

AVADON 3

THE WARBORN

Welcome to the exotic and exciting world of Avadon!

Avadon 3: The Warborn is a turn-based, fantasy role-playing game. You will create a mighty adventurer and take him or her on a quest through the dangerous and war-torn land of Lynaeus. You will receive missions, fight dangerous foes, find powerful magical artifacts, and try to protect your people from those who would destroy them.

Battle in Avadon 3 is turn-based. This means that, when you are fighting, action will stop while the game waits for you to make your move. To succeed, you need cunning and tactical skill, not fast reflexes. The enemies you will face are dangerous, clever, and have a wide variety of magical abilities. It will be up to you to figure out how to defeat them.

You are a servant of Avadon - The Black Fortress, fighting in a desperate war against hordes of brutal invaders. You will help your leader, Redbeard, find a way to win the war. Along the way, you can decide who will prevail and who will become the master of Avadon. It is all up to you.

When these directions make reference to keyboard shortcuts, they are referring to the Windows and Macintosh versions of Avadon 3, not tablet versions.

If you would like information, to order, or to download one of Spiderweb Software's big, free demos, our contact information is just below.



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Chapter 1: System Requirements and Troubleshooting

Avadon 3: The Warborn for Macintosh and Windows has the following system requirements:

- PC Running Windows XP or later or Macintosh running System 10.6 or later.
- 800 MhZ processor. Minimum 1.6 GhZ processor recommended.
- Video card or processor with OpenGL support and 32 MB video RAM (64 MB recommended).
- 512 MB RAM.
- 200 MB hard disk space.
- 1024x600 screen resolution with 32 bit color.

Should you have any problems running Avadon 3: The Warborn, consult the frequently asked questions below. Should you not find help below, go to the Avadon 3 support page at: <http://www.spiderwebsoftware.com/avadon3>.

The Game Is Playing Slowly on Windows/Macintosh. How Can I Speed It Up?

Avadon 3's graphics needs are modest, but they might put some strain on older machines. Fortunately, Avadon 3 has been tested and shown to run properly on even relatively old machines. However, some steps might be necessary to help it to run better on older hardware.

To see how quickly Avadon 3 is running, load a saved game, press Shift-D, enter "fps", and press return. The FPS (frames of animation drawn per second) will appear in the upper left hand corner. That number should be at least in the teens to give a good playing experience.

If Avadon 3 is running slowly, try these steps:

1. Run as few other programs as possible in the background. Quit web browsers and other unneeded applications. This frees up memory and computing power.
2. If you are using Windows, download and install the newest version of your video card drivers. This step is especially important if you are running a newer version of the Windows operating system.
3. An excellent way to make Avadon 3 faster is to reduce the size of the play area. On the Video Mode window that comes up when you launch the game, choose to play in a window and then select a small size for the window. Alternately, run the game, select Settings on the title screen, and set Game Area Size to Small.
4. You can turn down the graphics detail, which can result in dramatic speed increases. Run the game, select Settings on the title screen, and set Graphics to Draw Partial or Minimal detail.

I Have a Big Monitor, and Avadon 3 Doesn't Fill All Of It. How Can I Change This?

Avadon 3 can support a large play area, but it's not unlimited. If you want Avadon 3 to take up as much space as it can, run the game, select Settings on the title screen, and set Game Area Size to Whole Window.

The Game Is Crashing (or Otherwise Malfunctioning). What Should I Do?

Should you experience trouble with Avadon 3 crashing or with odd behavior such as static in sounds or graphics, there are several ways you might be able to make the problem go away. On tablets, visit the support page in step 5. Otherwise ...

1. First, restart your computer and try again. Often, problems only happen once.
2. Sometimes files can become corrupted. If you have a lot of recurring troubles and crashes, uninstall Avadon 3 (or, if using a Macintosh, throw away the Avadon 3 folder). Don't skip this step! Then redownload and reinstall a fresh copy of the game. This fixes a surprising number of problems.
3. If you are using Windows, download and install the newest version of your video card drivers. These files can easily become corrupted or out of date. This step is especially important if you are running a newer version of the Windows operating system. You can often find these by going to the web site of your computer or video card manufacturer.
4. Try playing Avadon 3 with no other programs running. You can also try restarting your machine right before running the game.
5. If any common problems appear, we will tell you how to correct them on our web site. Set your web browser to <http://www.spiderwebsoftware.com/avadon3>.

These steps will solve most problems you encounter. If none of these things help, please let us know! If there are any bugs left, we want to squish them! Typo reports are welcome too! Write us at support@spiderwebsoftware.com.

Help me! I'm Getting Killed a Lot!

Avadon 3 on Normal difficulty is usually not too hard, but it can get tricky from time to time. If multiple deaths are keeping you from having fun, you can turn the difficulty down. Load your saved game, open the file menu (by pressing the Disc button or typing Escape), select Settings, and then set the difficulty to Casual.

Alternately, you might simply need more experience for your characters. Go back to town, talk to people, and receive some side quests. Quests are by far the best source of experience.

Where can I securely order online?

For the iPad, you can order Avadon 3 on iTunes. For Windows/Macintosh, you can find our secure, hacker-proof online store at:

<http://www.spiderwebsoftware.com/ordering.html>

I Want To Back Up Or Transfer My Saved Games. How?

Your saved games are available on your hard drive.

Macintosh, If you did not buy Avadon 3 from the Mac App Store: Your games are stored in the Application Support folder, which can be difficult to find. To open it, press Command-Shift-G to Go To Folder, enter "~/Library/Application Support/Spiderweb Software", and press return. Your saved games are in the folder "Avadon 3 Saved Games." Open that folder and your saved games will be inside, in folders named 'Save0', 'Save1', etc.

Macintosh, If you did buy Avadon 3 from the Mac App Store: Your games are stored in a special file container created by the operating system. To open it, press Command-Shift-G to Go To Folder, enter "~/Library/Containers/com.spiderwebsoftware.Avadon3/Data/Library/Application Support/Spiderweb Software", and press return. Your saved games are in the folder "Avadon 3 Saved Games." Open that folder and your saved games will be inside, in folders named 'Save0', 'Save1', etc.

