Again, check out www.darkageofcamelot.com for detailed information on the classes for each realm.

You will be given an allotted amount of points to put in various character attributes. People often ask about which attributes do what.

Strength: Highly important aspect for melee classes. Strength will determine both how hard you can hit, as well as how much bulk weight you can carry before becoming encumbered.

Constitution: Another important field for melees, constitution directly affects how much health you have. While at lower levels, constitution will not make a huge difference... at higher levels, it will make a large difference in how much health you have compared to someone with less constitution. For example, 1 constitution point at level one might only give you 1 or 2 extra health, but at level 50, each point of constitution will likely give around 20 health.

Dexterity: Very useful skill for rogue type classes. Dexterity affects how well you fight and land precision blows in combat. Dexterity is the main skill used when wielding piercing weapons, whereas slashing and bashing weapons depend on strength.

Quickness: Another important rogue and melee skill, quickness affects your defensive abilities to dodge swings, as well as landing quick blows to your enemies vital areas. This does not affect running speed.

Intelligence: Main caster attribute, this will determine how much base power (mana) you will have. If playing a caster, you will want to put most or all of your points here.

Piety: Like intelligence for casters, piety is the main attribute for priest type classes. Piety is the level of devotion to your god that you serve. The more piety, the more your god will bless you and give you more power (mana).

Charisma: Important for bard type classes, as well as those classes who can charm animals and humans. Charisma will determine how likely your spells will take hold against things.

Using these guidelines, you should be able to effectively create a new character and distribute your skill points appropriately. Now let's move on.

B. Melee skills

This is another one of those categories that will be frequently changed and updated as Mythic balances and tweaks them. As you level, you will be awarded with specialization points. These points can be used to train in various areas and skills when you right click on your class' numerous trainers. Here is a detailed list of melee skills and what they will do. The number in front of the skill represents when you will get that skill based on your level of specialization in that skill, not your actual level. For example, if you decided not to spend any of the specialization points you get every time you level (you should though), you would not get any of your skills. You have to train in those skills with your trainer and as you hit certain numbers, you will be given new attack skills to use.

Albion

Crushing:

- 2 - Daze – High fatigue cost, medium bonus damage
- 4 - Back Crush – Low fatigue cost, use from behind enemy, medium bonus damage, short duration stun, medium bonus to hit
- 6 - Maul – High fatigue cost, high bonus damage, large bonus to hit, small defensive penalty for next round
- 8 - Bludgeon – Medium fatigue cost, use after successful Maul, medium bonus damage, taunts enemy on to you, defensive penalty for next round
- 10 - Bruiser – Medium fatigue cost, use after successful Back Crush, Medium bonus damage, short duration bleed, medium bonus to hit
- 12 - Concussion – Medium fatigue cost, Medium bonus damage, slows target's attack speed temporarily, small bonus to hit
- 15 - Contusions – Medium fatigue cost, Use after successful Bludgeon, medium bonus damage, medium duration stun, medium bonus to hit

18 - Blackjack – Use after successful Maul, medium bonus damage, causes short duration stun, medium bonus to hit
21 - Protector – Medium fatigue cost, no bonus damage, reduce NPC's anger towards you, defensive bonus for next round
25 - Divine Hammer – Medium fatigue cost, use from behind target, medium bonus damage, medium bonus to hit
29 - Skull Breaker – Low fatigue cost, use after target is blocked by anyone, medium bonus damage, high to hit bonus, low defensive penalty for next round
34 - Side Crush – Medium fatigue cost, Use from beside enemy, Medium bonus damage, medium duration bleed, medium bonus to hit
39 - Bone Crusher – Low fatigue cost, use after parrying enemy, medium bonus damage, long duration movement reduction, medium bonus to hit, medium bonus to defense
44 - Body Masher – Medium fatigue cost, use after successful Skull Breaker, Medium bonus damage, heavy attack speed reduction, medium bonus to hit
50 - Devastate – High fatigue cost, use after successful Side Crush, High bonus damage, long duration stun, high bonus to hit, medium penalty to defense

Dual Wield:

2 - Twin Spikes – Medium fatigue cost, very high bonus damage
4 - Twin Return – Low fatigue cost, Use after parrying enemy, medium bonus damage, Short duration bleed, Medium bonus to hit, small bonus to defense
6 - Shadow's Edge – Medium fatigue cost, use when behind target, high bonus damage, bonus to hit
8 - Inflammé – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, medium defensive penalty to next round
10 - Orbit – Medium fatigue cost, use after successful Twin Return, Medium bonus damage, Short duration movement reduction, medium bonus to hit
12 - Eclipse – Medium fatigue cost, use after successful shadow's edge, medium bonus damage, short duration attack speed reduction, medium bonus to hit
15 – Misty Gloom – High fatigue cost, use any time, Medium bonus damage, small bonus to hit
18 - Obscure – Medium fatigue cost, no bonus damage, attempt to lower NPC's anger towards you, high defensive bonus to next round
21 - Penumbra – Medium fatigue cost, use after successful Shadow's Edge, high bonus damage, high bonus to hit
24 - Reflection – Low fatigue cost, use after target is parried by anyone, medium bonus damage, small bonus to hit, small bonus to defense for next round
29 - Flank – Medium fatigue cost, use from either side of target, medium bonus damage, medium duration reduction to target's movement rate, medium bonus to defense for next round
34 – Dark Tendrils – Low fatigue cost, use after evading target, medium bonus damage, causes heavy bleeding, medium bonus to hit

39 – Shadows Rain – Medium fatigue cost, use after successful Flank, Medium bonus damage, heavy attack speed reduction, medium bonus to hit, small bonus to defense

44 – Hypnotic Darkness – Medium fatigue cost, Use after successful Reflection, Medium bonus damage, Medium duration stun, high bonus to hit

50 – Dual Shadows – Medium fatigue cost, use from in front of enemy, medium bonus damage, long duration bleed, medium bonus to hit, medium penalty to defense

Polearms:

2 - Impale – High fatigue cost, medium bonus damage

4 – Defender's Cross – Medium fatigue cost, Use from Beside enemy, medium bonus damage, short movement reduction, medium bonus to hit

6 - Deflect – Medium fatigue cost, no bonus damage, reduce NPC's anger towards you, high defensive bonus for next round

8 - Executioner – Medium fatigue cost, use after target is parried by anyone, medium damage bonus, reduce target's attack speed temporarily, small to hit bonus

10 – Defender's Faith – High fatigue cost, use any time, medium bonus damage, short duration bleed, small bonus to hit, small penalty to defense

12 - Distract – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, small to hit bonus, medium defensive penalty for next round

15 – Defender's Courage – Medium fatigue cost, use after successful Defender's Faith, medium bonus damage, medium duration attack speed reduction, medium bonus to hit

18 - Crippling Blow – Medium fatigue cost, medium bonus damage, medium duration movement reduction to target, medium bonus to hit

21 - Disabler – Low fatigue cost, use after Crippling Blow, medium bonus damage, short duration attack speed reduction to target

25 - Phalanx – Medium fatigue cost, use from behind enemy, medium bonus damage, medium bonus to hit

29 - Mangle – Medium fatigue cost, use after crippling blow, high bonus damage

34 – Defender's Rage – Low fatigue cost, use after target fumbles, Very high bonus damage, medium bleed, high bonus to hit

39 – Poleaxe – High fatigue cost, use any time, medium bonus damage

44 – Defender's Revenge – Low fatigue cost, use after successful Defender's Rage, long duration stun, very high bonus to hit

50 – Defender's Aegis – Medium fatigue cost, use after successful Phalanx, Long duration movement reduction, High bonus to hit, small bonus to defense

Slashing:

2 - Ruby Slash – High fatigue cost, medium bonus damage
4 - Cross Slash – Low fatigue cost, use from side of target, medium bonus damage, medium bonus to hit, medium bonus to defense
6 - Uppercut – Medium fatigue cost, medium bonus damage, small bonus to hit
8 - Enrage – Medium fatigue cost, low bonus damage, attempt to taunt target to attack you, medium penalty to your defense for the next round
10 – Bloodletter – Medium fatigue cost, use after successful Cross Slash, Causes short duration bleed, high bonus to hit, medium bonus to defense
12 - Reflect – Medium fatigue cost, no bonus damage, attempt to lower own aggro damage so target will switch off you, raise defense for next round
15 - Opal Slash – Medium fatigue cost, Use after a successful Uppercut, medium bonus damage, causes light bleeding, bonus to hit
18 – Riposte – Low fatigue cost, use after parrying opponent, high bonus damage, medium bonus to hit, medium bonus to defense for next round
21 - Side Slicer – Light fatigue cost, Must be used from either side of target, low bonus damage, causes reduced movement rate
25 - Cleave – Low fatigue cost, Use after a successful Uppercut, medium bonus damage, bonus to hit
29 - Amethyst Slash – Medium fatigue cost, low/medium bonus damage, large bonus to hit
34 – Befuddler – Medium fatigue cost, use after successful Riposte, Medium bonus damage, causes medium duration Stun, medium bonus to hit
39 – Back Slash – High fatigue cost, use from behind enemy, medium bonus damage, high bonus to hit
44 – Sapphire Slash – Low fatigue cost, use after successful Enrage, Medium bonus damage, Causes medium duration bleed, medium bonus to hit, high penalty to defense for next round
50 – Diamond Slash – High fatigue cost, use after successful Amethyst, High bonus damage, Very high bonus to hit

Staff:

2 - Spinning Staff - Medium fatigue cost, medium bonus damage, small bonus to defense
4 - Figure Eight - Low Fatigue cost, use after target is parried, high bonus damage, medium bonus to hit, small bonus to defense
6 – Friar's Ally – Medium fatigue cost, Use after Figure Eight, medium bonus damage, short duration stun, medium bonus to hit
8 - Defender's Fury - Medium fatigue cost, medium bonus damage, medium duration attack speed reduction, small bonus to hit
10 – Quick Strike – Medium fatigue cost, use after Defender's Fury, medium bonus damage

12 - Friar's Redress - Medium fatigue cost, no bonus damage, attempt to taunt target off you, very high bonus to defense for next round
 15 - Double Strike - Low fatigue cost, use after Figure Eight, medium bonus damage, short duration bleed, medium bonus to hit, small bonus to defense
 18 - Friar's Friend - High fatigue cost, use from side of target, high bonus damage, medium duration stun, medium bonus to hit
 21 - Counter Evade - Low fatigue cost, use after target is evaded, high bonus damage, medium duration movement reduction, small bonus to hit, medium bonus to defense
 25 - Banish - Low fatigue cost, use after successful #5, very high bonus damage, medium bonus to hit, medium bonus to defense
 29 - Friar's Boon - Medium fatigue cost, medium bonus damage, medium bonus to defense
 34 - Holy Staff - High fatigue cost, use any time, medium bonus damage, small bonus to hit
 39 - Friar's Fury - Low fatigue cost, Use after Counter Evade, medium bonus damage, medium duration bleed, medium bonus to hit, small bonus to defense
 44 - Stunning Wrath - Medium fatigue cost, use after Banish, Long duration stun, high bonus to hit, medium bonus to defense
 50 - Excommunicate - Medium fatigue cost, use after evading enemy, high bonus damage, medium bonus to hit, small bonus to defense

