



Grendel's Cave Help

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About Grendel's Cave

Grendel's Cave is a Web, browser-based, multi-user adventure game. Its setting is the Old English text, Beowulf, Norse mythology, and the historical early, dark-ages period. Grendel's Cave has been online since 1998 and was one of the first on-line browser-based adventure games.

In Grendel's Cave, you create Thanes, the player characters in the game, kill monsters, primarily found in Grendel's Cave, increase value and stats and collect items. Your thanes obtain gold rings, the game's currency, by selling obtained items or Singing of Deeds before King Hrothgar and gain magical abilities by visiting the Witch or by acquiring items. Ultimately, this leads you to complete quests, earn amulets, by traveling to other worlds, trade in those earned amulets for the Yggdrasil amulet, and thus obtain the ability to kill Grendel. Killing Grendel is the ultimate objective of the game. After killing Grendel there is a secondary objective, killing Grendel's Mother, and then a third objective, killing The Dragon.

There are many kingdoms in which to play, each with a Grendel, whom you can kill. There are several different kingdom types, ranging from Thrall, or beginner, to Jarl, or advanced, with increasing difficulty and requirements for killing Grendel. Occasionally the game has tournament style or championship kingdoms in which you can compete against expert players, or you can purchase personal kingdoms that you can custom configure to your liking. The less advanced kingdoms are generally non-PVP (player versus player) while the more advanced kingdoms allow PVP and player killing.

If you kill Grendel in any of the more advanced, PVP, kingdoms then you earn a place on the Hall of Fame.

Grendel's Cave's setting is the Anglo-Saxon poem, Beowulf. It is set in King Hrothgar's, king of the Danes, kingdom in the early 6th century. The kingdom is in the middle of its war with Grendel. Grendel is an AI monster, who performs many tasks, most of them nasty, involving killing or harassing Thanes in the game. The game contains many Norse mythology elements and encompasses Norse cosmology, with each of the nine worlds represented. Player's Thanes travel to these worlds and complete quests. Thanes can take on other than human characteristics, including Valkyrie, Berserkers, Tricksters, and Shape-Shifters, among others.

Starting Out

Creating an Account

To start out you need to create a new account. You can do this by clicking on the Account navigation button and going to the Account page. On this page, click on the New Account button. On the New Account page, you will enter an Account Name and password. You must enter your password twice to validate it. You may also enter an email address, if you wish, but are not required to. I recommend that you enter an email address because if you forget your password and need the game to email it to you, you will only be able to do so if you have entered an email address. Once you have filled out the form, click on the Create button and the game will create a new account for you. You will see your main Account management page. At this point, it will be mostly empty because you do not yet have any Thanes in the game. To create a new Thane and start playing the game, click on the New Thane button.

Creating a Thane

To play the game you need to create a new Thane. You can navigate to the Thane page by clicking on the Thane navigation button at the top of the page. Once on the Thane page, you will see several form fields that allow customization of your new thane. You must enter a Thane name in the Name field. You may also pick a Gender, male or female. You can pick one of five talents, Strength, Endurance, Speed, Portage and Magical. Strength is the amount of damage you do in attack. Endurance is the amount of damage you can take before you die. Speed is how fast you are in combat which determines how likely you are to hit your enemy. Portage determines how many things you can carry. Magical determines how fast you learn new spells. You can also pick a special ability. There are many abilities to choose from, the first of which is Grendel's Choice. If you select this ability then Grendel will randomly pick a free ability for you when the game creates your new thane. Abilities each give you one special advantage in the game. When you pick a special ability, you will see a brief description of what it does underneath the selection field. Once you have finished filling out the Thane form click on the Continue button and you will go to the Kingdom selection page.

Selecting a Kingdom

After you create a new Thane, the game will give you a choice of kingdoms to enter. On the Kingdom Selection page, you will see a list of all active kingdoms, which you could enter. You select the kingdom you want by clicking on the radio button next to the kingdom number. You can read detailed information about each kingdom type by clicking on the More Info link. You will see a new popup page detailing more information about that kingdom. There is a lot of information about each kingdom that for many new players can be confusing. For your first foray in the caves, I suggest that you pick the Thrall kingdom. The Thrall kingdom is a beginning kingdom and is very forgiving. Once you have selected your kingdom click on the Continue button to start playing the game.

