

Grendel's Cave Guide



By: Odds

****Notice: If you haven't read through everything under the Help tab on www.grendelscave.com, stop reading this now and go read that first. This guide will not help you if you don't know and understand everything on the Help pages. This guide was written with the assumption that you have already read this and understand the basics.***

<http://grendelscave.com/help.asp>

A Note to Returning Players:

Welcome to Norse GC. If you are an old veteran of GC who recently just came back to the game, you will find many things to be the same at first, but most things have changed. The game is still as exciting as it was back during GC 1.0, but it is a very different game now. Your old knowledge and skills won't get you far. The quests that you may have learned back in the day are no longer there. There are no ears, eyes, mouths, noses, or hands. There are no songbirds, spices, or cymbals. The spells that used to make you powerful back in the 1990's are different now. Magic is no longer important, but rather speed, strength and endurance. It is more of a melee-based game. The quests are all very different now and so are the kingdoms. You can't just start in an advanced or tournament kingdom anymore. You have to beat each one in order to prove yourself. Player killing is only available to thanes in Odal kingdoms and above. This means you must kill a Grendel before you can compete against others in a player-killing environment. You can read more about kingdom progression in this guide. The object of the game is still the same; complete enough quests to kill Grendel, but it is much more complex and involves 23 quests. Each completed quest yields a unique amulet, some of which are incredibly powerful. Every unique amulet does something different, and will help you complete other quests if used tactfully.

About the Guide:

This is a Grendel's Cave walkthrough. It attempts to outline the best ways to go about beating the game, one step at a time. At a first glance, this game does not make a whole lot of sense to a new player. Everything from monsters, items, rooms, stats, and to icons all seem random. Some of them are. Everythane needs to learn what to spend time on fighting and what to pass by. Every monster offers an opportunity for a fight, and possible improvements, but some have unacceptable risks, and some have no risk at all. The key to building is recognizing the difference and fighting monsters that you know you can kill without them being able to kill you.

The key to building stats is to walk away from certain monsters that pose risks and fight those that don't. One of the most straight-forward and effective techniques for

hunting, early-on, in the cave are to utilize size and flight to kill a low monster early-on, for a lot of improvements. You could take a new thane with all stats below ten, find a whip, teleport to the bottom level in Thrall, find a monster of the right size and abilities, kill it, and get a ton of improvements. How does this work? Here is the key to early stat development: Stay small, fly, and only attack small to medium sized monsters. Walk away from large sized monsters. There is a complete list of monsters in this guide. Regardless of their stats, if you are flying in the cave, small to medium sized monsters cant attack you unless they throw their weapon or shoot an arrow. This makes you significantly less likely to be fatally attacked.

Every play in GC with monsters and NPCs is dependent on thane in that kingdom's plays. If you are in a Jarl kingdom, and you are the only one awake, you can take breaks without anything bad happening. Even if you are in the middle of a fight with a Black Elf, he will not take any more hits against you than you take against him. Take your time before each click in a battle and assess the risk. In this regard, GC is a bit like chess. The enemy can't attack more rapidly than you are able to attack. If the benefit outweighs the risk then try it. If the risk outweighs the benefit, then walk away and move on. Thanes and Grendel have the ability to make more rapid attacks against you than a random monster in the cave.

Grendel's Cave is not fair. It was never intended or designed to be fair, so when you die, get over it. Resurrect, or ante-up and buy protection from death and move on. Everyone makes mistakes. I surely have made more than most, learning all 23 quests. Plan on unexpected deaths, and do everything you can do to avoid it. Utilize Shapeshifting to get Magic-Damage Only. Get the Ice Amulet early. Get Protection from Magic. Use what you know to be the best in GC. Knowledge is power in this game. This guide is just a loose foundation, but will equip you with the knowledge to beat all 23 quests, kill Grendels, and get yourself on the Hall of Fame. I have left out a lot of secrets in this guide. Discovering secrets is half the fun of GC.

One of the major things you will have to do as you progress into higher kingdoms is build a thane from scratch, keep a hold of your items and amulets, beat your enemies in any Player-Killing Kingdom, and win. Every time you sail beyond your initial Karl kingdom, you will lose all of your items, stats, and spells. It is like starting new in Thrall with nothing but your starting abilities and no portage thane. Don't let that intimidate you. If you know what you're doing you can build a new thane from scratch in Odal, Jarl, Viking, or Einherjar in under a couple of hours and be killing bottom floor monsters.

Always take risks in GC. I learned by trying everything, and succeeding with limited luck. There are several other players in Grendel's Cave who did not need a guide to get themselves on the Hall of Fame, and those are the ones you should especially look out for. Most of them made contributions to this guide and are the true Pioneers of Grendel's Cave.

Pay to Play:

Grendel's Cave is advertised as a free game. It is theoretically possible to beat an Einherjar kingdom without ever buying any lives, but incredibly unlikely. You can earn lives by slaying kingdoms. Every week that a kingdom has been active, you will earn one life for killing Grendel in it. This is a free way to accumulate some lives if you are a cheapskate. I highly recommend buying Protection from Death, as well as multiple starting abilities once you figure out the ones that could really help you. Buying Protection from Death is much cheaper in the long run than resurrecting multiple times, and less frustrating. This will greatly shorten the time needed to rebuild once you sail past Karl, because you will still have all of your starting abilities. Sometimes paying a little is worth the reward. For example, if you need one more rune to complete your collection of 24 runes for the Futhark Amulet, you may want to go to the rune shop and buy it for 4 lives, instead of hunt tirelessly for hours trying to find the last rune. How much is your time worth?

Other things that will cost you is entering the Hallows. It will cost one life if you are the second thane to enter in a kingdom, and two lives if you are the third thane. Every subsequent thane will have to pay two lives to enter, but it is totally worth it.

You may also purchase hints from the Snaedreki dragon inside the Volcano on Snaeland. He will provide hints regarding which Runestones do what, area passwords for the higher kingdoms, and several others that can save you a lot of time. These hints are given in return for one life.

Something to keep in mind- Grendel's Cave costs money to keep up. If no one ever bought lives there would be no Grendel's Cave. Furthermore, every life you buy contributes to the Cash Prize that you are eligible for, so if you win you will get some of the money back that you put into it. If you get into Grendel's Cave, you will spend a lot of time playing it, and for just a few dollars you could greatly enhance your experience, contribute to the game, and make things easier for yourself. You competition will be buying lives to make their thanes better, so you should consider it.

In late September of 2014, the servers of Grendel's Cave were so sluggish that the Game became unplayable. Beowulf's resources for buying better servers is limited to what the players put into the game by buying lives. Luckily, there were enough lives purchased in August and September of 2014 that Beowulf could afford to migrate to better hosting and improve the performance of Grendel's Cave. Without money, there is no Grendel's Cave.

Ask for Help:

Perhaps one of the best things about the latest release of Grendel's Cave is that it comes with an in-game chat. I highly recommend players that are playing to also join the chat. It will keep you involved in the GC community, and make it easy to ask questions to other players who probably have the answers.

Personal Kingdoms:

One of the greatest things that you can do now in Grendel's Cave is get a Personal Kingdom. It will cost you some lives, but it is well worth the price. Having a personal kingdom allows you to learn the quests without the stress of competition. You can customize tons of parameters in the kingdom to make it easy or difficult. The parameters that are adjustable also help you understand the difference between kingdom types and kingdom progression. When Norse GC was first released, it was so confusing that no one even killed a Karl Kingdom during the first version. After Personal Kingdoms were added, I bought one to see what it was all about. I saw adjustable parameters in the settings page that helped me understand some of the quests. I was then able to learn every quest in GC, and take that knowledge live into the game and beat most of my competition. I am not going to list the different parameters you can play with in a personal kingdom, but you basically have many of Beowulf's controls over it, and can even create kingdoms for others to play in with settings that you control.

Monsters and Combat Tactics:

The following is a list of monsters in their lowest, freshly spawned form. They will only get harder and have more spells than what is listed below as you find them lower in the cave than their highest level. The levels listed below are the highest floors you will be able to find them on. For example, below floor 60, you are able to spawn any cave monster. On level two, you will only be able to spawn level one and two type monsters. Monsters on the bottom level will spawn with a total stats just slightly greater than yours, so you can always get improvements when fighting bottom level monsters, regardless of how high your stats get. There is no limit to stats. The max stat you can have is well over two billion: 2,147,483,647.

As I have mentioned earlier, the key to quick improvements is staying small, flying, and using a long-range weapon. Distance is everything! I recommend using a Whip as soon as you can get your hands on one. You can get one by killing a Balrog. Once you have flight, are small, and have a Whip, you should attack only those monsters listed below in **red**. These are small or medium, so they will not be able to

advance you in battle. This means you will stay at a safe distance of 14 from them, and unless you are attacking a Balrog, your whip will outreach anything that use against you. If you spawn a monster that is Large, as listed below, **WALK AWAY!** I would caution you that a monster can throw their weapon, which may hurt you, but a Gargoyle for example has no weapon to throw and is an easy target, even it its stats are much greater than yours. Be persistent, keep attacking him with your whip only, and it will eventually die, yielding lots of improvements.

Be careful with Pixies. They usually are flying. If you are small and flying, another monster that is flying will still be able to advance you just like a large monster can.

Basilisks and Medusas have ugliness. Unless you have Meditation, don't fight them. There is a chance you can avoid their gaze, but the risk of getting instantly turned to stone by its ugliness is always there, regardless of your stat advantage.

Casting Spells, Stat Placement and Critical Hits

Anytime you cast a spell during battle, you give your enemy a 100% chance of hitting you. You may get lucky and block the hit with your armor or weapon, but the odds are now stacked against you. Try to avoid casting any spell while fighting unless you know it will have a good chance at killing them. This means you want to already be flying before you enter a new room of monsters. If you want to cast flight until you are in the room, you will probably suffer a hit. By default, when you just click a monster, it will automatically attack it with whatever weapon you have readied. Use this to your advantage by either having a whip and a shield readied, or two whips, and simply clicking a monster until it dies. There is no need to click Use Item every time.

The thing about modern melee-based fighting that GC is today, is that once you get down toward the bottom of the cave, almost every monster has every single spell and protection. This means your Gas Breathing, Throw Fire Ball, Mind Damage, etc will be useless. Focus on getting your speed, strength and endurance as high as you can, in that order of priority. Magic is not important. My thane in Einherjar currently has over 200,000 speed, 60,000 strength, and only about 1200 magic.

Always make sure you are fully covered. This means you want to always be wearing a helmet, a piece of body armor, and keep both arms equipped. A weapon acts like a shield against attacks. I don't use shields usually. I typically use two weapons or one two-handed weapon. If you are not fully covered you can get a critical hit, regardless of your stats. The easiest way to suffer a critical (deadly) hit is to cast a spell in a room while not fully equipped. You just opened yourself up to the chance of death, even if it is a Hippogriff.

Here is an excerpt written by Phiregod well over a decade ago explaining critical hits as well as the benefits of flight and distance control:

Critical Hits

These hits do exist and they don't just do extra damage, when landed these hits can cause a level 1 goblin to take down a thane over a thousand times larger than it. From my experience you can eliminate crits completely by taking some time to make sure you are fully equipped. Every thane has 1 head, 1 body, 2 arms(some thanes may have more). I find that crits only seem to happen when one of these equip slots are open, if you equip every slot with an item you make crits extremely rare or nonexistent. Before any fight make sure you are fully equipped.

Flight

One of the most important spells when it comes to fights. When fighting small and medium monsters/thanes while flying those monsters/thanes become incapable of moving against you. Large monsters will be able to approach you.

Flying vs Land(small/medium): Flying can approach Land based on speed. Land can't approach Flying and can attack Flying only when Flying moves within Land's range.

Flying vs Flying: Flying can approach Flying. These fights are treated just like Land vs Land fights. Both approach to their optimum distance based on comparison of speed.

Flying vs Land(large): Flying can approach Land. Land can approach Flying. These fights are treated the same as Land vs Land fights.

Keep in mind that flight works thane vs thane.

If you are on the ground and go for the first blow against something flying you will never hit unless you have an item or spell that can hit from 17 distance. Its important to learn the distance of both your item and the reach of the monster you are fighting.

Another point to be made. Do not land or fly in a room with a monster. If its able to approach it will do so to a very close distance.

The overwhelming benefit of flight is that you can control exactly what distance the monster you are fighting stays at based on your own attacks. Learning what combination of monsters and equipped items produce these easy kills can make or break a person's career in GC. “

-Phiregod, ~1999, GC 1.0.

This still holds true to this day. To dramatically reduce the chances of getting injured or killed in battle, try to get Magic Damage only and Protection from Magic. Read the Shapeshifting page for more information about how to get these wonderful protections.

Shapeshifting:

One of the most powerful spells in the game is Shapeshifting. It can only be obtained three ways. The easiest way is to pay to have it as a starting ability, which I would highly recommend, among other starting abilities. You can also find a Shapeshifting Book in the Hallows among other treasure items, but keep in mind that you will be giving up the chance of getting any of the other items in the Hallows if you choose to get it this way. The last way to Shapeshift is by using a Tarnhelm Helmet, also found in the Hallows. If I had to choose, the book is a much better way to go rather than grabbing the Tarnhelm. If you get a Mother Amulet, you can retrieve every piece of the Hallows Treasure.

You can always Shapeshift back to your original self by Shapeshifting “Self”.

Shapeshifting is a way to basically morph into the basic form of almost any monster or thane species in the game. You just cast the spell, type in what it is you want to shift to, and click yourself. It is based on value, not stats. If you have enough value, you can shift into whatever you want. Keep in mind that anytime you shift into a Monster, you will get a certain amount of Outlaw Status that must be worked off, one monster kill at a time, or by completing the Frost Quest.

You can no longer make thanes that were known as “Super-shifts”. There was a way to Shapeshift a monster, get a spell cracked, meaning instead of having it (natural) you would get stomped and have something along the lines of 32763 charges of it, allowing you to keep the spell when you shifted another monster and repeated the process. Shapeshifting has since changed in the way that it works. When you Shapeshift, you lose all of your natural, starting abilities, except for certain ones such as Viking Sailor and Shapeshifting, and you take on the naturals of whatever it is you shifted to. For example, if you make a thane that has a starting ability of Shapeshifting and shift into a Wraith, you first need about 7,350 value to do it. After you shift into a wraith, your thane picture will take that of the Wraith’s, you will earn yourself 154 outlaw, and you will have all of its natural abilities: Detect Invisible, Magic Damage Only, Paralyzing Touch, and Sickening Damage. You will also still have Shapeshifting. This is one of my favorite monsters to Shapeshift, because Magic-Damage Only is an incredibly powerful protection. All weapons will bounce off you unless they are enchanted. This means every weapon-equipped monster in the cave cannot hurt you with their weapon except for some Wraiths, Balrogs, and Black Elves. The lower level Wraiths, Balrogs, and Black Elves will have enchanted weapons that can still hurt you with Magic-Damage Only. Every

other monster in the cave using a weapon will not have a chance. If you are able to also read a Protection from Magic Book from the Hallows, you will be almost invincible to all cave monsters, except the lower level Wraiths, Balrogs, and Black Elves.

Later on in your kingdom, you may want to get some death insurance. The best way to get this is to Shapeshift an Undead Warrior. You only need roughly 59,500 value, and you will unfortunately be left with 1195 Outlaw points. This will give you the spell of Undying as well as Magic-Damage Only. If you die as an Undead Warrior you don't die! You are instead transported to Helheim, which is beyond the bridge in the Realm of Hel, on the Island of Niflheim. If you don't have at least one of the three amulets that will allow you to get out of Helheim, you will be stuck there, so don't Shapeshift an Undead Warrior until you have one of these Amulets: Undead Warrior Amulet, Ratatosk Amulet, or Mother Amulet. Once you have any one of those, shifting an Undead Warrior will protect you from death and you will have a way out of the prison of Helheim. You will also be boosted to 200% health when you are killed.

There are several exceptions to what was stated above regarding being transported to Helheim. If you die as an Undead Warrior while answering one of Hel's questions incorrectly, you will not die, but will be transported to Heorot Hall instead of Helheim. Also, if you die while drinking from the Font while attempting the Frost Quest, you will be transported to Heorot Hall alive, instead of Helheim. This makes it possible to shapeshift an Undead Warrior without a way out of Helheim, conquer the Frost Quest, and then Shapeshift back to "Self" without worrying about Helheim. The one and only way you can actually be killed as an Undead Warrior is by the Sword of Revenge, Mjolnir, or a flaming weapon. So be careful battling the Cyclops or Hallows Balrog as an Undead Warrior. The ultimate form of death insurance is to wear the Ice Amulet. You cannot die with one on.