PC Windows: Your saved games will be found in your My Documents folder, specifically in "My Documents/Spiderweb Software/Avadon 3 Saved Games". Open that folder and your saved games will be inside, in folders named 'Save0', 'Save1', etc.

iPad: You can access your saved games with a free application called (as of September, 2016) iExplorer. When the program is showing the files in your device, open the folder for the game in question (for example, "Avadon 3 HD"). Enter "Documents/Spiderweb Software" and then the saved games folder. The saved games are in the 'Save0', 'Save1', etc. subfolders. Be sure to pull out all 3-4 files that make up the saved game (data, header, items, and maybe journal).

Chapter 2: How to Order

TO ORDER FOR iPad: Go to the Avadon 3 store page in iTunes.

TO ORDER BY CREDIT CARD ON THE WEB: You can securely purchase the game from the Spiderweb Software web site: <http://www.spiderwebsoftware.com/avadon3/>.

ALTERNATE WAY TO ORDER BY CREDIT CARD ON THE WEB:

Avadon 3 is available from several online stores. For example, it can be purchased from Steam at <http://store.steampowered.com/app/460780/>.

Chapter 3: The Pact and the Farlands



Lynaeus is the name given to all of the known lands, surrounded by endless sea. The history of Lynaeus is the history of all living things. Nothing lies past the shore but ocean.

Well, actually, there are legends of lands beyond the sea. Centuries ago, supposedly, some brave mariners departed and returned, bearing proof of other lands far beyond. But that was long ago, and any such 'evidence' is lost. If it ever existed. Which it almost assuredly didn't.

The dominant power in Lynaeus is the Midlands Pact, more commonly known as The Pact. These five nations are located in the center of the continent. They stand united against the Farlands, the many small, squabbling powers that occupy the outer peninsulas of Lynaeus.

The Pact

The Pact is an alliance of five nations, occupying the central lands of Lynaeus. Though these countries have wildly different cultures, governments and histories, one thing brought them together: mutual resolve to end centuries of raiding and devastation wreaked by the Farlands, the small powers that surround the Pact.

The lands of the Pact are rich and pleasant. They are also flat and difficult to defend. Barbarians, wretches, and titans from the small states at the edge of Lynaeus wreaked devastation for countless years. Then came the rise of Overlord Hanvar of Holklanda, the warrior and diplomat who united the five Pact states in their uneasy peace.

There are three distinct periods in the history of the Pact: the First Age, the Black Age, when the Pact was torn apart in civil war, and the Third Age, when the Pact was reformed under the supervision and enforcement of the fortress of Avadon.

To the Pact, the Farlands are the great enemy.

The Farlands

The Farlands are the small states and regions on the outer peninsulas and islands of Lynaeus. They are the old foes of, and now dominated by, the Midlands Pact. They are spread out around the edges of the known world and not generally allied in any way. The main thing they have in common is many merry years raiding, invading, and just generally harassing the nations of the Pact.

Some of these states are actual, recognizable political entities, like the loose aggregation of tribes that forms Svorgald, or the pitiful shreds of the Tawon Empire.

Other Farlands are true barbarian territories, like the Titan Peaks or the Wretch Lands: harsh, wild territory, occupied by monsters and savages. It is not worth the effort to tame them.

And then there is the Corruption, which is simply too bizarre for description.

One of the primary reasons for the Pact to exist at all is to provide a united front against the Farlands. And to control them as much as possible, using diplomacy and harsher methods.

Within the Pact, there is one force that obeys no law and kneels to no king. This is the Black Fortress, and its warriors do nothing but look for threats to the Pact, inside and out, and destroy them.

This is Avadon.

Avadon

The mighty fortress of Avadon is both place and symbol. It is led by Redbeard, the current Keeper, who has been in command since long before you were born. It represents the Pact and everything it is willing to do to survive. Everyone in Lynaeus fears Avadon, its warriors and assassins. The attention of Avadon can be lethal. There is nothing its agents will not do to maintain the stability of the Pact.

The Black Age, a brutal civil war that lasted over thirty years, showed that the five nations of the Pact had little in common beyond their desire for safety. They could hang together, allied and strong, but there had to be a force counteracting those who would pull it apart.

Thus, the Keep of Avadon. It has one Master, selected by Hanvar's Council, who rules for life. Though, considering how many enemies that master makes and how many assassins he or she attracts, that life can be shortened dramatically.

Avadon stands independent from the Council. It is its own law. The Council and individuals can petition it for aid, but it primarily watches on its own for threats to the stability of the Pact, inside and out.

A leader appears in the Farlands who might rise to true power? He disappears. A brigand in The Kva who is angering Holklanda by raiding over the border? She is stopped. Even members of Hanvar's Council itself can be removed, jailed, or even killed, if they attempt to do serious harm to the stability of the Pact.

Many fear and hate Avadon, not trusting it with the power it holds. Many grudges remain from the Black Age, but few are acted upon. A wise Master of Avadon knows that humility is absolutely necessary. After all, assassins are always waiting to be sent.

This is Avadon. The strongest, most cunning, and most loyal people of the Pact are sent to serve it. It is a great honor, one you never dreamed would be extended to you. Or forced upon you, as, by right, Avadon is allowed to conscript anyone it feels it needs to preserve the Pact.

Rebellion and Chaos

Even if you wanted to fight for Avadon once, you aren't sure it would be wise now. The last few years have been a time of chaos and turmoil for the Pact. Three years ago, Avadon was attacked. Raiders committed a previously unthinkable crime: sneaking into the Black Fortress, killing most of its servants, and destroying more of the fortress.

Even those who feared Avadon were shaken by this act. Love or hate Redbeard, none doubted that the Black Fortress fought to keep the Pact intact. Once Avadon was forced to spend all of its energy restoring itself, things fell apart very quickly.

A large part of the Wyldrylm, the huge, wild western region of the Pact, openly rebelled. The rest of the Wyldrylm began to fight openly The Kva over a region of rich hills called the Contested Lands. To the north, raiders from Kellemdieriel and Holklana began to fight openly over control of the Beraza Woods, a forest both long claimed for themselves.

Meanwhile, the Farlands became more open in their defiance of the Pact. Soldiers and merchants from your lands were attacked. Orders were ignored. Raiders and brigands attacked remote Pact villages.

For the first time in centuries, the people of the Pact felt unsafe. All they had built felt at risk, and all suspected that worse was to come.

The Age of Chaos

Three years ago, everything came to a head. The Farlands attacked.