Playing the Game

Navigation

You play Grendel's Cave by clicking on game icons. Each time you click on an icon, you perform an action. In the main panel of the game page, the arena, you see various icons. The icon in the center of the arena is you. The eight spaces immediately surrounding you may also have icons. These icons are of three different types, other Thanes, Monsters and Items. Surrounding these eight spaces are sixteen more spaces that may also have icons. These icons may be of three different types, Non-Player Characters, Areas or Action Icons.

When you click on an icon, you perform an action. The action you perform depends on the type of icon you clicked. The following are the default actions performed on the different type of icons in the arena section.

Yourself:	Rest, do nothing
Thane, Neutral or Befriended:	Inspect
Thane, Enemy:	Attack with default weapon
Monster:	Attack with default weapon
Item:	Pick up, or, if a shop item, buy item
NPC:	NPC action, the NPC does their default action For example, Hrothgar tells you something, The Witch performs magic
Area:	Move into that area, if possible
Action:	Default action for that type of icon For example, the bedroll puts you to sleep, The feast feeds you

Facing

Grendel's Cave utilizes facing. The direction you are facing is always the top of the page. The display is top down, and you always face the direction that you just moved. When you are in Heorot Hall, north is towards the wall with the bedroll. When you start a new game, you face north until you make your first move. If you click on the door to your right, you turn right and move out the door. You are now in the countryside facing east. The guesthouse and barn are to your left and are north. You force your thane to always face north by purchasing and carrying a compass. Click on the Barn to move into the barn and then click on the compass. Now, no matter where you move you will always face north.

Modifying Your Actions

You can modify your default actions when you click on icons. You do this by using the select fields and text field in the Modifier section of the display, mid-left. For example, to inspect yourself, instead of resting, when you click on yourself, select Inspect from the I Will select field and then click on yourself. When the page redisplay you will see information about yourself in the upper-left portion of the display. You can yell something by selecting Yell from the I Will field, typing whatever you want to yell in the text field and then clicking on yourself. Everyone in the area with you will hear, see text in his or her display, what you just yelled.

The following is a list of the common “I Will” field modifiers and what they do.

Inspect:	See information about the icon
Whisper:	Click on a thane and only that thane can hear you
Say:	Click on a thane and that thane can hear you
Yell:	Click on anything and everyone in the area can hear you
Sleep:	Click on yourself and you will go to sleep
Befriend:	Click on another thane and they will become your friend
Curse:	Click on another thane and they will become your enemy
Ignore:	Click on another thane and they will become neutral
Sing of Deeds:	When in Heorot Hall, select this and click on Hrothgar for rings
Swing Fist:	Click on a thane or monster to attack with your fist
Grapple:	Click on a thane or monster to attack with your body
Head Butt:	Click on a thane or monster to attack with your head
Kick:	Click on a thane of monster to attack with your foot

The following is a list of common “Use Item” field modifiers and what they do.

Drop:	Click on an item in your inventory to drop it
Remove/Unready:	Click on an item you are wearing or arming to remove or disarm it
Wear/Ready:	Click on an item in your inventory to wear or arm it
Get:	Click on an item not in your inventory to get it
Buy:	Click on a shop item to buy it
Sell:	Click on an inventory item to sell it

The Improve select field appears when you have earned improvements. The following is a list of common “Improve” field modifiers and what they do.

Strength:	Click on anything to increase your strength
Endurance:	Click on anything to increase your endurance
Speed:	Click on anything to increase your speed
Portage:	Click on anything to increase your portage
Magical:	Click on anything to increase your magical

The Cast Spell select field appears when you have obtained a casting magical ability and the conditions are right to cast the spell. The following is a list of common “Cast Spell” field modifiers and what they do.

Ally Tree:	Click on a tree to turn it into a friendly that attacks your enemies
Fly:	Click on anything to take off and fly
Become Invisible:	Click on anything to become invisible
Stomp:	Click on an enemy or monster to do a magical quake attack
Grow:	Click on anything to grow in size
Shrink:	Click on anything to shrink in size
Survey:	Click on anything to find out your location in the cave
Spin Web:	Click on an enemy to spin a web over it

Inventory, Your stuff

There are also item icons in your inventory section of the display. This section is located in the lower left area of the page. You can do many things with these items, depending on where you are. When you first start out the only thing in your inventory is credits. You can use credits, just like rings, to buy stuff at shops. As you buy stuff, find and pick up stuff, your inventory will increase.

You can wear or arm some items in your inventory. When an item is worn or armed, it will say so underneath the item and the item will display first in your list of items.

The following are the default actions performed on the items in the inventory section.