Below is a list provide by "Question" from the Forums that lists the Value needed to shift various monsters, as well as the Outlaw penalty. I have not tried all of these and cannot validate the accuracy of this list, but for as many as I have tried, it seems accurate.

Monster / Outlaw Penalty / Value Needed

Hippogriff/ 6 / 10

Sea Snakes/ 10 / 10

Animated Tree/ 10 /10

Gnome/ 10 / 10

Goblin/ 10 / 10

Skeleton/ 10 / 10

Gremlin/ 20 / 500

Bunch of Rats/ 20 / 500

Undead/ 20 / 500

Hobgoblin/ 21 / 550
Giant Worm/ 30 / 1000
Gnoll/ 31 / 1100
Orc/ 34 / 1250
Bunch of ants/ 40 / 1500
King Hobgoblin/ 42 / 1600
Minotaur/ 50 / 2000
Pixie/ 51 / 2100
Hydra/ 60 / 2550
Centaur/ 61 / 2600
Bunch of Snakes/ 63 / 2750
Ogre/ 63 / 2750
Ghoul/ 65 / 2750
Manticora/ 80 / 3500
Gargoyle/ 81 / 3600
Griffin/ 81 / 3600
Ghost/ 95 / 4300
Wivern/ 98 / 4400
Earth Elemental/ 117 / 5350
Fire Elemental/ 117 / 5350
Water Elemental/ 117 / 5350
Cockatrice/ 122 / 5600
Air Elemental/ 128 / 5950
Wight/ 129 / 5950
Wraith/ 154 / 7350
Balrog/ 167 / 7850
Iron Bull/ 170 / 8000
Unicorn/ 186 / 8800
Pirate/ 192 / 9100
Sirens/ 194 / 9300
Mermaid/ 199 / 9500
Chimera/ 207 / 9950
Medusa/ 524 / 25750
Basilisk/ 552 / 27000
Undead Warrior/ 1195 / 59500
Svadilfari/ 1550 / 77000
Whale/ 2283 / 113750
Fire Giant/ 2383 / 118750
Frost Giant/ 2561 / 127750
Light Elf/ 2645 / 132000
Rock Giant/ 2692 / 134000
Black Elf/ 2794 / 139250
Leviathan/ 3665 / 185000
Gnipa/ 55483 / 2775000
Dragon/ 55483 / 2775000

Snaedreki/ 76091 / 3804500

Monsters you will never have enough experience to shift:

Dvergrs, Scraeling, Picts, Huns, Cyclops, Jormungand, Fafnir, Djinn, Hallow's Balrog Grendel, and Grendel's Mom. Sea monsters only work in water otherwise you shift into a human but still get the outlaw status. If you shift into monsters with 0 portage you end up with -1 portage and can't pick up or hold anything and can't improve your portage.

Kingdom Progression:

The name of the game is to Kill Grendel. In order to advance beyond a Karl Kingdom, you must slay Grendel in Karl. This portion of the guide's purpose is to outline the requirements of each kingdom and to help you understand the differences and difficulty of each kingdom.

Thrall: Difficulty is N/A. This is a starting kingdom. It is there for very new players to learn how to battle, build stats, obtain spells, and perhaps learn a few quests. You cannot kill Grendel in this kingdom, so lingering around Thrall after you've got the basics down is a waste of your time. The death penalty in Thrall kingdom is a 0% loss of stats and value upon resurrection after death or a return to Heorot Hall via Protection from Death premium. You will lose your items if you die once your total cumulative stats are above 125 or so. Until then, if you die you are transported to Heorot Hall with all of your items. This is to help brand new players learn the combat tactics without the frustration of death. Cave depth is 256.

Karl: Difficulty is 1/100. This is the first kingdom you have to slay before moving on into the real kingdoms of Grendel's Cave. Player Killing is not allowed in Karl Kingdoms. You only need to complete **7 unique quests**, on the easiest level of difficulty to obtain the Yggdrasil and kill Grendel. This type of kingdom can be conquered in an hour or even less if you know what you are doing. You can also sail all of your items, including amulets in from Thrall to expedite the process. The prerequisite for sailing to a Karl Kingdom is a measly 1000 value. The death penalty in a Karl kingdom is a 0% loss of stats and value upon resurrection after death or a return to Heorot Hall via Protection from Death premium. You will lose your items if you die. If you sail from a Karl kingdom, you will lose all of your stats, items, and abilities. This is true even if you sail to another Karl kingdom. Don't let anyone else beat you to the Yggdrasil or you will have wasted your time. Cave depth is 256.

Odal: Difficulty is 3/100. Three times the difficulty of a Karl Kingdom. This is what I would consider to be the first *real* kingdom in GC. Player Killing is allowed, and most of the quests are slightly more difficult. Of course when you sail in, you will lose all of your stats, abilities, and items you had in Karl. You will keep your starting abilities that you chose or paid for when you created your thane. You will need to complete **10 unique quests** at a moderate difficulty to obtain the Yggdrasil and kill Grendel. This kingdom can be conquered and killed within a day if you know what you are doing. The death penalty in an Odal kingdom is a 10% loss of stats and value upon resurrection after death or a return to Heorot Hall via Protection from Death premium. You will lose your items if you die. If you sail from an Odal kingdom, you will lose all of your stats, items, and abilities. This is true even if you sail to another Odal kingdom. If anyone else enters your kingdom, consider it a threat and kill them. See the Player Killing Section for more advice. Cave depth is 512.

Jarl: Difficulty is 20/100. Twenty times the difficulty of a Karl Kingdom. Jarl is a kingdom for advanced Grendel's Cave players. It is not incredibly difficult, but slaying a Jarl will take substantially more time than an Odal, and is significantly more difficult all around. Slaying a Grendel in a Jarl Kingdom will land you a place on the Hall of Fame and is a big accomplishment. When you sail into a Jarl, you will start fresh again just as you did in Odal. You will need to complete **18 unique quests** at a challenging difficulty to obtain the Yggdrasil and kill Grendel. This kingdom can be conquered and killed within a few days if you know what you are doing. The death penalty in a Jarl kingdom is a **50%** loss of stats and value upon resurrection after death or a return to Heorot Hall via Protection from Death premium. You will lose your items if you die. If you sail from a Jarl kingdom, you will lose all of your stats, items, and abilities. This is true even if you sail to another Jarl kingdom. If anyone else enters your kingdom, consider it a threat and kill them. See the Player Killing Section for more advice. Cave depth is 1024.

Viking: Difficulty is 40/100. Forty times the difficulty of a Karl Kingdom. Viking Kingdom is for expert Grendel's Cave players. It is not substantially more difficult than a Jarl kingdom, but it will be more time consuming, tedious, and does not offer a large margin for error. As always, you start fresh when you sail in. You will need to complete **20 unique quests** at an expert difficulty level to obtain the Yggdrasil and kill Grendel. This kingdom can be conquered and killed within a week if you know what you are doing. The death penalty in a Viking kingdom is a **75%** loss of stats and value upon resurrection after death or a return to Heorot Hall via Protection from Death premium. You will lose your items if you die. If you sail from a Viking kingdom, you will lose all of your stats, items, and abilities. This is true even if you sail to another Viking kingdom. If anyone else enters your kingdom, consider it a threat and kill them. See the Player Killing Section for more advice. Cave depth is 1024.

Einherjar: Difficulty is 99/100. Ninety-Nine times the difficulty of a Karl Kingdom. Einherjar Kingdom is for those thanes who "want to bang their heads against the wall." It is incredibly difficult and is rumored to be impossible, but nothing is impossible in Grendel's Cave. You will need to complete **ALL 23 unique quests** at an expert difficulty level to obtain the Yggdrasil and kill Grendel. There is absolutely no margin for error in Einherjar. Of course you cannot even compete in this kingdom until you have athane that has killed a Karl, Odal, Jarl, and Viking first. Your Protection from Death premium will not work in Einherjar. I have not died yet in Einherjar, so I do not know the penalties for resurrecting. This kingdom can be conquered and killed within a month if you know what you are doing, but will not be easy. One of the most intimidating aspects is that you cannot skip a single quest. This means you must get the Mother Amulet, which is incredibly difficult using a minimum of two thanes, or you must pay 320 lives for her location from Snaedreki. You also must kill 10,000 Black Elves for the Earth Amulet. You also better get lucky spawning the Hallows Balrog, because you only have one chance. This may

be one of the most frustrating aspects of the kingdom because it is random and out of your control. Otherwise your only other chance is to make a new thane, slay another Karl, Odal, Jarl, and Viking, just for another 1/5 chance at spawning the little bastard. Cave depth is 1024. If anyone else enters your kingdom you will see it coming for weeks. Sound like fun? Good luck! I will be incredibly impressed if anyone can kill an Einherjar.

Killing Streaks:

Killing Streaks is a way to get much bigger improvements, especially when fighting on the bottom level with stats larger than those on the floor just above the bottom level. Every kill that yields at least one improvement will count toward your killing streak. If you kill a monster that does not yield one improvement, nothing bad happens, it just won't count toward your killing streak. Your killing streak number cannot go down, but you can't keep track of it without the list of prizes below. **Your killing streak will end if you die, go to sleep, or have to reawaken your thane from the account page for any reason.** If you idle out and are asleep on the thane-list but can still play without having to reawaken through the account page, your streak will not end. They fall into order sequentially every 20 kills. A Book prize will be Stability, Concentration, or Meditation.

20. rune drop	460. rune drop	900. rune drop
40. 50 imps	480. 500 imps	920. 50 imps
60. rune drop	500. rune drop	940. rune drop
80. Runestones	520. 50 imps	960. Book
100. rune drop	540. rune drop	980. rune drop
120. 50 imps	560. Runestones	1000. 50 imps
140. rune drop	580. rune drop	1020. rune drop
160. 500 imps	600. 50 imps	1040. Runestones
180. rune drop	620. rune drop	1060. rune drop
200. 50 imps	640. 5000 imps	1080. 50 imps
220. rune drop	660. rune drop	1100. rune drop
240. Runestones	680. 50 imps	1120. 500 imps
260. rune drop	700. rune drop	1140. rune drop
280. 50 imps	720. Runestones	1160. 50 imps
300. rune drop	740. rune drop	1180. rune drop
320. Book	760. 50 imps	1200. Runestones
340. rune drop	780. rune drop	1220. rune drop
360. 50 imps	800. 500 imps	1240. 50 imps
380. rune drop	820. rune drop	1260. rune drop
400. Runestones	840. 50 imps	1280. Dragon Blood Amulet
420. rune drop	860. rune drop	
440. 50 imps	880. Runestones	

After the Amulet drops it resets to the start of the kill streak rewards.

Joke Books:

Here is a complete lists of Joke Books. A full set will get you the Librarian Amulet. Ten of these will contain unique area passwords if you are in Jarl, Viking, or Einherjar. See the Area passwords for more information.

- | | |
|--|---|
| 1. Athribis | 25. Osiris Legend |
| 2. Atrahasis Epic | 26. Proverbs of Sumer |
| 3. Bacchylides | 27. Pyramid Spells |
| 4. Beowulf | 28. Red Book of Hergest |
| 5. Black Book of Caermarthen | 29. Ryokan |
| 6. Book of Aneurin | 30. Saga of Dietrich of Bern |
| 7. Book of Gates | 31. Saigyo: Poems of a Mountain Home |
| 8. Book of Psalms | 32. Shu King |
| 9. Book of the Dead | 33. Smashing of the Red Pots |
| 10. Chin P'ing Mei | 34. Sörla þátttr |
| 11. Cretans | 35. Tao Te Ching |
| 12. De Falsa Legatione | 36. The Analects |
| 13. Dead Sea Scrolls | 37. The Art of War |
| 14. Diamond Sutra | 38. The Book of Deer |
| 15. Epic of Gilgamesh | 39. The Book of Taliessin |
| 16. Field of Offerings | 40. The Book of the Coming Forth By Day |
| 17. Guide to the Ways of Rosetau | 41. The Book of Two Ways |
| 18. Hsun Tzu | 42. The Cannibal Hymn |
| 19. Iliad | 43. The Classic of Mountains and Seas |
| 20. Journey to the West | 44. The Coffin Texts |
| 21. Litany of Re | 45. The Lotus Sutra |
| 22. Odyssey | 46. The Pyramid Texts |
| 23. Opening of the Mouth | 47. The Vimalakirtia Sutra |
| 24. Opening the Double Door of the Sky | |

Runes and Runestones:

Runestones are the keys to most of the Quests in Norse GC. To complete every quest you will need nearly every Runestone. What is a rune and a Runestone? A rune is a letter and a Runestone is a word. For example, a Berkano rune is just a rune that looks like the letter B. The Berkano Runestone needs to be written with the runes B,E,R,K,A,N,O. They will then all form together and make the Berkano Runestone. Disregard what the stones look like. For example, to write the Thurisaz Runestone, you need a Th,U,R,I,S,A,Z. Not just the letters shown on the stone. The easiest way to get all 24 Runestones is to get a Futhark Amulet in your kingdom. This will allow you to “chisel” or make any of the runes you need to write all 24 Runestones.

Runes:



Berkano (B)



Kenaz (K)



Eihwaz (Ei)



Othila (O)



Hagalaz (H)



Wunjo (W)



Ingwaz (ng)



Gebo (G)



Nauthiz (N)



Sowilo (S)



Laguz (L)



Mannaz (M)



Tiwaz (T)



Ehwaz (E)



Isa (I)



Ansuz (A)



Dagaz (D)



Jera (J)



Algiz (Z)



Perth (P)



Fehu (F)



Uruz (U)



Raido (R)



Thurisaz (Th)

Runestones:



Perth



Algiz



Nauthiz



Wunjo



Ingwaz



Gebo



Raido



Tiwaz



Fehu



Thurisaz



Dagaz



Ehwaz



Kenaz



Jera



Uruz



Eihwaz



Hagalaz



Mannaz



Berkano



Isa



Laguz



Sowilo



Ansuz



Othila

Number of each rune needed to write all 24 Runestones

Berkano- 2	Nauthiz- 7	Dagaz- 2
Kenaz- 2	Sowilo- 4	Jera- 2
Eihwaz- 1	Laguz- 5	Algiz- 14
Othila- 7	Mannaz- 1	Perth- 1
Hagalaz- 4	Tiwaz- 1	Fehu- 1
Wunjo- 6	Ehwaz- 7	Uruz- 8
Ingwaz- 1	Isa- 9	Raido- 6
Gebo- 5	Ansuz- 22	Thurisaz- 4

Spelling of runes for each Runestone:

Berkano- Berkano, Ehwaz, Raido, Kenaz, Ansuz, Nauthiz, Othila

Kenaz- Kenaz, Ehwaz, Nauthiz, Ansuz, Algiz

Eihwaz- Eihwaz, Hagalaz, Wunjo, Ansuz, Algiz

Othila- Othila, Thurisaz, Isa, Laguz, Ansuz

Hagalaz- Hagalaz, Ansuz, Gebo, Ansuz, Laguz, Ansuz, Algiz

Wunjo- Wunjo, Uruz, Nauthiz, Jera, Othila

Ingwaz- Isa, Ingwaz, Wunjo, Ansuz, Algiz

Gebo- Gebo, Ehwaz, Berkano, Othila

Nauthiz- Nauthiz, Ansuz, Uruz, Thurisaz, Isa, Algiz

Sowilo- Sowilo, Othila, Wunjo, Isa, Laguz, Othila

Laguz- Laguz, Ansuz, Gebo, Uruz, Algiz

Mannaz- Mannaz, Ansuz, Nauthiz, Nauthiz, Ansuz, Algiz

Tiwaz- Tiwaz, Isa, Wunjo, Ansuz, Algiz

Ehwaz- Ehwaz, Hagalaz, Wunjo, Ansuz, Algiz

Isa- Isa, Sowilo, Ansuz

Ansuz- Ansuz, Nauthiz, Sowilo, Uruz, Algiz

Dagaz- Dagaz, Ansuz, Gebo, Ansuz, Algiz

Jera- Jera, Ehwaz, Raido, Ansuz

Algiz- Ansuz, Laguz, Gebo, Isa, Algiz

Perth- Perth, Ehwaz, Raido, Thurisaz

Fehu- Fehu, Ehwaz, Hagalaz, Uruz

Uruz- Uruz, Raido, Uruz, Algiz

Raido- Raido, Ansuz, Isa, Dagaz, Othila

Thurisaz- Thurisaz, Uruz, Raido, Isa, Sowilo, Ansuz, Algiz

What Should I do First?