Hordes of raiders from Khemeria. Massive tribes of wild wretches, ogres, and titans (known collectively as the Warborn). Fleets of Svorgaldi pirates and warships. And, worst, the resurrected armies of the Tawon Empire. All of them flooded over the borders, assaulting the unprepared Pact.

At the same time, the western Pact was roiled with rebellion. Half of the Wyldrylm broke away, resisting the rule of Avadon and Hanvar's Council.

At the same time, Redbeard, leader of Avadon, was illegally expelled and replaced with a Dharamite named Protus. The Hands of Avadon are confused and demoralized, unsure of who they should follow.

The war has raged for three years now. The brave armies of the Pact have fought the Farlands to a standstill, but the war continues in a bloody, gruesome stalemate.

Fighting the War

You are a young Hand of Avadon. You have been posted to Camp Nightshade, near the Khemerian border. For the last year, you have fought endless actions against Khemerian invaders and Wyldrylm rebels alike.

It's a grim life. You do what you can with what little you have, while feeling ignored by the Pact and the Black Fortress. Your quarters are cold and grim, but they are better than most of your fellow soldiers have been given.

However, things are about to change. Your remote, humble camp is about to become the center of the war. A path to the end of the Age of Chaos is opening ... now.

Chapter 4: Getting Started

When you run Avadon 3: The Warborn, you will be looking at the title screen. From here, you can decide what to do ...

Start New Game - Create a new character and begin a new journey.

Load Game - Pick up one of your old stories where you left off.

Instructions - You can access the full instructions to Avadon 3: The Warborn inside the game.

Settings - Change the settings for the game, including the difficulty.

Medals - There are thirty medals you can earn while playing Avadon 3. There is a different thing you need to accomplish to earn each one. This shows you which medals you have earned.

Quit - Leave the land of Lynaeus and rejoin the real world.

If you are just starting out, select Start New Game. If you already have a game in progress, select Load Game.

Getting Descriptions Of Things

On Windows and Macintosh, to see what a skill or item is, who a character is, what a button does, etc., you can hover the cursor over it.

On tablets, to see a description of something, hold your fingertip on it.

Chapter 5: Creating Your Character

When you are ready to begin your journey, select Start New Game on the title screen. You will bring up the character selection screen.

Choosing a Character Type

There are five different character types in Avadon 3: Blademaster, Shadowwalker, Shaman, Sorcerer, and Tinkermage. Select a portrait to the left to select a character type and see a full description. Change the character's sex with the toggle under the large portrait.

When you find a character you like, you can, if you wish, change his or her name. Press Delete to erase the name already there and enter your new one.

When you are ready, press the 'OK' button (a green check mark) to the lower right.

Choosing the Game Difficulty

Now you can choose how difficult you would like the game to be. If you prefer a relaxing experience, feel free to choose Casual. If you like a serious gaming challenge, select Torment. If you want the default Avadon 3 experience, choose Normal.

On Hard and Torment difficulty, your characters will be vulnerable to friendly fire from your spells. Be careful!

If you grow unhappy with the difficulty you have selected, you can change it later on using the Settings screen.

Onward To Avadon

Once you have chosen your difficulty, you will see the story of Avadon 3: The Warborn. Select the 'OK' button to learn who you are and where you have come. Once you've read the whole introduction, the game will begin!

Chapter 6: Training Your Character

Like all fantasy role-playing games, you play a character wandering through a hostile world. And, like all such games, your character has a set of statistics that describe how well he or she interacts with the world. These numbers define how tough you are, how strong your magic is, etc.

During the game, to see or improve your statistics, find your character in the roster to the upper left. Press the “?” button to see the Character Info window.



Your Basic Statistics

At the top of the window, you will see a list of your character's most important attributes:

Level - An important overall number that defines how strong you are and how many adventures you have successfully concluded. You start at Level 1. The maximum level is 30.

Experience - How much experience you have earned. When you accumulate enough experience (by completing quests, killing monsters, etc.) your level goes up. You get most of your experience from completing quests.

The amount of experience you gain for killing an enemy or finishing a quest depends on how tough it is in relation to you. If it is a lot tougher, you gain more

experience. If it is weaker than you, you gain less. If it is much weaker than you are, you get very little experience.

Next Level - The amount of experience you need to earn to reach the next level.

Attributes - Each character has four basic attributes: Strength, Dexterity, Intelligence, and Endurance. Move the mouse cursor over an attribute (hold your finger on it on tablets) to find out what it does. You can increase these when you gain a level.

Health - A number that determines how far you are from death. When you take damage, this number goes down. When you are healed, it goes up. If it reaches 0, you fall unconscious. To increase this number, gain levels or buy more Endurance.

When a battle ends, any health you have lost will rapidly return to you. If you fell unconscious, your maximum vitality will go down until you return to your Hand camp.

During a battle, there are a number of ways to restore lost health. For example, some abilities can heal you, or you can drink a Potion of Health.

Vitality - How tired your character is. Each ability has a Vitality cost. When you use abilities, your vitality goes down. If you don't have enough vitality, you can't use your more demanding abilities. There is one exception: If your vitality bar is completely full, you can use any ability you know.

You can restore vitality by waiting or drinking a Potion of Rejuvenation.

Resistances - How well your character can resist the various sorts of attacks you will be exposed to. The percentage represents how much of an attack of the given sort will be blocked. Higher is better.

To learn more about how these resistances are determined, read the chapter on equipment.

Party Order - You can use the buttons to the lower left to change the order of your characters in the party roster.

Abilities - All of a character's abilities are displayed to the right. Move your cursor over an ability (hold your fingertip on it on tablets) to see a full description of it. When you gain a level, you can increase your abilities.

If you have specialized in an ability, that bonus is represented by a pink number below it. If you have an item that increases a skill, that is indicated by a blue number above it.

Specializations - As you gain levels, you can specialize in different sets of skills. You can learn more about this in the Training section, below.

Multiple Characters

While you start with only one character, you will soon meet five other Hands of Avadon who will fight with you. As your main character gains experience, the other characters do too. When you are in your Hand camp, you can see the inventory and statistics of your other characters. When they gain levels, you can train them.

You may choose not to use one of the characters very often. Don't neglect him or her completely. Give all of your characters equipment and train them when they gain levels. You never know ... You might have a reason to take them with you later on.