Thrust:

2 - Thistle - High fatigue cost, medium bonus damage
 4 - Ratfang - Low fatigue cost, use after evading target, medium bonus damage, short duration stun, medium bonus to hit, small bonus to defense
 6 - Puncture - Medium fatigue cost, medium bonus damage, light bleeding, medium bonus to hit
 8 - Sting - Medium fatigue cost, Low bonus damage, attempt to taunt NPC to attack you, medium bonus to hit, high defensive penalty for next round
 10 - Wolfteeth - Medium fatigue cost, use after successful Ratfang, High bonus damage, short duration movement reduction, medium bonus to hit
 12 - Bloody Dance - Medium fatigue cost, use after successful puncture, medium bonus damage, causes medium duration bleeding, medium bonus to hit, small penalty to defense for next round
 15 - Beartooth - Low fatigue cost, use after parrying target, medium bonus damage, medium duration stun, high bonus to hit
 18 - Tranquilize - Medium fatigue cost, no bonus damage, attempt to lower NPC's anger towards you, high defensive bonus for next round
 21 - Lunge - Medium fatigue cost, use after successful puncture, medium bonus damage, high bonus to hit
 25 - Ricochet - Low fatigue cost, use after target is blocked by anyone, causes

medium duration bleeding, high bonus to hit, medium penalty to defense for next round

- 29 – Pierce – Medium fatigue cost, use from behind enemy, medium bonus damage, medium duration bleed, high bonus to hit, medium penalty to defense
- 34 – Liontooth – Low fatigue cost, use after successful Wolftooth, medium bonus damage, long duration bleed, medium bonus to hit, small bonus to defense
- 39 – Basiliskfang – Medium fatigue cost, use from beside target, medium bonus damage, heavy attack speed reduction, small bonus to hit, small bonus to defense
- 44 – Wyvernfang – Low fatigue cost, Use after successful Beartooth, medium bonus damage, long duration movement reduction, medium bonus to hit
- 50 – Dragonfang – Low fatigue cost, use after evading target, medium bonus damage, long duration stun, high bonus to hit, small penalty to defense

Two Handed:

- 2 - Half Moon – High fatigue cost, medium bonus damage
- 4 – Double Back – Medium fatigue cost, use from behind enemy, medium bonus damage, Short duration stun, medium bonus to hit
- 6 - Rile – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, small bonus to hit, medium penalty to defense for next round
- 8 - Pacify – Medium fatigue cost, no bonus damage, attempt to lower NPC's anger towards you, defensive bonus to next round
- 10 – Two Fists – Medium fatigue cost, use after successful Double Back, Medium bonus damage, Short duration bleed, Medium bonus to hit
- 12 - Bone Bruiser – Medium fatigue cost, medium bonus damage, medium duration attack speed reduction, small bonus to hit
- 15 – Double Recovery – Low fatigue cost, Use after you fumble, High bonus damage, Causes medium duration movement reduction, Medium bonus to hit
- 18 - Fury – Low fatigue cost, use after target is parried by anyone, medium bonus damage, causes light bleeding, medium bonus to hit, high penalty to defense for next round
- 21 - Bone Splitter – Medium fatigue cost, use after successful bone bruiser, medium bonus damage, causes medium duration movement reduction, small bonus to hit
- 25 - Recenter – Low fatigue cost, Use after successful fury, medium bonus damage, small bonus to hit, high defensive bonus to next round
- 29 - Bone Breaker – Medium fatigue cost, use after successful Bone Bruiser, medium bonus damage, short duration stun, small bonus to hit
- 34 – Obfuscate – Medium fatigue cost, Use after successful Fury, medium bonus damage, Causes heavy attack speed reduction, medium bonus to hit
- 39 – Doubler – High fatigue cost, use any time, medium bonus damage, small bonus to hit
- 44 – Two Moons – Low fatigue cost, use after successful Double Recovery, Medium bonus damage, long duration stun, high bonus to hit

50 – Sun and Moon – Medium fatigue cost, use after successful Bone Breaker, Causes heavy bleeding, small bonus to hit

Midgard

Axe:

- 2 - Splitter – High fatigue cost, medium bonus damage
- 4 – Cleave – Low fatigue cost, use after parry, medium bonus damage, small attack speed reduction, medium bonus to hit
- 6 - Plague – Medium fatigue cost, Low bonus damage, attempt to taunt NPC to attack you, medium bonus to hit, medium penalty to defense for next round
- 8 – Thrym's Strength – Medium bonus damage, Use after Cleave, medium bonus damage, short duration stun, medium bonus to hit
- 10 - Pillage – Medium fatigue cost, medium bonus damage, causes short duration attack speed reduction, small bonus to hit
- 12 - Hoarfrost – Medium fatigue cost, no bonus damage, attempt to lower NPC's anger towards you, small bonus to hit, medium bonus to defense for next round
- 15 – Evernight – Low fatigue cost, use after target fumbles, high bonus damage, medium duration bleed, medium bonus to hit
- 18 - Plunder – Medium fatigue cost, use after successful Pillage, medium bonus damage, short duration movement reduction, medium bonus to hit
- 21 - Valkyrie's Shield – Low fatigue cost, use after target is blocked by anyone, medium bonus damage, medium bonus to defense for next round
- 25 - Raider – Low fatigue cost, use after successful Pillage, high bonus damage, causes short duration stun, medium penalty to hit, medium penalty to defense for next round
- 29 - Havoc – Medium fatigue cost, use when in front of target, medium bonus damage, small bonus to hit, small penalty to defense for next round
- 34 – Midnight Sun – Medium fatigue cost, use after Valkyrie's Shield, medium bonus damage, medium duration stun, high bonus to hit
- 39 – Glacial Movement – Medium fatigue cost, use from beside enemy, medium bonus damage, heavy attack speed reduction, medium bonus to hit, low penalty to defense
- 44 – Arctic Rift – Low fatigue cost, use after Evernight, High bonus damage, medium bonus to hit
- 50 – Tyr's Fury – Medium fatigue cost, use after Havoc, high bonus damage, long duration bleed, high bonus to hit

Hammer:

2 - Thor's Anvil – High fatigue cost, medium bonus damage
 4 – Crushing Blow – Low fatigue cost, use after parry, medium bonus damage, short duration stun, medium bonus to hit
 6 - Placate – Medium fatigue cost, no bonus damage, lower NPC's anger towards you, medium bonus to defense for next round
 8 – Slam – Medium fatigue cost, use after successful Crushing Blow, medium bonus damage, short duration bleed, medium bonus to hit
 10 - Ruiner – Medium fatigue cost, high bonus damage, small bonus to hit
 12 – Frost Hammer – Medium fatigue cost, use beside enemy, high bonus damage, medium duration movement reduction, medium bonus to hit
 15 - Provoke – Medium fatigue cost, attempt to taunt NPC to attack you, low bonus damage, medium bonus to hit, medium penalty to defense for next round
 18 - Demolish – High fatigue cost, use after successful Ruiner, medium bonus damage, causes short duration stun, small bonus to hit
 21 - Revenge – Low fatigue cost, use after target is blocked by anyone, medium bonus damage, causes medium duration attack speed reduction, medium bonus to hit, small penalty to defense for next round
 25 - Crumble – Medium fatigue cost, use after successful Ruiner, high bonus damage, medium bonus to hit
 29 - Conquer – Low fatigue cost, use from behind target, medium bonus damage, medium duration movement reduction, high penalty to defense for next round
 34 – Thor's Answer – Medium bonus damage, use after successful Revenge, medium bonus damage, medium duration stun, medium bonus to hit
 39 – Lambast – Low fatigue cost, use after parry, medium bonus damage, long duration bleed, medium bonus to hit, small bonus to defense
 44 – Sledgehammer – Medium fatigue cost, use after Conquer, High bonus damage, high bonus to hit
 50 – Mjollnir's Fury – Medium fatigue cost, use after Thor's Answer, High bonus damage, heavy attack speed reduction, high penalty to defense

Left Axe:

2 - Counter Slash – High fatigue cost, medium bonus damage
 4 – Doubler – Medium fatigue cost, use behind enemy, medium bonus damage, short duration bleed, small bonus to hit, small penalty to defense
 6 - Ravager – Medium fatigue cost, medium bonus damage, small bonus to hit
 8 – Polar Light – Low fatigue cost, use after parry, medium bonus damage, small attack speed reduction, large bonus to hit, small bonus to defense
 10 - Snowblind – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, small bonus to hit, medium penalty to defense for next round
 12 - Atrophy – Medium fatigue cost, use after successful Ravager, medium bonus damage, medium duration movement reduction, small bonus to hit
 15 – Frost Shadow – Medium fatigue cost, use after Polar Light, high bonus

damage, medium bonus to hit, small bonus to defense
18 - Comeback – Low fatigue cost, use after target is evaded by anyone, medium bonus damage, medium bonus to hit
21 - Scathing Blade – Medium fatigue cost, use after successful Atrophy, high bonus damage, causes long duration attack speed reduction, medium bonus to hit, medium penalty to defense for next round
25 - Decaying Rage – Low fatigue cost, use after successful Atrophy, medium bonus damage, strong attempt to lower NPC's anger towards you, medium bonus to hit, high bonus to defense for next round
29 - Snowsquall – Medium fatigue cost, use from behind target, high bonus damage, medium bonus to hit
34 – Doublefrost – High fatigue cost, use any time, Medium bonus damage, small bonus to hit
39 – Frosty Gaze – Medium fatigue cost, use after Comeback, medium bonus damage, medium duration stun, medium bonus to hit
44 – Icy Brilliance – Medium fatigue cost, use after Snowsquall, medium bonus damage, long duration bleed, high bonus to hit
50 – Aurora Borealis – Low fatigue cost, use after parry, high bonus damage, heavy attack speed reduction, high bonus to hit

Shields:

3 - Numb – Medium fatigue cost, medium damage, short duration stun
8 - Stun – Medium fatigue cost, use after successful block, medium damage, short duration stun
13 - Disable – Medium fatigue cost, use when beside target, medium damage, medium duration stun
18 - Incapacitate – High fatigue cost, use after successful block, medium damage, medium duration stun, medium bonus to defense for next round
23 - Paralyze – Medium fatigue cost, use when behind target, medium damage, medium duration stun
29 – Bash – Medium fatigue cost, use after blocking opponent, medium bonus damage, medium stun
35 – Mangle – Medium fatigue cost, use beside opponent, medium bonus damage, long duration stun
42 – Slam – Very high fatigue cost, use any time, medium bonus damage, long duration stun
50 – Brutalize – Low fatigue cost, use after block, medium bonus damage, long duration stun

Spear:

2 - Dazzling Spear – High fatigue cost, medium bonus damage
 4 – Return Thrust – Low fatigue cost, use after block, medium bonus damage, short duration bleed, medium bonus to hit
 6 - Engage – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, medium bonus to hit, medium penalty to defense for next round
 8 – Extended Reach – Low fatigue cost, use after Return Thrust, Medium bonus damage, small attack speed reduction, small bonus to hit
 10 - Lancer – Medium fatigue cost, high bonus damage, medium bonus to hit, small penalty to defense for next round
 12 - Dismissal – Medium fatigue cost, no bonus damage, attempt to lower NPC's anger towards you, high bonus to defense for next round
 15 – Wounding Thrust – Medium fatigue cost, use after Engage, medium bonus damage, medium duration movement reduction, small bonus to hit
 18 - Stab – Low fatigue cost, use after successful Lancer, no bonus damage, causes medium duration bleed, medium bonus to hit
 21 - Perforate – Medium fatigue cost, use from side of target, medium bonus damage, causes long duration attack speed reduction, medium penalty to defense for next round
 25 - Lunging Thrust – Medium fatigue cost, use after successful Lance, high bonus damage, medium bonus to hit
 29 - Raze – Medium fatigue cost, use after successful Stab, low bonus damage, causes long duration bleed, medium bonus to hit
 34 – Whirling Spear – High fatigue cost, use any time, medium bonus damage, small bonus to hit, small penalty to defense
 39 – Razor Edge – Medium fatigue cost, use from behind enemy, medium bonus damage, medium duration stun, medium bonus to hit, small penalty to defense
 44 – Odin's Wrath – Low fatigue cost, use after parry, High bonus damage, high bonus to hit, small bonus to defense
 50 – Gungnir's Fury – Medium fatigue cost, use after Perforation, medium bonus damage, long duration bleed, medium bonus to hit

Sword:

2 - Whirling Blade – High fatigue cost, medium bonus damage
 4 – Frost Cut – Low fatigue cost, use after block, medium bonus damage, short duration bleed, small bonus to hit
 6 - Draw Out – Medium fatigue cost, low bonus damage, attempt to taunt NPC to attack you, medium penalty to defense for next round
 8 – Northern Lights – Medium fatigue cost, use from side of enemy, medium bonus damage, small attack speed reduction, small bonus to hit
 10 - Assault – Medium fatigue cost, medium bonus damage, medium bonus to hit
 12 - Temper – Medium fatigue cost, no bonus damage, lower NPC's anger towards you, high defensive bonus for next round

15 – Aurora – Medium fatigue cost, use after successful Northern Light, high bonus damage, medium duration movement reduction, medium bonus to hit
 18 - Baldur's Fury – High fatigue cost, use after successful Assault, medium bonus damage, causes short duration movement reduction, medium bonus to hit
 21 - Reinforcement – Low fatigue cost, use after target is parried by anyone, medium bonus damage, causes short duration bleed, medium bonus to hit, small penalty to defense for next round
 25 - Ice Storm – Medium fatigue cost, use after successful Assault, high bonus damage, medium bonus to hit
 29 - Rush – Low fatigue cost, use after successful Reinforcement, medium bonus damage, causes long duration attack speed reduction, medium penalty to defense for next round
 34 – Polar Rift – High fatigue cost, use any time, medium bonus damage, small bonus to hit
 39 – Njord's Fury – Low fatigue cost, use after target fumbles, high bonus damage, medium duration stun, medium bonus to hit
 44 – Sif's Revenge – Medium fatigue cost, Use after successful Rush, medium bonus damage, long duration bleed, medium bonus damage
 50 – Ragnarok – Medium fatigue cost, use from behind enemy, medium bonus damage, heavy attack speed reduction, medium bonus to hit, low penalty to defense

Hibernia

Blades:

2 - Shining Blade - High fatigue cost, medium bonus damage
 4 - Return Blade - Low fatigue cost, use after parry, medium bonus damage, small attack speed reduction, medium bonus to hit
 6 - Taunting Blade - Medium fatigue cost, low bonus damage, attempt to taunt enemy to attack you, medium penalty to defense
 8 - Enervating Blade - Medium fatigue cost, no bonus damage, attempt to taunt target off you, medium bonus to defense
 10 - Glowing Blade - Medium fatigue cost, use from beside enemy, medium bonus damage, medium duration movement reduction, medium bonus to hit
 12 - Lunging Blade - Medium fatigue cost, use after successful Return Blade, medium bonus damage, short duration bleed, medium bonus to hit, small bonus to defense
 15 - Auroric Blade - Low fatigue cost, use after successful Glowing Blade, medium bonus damage, small attack speed reduction, medium bonus to hit
 18 - Fire Blade - High fatigue cost, use any time, medium bonus damage, small bonus to hit, small penalty to defense
 21 - Horizon Blade - Low fatigue cost, use after blocking enemy, medium bonus damage, short duration stun, medium bonus to hit, small bonus to defense

25 - Kinetic Blade - Medium fatigue cost, use after successful Lunging Blade, high bonus damage, medium bonus to hit
29 - Dancing Blade - Low fatigue cost, use after successful Horizon Blade, medium bonus damage, medium duration bleed, high bonus to hit
34 - Revenging Blade - Medium fatigue cost, use from behind target, medium bonus damage, medium bonus to hit, medium penalty to defense
39 - Spectrum Blade - Medium fatigue cost, use after successful Fire Blade, medium bonus damage, heavy attack speed reduction, small bonus to hit, medium bonus to defense
44 - Prismatic Blade - Low fatigue cost, use after successful Spectrum Blade, high bonus damage, medium bonus to hit
50 - Brilliant Blade - Medium fatigue cost, use after target fumbles, high bonus damage, very high bonus to hit

Blunt:

2 - Contusions - High fatigue cost, medium bonus damage
4 - Bruiser - Low fatigue cost, use after blocking target, medium bonus damage, short duration stun, medium bonus to hit
6 - Blunt Trauma - Medium fatigue cost, no bonus damage, attempt to taunt target off you, medium defensive bonus
8 - Slam - Medium fatigue cost, low bonus damage, attempt to taunt target to attack you, medium bonus to hit, medium penalty to defense
10 - Side Bash - Medium fatigue cost, use from beside target, medium bonus damage, low attack speed reduction, small bonus to hit
12 - Impact - Low fatigue cost, use after successful Bruiser, medium bonus damage, short duration bleed, medium bonus to hit, small penalty to defense
15 - Recovery - Low fatigue cost, use after you fumble, medium bonus damage, medium duration stun, high bonus to hit, small bonus to defense
18 - Force of Might - High fatigue cost, use any time, medium bonus damage, small bonus to hit
21 - Unstoppable Force - Medium fatigue cost, use after successful Side Bash, medium bonus damage, medium duration movement reduction, medium bonus to hit, small bonus to defense
25 - Back Crush - Medium fatigue cost, use from behind target, high bonus damage, medium bonus to hit, medium penalty to defense
29 - Bone Crusher - Low fatigue cost, use after successful Recovery, medium bonus damage, medium duration bleed, medium bonus to hit, small bonus to defense
34 - Mauler - Medium fatigue cost, use after successful Unstoppable Force, high bonus damage, medium bonus to hit, medium bonus to defense
39 - Stunning Blow - Low fatigue cost, use after parrying target, medium bonus damage, heavy attack speed reduction, medium bonus to hit, small bonus to

defense

- 44 - Crusing Blow - Medium fatigue cost, use after successful Back Crush, medium bonus damage, very high bonus to hit, small bonus to defense
- 50 - Devastating Blow - Medium fatigue cost, use after successful Stunning Blow, medium bonus damage, long duration stun, medium bonus to hit

Celtic Dual:

- 2 - Misty Gloom - High fatigue cost, medium bonus damage
- 4 - Blinding Rain - Low fatigue cost, use after evading target, medium bonus damage, short duration bleed, medium bonus to hit
- 6 - Squall - Medium fatigue cost, use any time, low bonus damage, attempt to taunt target to attack you, small bonus to hit, medium penalty to defense
- 8 - Snow Shower - Medium fatigue cost, use from behind target, high bonus damage, short duration movement reduction, medium bonus to hit
- 10 - Gale - Low fatigue cost, use after successful Snow Shower, medium bonus damage, short duration bleed, medium bonus to hit, small penalty to defense
- 12 - Blizzard - Low fatigue cost, use after successful Blinding Rain, high bonus damage, medium attack speed reduction, medium bonus to hit
- 15 - Thunderstorm - Low fatigue cost, use after successful Snow Shower, medium bonus damage, attempt to taunt target to attack you, medium bonus to hit, high bonus to defense
- 18 - Ice Storm - Medium fatigue cost, use from side of target, medium bonus damage, short duration stun, medium bonus to hit
- 21 - Hurricane - High fatigue cost, use any time, medium bonus damage, small bonus to hit, medium penalty to defense
- 25 - Tornado - Low fatigue cost, use after parrying target, medium bonus damage, long duration movement reduction, high bonus to hit, medium bonus to defense
- 29 - Tempest - Medium fatigue cost, use after successful Ice Storm, Medium bonus damage, medium duration bleed, medium bonus to hit
- 34 - Meteor Shower - Low fatigue cost, use after successful Tornado, medium bonus damage, short duration stun, medium bonus to hit
- 39 - Solar Flare - Medium fatigue cost, use after successful Hurricane, High bonus damage, small bonus to hit, small bonus to defense
- 44 - Twin Star - Medium fatigue cost, use after successful Meteor Shower, Medium bonus damage, long duration bleed, medium bonus to hit
- 50 - Supernova - Medium fatigue cost, use after successful Tempest, very high bonus damage, heavy attack speed reduction, high bonus to hit, small bonus to defense

Celtic Spear:

2 - Hunter's Spear - High fatigue cost, medium bonus damage
4 - Entrap - Low fatigue cost, use after blocking target, medium bonus damage, short duration bleed, medium bonus to hit
6 - Hunter's Boon - Medium fatigue cost, use from behind target, medium bonus damage, short duration movement reduction, medium bonus to hit, medium penalty to defense
8 - Hunter's Barb - Medium fatigue cost, use any time, attempt to taunt target off you, high bonus to defense
10 - Forest Spear - Medium fatigue cost, use any time, low bonus damage, attempt to taunt target to attack you, medium bonus to hit, medium penalty to defense
12 - Hunter's Largess - Medium fatigue cost, use after successful Entrap, medium bonus damage, medium attack speed reduction, medium bonus to hit, small penalty to defense
15 - Hunter's Lance - High fatigue cost, use any time, medium bonus damage, medium bonus to hit, medium penalty to defense
18 - Javelin - Medium fatigue cost, use after successful Hunter's Boon, medium bonus damage, medium duration bleed, medium bonus to hit
21 - Tracking Spear - Low fatigue cost, use after parrying target, medium bonus damage, medium duration stun, medium bonus to hit, small bonus to defense
25 - Hunter's Gift - Medium fatigue cost, use after successful Javelin, medium bonus damage, medium attack speed reduction, high bonus to hit, small bonus to defense
29 - Hawk's Talon - Medium fatigue cost, use after successful Tracking Spear, small bonus to hit, small bonus to defense
34 - Eagle Talon - High fatigue cost, use any time, medium bonus damage, small bonus to hit
39 - Wyvern Talon - Medium fatigue cost, use after successful Hawk's Talon, medium bonus damage, long duration bleed, medium bonus to hit
44 - Dragon Talon - Medium fatigue cost, use from side of target, low bonus damage, medium bonus to hit
50 - Cuchulainn's Revenge - Medium fatigue cost, use after successful Dragon Talon, medium bonus damage, long duration bleed, high bonus to hit

Critical Strikes:

2 - Backstab - Medium Fatigue cost, use from behind enemy, medium bonus damage, medium bonus to hit, medium penalty to defense, use while hidden
4 - Eviscerate - Medium fatigue cost, use after Backstab, high bonus damage, causes short duration attack speed reduction, small bonus to hit, small penalty to defense
6 - Kidney Rupture - Low fatigue cost, use after Eviscerate, Very high bonus damage, Causes short duration bleed, small bonus to hit, medium

penalty to defense

8 - Pincer - Medium fatigue cost, Use from beside enemy, medium bonus damage, high bonus to hit, high penalty to defense

10 - Backstab 2 - High fatigue cost, use from behind enemy, medium bonus damage, high bonus to hit, medium penalty to defense, use while hidden

12 - Hamstring - Low fatigue cost, use after evading enemy, medium bonus damage, causes medium duration bleed, medium bonus to hit, medium bonus to defense

15 - Thigh Cut - Medium fatigue cost, use after Backstab 2, Very high bonus damage, medium bonus to hit, small penalty to defense

18 - Garrote - High fatigue cost, use any time, medium bonus damage, causes medium duration movement reduction, medium bonus to hit, medium penalty to defense

21 - Perforate Artery - Medium fatigue cost, use from in front of enemy, medium bonus damage, causes long duration bleed, high bonus to hit, medium penalty to defense, use while hidden

25 - Achilles Heel - Medium fatigue cost, use after Garrote, High bonus damage, causes long duration attack speed reduction, medium bonus to hit

29 - Leaper - Low fatigue cost, use after parrying enemy, medium bonus damage, long duration bleed, high bonus to hit, small bonus to defense

34 - Creeping Death - Low fatigue cost, use after Perforate Artery, very high bonus damage, medium duration stun, high bonus to hit

39 - Stunning Stab - Low fatigue cost, use after Creeping Death, Very high bonus damage, very high bonus to hit, small bonus to defense

44 - Rib Separation - Medium fatigue cost, use after Hamstring, high bonus damage, long duration movement reduction, high bonus to hit

50 - Ripper - Medium fatigue cost, use after Leaper, very high bonus damage, long duration bleed, high bonus to hit, small bonus to defense.

Large Weapons:

2 - Celtic Might - High fatigue cost, medium bonus damage

4 - Celtic Rage - Low fatigue cost, use after parry, high bonus damage, medium bonus to hit, small bonus to defense

6 - Celtic Fury - Medium fatigue cost, use any time, low bonus damage, attempt to taunt target to attack you, medium bonus to hit, medium penalty to defense

8 - Hibernian Wrath - Medium fatigue cost, use any time, no bonus damage, attempt to taunt target off you, high bonus to defense

10 - Hibernian Force - Medium fatigue cost, use from beside enemy, medium bonus damage, short duration bleed, medium bonus to hit, small penalty to defense

12 - Hibernian Vigor - Medium fatigue cost, use after successful Celtic Rage, medium bonus damage, short duration stun, medium bonus to hit, small bonus to

defense

15 - Domination - High fatigue cost, use any time, medium bonus damage, small bonus to hit, small penalty to defense

18 - Obliteration - Medium fatigue cost, use after successful Hibernian Force, medium bonus damage, medium attack speed reduction, medium bonus to hit

21 - Frontal Assault - High fatigue cost, use from in front of target, medium bonus damage, medium movement reduction, medium bonus to hit

25 - Gigantic Blow - Low fatigue cost, use after successful Hibernian Vigor, very high bonus damage, high bonus to hit

29 - Ultimate Recovery - Medium fatigue cost, use after target parries you, high bonus damage, medium duration stun, medium bonus to hit, small penalty to defense

34 - Demolish - Medium fatigue cost, use after successful Obliteration, medium bonus damage, high bonus to hit, medium bonus to defense

39 - Shatter - Medium fatigue cost, use after target blocks you, medium bonus damage, long duration bleed, medium bonus to hit, small bonus to defense

44 - Devastate - Low fatigue cost, use after successful Ultimate Recovery, medium bonus damage, heavy attack speed reduction, medium bonus to hit, large bonus to defense

50 - Annihilation - Medium fatigue cost, use from behind target, medium bonus damage, long duration stun, very high bonus to hit, medium penalty to defense

Piercing:

2 - Dragonfly - High fatigue cost, medium bonus damage

4 - Wasp's Sting - Low fatigue cost, use from behind enemy, medium bonus damage, short duration bleed, medium bonus to hit

6 - Bumblebee's Sting - Medium fatigue cost, low bonus damage, attempt to taunt target to attack you, medium bonus to hit, high penalty to defense

8 - Hornet's Sting - Medium fatigue cost, use after successful Wasp's Sting, medium bonus damage, small attack speed reduction, medium bonus to hit

10 - Scorpion - Medium fatigue cost, no bonus damage, attempt to taunt target off you, medium bonus to defense

12 - Black Widow - High fatigue cost, use any time, medium bonus damage, small bonus to hit, small penalty to defense

15 - Tarantula - Low fatigue cost, use after blocking target, medium bonus damage, medium duration bleed, medium bonus to hit, small bonus to defense

18 - Sidewinder - Medium fatigue cost, use after successful Black Widow, medium bonus damage, medium bonus to hit

21 - Copperhead - Medium fatigue cost, use from beside target, medium bonus damage, medium duration movement reduction, medium bonus to hit, small

penalty to defense

25 - Diamondback - Low fatigue cost, use after evading target, medium bonus damage, medium duration stun, medium bonus to hit, medium bonus to defense

29 - Viper's Bite - Medium fatigue cost, use after successful Copperhead, high bonus damage, medium bonus to hit, medium bonus to defense

34 - Asp's Bite - Low fatigue cost, use after successful Tarantula, medium bonus damage, medium attack speed reduction, very high bonus to hit, medium bonus to defense

39 - Cobra's Bite - Low fatigue cost, use after successful Sidewinder, high bonus damage, high bonus to hit, small bonus to defense

44 - Dragonspider - Medium fatigue cost, use after successful Diamondback, medium bonus damage, long duration bleed, medium bonus to hit

50 - Wyvern's Bite - Medium fatigue cost, use after successful Asp's Bite, very high bonus damage, long duration bleed, high bonus to hit, small bonus to defense

II. Quests

The Realms in Dark Age of Camelot are wide and diverse, with many monsters, taverns, and people. Many quests can be found by talking (right clicking) on the NPCs (non-player characters) you will come across. We're going to need your help to find new quests and/or unfinished quests, as some quests are only given to certain classes, and no one can be expected to level every class to high level. ☺ So if you have done any quests that we don't have listed yet, please let us know. We will need the word for word quest name (which can be seen when you look in your quest journal), the level you were given the quest, as well as who you talked to, where they were, what they wanted, how you solved the quest, and what you received for completing the quest. We hope to have the most accurate and complete quest list out there and will need your help.

Please keep in mind that some quests can not be done by all classes, and that sometimes rewards will be different depending on what class you are. Also note that most quest items automatically "drop" into your inventory when you kill something that's part of your quest. It doesn't matter what level the monster is. Some quests however, must be done in a certain level range or when you kill the monster, it will be too low to you and won't drop the quest piece.

Albion Quests:

Abolishment of Sacrifice

Cleric/paladin

Level: 15

Quest giver: Lady Triss in Camelot Church

Task: Talk to Lady Triss, and she will send you to go see Belef in Humberton. He will tell you to go see the guards at the twin towers past the bridge to the north. The guards will tell you to go find and kill Harish. Go to the northeast to the stone circle with lots of Fidiths around it, Harish should be there. When you kill Harish, it will immediately spawn a "shade of Harish", which will attack you. Kill it and return to Belef. He will give you a tithe. Bring the tithe back to Lady Triss.

Reward: Redoubled Leggings

Bandit Camp

Level: 11-14

Quest giver: Sir Kenley in Camelot near The Stone Inn

Task: Talk to Sir Kenley and get a note to Cledduf. Find the bandit camp with Cleddyf. He should be near the tower at the crossroads past Prydwyn keep. Kill a "Bandit Messenger" while Cleddyf is not near the camp. Put on the Messenger's tunic and bring the note to Cleddyf. Take off the tunic and bring his reply note to Sir Kenley. Go back to the bandit camp and wait until midnight to attack Cleddyf. Take Cleddyf's head back to Sir Kenley. Give him the tunic as well.

Reward: Barker 1-hand slash sword.

Bandits' Ears

Level: 6-8

Quest giver: Hunter Derwyn in guard tower near Prydwen

Task: Kill bandits in the area near Hunter Derwyn, loot their ears and give them to Hunter Derwyn. He will give you a writ for each ear which he tells you to give to Sir Dorian outside Cotswold

Reward: for each writ you will receive a medallion of merit, which sells for 55 copper.