What I would recommend doing in the beginning is to start hunting, get some stats and value, go to the witch, get all of your necessary spells, and focus on getting a Killing Streak going. This will help you get lots of runes, which you need to get the Futhark Amulet. I usually make getting the Futhark one of my first priorities. It gives you the ability to quickly chisel all the runes you need to get the 24 stones, which will unlock nearly every quest. Since you need to build a thane up anyways, you might as well try to get an Amulet in the process as efficiently as possible. All you need to do is get a complete set of runes, 24 unique runes, and take them to the Runristaire. See the Futhark under the quest guide for more information about how to do that.

Quest Order and Prioritization:

Thrall: I don't play much in Thrall, but if I wanted to do the quests in Thrall and sail to a Karl and slay it, I would do the quests in the order listed under Karl.

Karl: Since you only need seven amulets to get past this kingdom, I try to get the bare minimums and move on. First I would make sure my thane was hunting in the cave to get a few thousand stats and some spells from the witch. First focus on getting all 24 runes to get the Futhark Amulet. Once you have the Futhark, make all 24 Runestones with it, go to the dragon, give them all to him one by one and write down the coordinates on a notepad or word document as well as which Runestone does what. Since the dragon only gives you 12 coordinates in total, your other 12 that you gave to him will be sitting in the treasure. Keep clicking the treasure as long as you have enough keys and get your runestones back. Give Weatheow another Viking Sailor Runestone, sail the Open Sea, and find Faroyar. Go in and see what Runestones gives you which spells from him. To do this just click him with your Runestones and he will tell you. Write those down, and give him the ones he wants for the spells. You should have six new spells.

Now, go back out to sea and find Skraelingland. Complete the Undead Warrior Quest, and maybe even make sure to get the Iduna's Key out of the basket in the process you can complete the Ratatosk Amulet later if you wish.

Now goto the Hallows and grab the Valknut Amulet. Read the section on it before doing this for the first time. Next find Svadilfari and walk him to Asgard. Now go to Nidavellir and find Sindri and give him 10,000 rings. Then go back out to sea and use your Valknut to Berserk and kill the Cyclops. Now take his Sword of Revenge and take it to Muspelheim while out at sea for the Fire Amulet. You now have seven amulets. Find Hvirtramannaland, give your seven amulets to the White Witch, take the Yggdrasil, and kill Grendel.

This is just one possible scenario. You may get lucky and find two relics in the pyramid while doing the Undead Warrior Quest and decide you want to just go grab the Moon Amulet from Vanaheim while out at Sea. You may spawn a mermaid and not need to bother with Nidavellir and Sindri. You only need seven amulets. You have tons of flexibility and options.

Odal: Same as Karl, but you just need to get three additional quests done before betting the Yggdrasil.

Jarl: Here is where the tough kingdoms begin. First you need to build your thane up again from scratch. Get some stats and spells, and go for the killing streak. I would set aside a time where you can go for the Dragon Blood Amulet. This will take some time as it requires you to play for many consecutive hours and killing over 1300 monsters before sleeping or idling out. See the Killing Streaks for more information. As you are getting the Dragon Blood Amulet, you should be collecting tons of Runes, Runestones, Joke books, and value. By the time you get the Dragon Blood Amulet, you will have killed so many monsters that you should have all 24 Runestones, or at least have the runes to write the ones you are missing. You should also have all 47 joke books, or only be a book or two shy. Within all of those Joke Books you should most, if not all of the area passwords. These are all required in this kingdom, so you mind as well kill four birds with one stone- prerequisites or requirements for the Futhark Amulet, Librarian Amulet, Ore Amulet, Dragon Blood Amulet, and area passwords. This will probably take the better part of the first day. When you are done, you will have most of the requirements for four of the amulets, as well as a need for a shower and a good meal.

Next, get the Futhark Amulet, and chisel all the remaining runes needed to write all 24 Runestones. Now go figure out which Runestones do what, just like in Karl and Odal. Now you can choose the order you want to do the rest of the quests. You can omit only five, so the question becomes *What Ammys can I not do?* Get the rest of the ammys you need done and you are on to Viking.

Viking: Same as Jarl, but some of the later quests you'll do have higher requirements, such as getting 10 Million rings instead of just 1 Million. Strategy is the same, but now you can only omit three Amulets!

Einherjar: If you make it past Viking you don't need this Guide anymore.

Area Passwords:

In Jarl, Viking, and Einherjar, you will need 10 area passwords to complete certain quests. If you are in Thrall, Karl or Odal skip ahead. They can all be found in the 47 joke books listed above in the Joke Books Section. It will look like some random words from another language. It won't tell you which ones they are, so as you figure out what does what, make note of it in your notepad. You need area passwords for the following:

1. Bifrost Bridge
2. Shrine (on Fayoyar)
3. Nidavellir
4. Pyramid Entrance
5. Pyramid Exit (Yes these are two different area passwords.)
6. Hallows
7. Svartalheim
8. White Witch
9. Odinsacker
10. Gnipahellir

Player Killing:






The most challenging kills are often those of other thanes. It is exhilarating and one of the most exciting things that will ever happen to you in GC. These battles can happen very fast, and clicking speed is crucial. If your opponent is clicking twice as fast as you are, you will take twice as many hits and make half as many attacks as he does. If your opponent is asleep, be careful about getting outlaw status. If the thane you are attacking is not **red** and awake, you will get outlaw points for initiating an attack. You can curse a thane first to make him red, but if your stats are higher than theirs it will not let you curse them. If another thane attacks you first he will appear **red** to you, and you can defend yourself and kill him with no outlaw penalty.

Private Rooms


Private rooms are the safest place to store your items and Amulets. They are not free, but offer a safe haven for all of your hard work. It also protects you from Grendel. In case you haven't learned the hard way, Grendel loves Amulets. He will stalk you when you are awake or asleep, take them from you, and often times crush them. I would strongly advise against ever sleeping in a place where Grendel can go. This includes all of Midgard/Sjaelland (Heorot Hall, Countryside, Swamp,

Witches hovel, etc...), and all of Grendels Cave. Other world areas are safe from Grendel, including Gnipahellir, the Open Sea, any other island, Nidavellir, etc.

Mainland/Sjaelland/Midgard Monsters:





	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	17	10	18	0	7
	Flight, Invisibility, Throw Fireball					
	Large	1	2	3	0	0
	n/a					
	Large	1	4	5	0	0
	Note: Sea Snakes can also be found in the Open Sea					
	Medium	1	6	9	0	0
	Teleport					
	Large	18	15	20	0	0
	Poison Missile (tail)					

Level 1 Monsters:


	Size	Strength	Endurance	Speed	Portage	Magic
	Large	3	3	3	0	0

	Fire Kills					
	Medium	2	4	2	2	0
	n/a					
	Medium	3	2	2	3	0
	Light Sick					
	Medium	2	2	4	2	0
	n/a					

Level 2 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Small	1	1	17	1	0
	n/a					
	Medium	6	5	4	4	0
	Light Sick					
	Large	8	9	3	0	0
	n/a					
	Medium	3	11	3	3	0
	n/a					

Level 3 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Small	2	2	13	0	13



Detect Invisible, Magic Damage Only

Large 12 6 6 0 0

n/a

Medium 10 11 5 4 0

n/a

Medium 7 7 8 8 0

Light Sick

Level 4 Monsters:



Size Strength Endurance Speed Portage Magic

Large 3 24 13 0 0

Fire Kills, Web Wounds

Medium 8 8 8 2 14

Detect Invisible, Paralyzing Touch

Medium 12 10 8 10 0

Light Sick

Small 1 1 17 1 20




Detect Invisible, Flight, Invisibility

Level 5 Monsters:



Size Strength Endurance Speed Portage Magic


Large 10 10 10 10 10



	Detect Invisible	Medium	17	17	13	0	0
	n/a	Large	6	1	43	0	0
	Poison Damage	Medium	9	10	10	3	18
	Detect Invisible, Magic Damage Only, Paralyzing Touch, Strength Sapping Damage						

Level 6 Monsters:


		Size	Strength	Endurance	Speed	Portage	Magic
	Invisibility	Medium	20	18	22	0	0
	Multi-Headed	Large	17	1	17	0	0
	Vulnerable to Elves	Large	17	17	18	8	0
	Detect Invisible, Magic Damage Only, Paralyzing Touch, Sickening Damage	Medium	11	17	16	7	25

Level 7 Monsters:


		Size	Strength	Endurance	Speed	Portage	Magic
		Medium	17	17	18	1	0

	Detect Invisible, Immolate, Invisibility, Magic Damage Only, Resist Magic Missile					
	Large	0	1	0	0	0
Multi-Headed (3 heads)						
	Medium	10	27	25	0	25
Detect Invisible, Stoning Touch						


Level 8 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	3	20	38	0	39
Detect Invisible, Poison Damage, Ugliness						

Level 9 Monsters:


	Size	Strength	Endurance	Speed	Portage	Magic
	Large	10	20	27	0	0
n/a						

Level 10 Monsters:


	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	21	21	30	0	39

Detect Invisible, Stoning Touch, **Ugliness**


Level 13 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	30	45	37	0	0
Detect Invisible, Gas Breathing, Protection from Gas						

Level 15 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	0	20	65	0	65
Detect Invisible, Siren Song						

Level 60 Monsters:

	Size	Strength	Endurance	Speed	Portage	Magic
	Medium	80	80	180	30	230
Quest Monster Light Sick, Mind Damage, Poison Damage, Protection from Magic						

Spells:



Enhancements:

Name	Pages	Description
Flight	11	Flying
Invisibility	11	Invisible
Detect Invisible	11	See invisible thanes/monsters
Immolate	15	Flame Up
Regenerate	33	Regenerate endurance
Sizing	65	Grow/Shrink
Sight	150	Grants Sight
Super Hero Wizard	1000	Allows you to kill the dragon
Morph	1024	Change into another thane/monster
Shapeshift	1500	Change Form

Protections:

Name	Pages	Description
Protection from Sapping	13	Protects against Strength Sapping Damage
Protection from Poison	13	Protects against Poison
Protection from Paralysis	13	Protects against Paralyzing Touch
Resist Magic Missile	15	Resistance to Magic Missile attacks
Protection from Stone Touch	21	Protects against Stoning Touch
Protection from Fire	25	Protects against Fire
Protection from Gas	29	Protects against Gas Breathing
Protect from Magic Missile	31	Protection against Magic Missiles
Protection from Web	33	Protects against Spin Web
Stability	255	Protects against Quake
Concentration	512	Protects against Mind Damage
Meditation	1024	Protects against Ugliness
Protection from Magic	2000	Protects against all Magic*
Magic Damage Only	N/A	Protects from all non-magical attacks**
Super-Hero Wizard Damage Only	N/A	Protects from all non-SHW attacks
Protection from Weapons	N/A	Only Grendel has this
Giant Sword Damage Only	N/A	Only Grendel's Mom has this

Undying

N/A Only Undead Warriors have this***

Note: Getting protection spells from the witch is based on your highest stat and not magic. This means you could have only 11 magic, but have 75k speed and get Protection from Magic Missile 28497 times in one click from the Witch. Stability, Concentration, and Meditation, aka “Human” spells or books, can only be given by the witch if your starting species is a human. You cannot Shapeshift into a human and be able to get these spells. Furthermore, you will not ever get a Stability, Concentration, or Meditation Book from the witch. These can only be obtained through Killing Streak Prizes or on rare occasions killing a monster that has one, or spawning one in the cave. To spawn items in the cave such as the “human” books, it must be a virgin cave room, or a room which no thane or monster has been in yet. Any thane starting type can get the human books via a Killing Streak Prize or finding a monster that has one.

* Protection from Magic protects from Sapping, Poison, Paralysis, Magic Missile, Stone Touch, Fire, Gas, Web, and Mind Damage. It also protects from Magic attacks, which includes, but is not limited to Animated Trees, Dragon, Grendel, Grendel’s Mom, etc. It does not protect you from Ugliness, Quake, or Sickening Damage.

** Magic Damage Only can be obtained from Shapeshifting a monster that has it naturally. It is a wonderful protection that will make you invincible to almost every monster in the game. If you are able to Shapeshift a monster with it, and read a Protection from Magic Book, you are almost invincible. See the Shapeshifting discussion for more information.

*** This can be obtained by Shapeshifting an Undead Warrior. It is an incredibly powerful protection as long as you know how it works. It can be devastating if you don’t.

Attacks

Name	Pages	Description
Paralyzing Touch	13	Paralyzes Opponent
Poison Damage	13	Poisons Opponent
Strength Sapping Damage	13	Saps Strength of Opponent
Sickening Damage	15	Sickens Opponent
Throw Fire Ball	15	Throws Fire Ball at Opponent
Stoning Touch	21	Turns Opponent to Stone
Gas Breathing	29	Belches Gas at Opponent
Quake	33	Stomps Opponents Magic/Spells
Siren Song	33	Sing Saps Opponent Stats

Spin Web	33	Enshrouds Opponent in Webs
Fire Breathing	97	Belches Fire at Opponents
Mind Damage	150	Hurts Opponents
Throw Lightning Bolt	193	Throws Lightning at Opponents

Helpers

Name	Pages	Description
Ally Trees	11	Tames some monsters
Conjure Water	17	Conjures a Water Elemental
Conjure Earth	21	Conjures an Earth Elemental
Conjure Wind	23	Conjures a Wind Elemental
Conjure Fire	33	Conjures a Fire Elemental
Monster Taming	65	Tames some monsters
Writing	25	Allows you to write Runestones

Note: The level required for writing varies based on the Kingdom type.

Curses

Name	Pages	Description
Fire Kills	n/a	Fire attacks will kill you instantly
Light Sick	n/a	Fire/Sun chars your skin
Vulnerable to Elves	n/a	Elves will hit/kill you easier
Web Wounds	n/a	Webs will subtract from your endurance

Note: Thanes aren't the only ones with curses.

Other

Name	Pages	Description
Quick Bow	31	Allows rapid fire of Missile Weapons
Throw Boulders	31	Allows throwing of Boulders
Spelunking	33	Tells your location in reference to the cave opening
Walk Through Walls	129	Pass through Walls
Teleport	161	Allows Teleporting
Ugliness	400	Makes your thane Ugly

Outlaw

Name	Pages	Description
Spying	100	Allows you to see all of a thane's info/items
Thievery	1,000	Allows you to steal from most shops
Pick Pocketing	10,000	Allows you to steal an item from a thane/monster

Note: There are some drawbacks to being an outlaw.

Special

Quest Spells

Name	Description	NPC that gives it
Berserking	Allows you to Berserk	Witch- Runestone
Chanting	Allows you chant to Alfheim	Priest- Runestone
Cosmonaut	Allows passage into Asgard	Heimdall- Runestone
Fishing	Allows you to fish	Priest- Runestone
Horse Whispering	Allows you to tame Svadilfari	Priest- Runestone
Ice Walking	Allows you to walk on the ice	Hel- Answer 2 nd question
Masonry	Allows you to build a wall	Priest- Runestone
Mist Walking	Allows you to walk in the mist	Goddess Hel- Answer 1 st question
Swimming	Allows you to swim	Priest- Runestone
Weaving	Allows you to make fishing line	Priest- Runestone

A Guide to the Quests:

Difficulty Scale:



Novice

Easy

Moderate

Difficult

Very Difficult

Nearly Impossible

Bang Your Head Against The Wall



Futhark Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Futhark amulet is one of the first amulets you should go for. Its ability unlocks many of the other amulet prerequisites. It allows you to chisel runes. Since many of the quests require a certain Runestone to complete them, it is a good one to have in order for the other quests to be much easier.

Explanation for difficulty:

The higher kingdoms require the 24 Runestones instead of the 24 runes. This can significantly add to the time required to get the Futhark amulet, making it more difficult, time consuming, and tedious.

How to get the amulet:

Prerequisites:

None

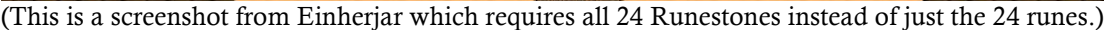
Directions:

Hunt through the cave to find runes. They are common in thrall and Karl, and get more rare as you progress into Odal, Jarl, Viking, and Einherjar. There is one way to get a guaranteed income of runes and that is by getting killing streak bonuses.