Training a Character

When a character gains enough experience, he or she gains a level. That character will gain health and vitality, one of that character's basic attributes will automatically increase, and he or she will be more effective in combat.

In addition, the '?' button by that character's portrait will turn into a '+'. Press the '+' button to train the character.

Training a character takes place in three phases. First, you can increase one of your character's basic attributes by 1.

Then you might be able to choose a specialization. At levels 5, 15, and 25, you can choose one of the three specializations. Each one represents one of the three columns of skills to the right. Specialization in a row gives a bonus when using skills from that row. Note that this bonus doesn't count toward unlocking new abilities.

Finally, you can increase your skills. You will have two skill points for each level. Select a skill to the right to increase it. Increasing a skill from 0 to 1 costs 2 skill points. Increasing a skill after that costs one skill point.

When you are finished training a character, press the 'OK' button. If you are unhappy with what you have done, you can press the Cancel button.

About Training Skills

There are a number of other rules for training skills.

Most of the skills have prerequisites. A skill can only be as high as the skills it depends on. If a dashed line goes from a skill to a skill to its right, the right skill depends on the left skill. You will have to train the skills to the left before you can move to the right.

You can't train most skills above level 8. The two lone skills at the top of the training area can only be trained up to level 4.

The Efficiency skills in the bottom row are passive abilities. This means that you don't have to do anything to get those bonuses. They are always active. As you train these abilities to higher levels, they will give additional bonuses.

The skills in the second and third rows give usable abilities. When you train one of these skills to level 1, your character gets a new ability (such as an attack or a healing spell). When you train one of them to level 6 (not counting specializations), you will get another, stronger ability. Also, when you increase one of these skills, the abilities attached to it grow stronger. When you train one of these skills to 7 or 8, the abilities get a large bonus.

If you eventually decide that you don't like the way you trained a character, find Trainer Herve, in Goldcrag. He can help you to reset your skills so that you can spend them again.

Chapter 7: The Avadon 3 Game Window



When you start playing Avadon 3: The Warborn, you will see the game screen. It has several windows, each of which gives different information.

You can minimize/maximize a window by clicking the red/green gem at the top. Select the bar at the top of a window to move it around (Windows or Macintosh) or minimize it (tablets).

The Terrain Area

This is where you play the game. You will see your characters, their surroundings, your enemies, and so on. On Windows or Macintosh, to scroll your view of the terrain, move the cursor to the edge of the screen (or use the arrow keys). On tablets, drag the view with your finger.

In the terrain area, north is to the upper right and west is to the upper left. To see a reminder of this, hold down the Tab key.

If you would like to see the names of a character (and any status effects that afflict it), move the mouse cursor onto it. To see the names of all visible characters, hold down the Shift key.

Buttons

Buttons are used for actions. To see what a button does, move the cursor onto it. For detailed descriptions of actions, read the chapters on Playing the Game and Combat.

Party Roster

Your character and those in your party are depicted in these windows. To the right of each portrait, you will see bars which represent how much health and vitality the character has remaining.

Sometimes you will need to select a character, to target a spell or to choose who is using an ability. You can pick a character by clicking on it in the roster (you can also select a character by clicking on it in the terrain area). You can also type '1'-'6' to target individual characters.

To bring up a screen with information on a character, press the button with a '?' on it. When a character gains a level, this button will turn into a '+'. Press this button to train the character. You can learn more about this screen and training the character in the previous chapter.

To see a character's inventory, select the bag icon. This brings up the inventory window, where you can pick up and drop items, use potions, or ready weapons and armor. The inventory screen is described in detail in Chapter 9.

When your character has a special magical effect (like being blessed or poisoned), it is indicated with a special icon to the right of the portrait. Each effect lasts for several turns and then disappears. To see exactly what an effect does and how long it will last, move the cursor over its icon.

Automap

This is a map of the area you are currently exploring. The blue circles represent your characters. The red dots are enemies, the green dots are allies, and the blue dots are neutral creatures (like livestock).

If you select a spot on the automap, you will instantly shift the terrain view to that spot on the map.

The automap will only show a portion of the area you are exploring. Hold down the Tab key (press the Expand button on tablets) to see the entire area. This expanded map will also mark the areas you have explored with gray. This will help you to identify areas you have not yet explored.

When you find areas of interest, they will be marked with a '?' button on the automap. Move the cursor over one of these icons to see a reminder of what can be found at that location. Certain quests will place a star icon on the map. This indicates a location to which you need to go to complete the quest.

Text Console

On Windows/Macintosh, you can type 't' to see a text console with a running description of everything that happens in Avadon 3. Type 't' again to dismiss the console.

On tablets, you can turn on the text console in Game Settings.

Chapter 8: Playing the Game

Most of your time will be spent paying attention to the terrain screen, moving around, searching chests, talking to people, and looking for trouble.

Selecting Characters and Moving

To get anywhere in Avadon 3: The Warborn, you first need to move. To move to a spot on the terrain area, select it. You can move to any space that you have already seen.

The Action Buttons

Use the buttons at the bottom of the screen to do things. To see what a button does, place the mouse cursor (on tablets, your fingertip) on it.



Main Weapon/Missile - These two buttons determine what your default attack in combat will be. Press the left button to always attack with your main weapon (sword, spear, staff, etc.) and the right button to use your missile weapon (bow, javelin, etc). You can also type 'w' to switch.

Use Ability - Have your selected character use an ability. Select a character's portrait to change who will use the ability. You can also type 'a' to use an ability.

Inventory - Shows the inventory window for your current selected character. You can use and equip equipment and pick up items on the ground. Select a character's portrait to see that character's inventory. You can read more about this window in chapter 10. You can also type 'g' to bring up the inventory window.

See Journal/Quest Log - Brings up a screen with all of the information in your journal. You will see lists of all the messages you have saved while talking, all of the special items you have accumulated, and all of the quests you have learned about.

The quest list can be extremely useful when you forget what people in towns have asked you to do. Select a quest, and you will be told what character asked you to do something and where that character can be found. When quests are completed, they are removed from the list.

You can also read the codex entries you have discovered while exploring, learning interesting facts about the world of Avadon.

Instructions - See an in-game version of these instructions. You can also type F1.

Save/Load/Quit Menu - See a list of file options:

Return To Game - Go back to playing the game.