Armor:	Wear
Weapon:	Ready or Arm
Rings/Credits:	Nothing
Anything else:	Inspect

Shops

You can buy and sell items at shops. Shops are special areas that have a different arena display. When you are in a shop the shop door is always to your left, anyone else at the shop is always to your right and the items you can buy are always below you. In Hrothgar's kingdom, there are two shops, the Barn and the Blacksmith. You can buy general items at the Barn and Weapons and Armor at the Blacksmith. When you start out you have a given number of credits, according to your race. You can use the credits, just like gold rings, to purchase items but any item you buy with credits have a zero value so if you sell those items back to the shop you do not get any rings. As you play the game, you will find rings as loot. Gold rings are the currency in Grendel's Cave and you use them to buy items or get them when you sell items at shops.

When you click on a shop item at a shop, you will buy that item if you have enough rings, or credits, to cover the cost. Underneath each shop item is displayed the cost of the item. You can buy multiples of items at a time by typing the number, up to 10, that you want to buy into the modifier text box, in the modifier section of the display, in the mid left area of the page, and then clicking on the item you wish to buy. You will buy that many items. When you buy items, you will see them appear in your inventory section of

the display, in the lower left area of the page. When at shops, underneath each item in your inventory you will see the value of that item.

You can sell items at shops. To sell select the Sell modifier from the Use Item select field and click on an inventory item. The item will vanish and you will receive its value in rings in your inventory.

The Witch

The Witch is an important NPC in Grendel's Cave. You will need to go to the Witch to obtain magical abilities and items. To get something from the Witch go to the Witches Hovel and click on her. She heals your wounds, gives you free improvements and magical items, teaches you magical abilities and enchants your weapons and armor. All of this costs gold rings. Beware, because she can also be nasty. She can banish you, curse you, steal your rings and stuff, reduce your abilities or simply ridicule you. It is a mixed bag of tricks and always risky to go to her but you must if you are to obtain the magic needed to survive very deep in the caves. Make sure your magical ability is at least four before clicking on the Witch or she will do bad magic. Bring her flowers and bugs because she loves these and is more likely to be nice to you if you give her a present. The Witch likes combs, too, and if you give her one, she will remove any curse you might have. Also, try giving her Runes, if you happen to find any. She will give you two improvements for every Rune you give her.

To give the Witch something, or another Thane for that matter, select Give from the Use Item select field, type the word Witch into the text field and click on the item you wish to give to the Witch. Alternately, you could select Give, type the name of what you want to give into the text field and click on the Witch. To give her rings, select Give, type in a number, a space, the word rings and click on the Witch.

The Dragon

The Dragon is another important NPC in Grendel's Cave. The Dragon is both a monster and a NPC. If he is awake, he will attack you so be careful and only go to the Dragon when he is sleeping. You will find the Dragon in the Dragon's Lair. When you go bring keys with you. You can find keys in the cave and the Witch gives out keys. At the Dragon, you have a choice of clicking on the Dragon or his treasure. If you have a key and click on the Dragon, he will give you a hint and take your key. If you have a key and click on the treasure, the Dragon will take your key and give you a piece of his treasure. Both of these can be very helpful.

The Cave

The cave is Grendel's Cave. It is a large place. In the cave are Monsters and Items, both of which can help you to advance in your adventure to kill Grendel.

You gain most of your experience and obtain your best loot by slaying monsters. When you first start out only take on monsters on the first level of the cave. With each monster you kill, you gain experience and improvements. Improvements are how you level up in Grendel's Cave. When you notice that you are killing monsters and no longer getting improvements then it is time for you to go lower in the cave. At first, only venture down on level at a time, killing monsters on each level until you no longer improve. Then you are ready to go down one level more.

As you advance, you may be taking hits from monsters and losing health. If your health reaches zero you die, so try to avoid this. In the Barn, you can buy healing potions to take with you. Drinking a healing potion restores your health to 100% so it might be wise to travel with a few at a time. The Witch will restore your health to 100% but make sure you have rings and your magical ability is at least four when you go see her.

The deeper you go in the cave the more dangerous the monsters but the better the loot and the greater the payoff. The cave is a balancing act, finding how skillful you are at killing monsters beyond your experience level without dying.

Grendel

Grendel is a mean and nasty AI monster and at times he seems intelligent and as if he has a mind of his own. His goal is to harass the players of Grendel's Cave as much as possible. He stalks you, mangles or takes your stuff, chases you, and attacks and kills you without mercy. During the day, he will not come outside of the cave and he mostly sleeps, but at night, he is active and comes out to find his prey. He kills sleeping thanes in Heorot Hall and visits the Dragon to replenish the treasure. He is stinky and you can smell him coming. The closer he gets the more he stinks. If you smell Grendel coming for you, you should create a new thane and feed him to Grendel. Once Grendel eats, he will run back into his cave and hide. This gives you time to play without him harassing you.