Once you have acquired at least one of all 24 different runes, you need to take them to the runristaire and drop them. This will take some planning. First you need to get Viking Sailor at least once. In order to get it, you need to give Weatheow the Runestone she wants for one charge of Viking Sailor per Runestone. To find out which Runestone she wants, click her while holding a Runestone in your inventory and she will tell you. It doesn't have to be the correct one. You may need Writing in order to make the Runestone you need with your runes unless you are lucky enough to find the Runestone through a killing streak bonus drop while hunting. You can obtain the spell of Writing through the witch. Once you have a charge of Viking Sailor and all 24 runes in your possession, make sure you have a compass and sail the Open Sea to find Hjaltland. See the Open Sea section to find the island. Upon reaching Hjaltland, find your way to the Rune Shop, enter and exit with the highest value in your kingdom. In here, drop all 24 of your runes for the Futhark Amulet.



- Get Writing
- Get a charge of Viking Sailor
- Get all 24 runes
- With the highest value in the kingdom, carry the rings to the Runristaire, located in the Rune Shop on the island of Hjaltland in the Open Sea.
- Drop one of each rune in the Runristaire.



Make sure you are wearing it, select Use Item: Chisel Rune, and click the amulet. You can chisel any rune you want by typing in the name of the rune. The amulet will make the rune you type in and drop it in your inventory. For the list of runes and how to use them see the runes section.

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Undead Warrior Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Undead Warrior Amulet allows you to skip the first two out of three questions for the Ice Quest. It also allows you to walk in and out of Helheim without getting trapped. This can be very useful if you ever want to Shapeshift into an Undead Warrior for its Undying spell.

Explanation for difficulty:

The higher kingdoms require area passwords which make getting access to the pyramid more difficult. You need a password to get into the pyramid and a separate, different password to get out.

How to get the amulet:

Prerequisites:

- Have at least one charge of Viking Sailor in order to get to the Island that the Pyramid is on.
- Have sufficient stats to kill the Undead Warrior.
- Have a Sword of Revenge from the Cyclops, or know how to call the Mjolnir.

- Having a way to Berserk is recommended for kingdoms above Karl



Directions:

Once you are back out at sea, you need to find the island of Skraelingland. See the sailing section if you don't know how to do this. Once you make it to this small island, enter the pyramid. Now you are in a three dimensional maze. Luckily, Kadence made a map for this hellish puzzle which makes it one of the easiest quests. The Undead Warrior will be randomly located in any of the rooms in the pyramid. You have to find him. You do not have to spawn him. See the Pyramid Map for this quest.

Once you find him, he will be sleeping. Now prepare for battle. This quest can be approached two ways. In order to get the Undead Warrior, you have to kill him. That is not a typo. He has Undying, so if you kill him by normal means, he will double in size (stats), and run off with his basket to another room in the pyramid and sleep again. You will want to click his Golden Basket. That will wake him up. You will find one of two things in here. You will find a pile of rings, or find an Iduna's Key. The Iduna's Key will unlock another, more lengthy Ratatosk quest. You can kill the Undead Warrior over and over again for a chance at getting the key. I think the chances for getting the key are roughly one in two in Thrall and Karl, one in five in Odal, one in ten in Jarl, one in twenty in Viking, and one in one hundred in Einherjar. I recommend dropping a named item in the first room of the pyramid so you can teleport back to it after killing the Undead Warrior in order to find him again if you want the key.

Everytime you kill him normally, he will double in size. That makes his growth exponential. He will eventually max out at 2147483647 every stat. Once he gets significantly larger than you, you may want to consider getting Berserking from the witch or using the Valknut to Berserk in order to make killing him much easier. Having Magic Damage Only and Stability become very important as you continue to fight him after he gets larger than you.

If you have the Mother Amulet, you can teleport to him after you kill him, which makes getting Iduna's key much faster.

When you've decided you want to kill-kill the Undead Warrior for the Amulet, you need to use a Sword of Revenge, a flaming whip, or unenchanted Mjolnir. Once dead, an amulet will drop onto the ground. Now you just need to find your way out of the pyramid.



A maxed out Undead Warrior in Einherjar.



How to use the Amulet:

Simply wear the amulet when in Niflheim to bypass Hel's Questions, and allow access in and out of Helheim.

Cyclops Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Cyclops Amulet is useful as an early way to obtain Sight in any kingdom. It allows you to See, which makes hunting in the cave much more efficient.

Explanation for difficulty:

The difficulty of the Cyclops is related only to the higher stats that the Cyclops will have in the higher kingdoms.

How to get the amulet:

Prerequisites:

- Viking Sailor
- Have at least one charge of Viking Sailor in order to get to the Island that the Cyclops is on.
- Have sufficient stats to kill the Undead Warrior.
- Have at least one charge of Berserking or have the Valknut Amulet.
- Have a magical or enchanted weapon to kill him.

Directions:

You need to sail the Open Sea to find the Cyclops.

The Cyclops will be located on one of the following four islands:

Hjaltland:



Faroyar:



Snaeland:



Hvitramannaland:



Use the Open Sea Map and find each island until you find him.



Once you found him, leave the room, make sure you have armor on your head and chest, and a weapon or two, and berserk. You will drop anything that is not being worn. Now go back into the room and kill the Cyclops. After he is dead, you need to stop Berserking by either casting the spell, or by going to sleep and waking up again. Once you are back to normal, you can pick up the amulet, the Sword of Revenge, and be on your way. The Sword of Revenge will be used to get the Fire Amulet.

How to use the amulet:

The Cyclops acts just like a Crystal Ball when it is being worn. See the spells page for more information about Sight.

Fire Amulet:



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Fire Amulet is one that I have never found incredibly useful. It allows you to spit fire, which is pretty similar to the Fire Breathing spell.

Explanation for difficulty:

Once you have the Sword of Revenge from the Cyclops, this amulet may be the easiest one in the game to obtain. It is basically the same difficulty in all kingdoms. It will require you to talk through the fiery hells of Muspelheim. If you do not have a Dragon Amulet which makes you invincible to fire areas, then the amount of health you lose per click inside Muspelheim trying to find Surtur is more in the higher kingdoms. But, if you had high enough stats to kill the Cyclops, this amulet is a piece of cake.

How to get the amulet:

Prerequisites:

- Kill the Cyclops and take his Sword of Revenge.
- Have at least one charge of Viking Sailor in order to get to the Island of Muspelheim that the Surtur is on.
- Have sufficient endurance to endure the fiery hell of Muspelheim, or have a Dragon Amulet.

Directions:

You need to be carrying your Sword of Revenge, sail the Open Sea to find Muspelheim.

The island will be down south of the mainland in the boiling cuts. Use the map of the Open Sea to find it.

Once you find Muspelheim, click the island then DROP ALL OF YOUR ITEMS except the Sword of Revenge on the ship before proceeding into Muspelheim; if you don't, all of your items will incinerate and they will be gone. If you have a Dragon Amulet, you're in luck. Just wear that amulet into Muspelheim and the fires won't hurt your or any of your items.



Now that you are inside Muspelheim, click the fires randomly until stumbling upon the Surtur. You may be lucky enough to spawn a Fire Giant. If you do, go ahead and kill him. That will help you with the Jotun Amulet. Once you find Surtur, give him your Sword of Revenge and he will give you the Fire Amulet. Now make your way back to the ship by clicking the fiery walls again until you stumble upon it. Be careful when leaving not to reenter after picking your items back up on the ship or they will incinerate.

How to use the amulet:

Wear the Amulet and use it against monsters that you want to try to kill with the fire.

Mermaid Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Mermaid Amulet is one of the easiest ammys to get. The amulet itself is nothing incredibly useful, but makes the Sea Amulet much easier to get once you have it.

Explanation for difficulty:

The spawn rate for the kingdoms is all the same, and the stats don't vary too much.

How to get the amulet:

Prerequisites:

Need a charge of Viking Sailor or some other way to get into the Open Sea.

Directions:

You need to spawn a mermaid before you can kill one. You can spawn one in any room of the Open Sea. Just keep clicking around until you spawn one. I prefer to leave the mainland, go west, and just keep clicking west until you spawn one. The last rooms on the western edge just loop between each other. Usually they will spawn in two's or three's, and you may need more than one Mermaid Amulet if you want to go after the Sea Amulet later.



- Get a charge of Viking Sailor
- Spawn a Mermaid
- Kill it.

How to use the amulet:

This amulet allows for “Noodling”. That is the same as fishing, but with infinite depth. You will be able to use it to “fish up” Jormangund, in lieu of weaving together ropes to make fishing lines for the Sea quest, at the expense of losing your mermaid amulet. Luckily, most of the time the mermaids spawn in two’s or three’s. See the Sea Amulet for more information about how to use it.

Leviathan Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Leviathan Amulet is one of the easier amulets to get. The amulet allows you to navigate to any of the islands in the Sea

Explanation for difficulty:

The spawn rate for the kingdoms is all the same, and the stats don't vary too much, but they have the ability to "swamp" you, which makes it harder than killing a Mermaid.

How to get the amulet:

Prerequisites:

Need a charge of Viking Sailor or some other way to get into the Open Sea.

Directions:

You need to spawn a leviathan before you can kill one. You can spawn one in any room of the Open Sea. Just keep clicking around until you spawn one. I prefer to leave the mainland, go west, and just keep clicking west until you spawn one. The last rooms on the western edge just loop between each other.



- Get a charge of Viking Sailor
- Spawn a Leviathan
- Kill it.

How to use the amulet:

This amulet allows you to Navigate the islands. If you don't know the names of the islands, just use item and click the amulet, and it will tell you all the islands that you can navigate to.

Sea Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Sea Amulet is one of the more involved and difficult amulets to get. The amulet provides unlimited Viking Sailor. You have to kill Jormungand to get it, which is not an easy task without some other magical items or amulets to assist you. You really need to know what you're doing to kill Jormungand on the first try.

Explanation for difficulty:

The difficulty can be significantly reduced if you have the right items. The rated difficulty is using virtually no other magical items or amulets.

How to get the amulet:

Prerequisites:

- Need a charge of Viking Sailor or some other way to get into the Open Sea.
- Find Ægir
- Have the correct Runestone that Ægir wants
- Have Mjolnir to kill Jormungand
- A way to pull Jormungand to the surface
- High stats

Recommended Items:

- Mermaid Amulet
- Brisingamen Relic
- Invisibility spell
- Ice Amulet or are an Undead Warrior Shapeshift, with a way out of Helheim (read below)

Directions:

After you have met the prerequisites (and have obtained the recommended items, if able), find Ægir and click him with all of your Runestones. He will then tell you which one he wants. When you give the Runestone he wants to him, he will teleport you to the spot above where Jormungand is. This is a special place in the Open Sea that is only accessible through Ægir.

After you are sent to the place where the swirling seas are, you need to fish Jormungand up. This can be done one of two ways:

- “Noodle” him up with the Mermaid Amulet and lose your Mermaid Amulet
- Fish him up with fishing line.
 - Fishing line can be made by weaving ropes together. The spell of weaving and fishing must be obtained from the Druid to do it.
 - The length of the fishing line varies by kingdom:
 - A length of 10 for Thrall
 - A length of 10 for Karl
 - A length of 100 for Odal
 - A length of 1000 for Jarl
 - A length of 10000 for Viking
 - A length of 10000 for Einherjar

Now that you have brought the Serpent to the surface, you need to kill him with a Mjolnir. Because he has swamping, he can instantly kill you very easily if he can get an attack on you. Because of this, it is highly recommended to alternate between using the Brisingamen to charm him, and casting invisibility. One of the things about Jormungand that you should take advantage of is that he does not have Detect Invisible. So if you are visible and making an attack, throw the Mjolnir and cast invisibility for a free hit. On the next turn, use your Brisingamen to charm him, which will put him asleep. Not become visible while he is sleeping, and on the next turn cast invisibility and throw the Mjolnir at him again. Repeat his until he is dead. Good luck, and be careful. You may want to consider wearing your Ice Amulet while you attack him as well, or Shapeshifting an Undead Warrior and having a way out of Helheim in case you die, so you do not actually die. To learn more about this take a look at the Shapeshifting page.



How to use the amulet:

This amulet is great if you don't have Viking Sailor natural. Simply wear it and you are free to go to the Open Sea as much as you wish.

Dragon Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Dragon Amulet will protect you from fire areas, such as Muspelheim as well as inside the Volcano on the island of Snaeland. It also protects you from flaming weapons if you do not have Protection from Fire. To get this amulet you need to kill the Gnipa Dragon in Gnipahellir.

Explanation for difficulty:

This is a difficult amulet to rate, because it can be one of the easier amulets to get if you have a Ratatosk Amulet or Mother Amulet, but arguably the hardest in the higher kingdoms without those amulets. Like many of the amulets, it can be easy or hard depending on how prepared you are before trying to get it. For example, when I am playing in Jarl, I don't bother looking for Gnipa the manual way, ever, because I know I will need the Ratatosk Amulet anyways to kill the kingdom, so I just wait until I have that so I can basically teleport right to him. In Thrall and Karl kingdoms, I don't need to go through all the trouble of getting a Ratatosk Amulet when the kingdom only requires 7 amulets to kill Grendel, and Gnipahellir is much smaller, so in these kingdoms I will just find the Gnipa dragon manually.

How to get the amulet:

Prerequisites:

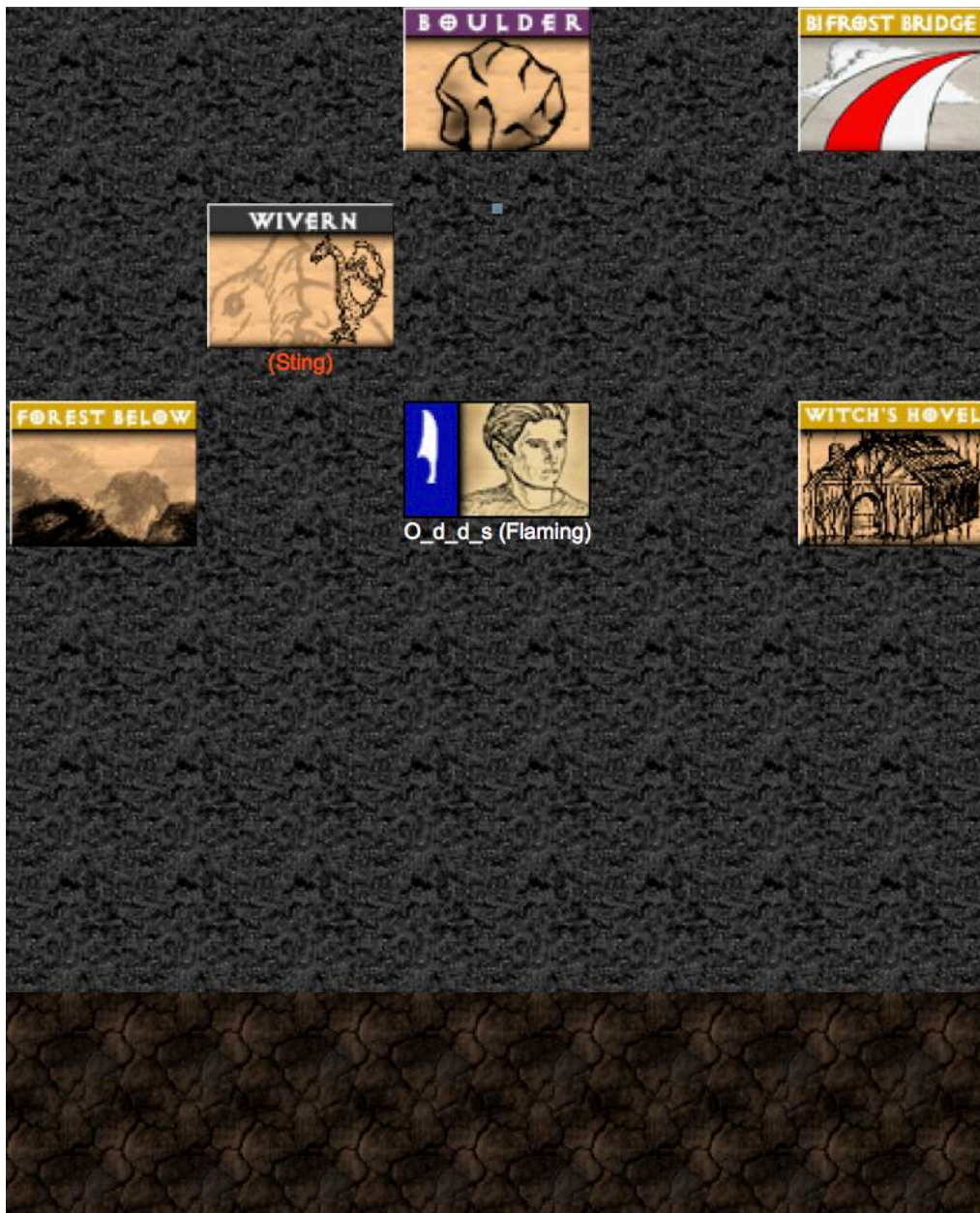
- **Thrall/Karl**
 - At least one charge of Super-Hero Wizard
 - Sufficient stats to kill the Gnipa Dragon
- **Odal**
 - Sufficient stats to kill the Gnipa Dragon
 - At least one charge of Viking Sailor to get to Snaeland, where the door to Gnipahellir is
- **Jarl/Viking/Einherjar**
 - Sufficient stats to kill the Gnipa Dragon
 - At least one charge of Viking Sailor to get to Niflheim, where the door to Gnipahellir is
 - An Undead Warrior Amulet, or the correct answers to Hel's first two questions to get to the door of Gnipahellir

Recommended Items:

- Ratatosk Amulet or Mother Amulet to get to Gnipa with ease (HIGHLY recommended in kingdoms above Karl)
- Protection from Magic spell or a Fafnir Amulet to protect from the Dragon's attacks

Directions:

In Thrall and Karl, the door to Gnipahellir is a tiny pixel located on the mountain next to the Witches Hovel. It is an icon just like any other item, and will always be the last icon in the room. For example, the mountain is filled with a Wivern, weapons, junk, etc, it'll be beyond all those on the right side or below the last icon in the room. It is very hard to see, so the best thing to do is highlight that last icon where there appears to be nothing there, and you will see a pixel like the one shown below, and you can click it.