Save Game - Brings up the save game window. Select one of the available slots and press the OK button to the lower right to save the game. You can also type Command-S (Control-S on Windows) to save the game.

Load New Game - Brings up the load game window. Select one of the available slots and press the OK button to the lower right to load a saved game. You can also type Command-O (Control-O on Windows) to load a saved game.

Game Settings - Brings up the settings screen. Here, you can set the sound volume (or turn sounds off entirely) and change the difficulty level. This is described in detail below.

Keyboard Shortcuts (Windows/Macintosh) - Enables you to customize the keyboard shortcuts for commands in the game. Click on a command and then type the key you want to map to it. Press the 'OK' button when done.

Enter Cheat Code (Tablets) - Enter any cheat codes for Avadon 3 you may have learned.

Return To Title Screen - Return to the title screen.

Quit - Exit Avadon 3. You can also type Command-Q (Control-Q on Windows) to quit.

You can also type Escape to see file options.

Start/End Combat - Press this button to enter combat mode, described in the chapter on Combat. Press this button again to end combat. You can also begin or end combat by typing 'f'.

Quick Use buttons (buttons nine through sixteen) - These buttons enable you to select commonly used items, spells, and abilities more quickly.

To assign an ability to a button, press one of them. A window will come up displaying all of the spells you know. Select one to set the Quick Use button. Later, you can press the button to cast that spell.

To put an item in Quick Use slot, open the inventory window and place the item in one of the eight slots.

To clear a Quick Use button you have already set, on Windows/Macintosh, right-click the button or press it while holding down the Command key (Control key on Windows). On portables, hold your finger on the button and then drag it to the X button just underneath.

You can also select these four buttons by pressing keys F5-F12. To be reminded what spells/items they contain, you can hold down the Tab key.

Searching and Using Objects

You will find many usable objects in Avadon 3: The Warborn, such as books on pedestals, boxes, dressers, and traps. If you move the cursor onto an object and the object lights up, that is an object you can use. Click on the object to use it.

If it is a box, you will probably see the Inventory screen, and the items inside the container will be listed in the lower right corner. If it is a book or sign, you will be shown what it says. If the object is a wheel, you will turn it, and so on.

Picking Locks

Some doors and boxes are locked. When you don't have the key, you can use lockpicks to open locks.

Lockpicks break when you use them to pick a lock. Normally, it can take many lockpicks to open a difficult lock. Happily, three characters are able to deal well with locks (and traps). Sorceresses have a skill called Unlock Charm. Shadowwalkers have a

skill called Locksmith. Tinkermages have a skill called Tool Use. If you train these skills, the number of lockpicks you will need to pick a lock decreases rapidly. If more than one character has one of these skills, only the highest one is used.

Once a lock is picked, the game will remember that you have done so and you won't need to pick it again.

Special Encounters

Sometimes, when you are walking around, something special will happen. You will see a text window describing the event, and you may be asked what you want to do. Then you can choose the way you wish to react from a list.

To choose your response or action, click on it (or type the number to the left).

Talking to People and Shopping

You will meet many friendly and interesting people in the world of Avadon 3. Talking to them is a great way (and often the only way) to figure out what is happening in Lynaeus and advance the story.

When you hold down the Shift key, the name of each visible character will be superimposed over its graphic on the terrain screen. Interesting characters tend to have specific names (like "Joe") as opposed to generic ones (like "Guard"). To approach a character and speak with it, click on it.

During dialogue, you can select different options. If something strikes you as interesting, press the Record button at the lower left corner to save it (the Journal button on the main screen brings up your records). To end a conversation early, press the OK button. Certain urgent conversations won't give you this option.

People will sometimes ask for your opinions on various issues. There is no right or wrong answer to these questions, but the cumulative effect of all of your answers can sometimes affect how people react to you in the future.

Sometimes a character will offer to buy and sell things. This brings up the shopping window. Press the Buy button next to an item to purchase it.

Choosing to sell items brings up your inventory screen. All items you can sell will have a coins button in the lower left corner. The number above the button is the amount of coins you can get for the item. Press the button to mark the item as for sale. Press the button again to keep the item. Press the 'OK' button to close the selling window and sell all marked items.

Your characters carry a junk bag. You can stuff it with useless items you want to sell in town. To learn more about the junk bag, read Chapter 10.

Theft

Some items in towns are owned by people nearby. These items are marked with a 'NY' in the inventory screen. You can't take these items when their owner is nearby.

Saving and Loading the Game

You will frequently want to save the game. Saving the game makes a "snapshot" of your progress. Then, when you quit Avadon 3 and start playing again, you can continue where you left off.

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

Later, you can load that saved game and continue to play from that point by selecting Load Game on the title screen. While playing, to load a saved game, press on the disk button (or hit the Escape key) and select Load Saved Game. This brings up the Load Game window. You can also bring up this window by typing Command-O (Control-O on Windows).

Whenever you move from one area to another, the game is automatically saved. This saved game is called Autosave.

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

You can't save the game during combat.

Game Settings

You can change Avadon 3's settings from the title screen or from the File Menu inside the game. Not all of these settings are available on tablets. These are the settings options:

Difficulty: Casual/Normal/Hard/Torment - Determines how powerful the monsters are and how easy it is for you to hit in combat. Also, in Hard or Torment difficulty, your characters can be damaged by friendly fire from your abilities. If you find yourself getting killed a lot, don't be afraid to switch to Casual.

Note that you can only change the difficulty when you open the Settings window while playing the game. Then, when you change the difficulty, you are doing so *for this saved game only*.

Scrolling Speed: Normal/Fast/Slow - Sets how quickly the terrain view scrolls when you move your mouse to the edge of the screen.

Warning Before Pause In Combat: On/Off - Set to Off to have a character in combat pause the first time you click on it.

Ability Animation Speed: Normal/Fast - Speed up character animations to make battles go by faster.

Set Keyboard Shortcuts - Enables you to change the keyboard shortcuts for commonly used commands.

Resolution and Window Size: Ask At Start/Change Resolution/Don't Change Resolution

- Sets whether Avadon 3 is allowed to change your monitor's resolution to show the game at its best. If you are having trouble getting the game to run properly, try switching to a different setting.

