

Magic. Mystery. Destiny.

HALLS OF THE DEAD™

FAERY TALE ADVENTURE II



Spells & Monsters

A Companion Guide Book To Help You Through Your Journey

**HALLS OF THE DEAD:
FAERY TALE ADVENTURE II**

Spells and Monsters

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Spells

The world has six different colors of magical energy (**mana**). **Red:** transformation, coercion. **Orange:** protection, time force. **Yellow:** mental defense and detection. **Green:** affects the Power of Life; can be either poison or healing. **Blue:** causes ice damage; also used for travel. **Violet:** enchantment, metamagic.

Spells are listed by color, name, and definition. Each spell color group has an associated icon.



Yellow

- Bolt of Flame: Single flaming projectile.
- Disintegration: A serious single target spell.
- Fire Storm: Multiple flaming projectiles.
- Flaming Aura: Immolation.
- Flaming Orb: A single flaming projectile.
- Soul Light: Recuperation.
- Sunburst: Wide fan of projectiles.
- Sun Flash: Direct damage.
- Vanquish Graveborn: Does extra damage against undead.



Violet

- Acid Spray: Small, yet dangerous, droplets.
- Adrenal Fervor: Increases attack speed.
- Caustic Rain: Cloud of small acidic raindrops.
- Firewalk: Resist damage from hot areas.
- Inner Balance: Increased agility.
- Mind Tap: Causes mental damage.
- Searing Thought: Mental blast.
- Spell Barrier: Resists direct enchantments.
- Surestrike: Increases chance to hit.
- Will Barrier: Protects against Mental attack.

**Red**

- Battle Fever: Increases attack damage.
- Clumsiness: Causes opponents to miss.
- Fireball: Fireball that explodes on contact.
- Fire Shield: Shield against fire attacks.
- Heat Ward: Protects against fire spells.
- Incinerate: Reduces the enemy to a smoldering pile of flesh.
- Ironskin: Increases armor strength.
- Magma Bolt: Stronger fireball.
- Meteor Shower: Multi-exploding flaming projectiles.
- Panic: Causes opponent to flee in terror.
- Paralysis: Paralyzes opponent.
- Terror: Makes opponent freeze.

**Blue**

- Cold Wind: Directs a freezing blast to the opponent.
- Freeze: Paralyzes a foe.
- Frost Bolt: Fires a wide bolt of cold damage.
- Ice Storm: Directs a blast of ice particles.
- Ice Ward: Protects against cold attacks.
- Icicles: Casts a flurry of tiny ice particles.
- Invisibility: Briefly renders the character invisible.
- Maelstrom: A very powerful ice storm.
- Rejoin: Brings the brothers back together.
- Seawalk: Enables a brief bout of water breathing.



Orange

- Air of Constraint: Reduces attack range of target.
- Cushion of Air: Reduces falling damage.
- Electric Arc: A more forceful version of Shocking Touch.
- Force Ward: Protection against non-magical missiles.
- Lethargic Breeze: Causes paralysis.
- Lightning Bolt: Single bolt of lightning.
- Lightning Storm: Large number of lightning bolts.
- Ring of Force: Casts zone of impenetrability around caster.
- Shocking Touch: Electrical attack.



Green

- Banish Weakness: Cure minor wounds.
- Bounty of the Earth: Create food.
- Critical Healing: Cures life-threatening wounds.
- Grasping Earth: Reduces opponent movement.
- Life Ward: Protects against hand-to-hand attacks.
- Major Healing: Cures serious wounds.
- Minor Healing: Cures superficial wounds.
- Poison Cloud: Casts a cloud of poisonous gas.
- Resurrection: Restores a dead character to life. A very powerful, but difficult, spell.
- Word of Harm: Inflicts ghastly wounds.

Enchantments

Much like magical weapons and wards, when certain spells, such as defensive and attribute enhancement spells, are working, small enchantment icons appear along the top of the screen. Brief descriptions of these spells appear when the cursor is moved over the icons. This text provides the nature of the enchantment and its duration (in ten-second intervals).

Monsters

Player, be wary in your travels in Farr, a land filled with preying *Bandits*, man-eating *Wolves*, as well as *Goblins* and *Ghouls* — all guaranteed to make your spine tingle with fear. Meandering out of Farr will bring no comfort or security as the ghastly looking *Shambling Mucks* of Pentere will shadow your every step. Prepare yourself for chilling adventure as you battle the *Frost Giants* in Mons. Trudge carefully through the mysterious land of Karminac where you may meet the insidious *Lava Golem* and, just when you think you're safe, you'll find yourself being attacked by a *Cave Viper*, a *Flame Giant*, or a *Hell Hound*. If you successfully slay these foes, be sure to search the bodies for weapons, amulets, or other loot.

Enemies are plentiful in Farr. Note that some creatures may have resistance or

immunities to certain magics. Obviously a Hell Hound will find a fireball laughable, but a well-placed frost bolt will send the hellion running!

The following is a list of the monsters that appear within the game. As you battle each type, you will find some weapons and spells to be more effective than others....