Once in Gnipahellir, you need to search all the rooms until you find him. Unlike many of the other areas in GC, this one changes in every kingdom so it cannot be mapped and placed into this guide. The Gnipahellirs in Thrall and Karl have less than 100 rooms, so finding the Dragon isn't too bad. The ones in Odal have 1,000 rooms, and Jarl/Viking/Einherjar have 10,000 rooms.

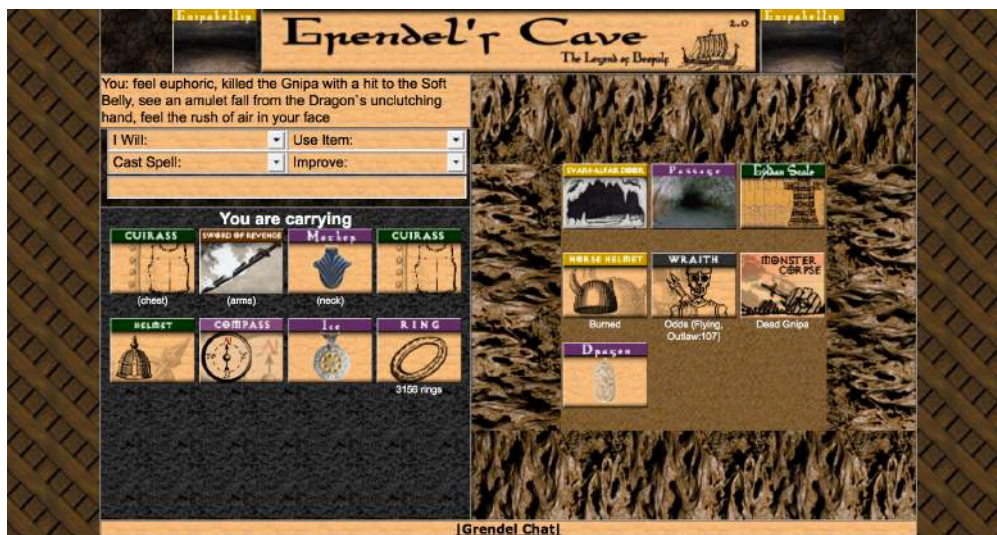
Once you find him, killing him is pretty straightforward. Just make sure you have Super-Hero Wizard or none of your attacks will work.

Challenges in Gnipahellir include the confusion of Gnipahellir itself, so I would recommend dropping a named item in the entrance room that you can teleport back to in case you get lost. You may also find yourself in a room with Garmr. If you do, just keep clicking the exit until you get past him. The release chance in Thrall is 1/10. In Karl, 1/100, in Odal 1/1,000, Jarl/Viking/Einherjar is 1/10,000.

You may find the backdoor exit before you find the Dragon. If so, you basically just found the dragon. Exit through the backdoor, and you will find yourself in a special room of Gotaland, only accessible through this backdoor. Now look for the little pixel entrance again in this room, and this will take you directly to the dragon.

In Odal, you will find that pixel hidden on one of the mountains of the Snaeland island.

In Jarl/Viking/Einherjar that pixel will be located in the Realm of Hel, on the island of Niflheim.



How to use the amulet:

This amulet has fairly limited use, but makes going into Muspelheim and the Volcano much easier. When worn, it will completely protect you and your items from burning in these fire areas. If you are an old GC veteran, these fire areas are similar to the old "Hell". When worn, you don't have to worry about dropping

anything you don't want to burn. If you don't have this, you will watch most of your items incinerate when you enter a fire area. One time a thane who had a mother amulet was hunting me, and I went into Muspelheim and watched him TP to me and all of his amulets and items instantly incinerated! Be careful.

Barog Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Balrog Amulet allows you to re-enter the Hallows. Read more below about how to use the amulet. Like almost everything in GC, there is a catch. If the Hallows treasure seems too good to be true, it's because it almost is.

Explanation for difficulty:

The Balrog Amulet is obtained by killing a Hallow's Balrog. The Balrog itself isn't terribly difficult to kill in any kingdom, but the chance of him spawning is completely random. It seems like about a 20% chance in all kingdoms that he will spawn upon entering. He can only spawn by entering the Hallows through the pool of water. Since each thane is limited to one hallows entrance per kingdom, the stakes are very high in the higher kingdoms. If you get to Viking, for example, and don't get lucky enough to spawn a Balrog, you will have to make a new thane to kill a Karl, Odal, and Jarl, just for another chance at spawning one. There is never a guarantee that you will be able to spawn one. Luckily in all kingdoms besides Einherjar, you don't have to get every single amulet, so you can afford to not get this one. In Einherjar you better be lucky. That is why I rated the quest the way I did through the progressive kingdoms.

How to get the amulet:

Prerequisites:

- Obtain the coordinates for the Pool of Water from the dragon.
- Have Walk Through Walls and Spelunking to find the first pool
- Find the pool of water
- Walk the pools until you get to the Hallows pool.
- Have adequate stats to kill the Hallows Balrog, and a magical or enchanted weapon.
- In Jarl, Viking or Einherjar you need the right area password
- Get lucky!!

Directions:

To find the Hallows, you have to find the Pool of Water. You can get the coordinates to the first Pool of Water by giving the correct three Runestones to the dragon. When you get to the first pool, you need to keep clicking the Pool of Water until you get to the last pool that leads to the Hallows. You do not need swimming. You won't know you are about to enter the Hallows until you are in it. The number of Pools of Water varies by kingdom type:

- Thrall: 10 Pools
- Karl: 10 Pools
- Odal: 100 Pools
- Jarl: 1000 Pools
- Viking: 1000 Pools
- Einherjar: 1000 Pools

Note: In the kingdoms that require area passwords, (Jarl, Viking, and Einherjar), you will need an area password to enter. This can be found by reading the correct joke book. It is a trial and error process with the area passwords, but there should be 10 unique passwords spread out randomly among the 47 joke books that each give access to a unique area. See area passwords for more information.

Once inside the Hallows, if you spawned a Balrog, he will be sleeping. If not, skip ahead in this guide to the Valknut Amulet. Kill him for the Balrog Amulet to appear on the ground. After he is dead, you have the choice to grab any ONE ITEM on the ground and then you will be shot out of the Hallows.



How to use the amulet:

This amulet allows you to re-enter the Hallows through the last pool. However, the catch is, there is roughly a 20% chance that if you use it to re-enter, it will float away. If you absolutely need the Balrog amulet to get the Yggdrasil, I would recommend holding onto it. You can get back into the Hallows with the mother amulet to get the rest of the treasure.

The hallway

Grendel's Cave

The Legend of Deepulf

The hallway

You: feel euphoric, become visible to attack, killed the Hallows Balrog with a impale to the Wing, see an amulet appear before your eyes, are burned by your flaming Sword of Revenge, feel the rush of air in your face

I Will:

Get

Cast Spell:

Improve:

You are carrying

<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">CUIRASS</div> <div style="font-size: 0.7em;">Magic (chest)</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">HELMET</div> <div style="font-size: 0.7em;">Magic (head)</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">SWORD OF REVENGE</div> <div style="font-size: 0.7em;">Magic (arms)</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">ICE</div> <div style="font-size: 0.7em;">(neck)</div>
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">HAUBERK</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">HELMET</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Scale</div> <div style="font-size: 0.7em;">Magic (3 Elydan Scales)</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Helm</div> <div style="font-size: 0.7em;">Magic</div>
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Helm</div> <div style="font-size: 0.7em;">ein pool</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Sword</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">FOOD</div> <div style="font-size: 0.7em;">Conjure Fire</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Sizing</div>
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Spin Web</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Throw Fire Ball</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">COMPASS</div>	
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">E.L.D.</div> <div style="font-size: 0.7em;">2 Golds</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">MAGGOT</div> <div style="font-size: 0.7em;">10 Maggots</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">RING</div> <div style="font-size: 0.7em;">8580 rings</div>	

<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Scale</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Shield</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Helm</div> <div style="font-size: 0.7em;">Magic</div>
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Tarnhelm</div> <div style="font-size: 0.7em;">Tarnhelm</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Undead Wapper</div> <div style="font-size: 0.7em;">Odds (Flying)</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Tarnkappe</div> <div style="font-size: 0.7em;">Tarnkappe</div>
<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">GIANT'S SWORD</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Elydan Sword</div> <div style="font-size: 0.7em;">Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">WHIP</div> <div style="font-size: 0.7em;">Magic (2 Flaming Whips)</div>

More in the Hallows Chamber...

<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">MONSTER CERPSE</div> <div style="font-size: 0.7em;">Dead Hallows Balrog</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Morph</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Protection from Magic</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Shape Shifting</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">BOOK</div> <div style="font-size: 0.7em;">Sight</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">RING</div> <div style="font-size: 0.7em;">4 rings</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Valknut</div> <div style="font-size: 0.7em;">Valknut</div>	<div style="background-color: #f0e68c; font-size: 0.7em; margin-bottom: 2px;">Balrog</div> <div style="font-size: 0.7em;">Balrog</div>
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[Grendel Chat]

Grendel's_Cave_Guide.pdf

Guide Version 2.8.2

06-Oct-14

Owner: Odds

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Valknut Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Valknut Amulet is one of the easier amulets to get. The amulet allows you to Berserk, which can be very helpful when trying to battle certain large monsters such as the Cyclops a sized up Undead Warrior.

Explanation for difficulty:

This Amulet is very easy to get in all kingdoms. You simply need to get the coordinates to the Pool of Water by providing the correct Runestones to the dragon. In Jarl, Viking, and Einherjar, you additionally need a quest password to enter the Hallows.

How to get the amulet:

Prerequisites:

- Obtain the coordinates for the Pool of Water from the dragon.
- Have Walk Through Walls and Spelunking to find the first pool
- Find the pool of water
- Walk the pools until you get to the Hallows pool.
- In Jarl, Viking or Einherjar you need the right area password

Directions:

To find the Hallows, you have to find the Pool of Water. You can get the coordinates to the first Pool of Water by giving the correct three Runestones to the dragon. When you get to the first pool, you need to keep clicking the Pool of Water until you get to the last pool that leads to the Hallows. You do not need swimming. You won't know you are about to enter the Hallows until you are in it. The number of Pools of Water varies by kingdom type:

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- Jarl: 1000 Pools
- Viking: 1000 Pools
- Einherjar: 1000 Pools

Note: In the kingdoms that require area passwords, (Jarl, Viking, and Einherjar), you will need an area password to enter. This can be found by reading the correct joke book. It is a trial and error process with the area passwords, but there should be 10 unique passwords spread out randomly among the 47 joke books that each give access to a unique area. See area passwords for more information.

Now that you are in the Hallows, assuming you did not spawn a Hallow's Balrog, you just need to **GET** the Valknut. You will then be shot out of the Hallows.

CAUTION:

You need to goto your Use Item: dropdown, click Get, and click the Valknut. If you don't, you will automatically wear the amulet when you click it and start Berserking. This will cause you to drop ALL of your items that aren't being worn, and they will be stuck in the Hallows where you cannot retrieve them.

Also, unless you have the Mother Amulet, you will not be allowed back into the Hallows in that kingdom with that thane. If you intend on killing Grendel's Mother either before or after you kill Grendel, you will need to get the Giant Sword instead of the Valknut Amulet. That is the only Giant Sword in the kingdom and is the only way you will ever be able to kill Grendel's Mother. If you kill Grendel's Mother before you kill Grendel, you will be able to use it to teleport back into the Hallows via a magical item such as the Tarnkappe, Tarnhelm, Morph (book), etc. It is possible to get all the treasure out of the Hallows this way.





How to use the amulet:

The Valknut Amulet works as a way to Berserk when it is worn. Anytime it is being worn, you will be in a state of Berserking, unless you asleep and reawaken with it on. When you Berserk, you drop all of your items that you are currently using, and become nearly invincible to non-Berserking monsters or thanes, but it comes at the cost of getting tired, one time per click while Berserking, which is no biggie, and you will also will gain one outlaw per click of Berserking.

To stop Berserking, you need to goto sleep and reawaken.

Solomon Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Solomon Amulet has virtually no practical use that I have found. It allows you to “Invoke a Demon”. Which is nothing more than Animating a tooth or skeleton. It gives you a monster with 100 stats that is under your control. If there is a use for this creature I haven’t found one.

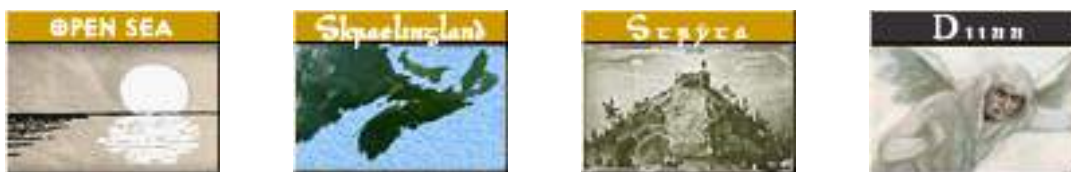
Explanation for difficulty:

The higher kingdoms require area passwords which make getting access to the pyramid more difficult. You need a password to get into the pyramid and a separate, different password to get out.

How to get the amulet:

Prerequisites:

- Have at least one charge of Viking Sailor in order to get to the Island that the Pyramid is on.
- If in a Jarl, Viking, or Einherjar, have the Area Passwords for the Pyramid Entrance AND Pyramid Exit.



Directions:

Once you are back out at sea, you need to find the island of Skraelingland. See the sailing section if you don't know how to do this. Once you make it to this small island, enter the pyramid. Now you are in a three dimensional maze. Luckily, Kadence made a map for this hellish puzzle. The Solomon Amulet will fall out of one of the Pyramid Walls. You have to click every single wall in every single room of the pyramid to find it. See the Pyramid Map for this quest.

You may get lucky and find it in the first room, or you may be unlucky and find it in the last. It can be anywhere in the pyramid. When you click the right wall, it will fall out into the room.

How to use the Amulet:

Wear the Amulet and Invoke a Demon. You will now have a Djinn under your control. If there is any better use for this amulet I haven't found one.



Ice Amulet



Difficulty:

Thrall: ???

Karl: ???

Odal: ???

Jarl: ???

Viking: ???

Einherjar: ???

About the Amulet:

The Ice Amulet is one of the best Amulets to have early on in the higher kingdoms. It gives you true Protection from Death when it is worn. If anything kills you, you will be transported to the Realm of Hel with all your items, stats, and value still in tact. This can be one of the crucial amulets to get before attempting other quests that have a high probability of death such as the Frost Amulet.

Explanation for difficulty:

The difficulty for this quest is really unknown. You have to correctly answer three questions in Niflheim to get the Amulet. In the same day I have been able to figure out the right answer to an Einherjar Ice question but unable to find the right answer to the Thrall Ice question, so I do not see a fair way to mark the kingdom difficulties.

How to get the amulet:

Prerequisites:

- Have at least one charge of Viking Sailor in order to get to Niflheim.

Recommended:

- Have an Undead Warrior Amulet to skip the first two questions
- Have Shapeshifting to shift an Undead Warrior in case you get the answer wrong.