Barbaric Tales

Level: 15

Quest giver: Lady Nimue in Avalon Marsh

Task: Lady Numue will send you to see Sir Verin in Swanson Keep - he's just outside. He'll tell you to kill two goblins named Grilk and Ulfwag. Ulfwag, is at the goblin fort near Snowdonia Station. Kill him and get his piece of the tome. Grilk is inside the ruined house with goblins all around it, near the twin guard towers on the north side of the white bridge. Kill him and take the second half of the tome. Go bacj and give Sir Verin the two halves.

Reward: 10 silver

Barnett's Shield

Level: 13

Quest giver: Sir Gleran in Humberton Keep

Task: Talk to Sir Gleran, and head up to Swanson Keep, past Snowdonia Station. To the south are large boulderlings up on the mountain. Kill these until you get both halves of the shield. Mootang is at the goblin fort to the west of Snowdonia Station. You might need to bring a group to get him. Kill him and loot his head. Give his head and shield pieces to Sir Gleran.

Reward: Jagged Axe and 4 silver

Bedelia's Grief

Level: 14-15

Quest giver: Bedelia in Camelot

Task: Talk to Bedelia and get the portrait from her and head to Humberton. Talk to Sir Gleran in the keep and give him the portrait when he asks for proof. Take the bag he gives you back to Bedelia. Give the bag to Bedelia. Go find King Smugluk. He's in the Goblin Fort near Snowdonia Station. Kill him and loot his head. Take the head back to Bedelia.

Reward: Bloody Short Sword and 5 silver

Bishop Burhoff's Curse

Level: 17

Quest giver: Brother Lensar in Camelot Church

Task: Talk to Brother Lensar and head to Avalon Marsh. Follow the road till you see a ruined church surrounded by ghostly knights on your right. Find and kill Bishop Burhoff and loot his skull. Go back to Brother Lensar and give the skull to spawn Burhoff. Talk to him and go to Snowdonia, past Swanton Keep. In the canyon a bit north, you will find the monsters you need. They're around level 25, so bring a group. Get that fang and go back to Camelot church and give the skull to Brother Lensar again and then give the fang to Burhoff.

Reward: Magical War Hammer

Church Aid

Cleric/paladin

Level: 7

Quest giver: Lady Triss/Lady Winchell in Camelot

Task: Talk to either Lady Triss or Lady Winchell and they'll send you to Captain Ryder in Camelot. Talk to him and head to Cotswold to talk to Cemmeth Budgwold. After talking to him, cross the bridge and go south along river. You will find draklings and water spirits. Kill 3 of them and return to Cemmeth Budgwold.

Reward: clerics get - Ring of Rejuvenation paladins get - Blessed pendant

Cleric Mulgrut's Son

Level: 5

Quest giver:

Task: Talk to Hugh Gallen in Prydwen Keep. He will send you to kill Cleric Mulgrut. Head west from the keep and you will find the cleric. Kill him and return to Hugh Gallen.

Reward: Belt of animation

Contyth's Hammer

Level: 17

Quest giver: Contyth the apprentice smith in Humberton

Task: Talk to Contyth and get the letter for Calya. Head to Campacorentin, find Calya in Caer Ulfwych, and give her the letter. Head to Cornwall, and locate the spirit of Brother Jarrel within the ruined church there. Now find and kill Kearcs, a named marsh scrag northwest of Caer Witrin. Head back to Calya in Caer Ulfwych and talk to her and get the item. Return to Contyth and give him the items in order he asks for.

Reward: Breaker Hammer

Cullen's Captured Cargo

Level: 5-11

Quest giver: Cullen Smyth in Cotswold

Task: You need to kill Sephucoth, an undead pirate lookin thing. To get to Sephucoth from Cotswold, run across the bridge to Camelot, turn left, and follow the coast. You'll see a sunken ship on the side of the river, and this is where Sephucoth appears. River sprites are his placeholder if he's not up. Kill him and loot the apple brandy he drops and give it to Cullen
Reward: gold nugget. Sell it to vendor for cash. This quest can be done over and over.

Dragon Ant Charm

Level: 10

Quest giver: Ember in Snowdonia Station

Task: Talk to Ember and then follow the path towards Snowdonia. Turn left off the path a bit and go up the hill, you'll find a dragon ant nest there. Kill ants until the queen spawns and then kill her. Take the Larvae and give it to Ember.

Reward: Dragon Ant Charm

Druid Medicine

Level: 18

Quest giver: Landon Huntington in Salisbury tower.

Task: Talk to Landon, and he will ask you to retrieve the medicine totem he needed for his ill son that was stolen by some druids. Go east until you come to a pack of trees. Kill the druid seer and the fidith there and bring the medicine totem back to Landon.

Reward: 13 silver

Dunan's bear tooth

Level: 10

Quest giver: Dunan in Ludlow

Task: Some Talk to Dunan and he tells you a thief named Gundron stole an important bear tooth. Head up that hill and you will come upon a bandit camp. Gundron roams with a bullyboy and an Highwayman. Kill him and return the tooth to Dunan.

Reward: Bear Tooth Charm

Father Hugrath

Level: 7

Quest giver: Town crier in Cotsworth Village

Task: Talk with the Crier in Cotsworth, he will ask you to seek out Frip. Frip can be found near the bridge east of Prydwen castle. Talk to him and he will ask you to find his father. His father is located in the broken tower east of the Daemon Ruins. Hugrath is roughly 10th level and is surrounded by lower level undead.

Kill Hugrath and receive a QuickSilver Bracer. Return to Frip and tell him his father loves him to complete the quest.

Reward: Quick Silver Bracer

Flint Weapons

Level: 3-7

Quest giver: Stonemason in Cotswold or Ludlow

Talk to the Stonemason in either Cotswold or Ludlow. They will give you various flint weapons depending on which type of flint stone you give them (round – club, flat – knife, thin – dirk). These flints drop off nearby sprites, imps and spiggarns. These flints can be turned in over and over for flint weapons.

Reward: either flint club, knife or dirk

Fortune of Few

Level: 12

Quest giver: Captain Prahlion, in Avalon Marsh

Task: Talk to Captain Prahlion and he will give you 11 silver and copper to purchase 5 Bronze war Mattocks. Buy some and give him the Mattocks. He tell you to deliver food supplies to Sargeant Grum near the bridge to Salisbury.

Deliver the food and he will then thank you and ask you to report back to Master Graent for your reward.

Reward: Embossed Crossbow.

Guarding the Stone

Level: 11

Quest giver: Sir Jerem in Prydwen Keep

Task: Talk to Sir Jerem in Prydwen to get the quest, and go through the entire story. He'll send you to Salisbury to find Squire Graide. You'll find Graide in Salisbury guarding a rock. To get there, head down the road past South Downs and the guard tower, but angle to the right when it leaves the hills and follow the sone border at the bottom of the hill towards Campacorentin. You'll find Graid at the rock, talk to him, and wait for Ghostwalker's Apprentice to come - kill him, you'll get the Apprentice's Pack. Talk to Graid again, and give him the pack when he asks for proof. You'll be awarded a good amount of experience - then be asked to go back to Sir Jerem in Prydwen.

Talk to Sir Jerem and he'll ask for your proof.

Reward: Apprentice Cloak and 2 silver

Heart of Sephucoth

Level: 7

Quest giver: Eowyn Astos in Cotswold

Task: Speak to Eowyn in Cotswold to get this quest, then head across the bridge to Camelot and follow the far side of the river towards Prydwen. After a short run you'll see a sunken ship on the bank - this is where Sephucoth appears. Kill Sephucoth and loot his his heart, which you then return to Eowyn - she'll send you out to fetch another item, a polished bone from a large skeleton. The the large skeletons are around the ruins near the bridge to Salisbury. Kill them until they drop the polished bone. Return the bone to Eowyn.

Reward: Fiery Crystal Pendant

Hunt for Slith

Level: 4

Quest Giver: Commander Burcrif at the North Camelot Gates

Task: Speak to Commander Burcrif at level 4 to get the quest, he's standing to the left of the outer gate at the North Camelot Gates. Head to the east in the small field between the gates and the hill, where all the level 1 monsters spawn. You'll see a lot of small red snakes called slith broodlings. If you don't see Slith, begin killing these until he appears, they should only take a few hits. At level 4, Slith is usually blue, but be careful - the second you attack him every slith broodling in the area will attack you. Once Slith dies, you'll find the ring in your pack.

Reward: Slith's ring

Ivy Weave Gloves

Cleric/paladins

Level: 18

Quest giver: Brother Onoloth in Ardibald's retreat

Task: Get the quest, go to cornwall station (take right outside ardibald's retreat, cross bridge and follow the road). Bind in cornwall station and go a bit on right of the road. You will find the ruins of a church. Brother Jarrel comes here at night. Kill him (not a rael challenge) and go back to Brother Onoloth. He will thank you and ask you to go get a piece of ebony fellwood and to kill the green witch. Head to Camp forest and Salisbury border. Just before the border, a bit right of the road, you will find ebony fellwoods (easy kills). Once done, head back towards Caer Ulrwydh and from there, go straight east. You will end in the druid area, with lots druids and large bloated spiders. The green witch is near a place with standing stones in this

area. Kill her and go back to Ardibald's retreat.
Give the pieces to Brother Onoloth.
Reward: Ivy Weave gloves.

Lady Leana

Level: 8

Quest giver: Sir Quait in Prydwen keep

Task: Sir Quait at Prydwen keep asks for assistance with solving Nob's problems. Visiting Nob he informs you of a Faerie named Lady Leana that is at the small lake North of the stables. Talk to Lady Leana and she claims the lake for herself. Slay Lady Leana and visit Nob to complete the quest.

Reward: Silver Chain Necklace

List of Denial

Level: 11

Quest giver: Lady Triss in Camelot

Task: Talk to Lady Triss, then go to castle sauvage, the guards are left of the road, just before the tower near the sauvage keep. The priest is level 11 and the guards level 9/10. One will drop the bracer of the stoic defenders (+CON/hits) and the other will drop the map of camelot's defenders. Bring the map back to Lady Triss, she will thank you and ask you to give the map back to Scribe Veral. He can be found in the palace, in the building just next Merlin's tower.

Reward: Bracer of the Stoic Defender and 10 silver

Lord Aryon's Box

Level: 17

Quest giver: Sister Elaydith in Camelot

Task: Talk to Sister Elaydith. Then slay Halena Edulan, who can be found in the tomb raider camp in Salisbury Plains. To find the camp, head to the guard tower where Salisbury meets Campacorentin Forest, and head east across the plains. Halena is standing under the tent directly in front of the smithy. Then head to Avalon, where you need to kill Dark Lord Aryon. Return to Sister Elaydith in the Camelot cathedral and give her the scroll - she'll then ask for the key.