Level One damage

Bandit

These humans may carry a longsword, bow, or crossbow and will be wearing leather armor. Newcomers beware, they're tougher than they look!

Goblin

Humanoid creatures with green skin and little intelligence, goblins wear leather armor, and generally carry a bow and/or a club.

Ooze

Mucus-like in shape and appearance. It has no armor, but has a tough brown skin. Its caustic touch will inflict damage on anyone who comes near it.

Rat

These pests fight with their claws and teeth.



Skeleton

Appear as white bones, wear cloth armor, and carry no weapons. However, their bony fingers are also weapons. They are immune to mind spells.

Tree Sprites

Leaf-like characters, colored green, blue and yellow. They are similar to pixies, and their weapon is a pixie-like dust.

Level Two damage

Lizard Man

This slightly hunched-over humanoid has a tail and carries a sword. His scaly skin provides him with a natural ability to resist poison.

Orc

Orcs have pink or red skin and wear leather. They carry swords or maces for battle.

Pixies

Gnat-like characters, colored red, blue, yellow, and green. They have no armor but they carry a pixie dust that will cause paralysis.

Robber

Similar to a bandit, the robber wears leather armor and carries a potmetal sword.

Skeleton Warrior

Like its brother, the skeleton, it is made of white bones and wears leather armor. But, unlike the common skeleton, it can resist edged weapons. It is also immune to mind spells.

Slime

Similar looking to ooze with red/orange skin. Its weapon is its slime which can damage when a brother gets near.

Smuggler

A humanoid who carries a potmetal sword.

Snake

A viper with red diamonds on its back. Its armor is its own tough skin, and its weapon is its poisonous bite.

Snow Bat

This white-furred animal has vicious claws and teeth—and it can fly.

Tundra Rat

This rodent is also covered in white fur. The only weapons it has at its disposal are its claws and teeth, which can be quite enough. This clever animal can resist the cold, and can summon other tundra rats.

Vampire Bat

Covered in black fur, the vampire bat fights with its claws and teeth.

Wind Wisp

Appearing as a light blue flame, the wind wisp casts a Wind spell as its weapon.



Wolf

These predators are dark gray, fight with their teeth, and can summon other wolves.

Zombie

These oozy, pus-covered humanoids can regenerate. They use their claws as weapons, have a huge amount of hit points, and are immune to mind spells. They make excellent testers.

Level Three damage

Blood Viper

A red diamondback snake, its principal attacks are bite and poison. Its tough skin protects it.

Dark Adept

This human wears a black or dark gray robe and cloak. He fights with a stave and can cast Caustic Rain and Magic Missile spells.

Dire Wolf

A dark gray wolf who fights with its teeth and can summon other wolves.

Dragon Hatchling

Covered with either blue, black, red, or golden scales. It uses its claws and teeth as weapons, has scaly skin as armor, and can spit fire while flying.

Dwarf

Short, stocky humanoids with beards, dwarves have brown, gray, or white hair. They wear plate or scale armor, carry war hammers and battle axes, and may have at their disposal magical amulets.

Fire Bat

Covered in bright red and orange fur, this little animal fights with its claws. It is both fire resistant and able to spit fire while flying.

Fire Sprites

Otherwise similar to the wind sprite, fire sprites are green and yellow. Their primary attack is a lightning spell.

Ghost

Appears as a normal human villager or traveling adventurer with a ghostlike appearance. Resistant to cold, it attacks with its cold touch.

Ghoul

An oozy, pus-covered, degenerate, slimy (but otherwise perfectly attractive) humanoid. It has poisonous claws for fighting, has the ability of vampyric regeneration, and it can resist mind spells.

Glass Ooze

Similar to Ooze but silver colored. Its ooze is more dangerous to a brother who gets too close, and its skin is extremely thick.

Guard (Usually humanoid)

For weapons, they carry bows or steel longswords, and they wear platemail.



Hobgoblin

Has pale green skin, dark leather armor, and black hair. It carries a long sword and a heavy mace.

Holocaust Rat

This orange and white beast uses its flaming claws and burning bite as weapons. When killed, it explodes!

Ice Sprites

Similar to wind and fire sprites, these are yellow and light blue in color. Their principal weapon is an ice spell.

Imp

A humanoid that looks a lot like a purple goblin, and is equipped with a mind spell.

Night Hound

Has black fur, and fights with its teeth.

Plant Man

Its humanoid appearance is marked by green and leafy skin. The green spells it casts can be very damaging.

Serpent Man

This pale blue scaly being has nets, claws, and harpoons at its disposal. It can also breathe underwater.

Shadow Warrior

Appears in unadorned steel armor, carries a mace, and wears platemail.

Snow Man

He is white/pale blue and snowy in nature, can attack with snowballs and icy fists, and is resistant to cold.

Wooden Golem

A humanoid with a brown and woody appearance, ready to attack you with thorny fists.

Level Four damage

Cave Viper

Similar to the other vipers, but blue and purple colored, with black diamonds on its back. Its bite is poisonous.