Directions:

Find Niflheim in the Open Sea and click on Hel. She will ask you the question she wants an answer to. If you answer correctly, you will progress to the second question. After answering the third question correctly, you will get the Ice Amulet.

If you answer a question wrong, you will die. One way to make this quest much easier is to Shapeshift into an Undead Warrior first. This way you won't die if you get a wrong answer, but rather just get transported back to Heorot Hall alive.

In Thrall and Karl, for the past few years, the first question has been: "What... is your name?" The correct answer is your thanes name. The next question has been: "What... is your quest?" The answer to this question is "grail". The third question, which is the Ice question, will change every time someone gets it correct.



How to use the amulet:

Wear the Ice Amulet and you will never die. If you are killed, you will instead be transported to the Realm of Hel where you obtained the Ice Amulet to begin with. You will not lose your Ice if you die.

Frost Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Frost Amulet is one of the more difficult Amulets to get. There are several prerequisites, and this quest can sometimes be quite tedious in the higher kingdoms without a Mother Amulet.

Explanation for difficulty:

The difficulty is primarily based on the number of Gudmund Cups drops, which changes based on kingdom type. Furthermore, you need two area passwords in Jarl, Viking, and Einherjar to get the Amulet.

How to get the amulet:

Prerequisites:

- Obtain the Spell of Swimming from the Priest
- Have the correct Runestone for Gudmund- you'll probably need multiples
- Find Odinsacker, inside one of the four Glaesisvellirs
- If in Jarl, Viking, or Einherjar, obtain the area passwords for both the Bifrost Bridge as well as Odinsacker

Recommendations:

- Have a Futhark Amulet to quickly make multiples of whatever Runestone Gudmund wants
- Have an Ice Amulet or Shapeshift into an Undead Warrior, to avoid death when trying a cup in the Font.
- In the higher kingdoms, a Mother Amulet makes this quest significantly quicker to get.

Directions:

After getting the Swimming spell from the Priest on the island of Fayoyar, you need to go to the Bifrost Bridge, give Heimdall the Runestone he wants for you to pass, walk through Asgard and the Iving River, and you will find yourself in Jotunheim.

Once in Jotunheim, use the Jotunheim map under the Maps section. Try to find Gudmund, who will be randomly located somewhere in Jotunheim. When you find him, click him with Runestones to see what Runestone he wants. Give him his runestone, and grab a cup. It doesn't matter which one. There is an equally random chance that any of the cups is the right one every time you try to grab one. Upon multiple attempts, process of elimination does nothing for you. It will reset each and every time.

In Thrall and Karl there are only three cups you have to choose from. In Odal, five, in Jarl, Viking, and Einherjar, ten.

After you have a cup, find Odinsacker which will be located in one of the four Glaesisvellirs. Enter Odinsacker, and drink the Font. If you are lucky, you'll get the Frost Amulet. If you are not lucky you will die.

If you are wearing an Ice Amulet, or you Shapeshifted an Undead Warrior before you drink from the Font, you won't die. You will just get sent back to Heorot Hall.

Repeat this process until you get the Frost Amulet.

If you have a Mother Amulet, you can teleport to Gudmund, which is great because he changes locations everytime you get a cup. Also, you can drop a named item in Odinsacker which makes repeating this process much, much faster.







How to use the amulet:

The Frost Amulet allows you to sail Hygelac's Ship, located on the North Shore. This will let you go back and forth to Gotaland, which is somewhat of a safe haven from Grendel and other thanes who don't have the amulets to follow you there.

If you also have a Leviathan Amulet, you can sail to any island from the sea between Midgard and Gotaland by navigating there using the Leviathan Amulet. So if you have the Frost and Levi ammys, you basically have a Sea Amulet, or unlimited Viking Sailor.

Sun Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Sun Amulet is very straightforward, and the quest itself rarely presents any surprises. The Amulet's ability is to destroy everything in a room when detonated. I have only detonated it once, and it will also kill you and incinerate all of your items.

Explanation for difficulty:

The cave gets deeper in the higher kingdoms, so you will have more walking to do with Svadilfari, and you may need more magic to "Whisper" him. Also, you will need two area passwords to compete this quest in Jarl and above- one for the Shrine, where the priest is on the island of Fayoyar, as well as the Bifrost Bridge.

How to get the amulet:

Prerequisites:

- Need the coordinates to Svadilfari from the dragon
- Need Viking Sailor to get to the Island of Fayoyar where the Priest is
- Need to obtain the spell of Horse Whispering from the Priest
- Need to obtain the spell of Masonry from the Priest
- Need adequate magic to "Whisper" the Horse

- Need Walk Through Walls and Spelunking to find the Horse and walk him up to Asgard.
- Need one charge of Cosmonaut, obtained by giving the correct Runestone to Heimdall.

Directions:

First you need to get the coordinates to Svadilfari from the Dragon. Svadilfari is in the Cave. This will involve the use of three of the correct Runestones. Give Runestones to the dragon until he gives you all three coordinates for Svadilfari. Next, you need to get a charge of Viking Sailor from Weatheow by giving her the correct Runestone, or by other methods, and find Fayoyar in the Open Sea. Next, find the Shrine, enter it, and click the Priest with your Runestones until he tells you which ones he wants for Horse Whispering and Masonry. You must have the correct Runestone on you for him to tell you which one he wants for those spells. I recommend using a Futhark Amulet to chisel all the runes needed to make all 24 Runestones, get all the coordinates from the Dragon, get the ones he took from you back from the treasure using keys, then go to the Priest with the remaining twelve Runestones and make a note of the Stones he wants for each of the six special spells that he will give.

Once you have gotten Horse Whispering and Masonry, find Svadilfari with the coordinates the dragon gave you. Make sure you do not have an impacting weapon equipped when you enter the room with Svadilfari, because he will try to attack you, and you may autoattack him back if you have an impacting weapon and this could kill the horse. When you are in the room with him, make sure your magic is substantially higher than his, and “Whisper” him. Now that he is under your control, just walk up until you get to the mere. This may be as many as 1024 floors in the more difficult kingdom types. You cannot teleport with Svadilfari.

Once you have him out of the cave, walk to the Bifrost Bridge, enter Asgard using your Cosmonaut charge that you got from Heimdall earlier, or give him the Runestone he wants now for it. Now that you are in Asgard with the horse, click Cast Spell: Build Wall, and click yourself. The Horse will run away, a wall will be build, and you will have the Sun Amulet.







How to use the amulet:

This amulet can be “detonated”. This will destroy itself, you, and anything and everything in the room you are in.

Moon Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Moon Amulet is given by completing the Relics quest. You must find a certain number of relics, depending on the kingdom type, and return them to Njord. The amulet itself is pretty worthless.

Explanation for difficulty:

This is not a terribly difficult quest, but sometimes involves extensive searching of other world areas to find the relics. Because more relics are required to be found in the higher kingdoms, the quest is more difficult. Most of the time you will find the relics incidentally when you are doing other quests.

How to get the amulet:

Prerequisites:

- Swimming
- Any required spells or area passwords to look inside the areas listed below

Directions:

You need to find relics scattered throughout the other worlds. These can be on any of the islands, inside the pyramid or quest areas on the islands, inside Jotunheim or

Glaesisvellir, Asgard, Valhalla, Alfheim, or Nidavellir. In Thrall and Karl, you only need to return two out of the five relics. In Odal, three, in Jarl, Viking, and Einherjar, you must return all five. Once you have found the required number of relics, you need to find the island of Norvasund, cross the Don River using swimming, and give the relics to Njord. You can also get to Vanaheim by Traversing via your Ratatosk Amulet.

Some of the relics do some pretty cool things. The Brisingamen will “Charm” monsters, making them fall asleep. This can be useful in battle, especially with Jormungand. The Feather Cloak will allow you to fly in mountainous areas, and also will let you fly high over rivers that you would otherwise need the spell of Swimming to cross. The Golden Boar will block an attack as a last line of defense. It will break if it is struck, and will cost you 30,000 rings to repair it. The Horn of Plenty will allow you to heal yourself if your health drops below 100%. The Nerthus Star will work in lieu of Swimming, Weaving, or Fishing.



How to use the amulet:

The Moon Amulet will heal. If you are less than 100% health it will re-raise it back to 100%. Not incredibly useful, but hey, most of the easier amulets aren't.

Ore Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Ore Amulet is one of the easiest ammys to get, especially in the lower kingdom types. The Amulet allows you to turn things into gold, which seems worthless, unless you use it disarm a monster by “golding” its weapons and armor.

Explanation for difficulty:

The Amulet is obtained by giving Sindri a certain number of rings, which varies based on kingdom type. Odal requires ten times the number of rings as Karl or Thrall, but by the time you are getting towards your ten amulets, you should easily have 100,000 rings laying around from your Deed Singing from Hrothgar.

How to get the amulet:

Prerequisites:

- Get the coordinates to Nidavellir from the Dragon
- Walk Through Walls and Spelunking to Find Nidavellir or a Mother Amulet or a Ratatosk Amulet
- An area password for Nidavellir if in Jarl Kingdom or higher, unless using a Ratatosk Amulet or Mother Amulet to get into Nidavellir
- Save your rings

Directions:

For this quest, you need to get a certain number of rings to give to Sindri.

Thrall:	10,000 rings
Karl:	10,000 rings
Odal:	100,000 rings
Jarl:	1,000,000 rings
Viking:	10,000,000 rings
Einherjar:	10,000,000 rings

Once you have the required number of rings, find Nidavellir. First you will need to get the coordinates to Nidavellir from the Dragon. It is in the Cave. This will involve the use of three of the correct Runestones. Give Runestones to the dragon until he gives you all three coordinates for Nidavellir. Now use your Spelunking and Walk Through Walls to find Nidavellir. Once inside, you need to find Sindri. Before going anywhere, I would recommend dropping a named item that you can teleport back to later so you don't have to spend time finding the exit door again after getting the Ore Amulet. The Nidavellir entrance can be anywhere inside Nidavellir, so you won't know where you are once inside. Use the map of Nidavellir under the Area Maps page. I like to walk west until I get to the western edge of the map, and then methodically search every room in Nidavellir until I find Sindri. This shouldn't take too long. And besides, you may even find a relic or two, or even spawn a Fafnir Dragon!

Once you find him, give him the number of rings specified above and he will give you the Ore Amulet and walk away to a new place in Nidavellir. If you give him as little as one ring less than what he requires he will laugh at you and keep the rings, so make sure you go to Use Item: Give, enter "10000 rings" and click Sindri.

If you have a Mother Amulet you can teleport directly to him from anywhere in the game. If you have a Ratatosk Amulet you can Traverse until you land yourself inside Nidavellir.





How to use the amulet:

This amulet allows you to turn items into gold. This renders the item useless. It is a crafty way to disarm a monster or thane. Some items you cannot turn to gold, such as the Sword of Revenge.

Fafnir Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Fafnir Amulet is earned by killing a Fafnir Dragon. The Amulet itself will protect you from Dragons, so you could potentially put it to use when fighting Gnipa. I suppose it would protect you from the main dragon, but you can't kill him until after you kill Grendel, and you probably would have already turned in your Fafnir for the Yggdrasil.

Explanation for difficulty:

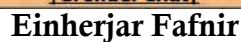
The spawn rate for the kingdoms is all the same. The chance for a Fafnir Spawn is roughly 1/1000. This can make it a tedious monster to spawn. The stats will go up significantly through the kingdoms, but the Fafnir Dragon isn't terribly difficult to kill.

How to get the amulet:

Prerequisites:

- Need Super-Hero Wizard
- Need coordinates for Nidavellir from the Dragon
- Need an Area password for Nidavellir in Jarl, Viking, and Einherjar, or have a Mother Amulet or Ratatosk Amulet to get in.

The Fafnir can only be spawned inside Nidavellir. Once inside Nidavellir keep walking around until you spawn one. This could take a while. I have spent as much as five or six hours trying to spawn one. I have also lucked out and spawned one within five minutes. Usually it takes about an hour of walking around to spawn one.



This amulet protects you from Dragons. If you wear it while fighting another Fafnir Dragon, or the Gnipa Dragon, they will not be able to hurt you.

Mother Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Mother Amulet, in my opinion, is the most powerful Amulet in the game. This is probably why it is not easy to get. To get the Mother Amulet, you must kill Grendel's Mom before you kill Grendel. The challenging part is finding this old hag.

Explanation for difficulty:

The Mother Amulet will require a minimum of two thanes to get, so getting one in the higher kingdoms means you must have two thanes there, or pay a hefty price to get the coordinates from Snaedreki. The way you go about finding her involves trying to hear sounds in the cave. The chances that you will hear one of the sounds goes down as you progress into the more difficult kingdoms. This makes it exponentially more difficult to get the Amulet in the higher kingdoms.

How to get the amulet:

Prerequisites:

- Obtain a Giant Sword from the Hallows
- Have adequate stats to kill Grendel's Mother
- Have lots of Walk Through Walls and Spelunking

Directions:

This Amulet is complicated and hard to explain, so you may want to read through this several times until it makes sense before trying it. It can be incredibly time consuming, especially if you do not know what you are doing.

After you have s Giant Sword and are ready to kill the Mom, you now need to find her. This involves walking the cave in a methodical way, trying to hear one of the sounds indicative of a coordinate that she is on. There are three different sounds that you may hear, that tell you which coordinate she is on.

If you hear Ideas Wail, you have found her N/S coordinate.

If you hear Aglæcwif groan, you have found her E/W coordinate

If you her Merwif Whimper, you have found which floor she is on

To clarify, if you are hunting and you randomly read that you hear Aglæwif groan, you need to cast your Spelunking spell (Survey) and if you see:

You: you hear Aglæwif groan, are 67 rooms north, 88 rooms east and 2 rooms down, feel the rush of air in your face

This means that Grendel's Mother is currently located 88 rooms east. If you were to hear the Ideas wail in the same place, this would tell you that Grendel's Mother is 67 rooms north. If you heard Merwif whimper, this would tell you that Grendel's Mother is 2 rooms down.

One thing you need to understand about the cave is that the cave dimensions are always 256 rooms North/South, and 256 rooms East/West, and 256, 512, or 1024 rooms down depending on the kingdom type. The entrance to the cave can be anywhere on the first floor, and is random in every kingdom. What I mean by that, is when you survey and see you are 7 rooms south, this means you are 7 rooms south *of the entrance*. The cave is like a grid. If the cave opening happens to be located on the far southern end of the cave, you could potentially only have a few rooms "south" of the cave, with much of the cave being north of the cave entrance. In other words, you could walk south from the mere entrance room of the cave, Survey, and see that you are one room south. Go south again and repeat, and see that you are now two south. Go south again and see that you are three south. Go south again and may see that you are 252 rooms north. This would mean that the cave opening just happens to be on the southern end of the grid. The rooms flow seamlessly into one another so you would never know where the cave entrance is without some extensive surveying research.

The next thing you need to understand regarding the Mom, is that in each kingdom, you are randomly, and blindly assigned an ability to hear just one of the three sounds. It may be the groan. It may be the wail. It may be the whimper. You don't know until you hear it. This means you could search tirelessly trying to hear a

whimper, but never hear one. Maybe your thane is only able to hear a groan or a wail. You never know until you hear it. Think of it like a blood type. You randomly are assigned x, y, or z. You have no idea what your blood type is, but it will enable you to hear only the x, y, or z axis. You can never hear more than one in any given kingdom with any single thane. For this reason, the most effective way to search for the sound is to start in the cave entrance room, then click yourself several times. If you don't hear anything, go north one room, west one room, and click yourself several times. Now go north one room, west one room, and down one room. Now you should be 2 rooms north, 2 rooms west, and 2 rooms down. Click yourself several times. Now go north one room, west one room, and down one room. Now you are 3 rooms north, west, and down. Click yourself several times. Repeat this process until you hear a sound. When you do, write it down, get another thane, and repeat this process for a second coordinate. Hopefully your other thane is not randomly assigned the ability to hear the same sound that you did. You can always check and see before wasting your time. Working through the cave like this saves time. You can always search one axis at a time, until you end up in the same room you started in, but you may potentially have to do it two more times on the other 2 axis before hearing a sound. This makes it so you only have to do this tedious process one time- working down and diagonally in this methodical way.

Here is the catch: The higher kingdom type you are in, the less of a chance you have of hearing the sound. It is chance based, so you could theoretically click yourself 10x in thrall on the right axis to hear a sound and still miss it, although it is unlikely.

In thrall, the chance of hearing a sound is roughly 1/2. If you click yourself 5x in every room in Thrall during your search you are unlikely to miss it.

In Karl, this chance is also about 1/2.