The goal of Grendel's Cave is to kill Grendel. This is no easy task, because weapons cannot harm Grendel and you must be carrying Yggdrasil to kill him. Do not attempt to attack him without this amulet. There is only one Yggdrasil amulet per kingdom and you obtain it by trading a collection of other amulets for it. There are twenty-two different amulets, each associated with a Quest, and each kingdom type requires a different amount of amulets for the Yggdrasil trade. The easier the kingdom the lower the number of amulets needed. Please read the Quest section for more information on how to obtain amulets, so you can kill Grendel and win the game.

Combat

Combat Mechanics

The simplest way to attack a monster is to click on it. You will use your default weapon to attack. If you have weapons armed, as shown in your Inventory, you will use the first weapon shown as armed. If you have no weapons armed then you will randomly use one of the melee attacks, fist, head, grapple or kick.

If you have more than one weapon armed, you can choose your weapon by using the Use Item modifier select field. Simply select the attack that you want to perform, such as Swing Sword or Throw Short Spear, and then click on the monster you wish to attack.

Some weapons attack passively, while a monster is moving towards you or you are moving towards a monster. If you have a thrusting weapon, long and pointed weapons are thrusting weapons, armed and a monster moves towards you or you move towards a monster and you close the distance to the weapon's reach then you will automatically have a chance to hit the monster with that weapon. Using this method, you can potentially hit a monster with more than one weapon in one attack. Arm a spear, attack with a sword, and as you move to the monster, you have a chance to hit it with your spear. Then as you get close, you have a chance to hit it with your sword. A monster, similarly armed, can do the same thing to you.

You can shoot or throw missile weapons at a monster without coming in contact with that monster. If you shoot a bow, you will also unarm the bow after you shoot it. The next action you will have to take, if you want to shoot the bow again, is to click on it to rearm it. This can make bow weapons inefficient. You will not unarm your bow, however, if you have the magical ability Quick Bow. When you throw a weapon at a monster, you also unarm it. After it either hits or misses the monster, it falls to the ground. If you want to throw the weapon again, you have to pick it up and arm it first.

Distance is an important aspect of combat. You can find your distance to a monster by moving your cursor over the monster. Weapons are most effective at their exact range. When you attack a monster you will attempt to move to your weapons exact range, and the monster will try to move to its weapons exact range. This is a battle of speed, so the faster of you two will be most effective at achieving exact range, with the caveat that it is much easier to move forward than it is to move backward.

Combat Strategy

There are two main ways to die in combat in Grendel's Cave. The most obvious way is for combat hits to reduce your health to zero or less. You can avoid this by drinking healing potions or running away when your health gets too low. The second major way to die, and the one that most surprises new players, is taking a fatal blow. In this way, you can die from one hit inflicted by the lowliest monster. To protect you from a fatal blow always wear armor, even the light stuff, and a helmet.

The best way to win in combat is to avoid taking hits. Players employ several strategies. The simplest is to use long, pointy weapons that strike a monster far away from you before it can get close enough to hit you. Another is to use missile weapons, such as a bow and arrow, or throwing axes. The disadvantage of missile weapons is you have to rearm them once you use them and monsters can move in and strike while you do so. Another good strategy is to fly and strike from a distance, but you must be small to fly inside the cave and large monsters with long weapons may still be able to reach you flying. A very simple method is to strike with a long weapon at a far distance, leave the room before the monster can close in, and then go back into the room and strike from a long distance again. The general idea is to avoid taking hits.

Speed is very important in Grendel's Cave combat. You can have all the strength in the game but if you cannot hit a small, fast monster because you are too slow, it does not do you any good. Be sure, as you are improving your stats, to keep your speed up. If you have superior speed you can keep your weapon at its optimal, exact range, and out of range of your enemy's weapon. It can be to your advantage to keep track of distance, by moving your cursor over a monster. Switch to a longer range weapon to keep out of range of a monster if you are greatly faster, or switch to a shorter range weapon, like a dagger or a simple head butt, to get inside of a monster's weapon where it is unable to move back to hit you.

Magic

Selecting a Starting Ability

There are ten magical abilities that I consider the Ten Ancient Naturals. The following is a list of these abilities.