Graphics Extra Details: Draw All/Draw Partial/Minimal Detail - Changes how much detail Avadon 3: The Warborn uses when drawing icons. If the game is running slowly, turning down the graphics detail might improve performance.

Game Area Size: Normal/Small/Large - By default, to improve performance, Avadon 3: The Warborn will only use up to a certain amount of a large monitor. Change this setting to alter the maximum amount of screen space Avadon 3 will use.

Full Combat Grid: On/Off - Normally, the grid on the floor in combat is only drawn around the active character. When this option is selected, it is drawn on the entire visible area. This can cause a performance hit.

Game Text Size: Default/Larger - Makes most of the in-game text much larger.

Sound: Off/Quiet/Normal - Sets whether Avadon 3 plays sound effects and how loud they are.

Background Sounds: On/Off - Sets whether or not you can hear noises in the background.

Chapter 9: Beating People Up

When you meet someone you want to attack or when something attacks you, you enter combat mode. If you are attacked, this mode starts automatically. You can also enter combat by pressing the Start Combat button (or the 'f' key).

Combat is split up into rounds. Each character gets one turn per round. Faster characters act first. High Dexterity and being hasted help a character to act sooner in combat.

Each turn, a character has a base of 8 action points (less if encumbered by heavy armor). Moving depletes action points depending on how far the character moves.

If you have any action points left, you can attack, cast a spell, or use an item (so you can still attack even if you have only one action point left). Attacking or casting a spell deducts 9 action points. Using an item or drinking a potion takes 5. Getting or equipping an item costs 1. The number of action points you have left is indicated on the party roster. When all of the action points are gone, the next character gets to act.

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

To attack a foe, select the space it is standing in. You will attack with your current default attack. Your default attack can be with your base weapon or an equipped missile weapon. You can toggle between the two default attacks by using the two buttons to the far left on the button bar (or typing 'w').

Ending Combat

When you are through with combat, press the End Combat button or type 'f'. If there are no enemies visible, combat ends immediately. Otherwise, it will end after the current round. Note, however, that if still you have a foe nearby, combat will immediately begin again.

Moving In Combat

To move a character in combat, select the space you want the current active character to move to. Each space you move costs one action point.

Most enemies can hinder your movement. If you move out of a space that is next to an enemy, you will be stopped and unable to move again during that turn. A few creatures (usually those who are unable to move) won't stop your movement. Usually, when this is the case, you will be told in the description of the creature.

After you have attacked or used an ability, you can't move until your next turn.

Using Abilities and Cooldowns

While your default attacks can be very effective, you will frequently want to use your characters' abilities. These can do damage, bless your characters, curse your foes, or heal damage.

To have your active character use an ability, press the Use Ability button (or type 'a'). Select the ability you want to use. Once you have used it, you won't be able to use it again for a cooldown period of several turns.

To learn more about abilities, see Chapter 11.

Damage and Unconsciousness

When your character is hit, his or her health will go down. When it reaches zero, the character will fall unconscious. If all of your characters are unconscious, you will lose the game and return to the title screen.

When you end combat with no foes nearby, all unconscious characters will return to life. All lost health will rapidly return to wounded characters. However, your maximum Vitality will be decreased until you return to your Hand camp.

Damaged characters can be healed during combat with healing abilities and Potions of Healing. You can use one of the rare Resurrection Scrolls to revive unconscious characters in combat.

Wearing Armor

Some equipment (like armor), when worn, reduces the damage you take from enemy attacks. The protection is expressed as a percentage. A piece of armor protects you from that percentage of physical damage and half that percentage from magical attacks, like fire and cold. For example, if a suit of chain mail gives 20% protection, once worn, the claw attacks of a wolf will do 20% less damage and fire will do 10% less damage.

Note that these percentages are applied one at a time (instead of adding up). So if you have two pieces of armor that give 50% protection from physical attacks, you don't get 100% protection. Instead, one piece reduces damage by 50%, and then the other piece reduces the remaining damage by 50% again (for total protection of 75%).

To see how much protection you have from various attacks, look on your character's information window. The higher the percentage the better, though you will never achieve 100% resistance.

Magical Effects

Your characters can be exposed to a variety of magical effects, some beneficial, some harmful, most of them related to combat. Some effects (like blessing) are gained by casting spells or using magic items. Others, like poison, are inflicted by hostile spells.

When a character has an effect, an icon will appear to the side of that character's portrait. Move the mouse cursor over the icon to see a full description of the effect and how long it will last.

You can see all of a foe's status effects by moving the mouse cursor over it.

Chapter 10: Inventory and Items



- A - Items on Ground**
- B - Equipped Items**
- C - Quick Use Items**
- D - Your Pack**
- E - Scarabs**

To get and use items, you will need to bring up your character's inventory screen. To do this, press the bag button by a character in the party roster, press the Get Items button at the bottom of the screen, or type 'i'.

When looking at the inventory window, you can switch to a different character by selecting that character's portrait. When in your Hand camp, you can access the inventory for all of your characters. It is a good idea to hang on to some quality equipment for all of your characters, even ones you don't normally use.

There are five areas on the inventory window:

A - The Ground. These are items on the floor or on tables near a member of your group. Some of these items will be marked with a 'NY', which means 'Not Yours'. You can't get these items when their owner is nearby.

B - Your Character. When you are wearing a piece of armor or holding a weapon in your hand, it is said to be equipped. Items you have equipped are displayed here.

C - Quick Use Items. These are items (like potions) you frequently use you often want to equip. When an item is in a Quick Use slot, it will be visible on a button at the bottom of the main game screen. You can then press that button to use the item without having to open the inventory screen.

D - Your Pack. All the items you are just carrying around are shown here.

E - Scarabs. You can equip your characters' scarabs here.

Getting, Equipping, and Dropping Items (Windows/Macintosh)

To pick up an item from the ground, click on it. It will be moved to your pack.

To do something with an item in your possession, click on it to pick it up. You can then click on a different area of the inventory screen to put the item there. For example, to put on a piece of armor, click on it and then click on the portrait of your character.

To drop an item, click on it to pick it up, move it over the ground area, and click again to drop it. It will appear at your character's feet.

To see a description of an item, move the mouse cursor onto it. If an item can be used, it will have a button that looks like a little fireball in the lower left corner. Press that button to use the item. If the item has an ability that needs to be targeted (like a wand), the inventory screen will close and you can click on a target on the terrain area.