Reward: Lifetaker

Niea's Missing Brother

Level: 10

Quest giver: Niea in Humberton Keep

Task: Talk to Niea until she gives you the pouch of money. Then it's a long run towards Salisbury to find Gwulin. Speak to Gwulin, and he'll ask you to give him some money. Prepare yourself before handing him the pouch, because he'll immediately attack. Once you slay him, you'll receive Roan's broken flute. Head to South Downs, the small merchant area on the side of the road in Salisbury, and speak with Stable boy Andryn. Give him the flute when he asks for proof, and you'll get experience and the quest will end.

Completing this quest will allow you to do Sir Gleran's Lost Necklace quest.

Reward: ability to do another quest

Oaken Boots

Level: 15

Quest giver: Cayla in Caer Ulfwhych

Task: Talk to Cayla and she will send you in search of some magic bark from an Oaken Knight. The Knight is at the Camp at the forest edge, north of the road with many oak men. Then you seek out her brother in Humberton Village. He speaks of nails needd to mold your boots. Find the Ghost Miners (only up at night) in the northern hills past Snowdonia Station but before Swanton Keep. Take the Iron Shavings from the ghost miners back to Cayla's father (Mathien) in Snowdonia Station, and he will make them into nails.

Mathien will also give you a note. Take all 3 items (Oaken Bark, Iron Nails, and Note) to the Guards' Armorer in Swanton Keep for your reward.
Reward: Oaken Boots

Sals' Jar

Level: 5

Quest giver: Sals Pew in Ludlow

Task: Talk to Sals Pew in Ludlow to get the quest, then head north to the top of the hill outside of town. You'll find Aldous Wynedd around a campfire, usually next to Bouditha Wynedd, with Gundron McCrory patrolling - this makes the quest a tad more difficult than you'd expect. Kill Aldous, bring the jar back to Sals.

Reward: 5 silver

Search for Sil

Level: 7

Quest giver: Nob the Stableboy outside Cotswold

Task: Get the quest from Nob, then seek out Sir Dorian at the guard tower across the road. He's standing right out front. Talk to him, and say "Sil" Dorian will tell you Sil headed towards the statue in the ground, which you can find behind the zombie farm just outside Prydwen. Look around and you'll find Ygwyth Gyrg, a large green spriggarn - he wanders a bit in that area, so search the hill and the plains around it. Kill Gyrg - he'll probably be too tough for a level 7 alone, but a small group should be able to finish him off fairly easily. You'll get Gyrg's Cloak in your pack. Now head back to Sil and tell him that his friend is dead.
Reward: Gyrg's Cloak

Siom's Staff

Level: 15

Quest giver: Siom Felanis in Humberton

Task: Siom will ask you to get an item for her. Whatever the item is, you'll have to seek out that monster and slay them for it. Then return to Siom. Give her the item and you'll be rewarded with experience, and you'll get the next step - a run up to Snowdonia Station to kill the goblin Mystic Ulfwag. He can be found inside the goblin fort along with King Smugluk. When you kill him, you'll get his spine, which you need to return to Siom. Talk to Siom, then hand her the spine
Reward: Charred Bone Staff and 4 silver

Sir Gleran's Lost Necklace

Level: 10

Quest giver: Stable boy Andryn in South Downs

Task: Get this quest after [Niea's Missing Brother](#), and you'll be sent to slay the druid leader behind South Downs. The leader is Kedalinde Teanidd. The filidh's are *right* behind South Downs. You may have to kill a number of them before Kedalinde appears. Once she appears, she may join in if you attack any of the lesser druids, so watch out. Once she's slain, you'll get the golden necklace - and another looong run to Humberton to return it to Sir Gleran in Humberton Keep. Give him the golden necklace.

Reward: Garnet Belt.

Slythcur Cloak

Level: 13

Quest giver: Anga Weaver in Adribard's Retreat

Task: Talk to Anga and get the quest, and then start the long run to Salisbury Plains. In Salisbury, head to the guard tower near the West Downs and start killing the carrion drakes that live nearby. It might take up to a dozen kills to get the items you need, but it shouldn't much of a challenge to do it. Now you have to find Slythcur to get her hide.

Slythcur appears in the same place the Carriorn drakes spawn, but also likes to travel up and down the plains, next to the hill where they spawn on the opposite side from the road. Track her down and get her hide, and you'll have all the pieces for the cloak. Now you get to run back to Avalon marsh, and give the items to Anga.

Reward: Slythcur Cloak

Snake Charm Pendant

Level: any

Quest giver: Town crier in Camp Station

Task: Town crier will send you to see Olust, talk to him, then run northeast of the building and kill Omgarth and return to Olust.

Reward: Snake Charm Pendant

Staff of Life

Level: 11

Quest giver: Llewellyn Camber behind Prydwen Keep

Task: Talk to Llewellyn at level 11 to get the quest, and he'll ask you to slay Aithe Con. Swim across the river where he is, and angle to the left slightly until you get to a hill covered with druids. Aithe Con is at the top of the hill, try to take out some of the druids individually first, or Aithe will call them all to assist. When Aithe dies, you'll get her head - take this back to Llewellyn.

Reward: Staff of life

Supplies for Lillian

Level: 14

Quest giver: Beria the apprentice smith in West Downs

Task: Talk to Beria to get the quest, and she'll name off three items she needs. The first two are in Avalon marsh, and the third is in Campacorentin Forest. You have to get them in order though, so Avalon comes first, and you'll get the last item on the return trip. First up, marsh clay from Scaek in Avalon Marsh. You'll find him to the southwest of Adribard's Retreat in some crumbled towers, and he'll probably be blue. Kill him and get the clay. Now you have to find a mud golem, and slay that. If you follow the road through Avalon Marsh until you pass the ruined church (look for a lot of ghostly squires and knights) you'll find them off to the left near a lake full of ruined pillars. You may need help on this step, especially if you can't attack at a range. Finally, the Ebony Fellwoods, which can be found in Campacorentin Forest. Follow the path towards Salisbury Plains from Caer Ullwych, and keep a bit off the path to the right. Eventually you'll see a hill with the very large walking trees - ebony and ashen fellwoods, as well as the Elder Fellwood. The problem here is that they're almost always grouped, and if you can't find a lone ebony to pull, you're definitely going to need a group for this. But once you slay one, you get the bundle of sticks. Now, back to Downs, and give Beria the items.

Reward: Blackened Hammer

The Growling Ghost

Level: 13

Quest giver: Sergeant Alain at the Prydwen Keep Bridge

Task: Sergeant Alain is on the South side of Prydwen Keep Bridge. He sends you in search of the Growling Ghost to get rid of his presense in Campacorentin Forest. The Growler wanders just north and south of the road at the edge of the forest. He is neutral and if you speak to him he will give you a subquest. If you kill him, he will drop his skull. Take the skull back to Sergeant Alain.

Reward: The Growler

The Hunt for Arachneida

Level: 15

Quest giver: Kealan at Campacorentin Station

Task: Get the quest, and head to Caer Ulfwych - you'll find the spiders a bit to the south of the fort, roaming about the hills. Kill a few of the normal spiders to gather the regular items you need, and then you'll have to take on Arachneida. Once you finish off the spiders and Arachneida, return to Kealan and hand them over.

Reward: 4 silver and either Spider Emblazoned Tunic (leather) or ringed spider chitin tunic (chain).

The Lost Courier

Level: 13

Quest giver: Sister on 2nd floor of Church in Camelot

Task: Talk to Sister on the second floor of the Church to receive quest. Head to Bandit Tower and head forward-right mostly right facing the ants. Run into the confusing named bandit and kill him, get the box and head to Camp Forest. Here you need to run to Caer Ulfwych and on the 3rd druid grove (looks like a bunch of trees that look like V's) to the left, you'll find a confusingly named woman who holds Dustan hostage. Kill her, but beware, she respawns quickly. Finish the dialogue with Dustan and give him the key and box. Head to Arbidald's Retreat and give Brother Onoloth the pendant Dustan gave you.

Reward: Splitter

The Stolen Scrolls

Level: 15

Quest giver: Vadri Pade in the Magic shop of Camelot

Task: Get the quest from Vadri and go to Caer Ulfwych in campadoccian forest. Once there, start heading towards Avalon Marsh but, at first turn of the road, keep going into the forest. You will soon see a druidish circle of trees. There's 3 or 4 around here, one with Elithralia Nodell. Once you get the blue scroll, it's time to head back to Salisbury plains. Go all the way back to the empty tower (the one with the drakes nest just close to it). Across the road, you will find a pack of trees with some Nymphs. Veviel is there and your Green scroll is too.

Now, the pixie queen. Remember where Elithralia Nodell was? The pixie queen is a bit more towards Avalon Marsh, in a circle of trees also. It can be seen from the road on your left when heading to the Marsh.

Get the purple scroll and give them both to Vadri Pade.

Reward: Vine Pendant

The Waleden's Pendant

Level: 18

Quest giver: Fianya Waleden in Caer Ulfwych

Task: Fianya wants items from giant leapers and granddaddy longlegs. Giant leapers can be found in Avalon Marsh, past the stoney bridge. - Granddaddy longlegs is near the druids and Green Witch area. He hangs with large bloated spiders. Return the items to Fianya.

Reward: Chitin mail

Wolf Pelt Cloak

Level: 1

Quest giver: Steward Willie in Humberton Keep

Task: Talk to Steward Willie. Leave the village and hunt down a wolf pup. You'll find them right outside near the road to Camelot. After killing the wolf, take the pelt back to Steward Willie, and you'll receive a Wolf Head Token. Take this over the hill to Seamstress Lynnet in Ludlow, and she'll make you the Wolf Pelt Cloak.

Reward: Wolf Pelt Cloak

Hibernia Quests

Balm Hunt

Level: 2

Quest giver: Kaley in Howth

Task: Kill 2 spraggon and collect their hairs. Kill a small walking rock for rock head or a bodachan Sabhaill for spirit essence. You need to kill the spraggon first, or the quest doesn't trigger when you kill the walking rock or bodachan Sabhaill. Bring ingredients to Fyrsil, the healer of Ardagh, north of Howth

Reward: 2 silver

Clik's Raids

Level: 9

Quest giver: Caitriona in Ardagh

Task: There have been numerous raids lately in Ardagh by a rogue band of Water Beetles led by Clik. He steals jewelry and other items from the citizens of this fair town. One such person is Caitriona, who had her ruby ring, amethyst necklace, and emerald earrings stolen from her. She's grown tired of the raids, and wants to do something about it, but can't leave her town of Ardagh. You are enlisted to go hunt down the Water Beetles near Mag Mel, and retrieve her stolen goods, and take out Clik for good! Any water beetle will do in this case, except for Clik itself...as long as it's a water beetle and not a collector you'll get the jewelry back. Simply run up the coast and kill any water beetle in sight you think you can take. After you've done that, you need to find Clik. He hides out in the waters near Mag Mel, so you have to swim out there and find him. He is around level 10 or 11, so be careful when you fight him. Don't fight him in the water unless you have to. He'll call his minions over to help him out and start attacking you as well. When he dies, you'll get Clik's Carapace. Take the necklace, ring, earrings and Clik's Carapace back to Caitriona in Ardagh for your reward.