Dragon Man

Scaly and slightly hunched over, Dragon Men are covered in black or red/orange scales. They fight with both claws and a sword, and they can spit fire.

Firebird

Covered with red/orange feathers, and equipped with a Fireball spell, burning talons, and a beak. Firebirds can fly and resist fire.

Ghost Warrior

Similar in appearance and abilities to Ghosts, but a little tougher to defeat.

Giant Spider

This brown furred spider can bite a brother with its mandibles, and has the abilities of web spinning and climbing.

Hell Hound

Covered with dark red fur, with a bite as its primary attack. It can also spit deadly fireballs.

Skeleton Lord

This white-boned character is covered with golden armor. It uses an enchanted broadsword, is protected by enchanted platemail, and can resist edged weapons. It is also immune to mind spells, and is able to summon skeleton warriors.

Swamp Adder

These are similar to vipers, butt yellow and blue colored, with blue diamonds on their backs. Their bite is poisonous.

Troll

A goblin-like creature with purplish skin and green hair. It has claws for weapons, tough skin for armor, and the ability to regenerate. Trolls make excellent producers.

Water Wisp

Similar to the fire and wind wisps, but light blue in color.



Wyvern

Covered with purple scales, with claws, teeth and a poisonous sting for weapons. It has scaly skin for armor, and it can fly.

Level Five damage

Cold Wisp

A dark blue and deadly creature.

Death Ooze

Similar to the other ooze, this one is blue/red colored, with very harmful slime. It also casts a Magic Missile spell and has tough skin for armor.

Hill Giant

A large silver-colored humanoid, who carries the Mithril Great Axe and wears the Mithril Great Armor.

Ogre

Tall, broad humanoids with massive bodies, little cranial development, stooped posture, and hirsute skin. They can attack with a warhammer, and their armor is their tough skin.

Rock Giant

Rock Giant

A large sized humanoid, with pink-brown skin and fur clothing. It carries several large weapons and can do considerable damage.



Shade

This ghostlike humanoid wears a black cape and has glaring white eyes. It can cast powerful spells.

Shadow Knight

Wears moderately adorned silver platemail and carries a warhammer.

Shambling Muck

A roughly humanoid amorphous creature, brown, dark green and mucky. It uses fists and projectile muck for weapons.

Level Six damage

Banshee

Has a skeletal face and wears a white cloak. It can harm you with a cold touch and a wail. It resists cold and is immune to mind spells.

Brass Slime

Similar to ooze, but brass colored. Its weapon is very harmful slime.

Dark Warrior

Nothing but black bones with steel armor, wielding an enchanted longsword and enchanted ax. Its armor is chainmail. It can resist edged weapons and is immune to mind spells.

Fire Wisp

Similar to water and wind wisps, the fire wisp is red with a yellow center. It casts a very powerful fire spell.



Flame Giant

A large humanoid with red/orange skin, and dark brown or black fur clothing. The Flame Giant carries a giant flaming sword and giant flaming axe. Its spells include Firebolt and Immolation. Its skin is tough and its fur is fire resistant.

Frost Giant

A large humanoid with dark blue skin, the Frost Giant wears black/white furs. It wields a Mithril Great Sword. Its spell inventory includes Icebolt and Wall of Ice. Its fur and tough skin serve as armor, and it has the ability to resist cold.

Ghost Lord

Has the appearance of a standard Ghost, with golden bones. It carries an enchanted sword and wears enchanted scalemail.

Lava Golem

This red/orange humanoid fights with lava globs and burning fists.

Rock Spider

Covered with gray fur, it uses its mandibles to bite.

Level Seven damage

Death Wisp

Similar to the other wisps in appearance, the death wisp is dark blue and can cast spells.

Shadow Lord

Wears gold-adorned silver armor, uses a mithril mace or warhammer, and wears enchanted platemail. When it dies, it disappears into the Underworld.

Wraith Spider

Nearly invisible to the human eye, and extremely formidable.

Level Eight damage

Nether Shadow

Resembles a shade, but appears ghost-like. It has advanced magical abilities and is almost invisible. Often found in scary places, it Sometimes answers to the name "Talin."

Storm Giant

This large humanoid has pale blue/white skin and wears white/gold fur clothing. It may carry a giant enchanted sword, or simply a shovel. In its spell inventory are Ice, Lightning and Fire Storms. It is protected by tough skin and enchanted furs, and can resist fire, cold, and lightning.



Wraith

Wears a blue/black cloak and has glowing blue eyes. Weapons include a cold touch, mental zap, and mana drain. It resists mind spells (when solid) and is immune to the cold.

Level Nine damage

Spectre

The Spectre wears a gray cloak, has a skeletal face, and glowing red eyes. Its weapons are the cold aura, mana drain, and skill drain. Its spell inventory includes Icebolt, Magic Missile, Darkness, Glue, Slow, and Power Drain. It is immune to cold and mind spells, as well as fire and lightning magic. Avoid it at all costs.

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