To split up a stack of items (like, say, eight healing potions), hold the Shift key down and click on it.

Getting, Equipping, and Dropping Items (Tablets)

To do something with an item, select it. A list of its statistics and things you can do with it will appear to the right.

Once selected, to move the item somewhere else on the inventory screen (say, on your character or to your pack), select that spot. To give it to another character, select that character's portrait.

To move the item to the Junk Bag, split up a stack of items, etc., choose the appropriate option to the lower right.

Potions, Scrolls, and Crystals

You will frequently find potions. These items have beneficial effects (like healing, or a blessing that makes you stronger in combat).

When you use a potion, it helps the character that uses it in some way.

Scrolls and enchanted crystals also have an effect, although they tend to affect either enemies or your entire group of adventurers.

Scarabs

The Hands of Avadon can equip scarabs, special magical items that can improve your statistics and give you special abilities. At level one, your characters can each equip one scarab. Every seven levels, your characters become able to equip one more scarab.

When a scarab gives your character a special ability, you can use it like any other ability by selecting it on the ability window.

You can only change the scarabs you are using when you are in your Hand camp.

Coins

When you kill an enemy that has money, you will pick it up automatically. You use coins to buy items in towns. Shops will also buy items from you to add to your supply of coins.

The Junk Bag

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

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

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

Augmenting Items

You will encounter several enchanted anvils during your travels. For example, there is one of them in Nicodemus' workshop in Camp Nightshade. When you use an anvil, your inventory screen will come up.

You will find enchanted runestones in your travels that can be used to make your weapons and armor stronger. Blessed and emerald runestones are two examples. If you put such a gem in the forge with a weapon or piece of armor, they will be combined, making the item more powerful. This can even be done with weapons and pieces of armor that are already magical.

Note, however, that you can only use a gem to improve any given piece of equipment once, and then that gem is consumed in the process. Once you've combined a gem with an item, you can't combine gems with that item again.

Chapter 11: Abilities

While your default attacks can be very effective in combat, you will frequently want to use your characters' abilities. These can do damage, bless your characters, curse your foes, or heal damage. To have your active character use an ability, press the Use Ability button (or type 'a').

This will display the window where you select an ability. Move the mouse cursor onto an ability to see exactly what it does. Select the ability to use it.

Targeting An Ability

Some abilities will need to be targeted. If a spell targets a foe, select the foe to attack.

On Windows/Macintosh, if the ability targets an area (circular or cone shaped), move the cursor onto the terrain to see the area that will be affected. Click on a spot of the terrain to launch the ability.

On tablets, if the ability targets an area (circular or cone shaped), touch a location to see exactly what area will be affected. If you approve, select the space a second time to launch the ability.

To target one of your characters (for healing or blessing), click that character's portrait (or type '1'-'6' to select the character in your roster).

Ability Cooldowns

When you use an ability, you will lose some of your vitality and you won't be able to use that ability for several turns. This is called the ability's cooldown time.

When you get two abilities from the same skill, those two abilities are linked. If you use one of them, both abilities will be unavailable until the cooldown time is done.

If you want to regain use of a character's abilities more quickly, you can use a Potion of Rejuvenation.

Quick Use Buttons

If there is an ability you like to use often, you can place it in a Quick Use button for easy access. The eight buttons to the right of the Start Combat button are Quick Use buttons. If you press one of them, a window will come up with a list of all the spells you know. Select one and the button will be set to cast that spell.

You can also cast spells in your quickspell buttons by pressing the function keys, F5-F12.

Later, on Macintosh/Windows, if you want to clear a Quick Use button, hold the Command key down (Control key in Windows) and press it. On tablets, to erase a Quick Use button, hold your finger on it and then drag it to the 'X' button that appears below.

Chapter 12: Credits

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opengameart.org Art -

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"Sehusa Fest Medieval Crowd.wav" by inchadney

"Water Dripping in Cave.wav" by Sciolex

"MedievalArmyMarchingLoop.mp3" by Yap_Audio_Production

"Street, Old Town of Rhodes" by mario1298

"rain thunder ambient.wav" by 150134

"Sunny Forest" by unfa

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Twitter, for being the worst medium of human communication in all recorded history.

Final Words On Avadon

The saga of Avadon is finally done. It was pretty controversial in our fan base. A lot of our fans didn't like it. A lot of our existing fans (and many new players) did. If nothing else, I hope you find it refreshing that a fantasy writer managed to finish a series.

When I write games, I tend to make what I like. When I started Avadon, I was really digging Game of Thrones and Dragon Age: Origin. I wanted to create that sort of world: Full of weird cultures, political intrigue, and complex moral choices.

I only partially succeeded. There were some problems. I created too many lands, cultures, factions, etc. to do them all justice. Some of the world-building decisions I made were, frankly, a little goofy. I should have had the war start in the second game, not the third. And perhaps, this whole thing was too much for just one person to do.

Yet, I am proud of these games. I love the combat system. I genuinely enjoy playing it. I love the setting, for all its weirdness. I am very proud of the ending, which I think respects the player's time and settles all the threads in a satisfying and non-cheap way.

Writing this series was more exhausting than anything I've ever done in this business. I am satisfied, but I'm glad its over. Our next all-new engine and story will be very different. Looking forward to it. A lot. If you liked these games, thank you so much for your support, and we hope you'll follow us wherever we end up wandering next.

- Jeff Vogel
Seattle
August, 2016.

Appendix A – Avadon 3 Combat Rules

Fans frequently ask us for more gritty details about how the game system works. We've written up some of this stuff, to give a better idea of how Avadon 3 figures out who hits whom and for how much. It's all gritty gamery details, so don't feel obligated to read and understand it.

Character Statistics

Each character (players and monsters alike) has four statistics:

Strength - Makes your melee attacks hit more often and do more damage. Helps you to wear heavier equipment without becoming encumbered.

Dexterity - Causes enemy physical, fire, and magic attacks to miss more often and to do less damage. Makes your missile attacks hit more often and do more damage. Helps you to act sooner in combat.

Intelligence - Makes your magical attacks hit more often and do more damage. Also causes enemy mental attacks to miss more often.

Endurance - Increases your health. Each level gives you five more points of health and extra vitality. Also causes enemy cold, poison and acid attacks to miss more often and to do less damage.