Reward: Clik's Chitin Shield

Cristin's Supplies

Level: 7

Quest giver: Cristin in Connacht Outpost

Task: Cristin has to watch the shop and can't go get supplies needed for her brother to make and repair armor. She asks you to collect 3 things for her: Hill toad warts, Water beetle wings, and a Spraggonite hide. The best place to find the beetles and toads are the hills just outside of Mag Mell. Take them out and the items pop up in your inventory as well as their usual drops. The Spraggonites are just to the south of Tir Na Nog in a little clearing with some rocks. Once you collect all three items, give them to Cristin.

Reward: 3 silver

Enchanted Bandit Hunt

Level: 4

Quest giver: Kaley the Guardian trainer in Howth

Task: Talk to Kaley, and then go find and kill Seireadan. He can be found west of Howth over the hills, in the valley with lots of bodachan sabhaill. Kill him and return the dagger he drops to Anra in Howth.

Reward: Ring of Crossed Sword

Evan's Notes

Level: 3

Quest giver: Evan in Ardee

Task: Evan needs some help delivering a letter to his lady love in Mag Mell. Poor gal, seems her parents are interfering with true love. She's so happy to receive the letter, she'll pay you nicely. And if you return a letter to Evan from her, he pays you well too.

Reward: 8 silver

Gormghlaith's Tea

Level: 7

Quest giver: Garnack in Ardee

Task: talk to Garnack and he sends you to kill a Luricaduane in the Silvermine Mountains. The easiest place to find them is across the river from Howth near the rock bridge. Any level will do as long as you can get one alone...they can gang up. After you get the teapot, go back to Howth, and Gormghlaith is outside the walls. Talk to her and she'll ask you to go get two more items so she can make tea. She requires Blackthorn leaves, and LoughWolf whiskers from Lough Derg. The best place to find these is near a water hole behind Tir Na Mbeo. Once you've collected those two items, run all the way back to Howth and turn them in to Gormghlaith.

Reward: 4 silver

Lochlain's Curse

Level: 11

Quest giver: Lochlain in Ardagh

Task: Lochlain was running his mouth in a bar and deriding Lurikeens. One particular Lurikeen got made and put a curse on him changing him into one. he is asking you for assistance in rounding up the items he requires to break the curse. If you take a swim from Aragth east across the lake to the opposite shore you can cut your trip time way down. Keep heading east and you will run across the Baraca you need right as you enter the Valley of Bri Leith. Retrace your steps back to the island in the middle of the lake and grab the broken mirror then back to Aragth and head north for the Siabra knife.

Reward: 10 silver

Misdelivered Letter

Level: 2

Quest giver: Edernola in Connla

Task: Edernola asks you to find the rightful owner of this letter. Follow your quest journal, and after giving the letter to the appropriate person, you'll gain experience.

Reward: experience

Sad Fomorie

Level: 8

Quest giver: Reeni in Ardagh

Task: Talk to Reeni in Ardagh. She'll tell you to go find the fomorie and find out what's going on. Go up the hill just to the south of the village, and you'll see the big guy. His name is Glom. Just hail him and he'll tell you his toy was stolen by Stinky and wants it back. Go find Stinky and take him out. When he dies you get Glom's toy. Take the toy back to Glom, and he'll be elated. He'll give you a fruit basket to give to Reeni. Take that back to Reeni.

Reward: 10 silver

Track and Seek

Level: 4

Quest giver: Damhnait in Howth

Task: talk to Damhnait in Howth. Wait for 2nd elven female Tracker to join the original just west of and outside of Argadh. /follow the 2nd Tracker. both the wait for the Tracker to show up and the /following itself will be a while. The Tracker will stop and talk to Merle the Old. give him the jewel you get from

Damhnait. he tells you that Blaieseach thinks the Unnamed One is close to finding the Moonstone. he tells you to inform the Nightshade Leachlainn. Inform Leachlainn in Ardagh by saying "the unnamed one is close".

Reward: Ring of Masked Faces

Wandering Spirit/Dying Wish

Druid

Level: 7

Quest giver: Daray in Tir Na Nog

Task: Speak to Daray who refers you to Ciar in Connla. Speak to her first. She mentions a "guardian" and his location. Across the estuary by dead oaks. Only there at night. The guardian is Lucan. Speak to Lucan and he tells you that Ciar is lying and he requests that you kill her. Once you kill her and receive the willow branch you take it to Torrance the Druid Trainer at the Tower across the river from Connla proper.

Reward: Jewel of the Forest

Midgard Quests

A Deed of Old

Level: 7

Quest giver: Aleaniver in Audliten

Task: Aleaniver asks you to kill Morra. Morra spawns with 1-3 sveawolf mother's near the shipwreck on the cost near the path east of Audliten and wanders around the snowy area in that vicinity. She is approx level 6.

Reward: class dependant

Covet Wiley

Level: 12

Quest giver: Aesirdia in Dvalin

Task: Aesirdia, the shield vendor of Dvalin will tell you how a thief named Olag came every night to steal the merchandise. Kill this thief. Olag can be found just a couple steps away from Aesirdia heading east. He waits at night along the water. He is level 12 but not too hard for a lone hunter. After killing him, return to Aesirdia.

Reward: +6 dex ring

Defeat the Hobgoblin Anklebiter

Level: 8

Quest giver: Carr, a Hobgoblin near Mularn

Task: Carr is by a treestump outside Mularn by the path. He asks you to kill Anklebiter and return Smyga's Orders. Anklebiter (lvl 7) and Smyga (lvl 9) can be found in the hobgoblin camp just southwest of the guard tower outside Haggerfell. Smyga himself is for another quest.

Reward: 10 silver, Smyga's helm

Ghoul Hair Belt

Level: 5

Quest giver: Lefur of Audliten

Task: Lefur asks you to kill a ghoul and bring him some hair. The wayward ghoul spawns north of audliten, across the water, on the path just before you get to the forest going west. He is about level 4 and walks very slowly. He only spawns at night, usually around 22h.
Reward: Ghoul Hair Belt

Hole of the Dead

Level: 6

Quest giver: Frimeth Vasudheim

Task: Frimeth tells you that he needs the dust of the skeleton, so you must go kill a dwarven bones skeleton. The skeletons are located in a large hole after dark just past the crossroads of Mularn and Vasudheim. Follow the road past the crossroads towards Audliten, and on the left side you'll see the hole, and the skeletons will be waiting. Simply kill one and bring the dust back to Frimeth

Reward: Soft Gloves of the Eternal

Hunt for Dorga

Level: 11

Quest giver: Hauk, in Vasudheim

Task: Hauk the Hunter trainer of Vasudheim asked me to help a friend of his when I came for my monthly training. Always glad to help fellow hunters, I urged him to continue. "Seek my good friend the Trapper Jora in Audliten, and help her in any way you can. Tell her I sent you." Go talk to Jora and she will tell you to find and kill Dorga. Find Dorga outside Audliten near the envy drakelings and return to Jora.

Reward: Bowman Gloves and 4 silver

Hunt Wiley:

Level: 11

Quest giver: Hurg in Huginfell

Task: Hurg wants you to find and kill the thief, Wiley. To find wiley, Go behind Hurg till the lake and take right (east) along coast till the first tree. Wiley comes here at night only. He's about level 10 or 11. Kill him, get the boots and go back to Hurg.

Reward: Wiley's Boots

Hunting Party

Level: 13

Quest giver: Bork in Huginfell

Task: Bork, after some time between each hunt, will give you something to kill. Just go around the village and kill it then go back to him.

Reward: usually around 10-15 silver

Lover's Circle

Level: 15

Quest giver: Sugnhild in Huginfell

Task: Sugnhild told me a story about her lost love. She went to get him but found a spirit with followers saying "Swift as you may be you will never catch me". She was knocked out and lost her ring to a spirit named Swift. Go to Audliten fort and go west from there till you see the gates on your right. During the day, there is a bunch of spirits near the gates. Swift is level 17 and can usually be found at sunrise. Return to Sugnhild.

Reward: Swift drops Ring of Illbane (good resist ring) or you can turn it in for exp and 40 silver to Sugnhild

Protect Hugginfel

Level: 18

Quest giver: Gudlor in Huginfell

Task: Get the quest from Gudlor to find and kill Aki. Head east along the road, past the kobold camp only stopping when you see a blodfelag village near a lake. Aki is in the left house in the village, near the lake. Once there, it's up to you and your team. There are about 3 blodfelag in the house, 3 wandering around and 2 guarding up front. They can be killed by 2 or 3 usually. Careful with Aki, he can cast some nasty spells if you give him time!

Reward: VERY nice helm – Helm of Aki

Reach the Shadow

Level: 15

Quest giver: Aylarn in Huginfell

Task:

Get the quest from Aylarn to kill the wandering spirit, Uglá. Head west till you reach the Dreng camp and go around it a bit. On the west side of it, pretty close down of the camp, you will find Uglá wandering around. He only comes at night. He is level 15 and alone.

Reward: Driftspirit Cloak

Simple Misgivings

Level: 8

Quest Giver: Hilde in Haggerfell

Task: Hilde wants you to find his old apprentice, Quirk. Exit Haggerfell and go west. Keep the mountain on your close right and ignore the first canyon leading to Vendu camp. Keep going till you find a lake on your right and a Vudu camp close to it. Go northwest a bit and you will find 2 huldu camps close by.

Quirk is in a tent in the first camp. He is level 7 or 8 and will attack you even if others Huldu are neutral

Reward: 5 silver

Svartmoln's Appetite

Level: 5

Quest giver: Kyba in Vasudheim

Task: Talk to Kyba and she will ask you to kill Svartmoln and return to her with it's hair. Svartmoln is a bear that lives just passed the bridge to Jordheim on the left. He spawns every 10 mins or so during day and walk slowly to guards across the river so you need to be quick. Give the fur to Kyba.

Reward: Bear Hide Boots.

Sveabone Hilt Sword

Level: 1-5

Quest giver: Gridash in Vasudheim

Task: Buy a bronze short sword from the merchant at the armoury, then go kill sveawolf cubs near town until they drop a tooth. Take the bronze sword and the tooth it gives you back to Gridash.

