

THE QUEST - Skill-Trainers

Main Game	Skill	Max Level	depends on
Village of Matras	Alchemy	20	Intelligence
Village of Matras	Heal Magic	30	Intelligence
Village of Matras	Lockpick	20	Dexterity
Village of Matras	Persuade	20	Personality
Village of Matras	Repair	20	Dexterity
Vastares - City Center	Environ. Magic	30	Intelligence
Vastares - City Center	Mercantile	20	Personality
Vastares - City Center	Mind Magic	30	Personality
Vastares - City Center	Persuade	30	Personality
Vastares - Pine Quarter	Alchemy	30	Intelligence
Vastares - Pine Quarter	Heal Magic	30	Intelligence
Vastares - Port Quarter	Dual Wield	30	Dexterity
Vastares - Port Quarter	Stealth	30	Dexterity
Outlands of Vastares	Light Armor	30	Dexterity
Outlands of Vastares	Lockpick	30	Dexterity
Village of Phryn	Alchemy	40	Intelligence
Village of Phryn	Heavy Armor	40	Endurance
Village of Phryn	Mercantile	20	Personality
Village of Phryn	Mind Magic	40	Personality
Village of Phryn	Repair	40	Dexterity
Garden of Phryn	Persuade	40	Personality
City of Mithria	Alchemy	50	Intelligence
City of Mithria	Heavy Weapon	50	Strength
City of Mithria	Light Armor	50	Dexterity
City of Mithria	Lockpick	50	Dexterity
City of Mithria	Persuade	40	Personality
City of Mithria	Stealth	40	Dexterity
Mithria - City Center	Accuracy	40	Dexterity
Mithria - City Center	Mercantile	40	Personality
Mithria - City Center	Mind Magic	50	Personality
Mithria - City Center	Protect. Magic	40	Intelligence
Port of Mithria	Disarm	40	Intelligence
Military camp	Block	40	Dexterity
Undead City	Undead Magic	?	Intelligence

Exp Pack	Skill	Max Level	depends on
Port of Eldfell	Accuracy	50	Dexterity
Eldfell City Center	Alchemy	70	Intelligence
Eldfell City Center	Disarm	50	Intelligence
Eldfell City Center	Environ. Magic	70	Intelligence
Eldfell City Center	Heal Magic	70	Intelligence
Eldfell City Center	Heavy Armor	70	Endurance
Eldfell City Center	Light Armor	70	Dexterity
Eldfell City Center	Lockpick	70	Dexterity
Eldfell City Center	Mercantile	70	Personality
Eldfell City Center	Mind Magic	70	Personality
Eldfell City Center	Persuade	70	Personality
Eldfell City Center	Undead Magic	70?	Intelligence
Shacktown	Repair	70	Dexterity
Shacktown	Stealth	50	Dexterity
Outlands of Eldfell	Light Weapon	70	Dexterity
House of the Undertaker	Protect. Magic	70	Intelligence
Gladiator arena	Heavy Weapon	70	Strength
Stone Village	Dual Wield	70	Dexterity
Slums of Thule	Block	60	Dexterity
Abbey of Thule	Attack Magic	70	Intelligence
Abbey of Thule	Environ. Magic	70	Intelligence

The attribute level required to train to any skill level is one half. So for instance a Dexterity level of 25 is needed to train to level 50 Lockpick. But this is the Dexterity level in brackets so an Etherim (with a +10 Dexterity bonus) or a Derth (-5 Dexterity handicap) don't see any effect with their training levels. Also, any artificial Attribute increases (with potios or Enchanted gear, for example) are ignored.

Luko I	Skill	Max Level	depends on
Cave of Revenge	Accuracy	80	Dexterity
School of Magic	Alchemy	80	Intelligence
Hospital	Alchemy	80	Intelligence
Doohk Village	Alchemy	80	Intelligence
School of Magic	Attack Magic	80	Intelligence
	Block		Dexterity
Muddy Bryn Forest W.	Disarm	80	Intelligence
School of Magic	Dual Wield	80	Dexterity
School of Magic	Environ. Magic	80	Intelligence
Muck Island Haven	Heal Magic	80	Intelligence
Doohk Village	Heavy Armor	80	Endurance
	Heavy Weapon		Strength
Doohk Village	Light Armor	80	Dexterity
School of Magic	Light Weapon	80	Dexterity
School of Magic	Lockpick	80	Dexterity
Doohk Village	Mercantile	80	Personality
School of Magic	Mind Magic	80	Personality
Doohk Village	Mind Magic	80	Personality
Doohk Village	Persuade	80	Personality
School of Magic	Protect. Magic	80	Intelligence
Fortress of Zlatograd	Repair	70	Dexterity
Doohk Village	Stealth	80	Dexterity
School of Magic	Undead Magic	80?	Intelligence

Luko II	Skill	Max Level	depends on
	Accuracy		Dexterity
Redshift University	Alchemy	90	Intelligence
Redshift University	Alchemy	100	Intelligence
Castle Devine Dung.	Alchemy	100	Intelligence
Cave of the Ascetics	Attack Magic	90	Intelligence
Tmutarakan - Vysheg.	Attack Magic	90	Intelligence
Redshift University	Attack Magic	100	Intelligence
Redshift University	Block	100	Dexterity
Castle Devine	Block	100	Dexterity
Redshift University	Disarm	100	Intelligence
Castle Devine Dung.	Disarm	100	Intelligence
Ezersk Underground	Dual Wield	100	Dexterity
Castle Devine	Dual Wield	100	Dexterity
Redshift University	Environ. Magic	100	Intelligence
	Heal Magic		Intelligence
Redshift University	Heavy Armor	100	Endurance
Order of the Sword	Heavy Armor	100	Endurance
Redshift University	Heavy Weapon	100	Strength
Order of the Sword	Heavy Weapon	100	Strength
Redshift University	Light Armor	100	Dexterity
Redshift University	Light Weapon	100	Dexterity
Redshift University	Lockpick	100	Dexterity
Mad Dwarf's Castle	Lockpick	100	Dexterity
Redshift University	Mercantile	100	Personality
Castle Devine	Mercantile	100	Personality
Redshift University	Mind Magic	90	Personality
Order of the Sword	Mind Magic	100	Personality
Redshift University	Persuade	100	Personality
Order of the Sword	Persuade	100	Personality
Redshift University	Protect. Magic	100	Intelligence
Castle Devine	Protect. Magic	100	Intelligence
Cave of the Ascetics	Repair	90	Dexterity
Redshift University	Stealth	100	Dexterity
Redshift University	Undead Magic	100	Intelligence