In Odal this chance drops to roughly 1/5.

In Jarl, this chance drops to about 1/10

In Viking, this chance drops to about 1/20

In Einherjar, this chance drops to about 1/100

This means, to ensure a high probability of hearing a sound in Einherjar, you would want to click yourself about 200 times per room. 40 times in Viking, 20 times in Jarl, 10 times in Odal, and 5 times in Thrall and Karl.

Once you find two of the coordinates using two separate thanes, grab your Giant Sword, go to the intersection of those two coordinates, and just walk the remaining axis until you see her. You can also just buy the coordinates from Snaedreki, but

they are not cheap. Killing her is easy enough but is not possible without a Giant Sword, as she has Giant Sword Damage Only.



How to use the amulet:

Congratulations. You just got the best Amulet in the game. This Amulet removes teleportation restrictions. You can teleport to books by typing in the spell or book name. You can teleport to Thanes regardless of their stats or value. You can teleport to monsters and NPCs that are normally off-limits. This includes, but is not limited to Grendel, Gudmund, Cyclops, Gnipa, Undead Warrior, Sindri, Infant God, Fafnir, Rock Giant, Frost Giant, Rune Shop, Tarnkappe, Tarnhelm, Volse, cups, Asgard, Valhalla, Mermaid, Leviathan, Ægir, Svadilfari, Black Elf, Dragon, etc. You can teleport from anywhere in the game to anywhere else in the game. This means you can teleport from Heorot Hall to the Rune Shop to Gnipa to the Infant God, to Sindri, to the Undead Warrior.

Be advised, a monster must be existent for you to teleport to one. This means, if a Fafnir happens to be spawned in Nidavellir, you can teleport to it. If there is not one because no one spawned one, your teleport will still fizzle. This is the same for mermaids, leviathans, rock giants, frost giants, black elves, etc.

Do not try teleporting to Snaedreki or Surtur. It will work and you will arrive there with an incinerated Mother Amulet!



Earth Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Earth Amulet is one of the easiest Amulets to get in Thrall and Karl, and one of the hardest Amulets to get in the higher kingdoms. This Amulet is kind of fun. It allows you to make holes in the cave and also close them. It can be fun to mess around with, especially in Thrall.

Explanation for difficulty:

Thrall and Karl require you to only kill 10 Black Elves to get an Earth Amulet. Viking and Einherjar requires 10,000.

How to get the amulet:

Prerequisites:

- None

Directions:

The quest is simple- kill a Black Elf and it's corpse becomes a Maggot. Collect the Maggots and bring them to Svartalfheim for the Amulet. Svartalfheim is located behind the Gnipa Dragon. This is the door he blocks. See the Gnipa quest for information regarding how to find this location. The easiest way in is to first get a

Ratatosk Amulet and Traverse your way in, but that is far from necessary in Thrall and Karl.

Maggot/Black Elf Kill requirements:

Thrall:	10 Maggots
Karl:	10 Maggots
Odal:	100 Maggots
Jarl:	1,000 Maggots
Viking:	10,000 Maggots
Einherjar:	10,000 Maggots

This is absolutely a quest to skip/omit once you are past Karl in my opinion, but if you want to kill an Einherjar Kingdom you will have to complete the quest and kill 10,000 Black Elves. The way to go about killing 10,000 Black Elves is outside the scope of this guide, and takes a certain kind of person who is willing to even try.



How to use the amulet:

This amulet allows you to open and close holes in the cave. Simply wear it, go into the cave, and “Move Earth”.

Jotun Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Jotun Amulet is a pretty cool Amulet because it allows you to seek other Amulets. It basically allows you to teleport around if you have an extra Amulet you're not using. You can leave your extra Amulet somewhere that you need to get back to, then use your Jotun Amulet to get there. It will also seek another thane who may be hiding with their Amulets.

Explanation for difficulty:

The spawn rate for the kingdoms is all the same, and the stats don't vary too much. The top three kingdoms make it a bit more challenging because you need an Area Password to get past the Bifrost Bridge.

How to get the amulet:

Prerequisites:

- Need a charge of Cosmonaut (the right runestone to pass Heimdall)
- Need Swimming to cross the Iving River
- Need a charge of Viking Sailor to get to Muspelheim where the Fire Giant is

Directions:

To get this Amulet you have to kill at least one of each of the three giants. This includes a Rock Giant, a Frost Giant, and a Fire Giant. These Giants all have to be spawned in their respective areas before you can kill one.

The Rock Giant can be spawned in Jotunheim. To get to Jotunheim, you need to give Heimdall the Runestone he wants to get into Asgard. Then you need Swimming, (or a Nerhus Star or Feather Cloak relic) to cross the Iving River. Now that you are in Jotunheim, just keep walking around until you eventually spawn a Rock Giant. Kill it and you will get the credit.

Next, from Jotunheim, enter one of the four Glaesisavellirs and walk around until you spawn a Frost Giant. Kill it and you will get the credit.

Lastly, you need to go to Muspelheim, drop all your gear on the ship once you get onto the beach, and go into the fire of Muspelheim and spawn a Fire Giant. Kill him and you will get the credit. You can also wear a Gnipa Amulet in Muspelheim and then you don't have to worry about dropping all your gear on the beach of Muspelheim because you and your items be immune to the fire.

After killing the third unique Giant, you will get the Jotun Amulet. The order in which you kill these three makes no difference. You may spawn a Fire Giant when returning the Sword of Revenge to Surtur after killing the Cyclops. Great. One down, and two more to go.



How to use the amulet:

You can use this Amulet to “Seek” other Amulets. Wear the Amulet, and Seek an Amulet. If there are none to seek it will tell you. Otherwise it will teleport you to any other Amulet that is on the ground or on a thane. This will not work with Amulet’s inside the Hallows, so you won’t be able to get into the Hallows again just because there is a Valknut on the ground in there, unfortunately.

Dragon Blood Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

This is an Amulet rewarded for sheer dedication, determination, persistence, and stubbornness. The reward isn't bad. This Amulet is like having a Blot Vorse that never is consumed. You can always get 900% health with this Amulet.

Explanation for difficulty:

The quest is pretty much identical in every kingdom. It is very tedious and requires you to play GC for many consecutive hours without sleeping or dying.

How to get the amulet:

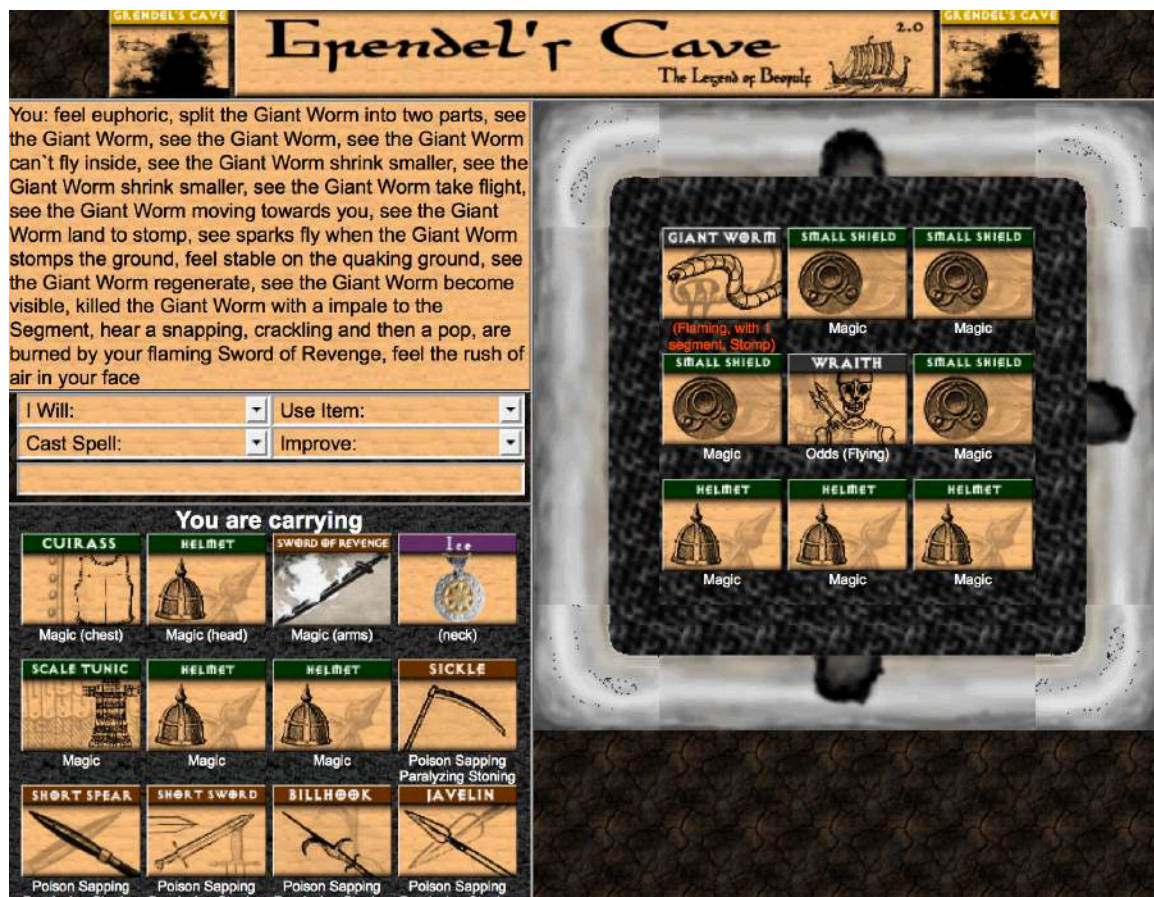
Prerequisites:

None

Directions:

****See the Killing Streak Page. **** You will need to kill 1,280 monsters that yield at least one improvement, without dying, sleeping, or idling out. The key to this is not dying. The easiest way to ensure this is to get Magic Damage Only through Shapeshifting, and be careful what you battle. This quest is totally worth doing in

Jarl, Viking, and Einherjar, but I wouldn't bother with it in Thrall, Karl, or Odal. When you get it you will hear a snapping, crackling and then a pop.



How to use the amulet:

When you wear the Amulet you can "Lick" it, which will raise your health to 900%.

Librarian Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

This Amulet is earned by collecting all 47 Joke Books. The Amulet is one that you “Browse”. The Amulet is like having a book that changes spells every day. The Book that it is on a given day could range from Ally Trees to Shapeshifting.

Explanation for difficulty:

Since every kingdom requires the same number of Joke Books, the difficulty doesn't change.

How to get the amulet:

Prerequisites:

None

Directions:

Collect Joke Books as you find them. The best place to get them is by killing a Pixie, Basilisk, or Medusa that yields at least one improvement. This will guarantee a Joke Book drop. See the Joke Book section for a complete list. Take your complete collection to the Library by teleporting to Library. Drop all of your books for the Amulet.



How to use the amulet:

Wear the Amulet, click Use Item: Browse, and click the Amulet. Its spell changes every day

Ratatosk Amulet



Difficulty:

Thrall:



Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Amulet:

The Ratatosk Amulet is well worth getting, especially in the higher kingdoms. It is the second best thing to a Mother Amulet when it comes to getting around the various worlds.

Explanation for difficulty:

The chance of getting Iduna's key get harder in the higher kingdom types, so this makes getting the Amulet more challenging.

How to get the amulet:

Prerequisites:

- Complete the Undead Warrior quest and make sure you get the Iduna's Key before you kill him.
- Get the coordinates to Iðunn's Box from the Dragon, using Runestones.
- Walk Through Walls and Spelunking
- Have the Chanting spell from the Priest, or a Mother Amulet
- Kill the Cyclops and read the Wall

Directions:

Once you have an Iduna's Key and the coordinates to Iðunn's Box, find the Box. Open the box with Iduna's Key and you should get a Teething Ring. Now you need to bring the Teething Ring to the Infant God in Alfheim.

The easiest way to do this without an Amulet is to first kill the Cyclops, read his wall, and "Chant" these word(s) with the Teething Ring on your thane. This will teleport you into Alfheim. Now you need to figure out where you are using the Map of Alfheim provided in the end of this Guide. Search every room until you find the Infant God. Give it the Teething Ring, and you will be given the Ratatosk Amulet.

The easiest way to get to the Infant God is to use a Mother Amulet if you have one.



How to use the amulet:

Wear the Ratatosk Amulet, click Traverse, and click the Amulet. It will Traverse through the nine different worlds. It will go in this order.

Mainland/Midgard/Sjaelland

Asgard

Vanaheim

Jotunheim

Alfheim

Nidavellir/Dark Fells

Svartalheim/Ymir's Flesh

Niflheim

Muspelheim

Killing Grendel, The Mother, and The Dragon

Grendel



Difficulty:

Thrall: N/A

Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Quest

This is the ultimate goal of the kingdom. Killing Grendel. It is the name of the game, and allows you beat the kingdom and to move on to higher kingdoms.

Explanation for difficulty:

This Quest gets exponentially more difficult through kingdom progression. The act of killing him isn't too difficult in any kingdom, but acquiring enough Amulets to get the Yggdrasil get much more difficult in the higher kingdoms.

How to kill Grendel:

Prerequisites:

- Complete the required number of Quests for the kingdom you are in. Read about Kingdom Pregression if you are unsure.
- Get the Yggdrasil by trading the Amulets in to the White Witch

Directions:

Once you have the required number of Amulets, you need to take these all to the White Witch. To do this, you need to go back out to sea, find Hvitramannaland, go to the White Witch, give her your Amulet's, and get the Yggdrasil. Now sail back to Sjaelland/Sjaelland, and wait for Grendel.

You need to wait patiently for Grendel to stalk you. He's been bugging you during the entire game, and now when you want him to come he is nowhere to be found right? The best strategy for this is to keep your Yggdrasil on you but unequipped. Have it just sitting in your inventory. Now hunt on level one right next to the mere/cave entrance. When you smell him, Unready whatever weapon(s) you have on your arms and wait until he enters the room that you are in. Now that he is in the room with you, quickly click the Yggdrasil Amulet and then start clicking Grendel. Since you unreadyed your weapons, you will be kicking, swinging your fists, and grappling him. This is what you need to do because he has Protection from Weapons. No weapon will ever work on Grendel. You must use your bare hands. Once he is dead, Congratulations! You are either done with the kingdom or it is time to wait for the Mother, if you planned ahead and have a Giant Sword from the Hallows.



Mother (after Grendel)



Difficulty:

Thrall: N/A

Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Quest

This is the second main goal of the kingdom. It may not be worth bothering with in Karl, but is certainly worth it in every kingdom above it. This also allows you to kill the Dragon.

Explanation for difficulty:

This Quest gets exponentially more difficult through kingdom progression. The act of killing her isn't too difficult in any kingdom, but acquiring enough Amulets to get the Yggdrasil and kill Grendel first get much more difficult in the higher kingdoms.

How to kill The Mother:

Prerequisites:

- Get the Giant Sword from the Hallows
- Kill Grendel

Directions:

After you kill Grendel, her Mom will eventually avenge her Son's death. You must wait patiently by the cave entrance until she comes. She will not come near the entrance during the day, so this must be done at night. You can tell if it is day or

night in Grendel's cave by seeing whether it is a sun or moon in an open area such as the countryside.

When she gets close, you will smell a Hideous Stench just like you did for Grendel. Wait for her to come into your room, quickly equip your Giant Sword, and start clicking her. Eventually she will die, and the Dragon will probably be all over you.



Dragon



Difficulty:

Thrall: N/A

Karl:



Odal:



Jarl:



Viking:



Einherjar:



About the Quest

This is the third main goal of the kingdom. It may not be worth bothering with in Karl, but is certainly worth it in every kingdom above it. This is the trifecta kill of Grendel's Cave and if you kill the Dragon in the Kingdom, the kingdom is yours.

Explanation for difficulty:

This Quest gets exponentially more difficult through kingdom progression. The act of killing him isn't too difficult in any kingdom, but acquiring enough Amulets to get the Yggdrasil and kill Grendel, getting the Giant Sword, and killing Grendel's Mom first get much more difficult in the higher kingdoms.