Ally Trees:	Make trees friendly, that attack your enemies
Invisibility:	Become invisible and visible at will
Detect Invisible:	Automatically detect invisible thanes and monsters
Flight:	Take off and fly and land at will
Quick Bow:	Shoot a missile weapon without having to rearm it between shots
Regenerate:	Automatically regain one point of lost health each click
Sizing:	Grow larger or shrink smaller at will
Spelunking:	Determine location in the cave, relative to the opening, at will
Spin Web:	Spin a web and enshroud an enemy just like Spiderman
Quake:	Reduce the magic of an enemy as an attack

These are the Ten Ancient because they have been with Grendel's Cave from the very beginning and form the basis of the original eight species in the game, other than human. All of these are available as free Abilities when you create a new thane and all have their advantages. Choosing any one of these original ten is a good choice.

Obtaining Magic

Your thane can have magic of two classes, natural and temporary. A natural magical ability is one that you can use indefinitely, that never depletes. The ability you pick or that Grendel picks for you when you create a new thane is the thane's first natural magical ability. You can use the ability as many times as you want and it will never deplete.

When you visit the Witch and click on her one of the things she may do is give you a new or add to an existing magical ability. If this happens the ability with most likely not be natural. It will have a given number of charges, or number of times you can use the ability before you lose it. For example, suppose the Witch gives you Protection from Paralysis (7). In this case, you have seven charges of Protection from Paralysis and you can use it seven times before you lose it. Let us suppose that later you are in the cave fighting a Wraith which happens to have Paralyzing Touch. The Wraith hits you. Normally the Wraith would paralyze you but because you have Protection from Paralysis, it does not. However, if you inspected yourself you would notice that you now have Protection from Paralysis (6). You have used one of your charges. If you continue to fight the Wraith and he hits you six more times, he still would not paralyze you, but now, upon inspection, you would notice that your Protection from Paralysis is gone and not listed in your list of magical abilities. The next time the Wraith hits you he would paralyze you.

Another common way you can gain magical abilities is by reading magical books. The number of charges you gain by reading a book depends on how high your magical stat is and how difficult it is to learn the subject of the book. When you get a book, inspect it. This will tell you how many pages the book has. The more pages the more difficult it is to learn the spell. If your magical stat is at or higher than the number of pages then you should be able to learn the book in one reading. To read the book, select Read from the Use Item select field and click on the book. If your magic is high enough, you should see the message “now understand the magic”. Now, inspect yourself. You should see your new magical ability listed with the number of charges you have gained. When you read the book again, your charges should increase.

You can convert temporary magical abilities into natural ones by increasing the number of charges greater than 32,767.

Magic Statues

Magic comes in three statues; Toggle, Casting and Passive.

Toggle Magic

Toggle Status magic are abilities that allow you to toggle one of your thane’s statuses. The following are the main Toggle Status magic abilities.

Invisibility:	Become invisible or visible at will
Flying:	Become aloft or grounded at will
Immolate:	Become flaming or extinguished at will

Toggle magic abilities are either on, invisible, flying, flaming, or off, visible, grounded, extinguished. You use the Cast Spell select field to cast the spell and change your toggle status. For example, if you have the Invisibility ability you would become invisible by selecting Become Invisible from the Cast Spell select field and click on yourself. When the page reloads, you will see the text Invisible underneath your thane icon to indicate that you are invisible. In this state, only thanes and monsters that have the Detect Invisible magic ability would be able to see and interact with you.

Casting Magic

Casting magic abilities allow you to do something one time per casting. There are many of these types of magic abilities. The following are some examples of this type of magic.

Ally Trees:	Make trees friendly, that attack your enemies
Spelunking:	Determine location in the cave, relative to the opening, at will
Spin Web:	Spin a web and enshroud an enemy just like Spiderman
Quake:	Reduce the magic of an enemy as an attack

You cast this type of ability for an immediate event. Spelunking is a good example of this type of magical ability. You would select Survey from the Cast Spell select field, click on yourself and when the page reloads you would get a message similar to “You: are one room north, one room east and one room down” in the text display. This is a one-time event and to find out your next location you would have to select Survey and click on yourself again.

Passive Magic

Passive magic abilities give you a constant enhancement without you having to cast the spell to get its effect. Protections are these kinds of magic abilities. The following are good examples of Passive magic abilities.

Detect Invisible: Automatically detect invisible thanes and monsters
Regenerate: Automatically regain one point of lost health each click

Detect Invisible is a magical ability that allows you to detect invisible thanes and monsters. You do not have to cast the spell for it to work. If you have Detect Invisible then every time you are in the same area as an invisible thane or monster can see and interact with them, just as if they were visible, and you lose one charge of Detect Invisible.