Reward: Sveabone Hilt Sword

Tomte Tunic

Level: 5

Quest giver: Gwaell in Audliten

Task: Gwaell tells you that you do not have a Tomte Tunic that she can make for you. She requires 3 tomte Bracers to make it though. Tomte's can be found near the town, and are very aggressive. Loot three bracers from them.

Reward: Tomte Tunic. This quest can be done over and over as long as the tomtes are still green to you.

Tric's Lost List

Level: 2-5

Quest giver: Tric in Vasudheim

Task: Talk to Tric in Vasudheim to get the quest, then follow the path out of town to the T. Turn left at the T, Gib and his small band of followers (1-3 goblins and a dog) spawn a little ways up the snowy hill on the right side of the path. Kill him and bring the spellbook back to Tric.

Reward: couple silver

III. Leveling

Dark Age of Camelot is highly focused around group leveling. While the soloer will make better money sometimes soloing, they will be quickly left behind in the experience curve. If you are a powerleveler and want to raise levels very quickly, you will want to seek out constant grouping at all costs. If you like soloing, you're going to be very disappointed with this game, as it is very slow experience and at higher levels has large amounts of downtime.

Also, don't forget about your quests. While quests often have you running around all over the place, they usually give a decent magic item, as well as a very large chunk of experience. Realistically, doing quests can produce about $\frac{1}{4}$ of your experience per level if you do them all. So it's really quite a win win situation.

I haven't quite figured out the formula for how much experience you need per level, but I'll supply some numbers for you all to get an idea on what you'll be looking at. These numbers are very accurate, as I spent a lot of time calculating them (which at high levels is very lengthy).

Level 1 – 50 exp

Level 2 – 200 exp

Level 3 – 600 exp

Level 4 – 1600 exp

...

Level 21 - ~ 12,750,000 exp

Level 22 - ~ 22,000,000 exp

What's great about this game is the wide level range of groups. If your friends fall behind, simply group up with them, and they will quickly catch up. For example, if your group consists of 5 level 20 people, and you friend is level 14, group up with them. They will probably hit 15, 16 and 17 before anyone hits 21.

This is a great way to powerlevel others, and can be done with just one person. If you wanted to powerlevel someone, simply group with them. Then start soloing while they sit there. They won't be able to do much damage to the monster if it's a lot higher than they are. Spells will be resisted and they will constantly "whiff" when they try to attack it with a weapon, so it's better for them to just stay put so they don't get killed. You just kill green MOBs to you, and your low-level friend will rake up the exp.

There is a max amount of experience you can get for any kill, but people will literally FLY through levels if they are grouped with someone much higher than them who is just killing monsters that are green to them. The lower level person will be getting max experience with every kill, which is better than even grouping with people their own level. If you have two computers and two accounts, you can do this on your own if you have a high level character already. ☺

Right now, I have only played to high level in the Realm of Midgard, and thus can only give leveling information for that Realm as of right now. Be assured though that we have myself and others working hard in other Realms to provide you updates for any Realm you choose. Also, feel free to email me any strategies you might have used and think would benefit the guide (khalidorr@powerleveling.com).

Midgard leveling guide:

To start off with, spend the first few levels around your city of origin. Talk to your trainer every level, as well as all the NPCs in the area and try to get as many quests as you can find. This will both give you some easy experience, a couple decent items, and a little cash flow, as well as getting you used to the quest system setup. Also, keep in mind that you will want to do as many quests as possible, because later and better quests often require that you have completed earlier quests.

Once you hit level 4, you should get any and all ideas of soloing out of your head if you want to level as quickly as possible. It's a really good idea to find people in the newbie areas and group up with them. When you have an established group, you can wander out a bit to some more difficult and exciting areas.

Levels 4-6

Generally speaking, if you head out a ways from any town, the monsters will gradually become more difficult. It's not too hard to find a nice camp of monsters that your group can handle (a small group around level 4-6 can take out orange MOBs pretty efficiently).

It is my personal opinion, that you should make your way to Audliten at this level. You will be putting yourself pretty much in the middle of the world, and will reduce the travelling time when you need to move to harder areas. If you head south past Audliten (bind there by typing /bind next to the big bindstone), you will be ready to rock and roll. Make sure you have some friends with you, and head down the path towards Dvalin. Be careful for wandering Tomtes, as they are extremely aggressive, and have scouts that will find you and run away and bring back its buddies.

You'll see a wooden tower on your right, a bit down the road. You should be able to handle the Tomte thugs here, as well as some of the dirges roaming around. Make sure to /con the dirges though, as there are different kinds, some around level 6, and some around level 12. Also, if you keep going down the road you were on, it will make a sharp right. Instead of taking the right, continue forward off the path. The water will be on your left and you'll see crabs along the shore. These crabs are nice experience for this level.

Level 7-10

While you're in the area, you have a few options. If you head back towards Audliten, there are many camps of Tomtes that are nice experience and loot for that level. Remember that the Tomtes BAF (bring a friend), and if you're not careful, you can have a whole camp of them on you.

Remember the sharp right turn mentioned earlier on the path passed the tower? Well, if you follow the way the path takes you, you will come to small stone fortress on your left. This fortress is full of Tomtes. Be careful here pulling as well, as you will get 3 or 4 Tomtes with every pull. There's also a named Tomte that wanders by every 7 minutes or so on the path.

Level 9-12

Just down past the Tomte fort is an area with silverscale drakes. These drakes start off neutral to you, but as soon as anyone in your group attacks one, everyone will be KOS (kill on sight) to them. They are very fast

(faster than sprint) and will bring a friend when pulled. These guys are amazing experience, you just have to be careful and have a well balanced group, with good aggro control.

You might also want to take the journey to Myrkwood at this point. It's a long run, but you will end up there for quite a few levels anyhow, and should get to know the area well. When you follow the path and get to Galplan, you will want to bind there. If you look out over the water, you will see a tower there. That tower is generally referred to as the warg tower, since it's in an area full of wargs. Your group has quite a few options. You can kill the wargs and various spirits and undead in the area around the warg

tower. If you follow the path left from the tower and passed the road on your right, about 400 feet down the path, take a right off the path.

You will now be in an area with some Svartov hunters and some Mira dancers. Make your camp near the tree with the Svartov hunter, in front of the hill with the Mira's on it. You'll want to have someone carefully range pull the Mira's. It's possible to pull them 1 at a time, but you have to make sure there aren't other Miras in close proximity, or they'll come as well. You might want to have one of your group members the designated mezmerizer or rooter, so that when you see you're going to have a couple Mira's incoming, they can root or mez one or more of them, while the group kills them one at a time. Make sure you practice this often, as it will be commonplace at higher levels as the way to do things.

Level 13-16

There's a couple areas near the Miras with willows that you can hunt, Or you can stick with the Miras for a while. If you go back to the path and keep following it the way you had been, you will see a big log near the path.

Just past this area to the left of the path is an area with willows. These are great experience and decent loot and don't BAF, so you don't have to worry about getting additional monsters. You can also head back towards and past the warg tower and eventually you will see more willows on your right that you can camp. A good plan is to kill all the willows in one spot, and then run to the other and kill them and keep switching between the two. This way you'll continue getting the camp bonus since you're not staying at the same spot.

For a different option, head back to the warg tower. If you take the path that makes a T into the path down a ways, you will come to an area with werewolves. You'll see a wood tower on the right. This is a good spot to set up camp. Don't go up the hill to the fort, because it's full of high level werewolves. Just pull werewolves in the area near the wood tower.

Level 16-18

If you want to stay near Myrkwood, there's a very good spot in Skona Ravine with some higher level willows. To get to Skona Ravine, follow around to the right of the werewolf fort. You'll have the fort on your left, and water on your right. Keep following this around and then follow the coast. You'll hit Skona Ravine very soon. To get to the willows, keep following the coast and you will see a hill ahead of you. Aim towards that hill and keep going straight past it. Watch out for roaming werewolves.

Eventually you will get to an area with some high level willows. These are great experience. If you get lost, there's a giant hill in Skona Ravine with what looks like a stonehenge type structure on top. Head to that and just follow around the base of it and you will be able to see the willows from it.

At this point, you might want to head back to the rest of the world. If you head back towards Audliten, you'll be near Yggdra Forest Gates. If you

head towards it, right before you go through the frontier border keep is an area with many sprites. These are both very good experience, and EXCELLENT loot. They only drop coin loot, so you won't have to make town trips to sell. If you're feeling adventurous, you can go through the border keep and fight some things just inside. There's some ponies and other MOBs close to the border that can be handled by a group around level 16-18 and also drop lots of coin.

You can also head Haggerfel and bind there. If you follow the path north, you will see a big opening in the snowy mountains to the northeast. This is the entrance to Muspelheim, a very interesting and multi-level zone. At this level, you can handle the suit harvesters to the right and left of the entrance. These guys are pretty tough but give very very good experience.

Level 19-23

I suggest staying in Muspelheim for these levels. Follow the wall left from the entrance quite a ways. On your right you will see the canyon with lava at the bottom. You will eventually get to what I think is a corner in the zone, where the canyon ends. During the day hours here on the ledge are some lava lizards that are excellent experience. They can be single pulled and they aren't aggressive if you don't attack them. They do despawn at night though, so you might want to plan your town trips when it's night time.

Back in Skona Ravine, if you head southeast from the big stonehenge hill, you will come to a cliffside which will come to a sort of dead end. Here

there are some willow type MOBs as well as some sprites that are great experience and can randomly drop a nice staff. Make sure you have a couple healers here and make sure they don't die, because it's a long run back from Galplan if you die.

Level 24-28

Skona ravine is called that because of the giant ravine that runs through it. If you follow the ravine around, you will see a werewolf town down inside it. This is a nice area with a group because you can kill and move with your group, so you'll constantly be getting an experience bonus. Just watch out for any named werewolves or lieutenants, captains, etc.

Back in Muspelheim, if you continue going past where you were fighting the lava lizards, there is an area with some big drakes that you can fight. Or you can keep running a ways past them until you come to an area with some undead monsters (forget what they're called). They have a pretty fast respawn time and are great experience. Pretty much anything in Muspelheim is great experience with a good group.

That's about as far as I have gotten so far. There will be a lot of updating and expansion of this guide, so don't worry. I am currently working on an in depth tradeskill guide, but decided not to include it in this guide yet, because it's incomplete and they're still tweaking tradeskills. There will also be added leveling sections for the other two realms. Thanks for purchasing the guide, and PLEASE feel free to email any ideas, errors, strategies to khalidorr@powerleveling.com I can't improve the guides we sell without user feedback, so it is greatly appreciated and will insure you that you get the best product possible for your money. Thanks again.

Khalidorr