How to kill the Dragon:

Prerequisites:

- Get the Giant Sword from the Hallows
- Super-Hero Wizard
- Kill Grendel
- Kill Grendel's Mom

Directions:

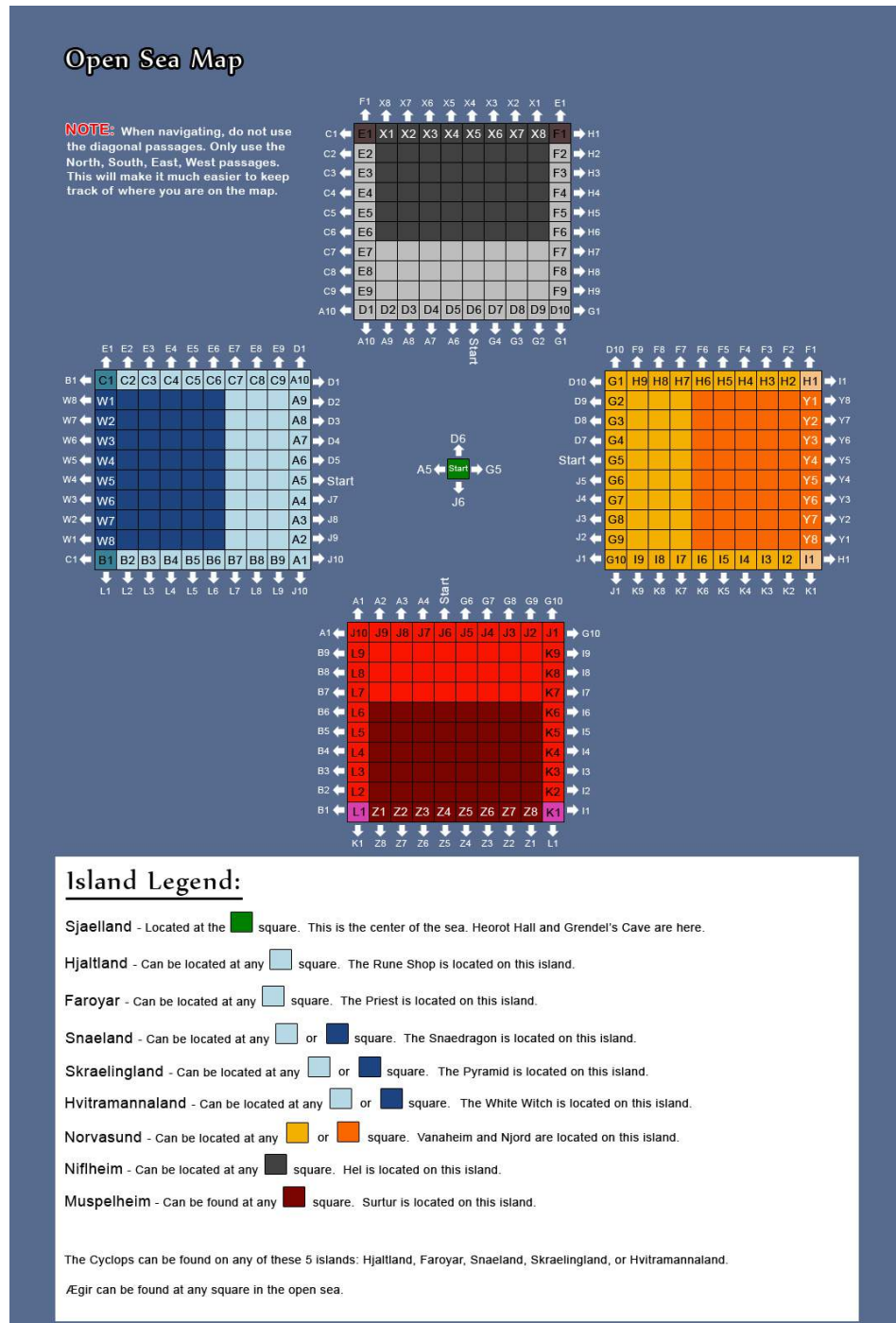
After you kill Grendel's Mom, the Dragon will go on a rampage. I believe he will telehunt awake thanes in order of value, from the highest value to the lowest. Expect to see the dragon attacking you the instant after you kill Grendel's Mom.

When you see him, kill him by any conventional means necessary. Most weapons will kill him. Once he is dead, the kingdom is yours!

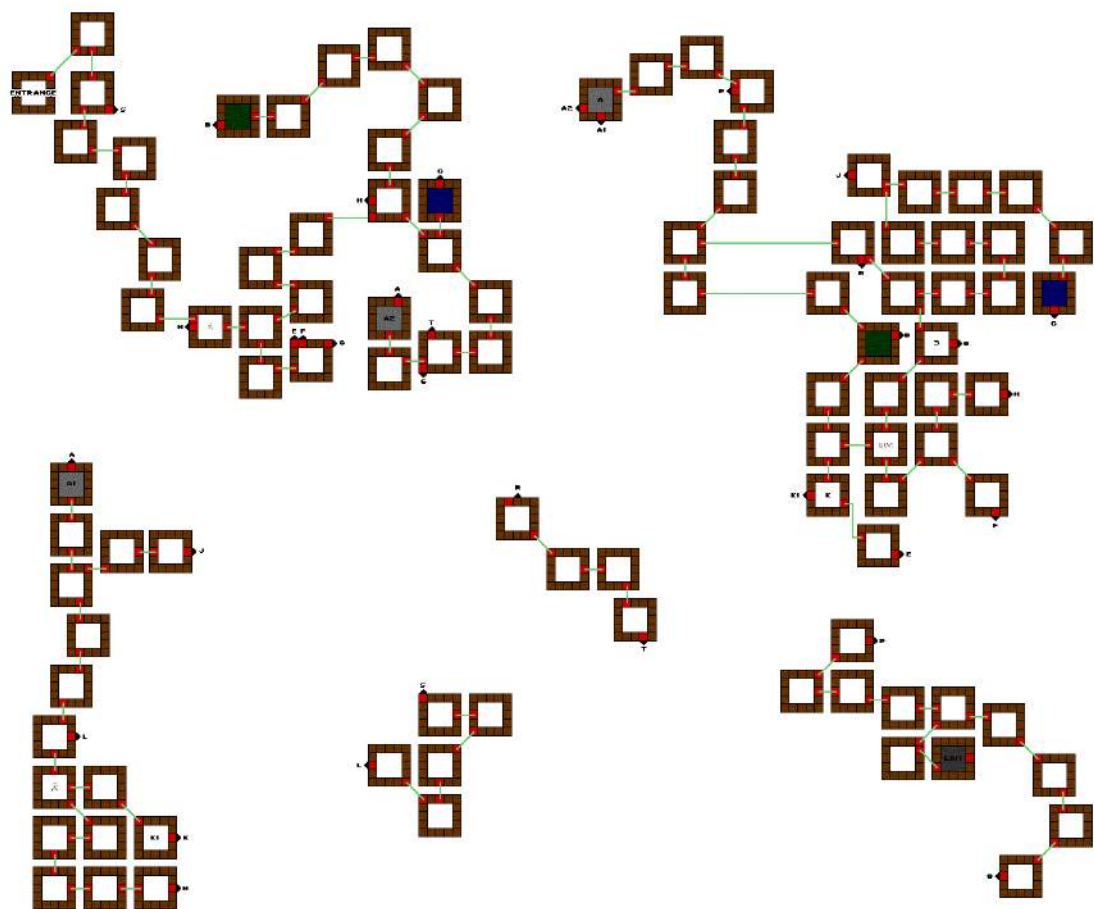


Area Maps

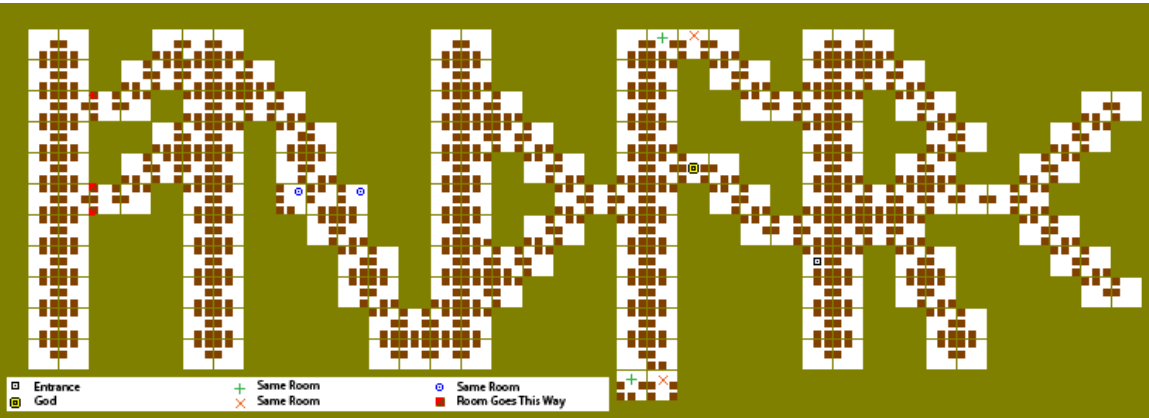
Open Sea Map:



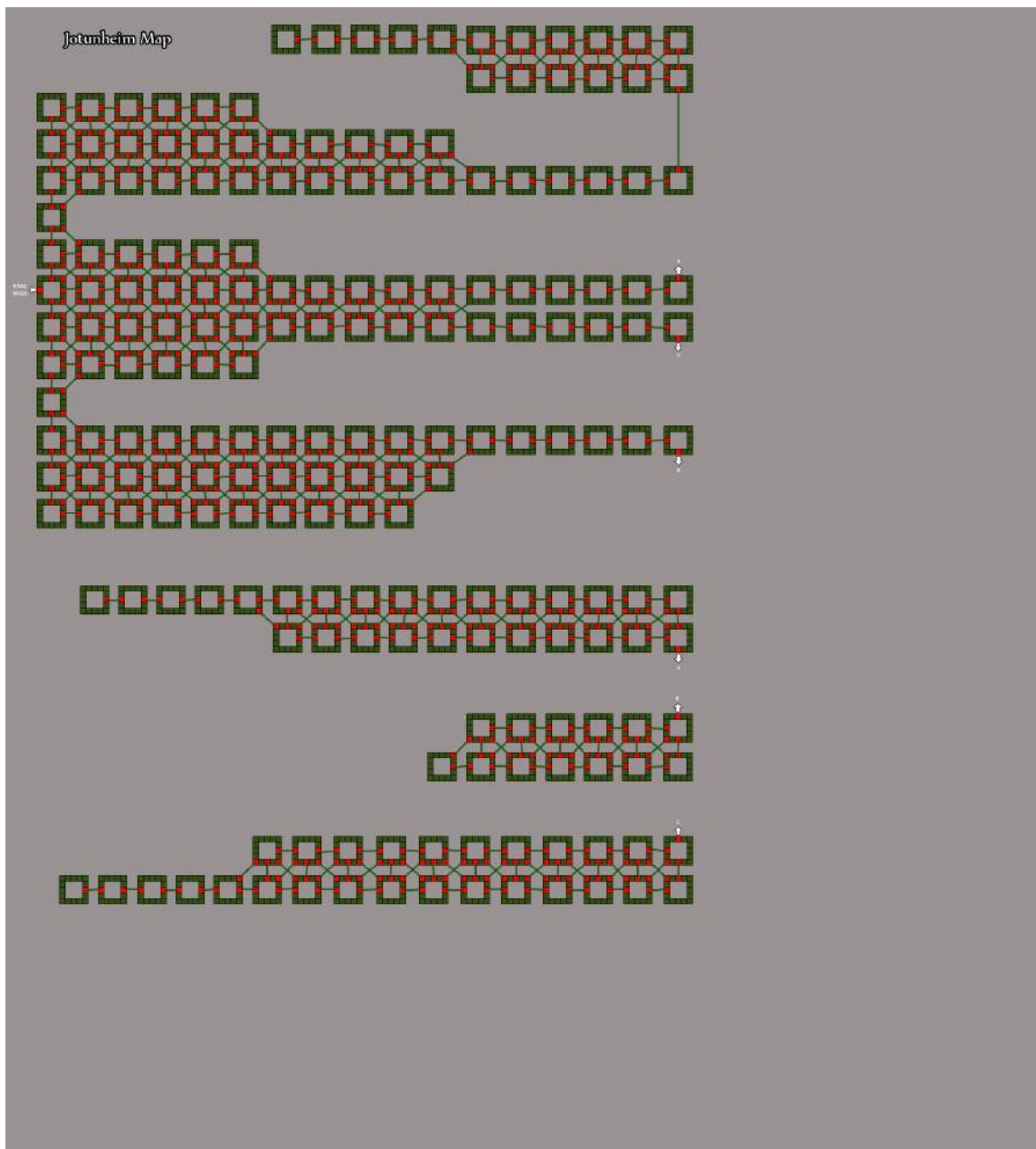
Pyramid Map:



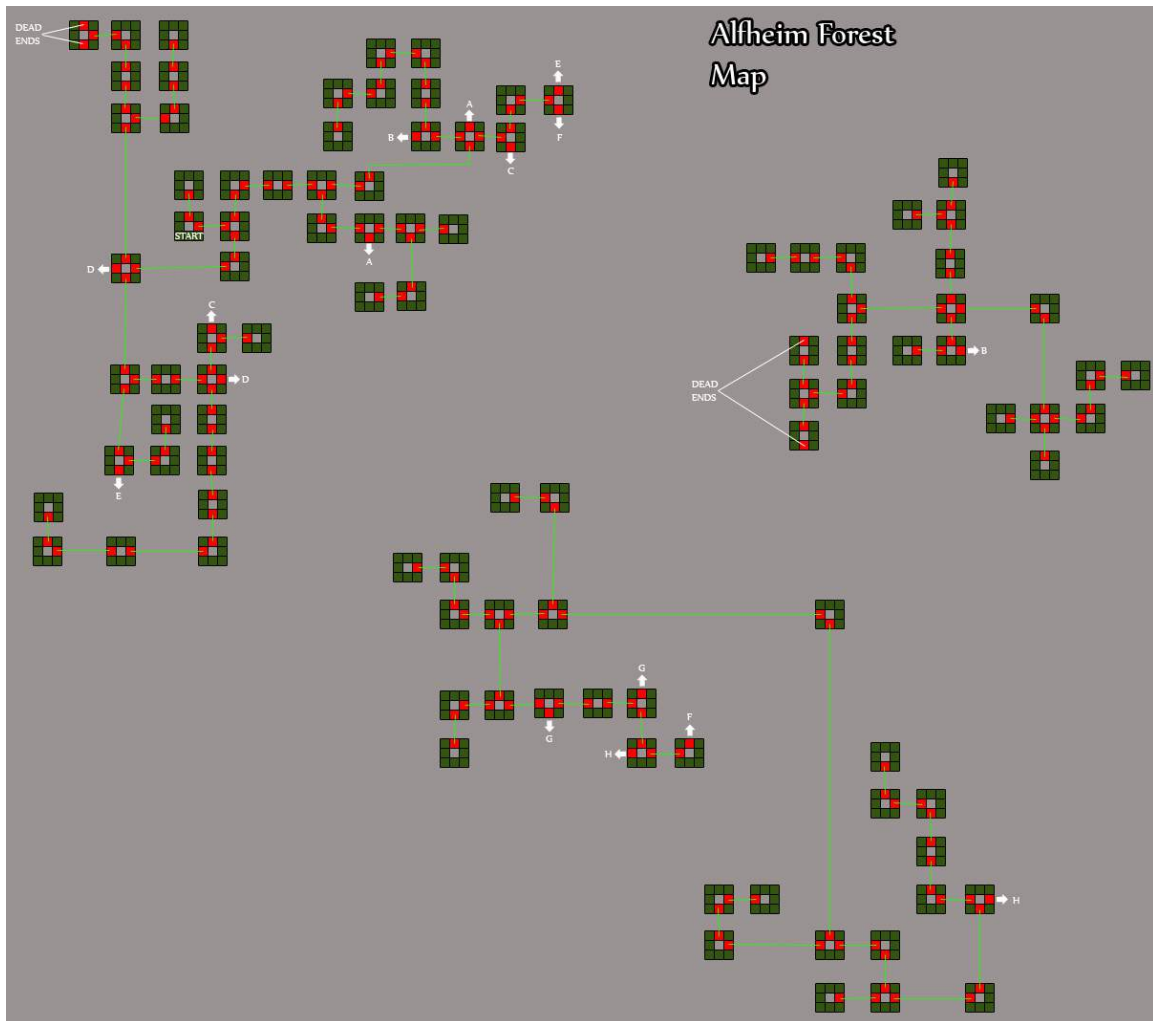
Nidavellir Map:



Jotunheim and Glaesisvellir Map:



Alfheim Map:



Credits

Special thanks to Beowulf, for being the Writer and Webmaster of GC

To DK, for making the maps of the Open Sea, Jotunheim, and Alfheim

To Kadence, for making the map of the Pyramid

To Phiregod, for his legendary, timeless wisdom, quoted in this text

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