Item Enchantment

Another important magical component of Grendel's Cave is magical items. Many types of items perform magical functions but two that you should be concerned about early in your adventure are weapons and armor enchanted by magic. This is one more aspect in which the Witch is very important. She could enchant any weapon or armor in your possession when you click on her.

Weapon Enchantment

Each time the Witch enchants a weapon she can do one of several things. She can make it faster, stronger, increase its impact, throw faster or throw with more force. She can possess it with a special magical ability, Poison, Strength Sapping, Paralyzing, or make it turn your enemy to stone. If it is a missile weapon, she can give it Quick Bow, which means that you do not have to rearm it after each time you shoot it.

Armor Enchantment

The Witch can also enchant your armor. She can make it faster and stronger too. She can also make it cover more of your body and make it lighter.

Named Weapons and Armor

Named Weapons and Armor is another important kind of magical item. Once a weapon or piece of armor becomes magical enough and if you are magical enough, then you will be able to give that item a name. You do this by selecting Name Item from the Use Item select field, type in the name into the text field and then click on the item. This does more than just give an item personality; the item also becomes a marker. You can drop the item somewhere in the cave, move away from it and later, if you have the magical ability of Teleportation or a pair of teleporting boots, teleport directly back to the named item. You would do this, with a pair of boots, by selecting Tap Heels from the Use Item select field, type the name of the item in the text field and then click on the pair of boots.

Magic Strategy

In Grendel's Cave, magic is essential for advancement and victory. You will find it impossible without the use of magic. Starting on level three of the cave, you will encounter monsters that you can only defeat with the use of magic. The first is the Ghost. It possesses the magical ability Magic Damage Only, which indicates that you can only hurt or kill it with a magical attack. You will need either an enchanted weapon that you can use for a magical attack or a magical ability that makes your attack magical. Low value magical offensive abilities that you can get from the Witch include the following.

Magic	Magical Stat Level Required
Paralyzing Touch	13
Strength Sapping Damage	13
Poison Damage	13
Sickening Damage	15
Throw Fire Ball	15
Immolate	17
Stoning Touch	21

What this means is that you need a magical stat level of 13 to get the magic necessary to defeat a Ghost.

Level four of the cave is worse with the addition of the Ghoul. This nasty bugger has Paralyzing Touch and Detect invisible. What this means is if you have been using Invisibility to pick your fights and avoid fighting monsters, the Ghoul can defeat this strategy and has Paralyzing Touch on top of it. By the time you reach level four of the cave, you need the ability Protection from Paralysis or you will not survive. The following chart demonstrates the protections you need, level by level, and the needed magical stat level required to get each protection.

Cave Level	Monster	Monster's Threat	Defense Needed	Magical stat
3	Ghost	Magic Damage Only	Magical Attack	13
4	Ghoul	Paralyzing Touch	Protect from Paralysis	13
5	Wight	Strength Sapping	Protection from Sapping	13
6	Wraith	Sickening Damage	Protection from Poison	13
7	Balrog	Immolate	Protection from Fire	25
9	Cockatrice	Stoning Touch	Protect from Stone Touch	21
13	Iron Bull	Gas Breathing	Protection from Gas	29

The above chart demonstrates the magical defenses you need to survive various levels of the cave and how you should be improving your magical stat level and making frequent trips to the Witch to obtain them.

The Nine Worlds

Overview

Grendel's Cave represents the Nine Worlds of Norse Cosmology. I have outlined these Nine Worlds in the cart below.

Level	World	Principle Quest
Second	Midgard	Hit Jormungand in the head with Mjolnir
	Nadavellir	Give gold rings to Sindri
	Svartalfheim	Drop maggots into Ymir's flesh
	Jotunheim	Drink from the Font of Life
First	Asgard	Build Asgard's Wall
	Vanaheim	Give back Vanaheim artifacts to Njord
	Alfheim	Give Tooth-gift to the Infant God
Third	Niflheim	Answer Hel's three questions
	Muspelheim	Give sword of revenge to Sotur

Midgard

Midgard encompasses Hrothgar's kingdom, Grendel's Cave, the world seas and several islands. We humans inhabit Midgard and this is where you start the game. You will need to obtain the ability Viking Sailor before the game allows you to sail out to the seas. Once out to sea you must discover islands and other worlds to complete many of the quests.