Non-player characters have these statistics too. On Normal difficulty, each is roughly equal to half the character's level.

These statistics are then used to derive two other statistics, which are then used in combat:

Health - $40 + 5 \text{ times Endurance} + 5 \text{ times level}$.

Vitality - $10 + 10 \text{ times level}$.

Attacking - Determining If An Attack Hits

There are several attack types in Avadon 3: melee, missile, mental, fire magic, cold magic, lightning magic, curse magic, poison, and acid. Whenever a character tries to harm another, with a melee or missile attack or an offensive spell, Avadon 3 handles it the same way.

Each attack type has an attacking skill (which helps you to hit with it) and a defending skill (which helps to defend against it):

Melee, Missile: Attack skill = Strength for melee, Dexterity for missiles, Defense skill = Dexterity.

Lightning/Energy Magic: Attack skill = Intelligence, Defense skill = Dexterity.

Fire Magic: Attack skill = Intelligence, Defense skill = Dexterity.

Curse Magic: Attack skill = Intelligence, Defense skill = Intelligence.

Poison: Attack skill = Dexterity, Defense skill = Endurance.

Acid: Attack skill = Dexterity, Defense skill = Endurance.

Cold Magic: Attack skill = Intelligence, Defense skill = Endurance.

Mental: Attack skill = Intelligence, Defense skill = Intelligence.

When someone attacks a target (by swinging a sword or casting a charm spell), the game generates a random number from 1 to 20 (called your attack roll), adds your attack bonuses for that attack, and subtracts the penalties for that attack. If the result is 5 or higher, the attack hits. Damage is done or a curse or charm spell is inflicted.

Attack Bonuses

The bonuses for an attack are:

Attack Skill - The value of your attack skill (Strength, Dexterity, etc) for that attack type.

Level - Half the attacker's level.

Your Weapon's Level - If swinging a sword, firing a bow, or using an ability that comes directly from an equipped weapon (such as Sharpshooter Spray) that weapon's level is added to your attack roll.

Relevant Skills - If the character has a skill for this specific attack or spell, there is a bonus from that skill equal to the number of levels trained. For example, when a Shaman casts Spirit Charge, the Spirit Claw skill is added to the attack bonus. If the skill is above six, each point above six adds a bonus three points to the attack bonus.

Attack Penalties

Your penalties for an attack are:

Target's Defense Skill - Half the value of the defender's defense skill for that defense type.

Level - Half the defender's level.

Training In a Spell

To be able to cast Icy Lance, a Sorceress must train in the Firebolt skill. Levels of a skill give a bonus when casting that spell (which increase both the attack bonus and the spell effect bonus).

Each level of training in a skill increases the attack bonus by 1 and the spell effect bonus by 2. In addition, training the skill to level 7 or 8 increases the spell effect bonus by an additional two per level.

Attacking - Determining Damage

If a physical attack (sword or arrow) hits, damage is inflicted on the target. Every attack has a base damage level, say 4 or 6.

The raw damage for the attack is the sum of random numbers from 1 to the base damage level. The attack bonus for the attack is the number of random numbers that are summed. (Example: The base damage for Spirit Charge is 1-3. If a Spirit Charge cast by your shaman has an attack bonus of 20, the damage for the attack is the sum of twenty random numbers from 1-3. The end result is in the 20-60 range.)

The raw damage is then reduced by the target's resistance, which comes from armor and skills. If the resistance to fire attacks is 35%, then all fire damage is reduced by 35%. The remaining damage is then applied to the character.

Determining a Spell Effect

When a non-attack spell or ability is used, the game determines the spell effect bonus for the spell, which is used to determine how much of an effect the spell has. If the spell heals, the spell effect bonus is a multiplier for the base healing. If the spell gives a blessing (or curse), the spell effect bonus can increase its duration.

For example, if a Healing Chant spell has a base healing of 1-8 (a random number from 1 to 8) and the caster's spell effect bonus is 12, the spell heals the sum of 12 random numbers from 1 to 8.

The spell effect bonus for a spell is the sum of:

Level - Half the caster's level.

Primary Skill - If the spell is an attack, get the skill from the attack type. For all other spells, the value of the caster's Intelligence skill.

Relevant Skills - If the character has a skill for this specific spell, there is a bonus of one per level of this spell plus 3 more for each level above 6. For example, if a shadowwalker uses the Stunning Powder ability, the relevant skill is Flash Powder. If he has trained six levels in Flash Powder, the bonus is 6. If trained 7 levels, the bonus is 10.

Inflicting Statuses

If the attack inflicts a hostile status (like curse or charm), Avadon 3 simply determines if the attack hits. If it does, the status is inflicted on the target for a fixed number of turns. Armor does not reduce the amount of the status inflicted.

If a character is afflicted with a status he or she already suffers from for m turns and then is struck with that status for n turns, there is no effect unless $n > m$. In this case, the character now has that status for n turns.

Some statuses directly cancel each other out. If Jill is already slowed for 3 turns and then is hasted for 5 turns, the end result is that Jill is hasted for 2 turns.

Determining Resistances From Equipment

Certain skills and items give a fixed percentage resistance to different attack types. For example, a warrior might wear a breastplate that reduces melee damage by 50% and a shield that reduces melee damage by 20%.

When damage is reduced, each item that provides resistance to that damage type is applied one at a time. If the warrior in the example above is hit for 100 points raw melee damage, the armor reduces the amount to 50 and the shield then reduces the amount 20% to 40. Thus, those two items together provide Total Melee Resistance of 60%. (Not 70%)

Monsters and other non-player characters don't get their defenses from armor. Instead, each creature has innate protection:

Poison/Acid Attacks – 1% protection per level.

Physical Attacks – 5% protection per level.

All Other Attacks - 3% protection per level.

Note that these resistances stack like regular armor. If you strike a level 30 character with, say, 300 points of physical damage, that amount is reduced by 5% thirty times (not 150% once).

Health and Vitality

A character's health determines how much punishment he or she can take before becoming dead or unconscious. A character's maximum health is the sum of:

The base health for that character. Usually 40 for player characters and 1 for everyone else.

Five times the character's level.

Five times the character's endurance.

A character's vitality determines how many tiring abilities he or she can use before needing to rest. A character's starting vitality is equal to 10 plus 1.5 times endurance plus level.