Nidavellir

Nidavellir is an underground mountain range and home of the dwarves. You will find the entrance to Nidavellir hidden somewhere in Grendel's Cave. The Dragon can give you hints to its location. Sindri is the king of Nadavellir and if you search long and hard enough you will find him there. He covets gold rings above all other things.

Svartalfheim

Svartalfheim is the dark resting place of the Dark-elves. You find the entrance to Svartalfheim inside of Gniphahellir, which is an obscure cave on a mountaintop. When in Svartalfheim you are literally inside Ymir's flesh. This, being the resting place of the Dark-elves, is full of their remains, maggots.

Jotunheim

Jotunheim is Land of the Giants. You travel to Jotunheim by crossing Asgard and swimming the Iving River. Beware, though, because you must have the ability Swimming before you can swim across rivers. At the far reaches of Jotunheim is Glaesisvellir and within Glaesisvellir is the Deathless Acre. In the Deathless Acre, you will find the Font of Life. Drink from this font for a great reward, but beware. You must choose wisely a magical cup, for if you drink from the Font using the wrong cup you will instantly die. Gudmund is the giant king of Jotunheim and he holds the cups.

Asgard

Asgard is the country of the Norse Gods, the Æsir. You get to Asgard by crossing Bifrost Bridge, which appears as a rainbow on the mountaintop. Heimdall guards Asgard and he will not let you pass unless you are a Berserker, Valkyrie or you bribe him. Valhalla is an enormous and majestic hall in Asgard. It is a resting place for Berserkers and Valkyrie, but all others face certain death at the hands of the Einherjar unless they wear special, golden armor. The Æsir seek the construction of a great Wall to keep the Jotun out of Asgard and lock them in Jotunheim.

Vanaheim

Vanaheim is home to the most Ancient Gods, the Vanir. You will find Vanaheim by sailing beyond Norvasund, across the Black sea, traversing the Cold, and finally swimming the Don River. Njord is the father of the Vanir and you will find him in Vanaheim. He seeks the return of the five ancient and powerful Vanir artifacts that are scattered throughout the worlds.

Alfheim

Alfheim is home to the White-elves. You can get to Alfheim by chanting the magical Alfheim chant that is written upon the Kylver stone. The Kylver stone is hidden on a far off island and an avenging Cyclops guards the stone. The Cyclops is a formidable opponent, for he wields a great, flaming sword. The White-elves have stolen the Infant God and hidden him in the twisting and winding forests of Alfheim. The Infant God is teething and is crying for his Teething ring.

Niflheim

Niflheim is one of the primordial worlds and is a land of Mist and Ice. Niflheim is at the furthest, northern reaches of the frozen North Sea. Hel rules Niflheim and she subjugates all those who did not die a heroic death. To pass through the land you must answer three riddles posed by Hel herself, but if you answer incorrectly, she will throw you into the river of death. Upon answering each question, Hel allows you to pass. Finally, you will find yourself before the Gjoll River and you may cross the bridge and enter Helheim. Any living soul, who enters Helheim, may never leave.

Muspelheim

Muspelheim is the other primordial world and is a land of fire. Muspelheim is at the furthest, southern reaches of the boiling South Sea. Surtur rules Muspelheim. When you enter Muspelheim, you wander randomly through the fires. With luck, you will stumble upon Surtur in the fires before the fires consume you. Surtur seeks the return of his great, flaming sword, the Sword of Revenge.

Questing

Mechanics

Questing in Grendel's Cave is a progression of obtaining runes, building rune stones, using those rune stones to obtain access to quest areas, completing tasks, sometimes-complicated ones, to gain amulets, trading in obtained amulets for Yggdrasil and then attacking and killing Grendel. You must follow these steps to win the game, though in PVP kingdoms you could let other players complete these quests and then kill them and steal their hard work.

Runes

Runes are the bottom level building blocks of quests. You obtain runes by killing monsters. Occasionally when you kill a monster, instead of getting one of your improvements the monster will drop a rune. There are twenty-four runes, Fehu, Uruz, Thurisaz, Ansuz, Raido, Kenaz, Gebo, Wunjo, Hagalaz, Nauthiz, Isa, Jera, Eihwaz, Perth, Algiz, Sowilo, Tiwaz, Berkano, Ehwaz, Mannaz, Laguz, Ingwaz, Dagaz and Othila. Once you have collected enough runes you can start writing rune stones, but you must obtain the ability of Writing from the Witch.

Rune Stones

Runes make up **Rune Stones**. You make rune stones by writing your runes. First, you must have the ability Writing, which you can get from the Witch, and then you must be holding some runes. Select Write from the Cast Spell select field, type in the rune stone name you want to write and then click on your thane. If you do not know what to write you can get a hint. Select Write from the Cast Spell field, type help into the text field and then click on your thane. The text area will come back and say something similar to You: feel euphoric, see the word Thurisaz in your runes, feel the dampness of the cave. Your next move would be to select Write, type in Thurisaz and then click on your thane. You will see your Thurisaz runes disappear from your inventory and a Thurisaz rune stone appear. You have just written your first rune stone. There are twenty-four rune stones, all with the same names as the runes.

You can use rune stones for many things, but the most important is gaining passage to other worlds or obtaining hints from the Dragon. To gain passage you would give your rune stone to a guardian of a world and he will grant you passage to the world. There is a catch; you must give the guardian the correct stone. As an example, the God Heimdall guards Asgard. If you go to Bifrost Bridge and try to enter Asgard, you will more than likely not move into Asgard but Heimdall will block you. If you give him the correct stone, select Give from the Use Item select field, type in Heimdall and then click on the stone, he will grant you the ability Cosmonaut. This Ability will allow you to pass into Asgard.

To get hints from the Dragon, go to his lair, select Give from the Use Item select field, type in dragon and then click on the stone. If the Dragon desires the stone then he will give you a quest hint. The Dragon wants nine different stones. These hints are essential to obtaining access to items needed to complete quests.

Amulets

Amulets are the fruits of all your rune collecting, rune stone writing and questing. Each time you complete a quest you will receive an amulet. There are currently twenty-two different amulets and only one of each kind in each kingdom. Some quests can only be completed once but others can be completed multiple times. If a quest is completed a second time then the amulet will magically fly to the thane who just completed the quest.

Amulets are powerful and each one has a special magical ability. They give you an edge in the game, but the time will come when you need to trade in those amulets for the one, ultimate amulet, Yggdrasil. This one amulet will give you the ability to kill Grendel. To obtain Yggdrasil you must have the correct number of amulets needed for the White Witch to give it to you. The White Witch lives in a house on one of the western islands. You will have to sail west to find her island and search the island to find her. Go to her with your amulets and enter her house. Give her each amulet and when she finally has the required number, which varies by kingdom type, she will give you Yggdrasil. There is only one Yggdrasil amulet per kingdom. Once someone obtains it then no others can get it from the White Witch.

Yggdrasil

Once you hold Yggdrasil, you have the ability to kill Grendel. You must find him, which should be easy since he has been harassing you all this time. You could hang out in Heorot Hall and wait for him. He makes frequent trips there each night. Once you encounter him, grapple him until you kill him. You gain the status of Super-Hero Grendel Slayer and you have won Grendel's Cave. At this point you have the option of trying to kill Grendel's Mother, who will appear soon after you kill her son, and then, after you do away with her, killing the Dragon. This is the triple crown of Grendel's Cave and only a few have completed the task.

The Quests

There are twenty-two quests. Each quest is outlined, briefly, in the table below.

Amulet	World/Location	Brief Description
Sun	Asgard	Build Asgard's Wall
Moon	Vanaheim	Give five Vanaheim artifacts back to Njord
Ratatosk	Alfheim	Give the Tooth-Gift to the Infant God
Sea	Center of the Sea	Strike Jormungand on the head with Mjolnir
Ore	Nidavellir	Give Sindri a grotesque amount of gold rings
Earth	Svartalfheim	Drop a grotesque amount of maggots
Frost	Jotunheim	Drink from Font of Life, without dying
Ice	Niflheim	Correctly answer Hel's three questions
Fire	Muspelheim	Return Sword of Revenge to Suttur
Valknut	Hallows	Retrieve the Valknut amulet from the Hallows
Gnipa	Gnipahellir	Kill Gnipahellir dragon
Fafnir	Nidavellir	Kill Fafnir
Cyclops	Western Island	Kill the Cyclops
Undead	Pyramid	Kill the Undead Warrior
Balrog	Hallows	Kill the Hallows Balrog
Levithan	Sea	Kill a levithan
Mermaid	Sea	Kill a mermaid
Jotun	Jotunheim	Kill three different types of giants
	Glaesisvellir	
	Muspelheim	
Library	Library	Drop one of each of the joke book titles
Solomon	Pyramid	Find the Solomon Amulet in a Pyramid Wall
Futhark	Runristarie	Drop one of each rune type in the Runristarie
Mom	Grendel's Cave	Kill Grendel's Mother before Grendel's death