

Ubi Soft  
ENTERTAINMENT

# Might and Magic VI

## THE MANDATE OF HEAVEN

User Manual



NEW WORLD COMPUTING®

# Might and Magic VI

THE MANDATE OF HEAVEN

## USERS GUIDE



**NEW WORLD COMPUTING®**

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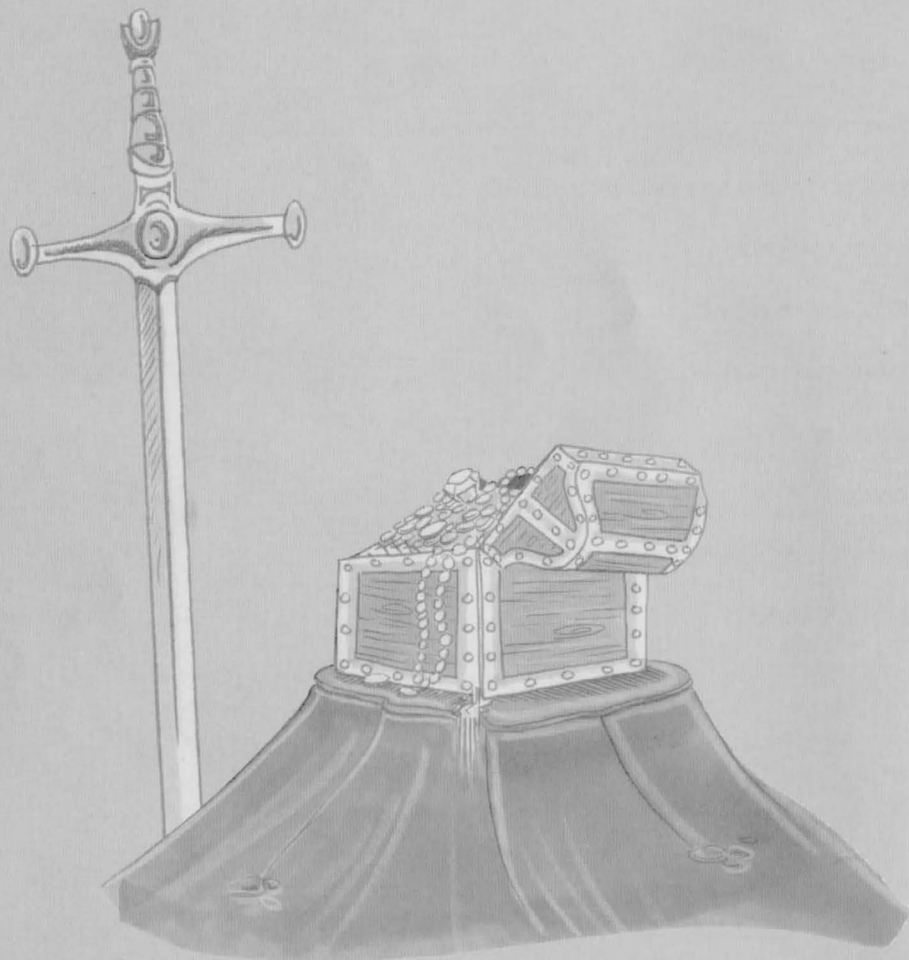
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**MARS**  
PUBLISHING



## KLAVIS VERGE

### DISCOURAGING THE UNWORTHY

Enjoying your world, are you?

It must be nice, being so secure in where you are, what you do, and who you know. Most everyone around you is much the same, I'd imagine.

And you're all such a herd of sheep! Slow and simple and when the knife comes from behind to catch your throat, all you'll have time to do is squeak, "Baaaa!"

Or maybe you're different? Maybe you've got the fortitude to see beyond the safe illusion. Or maybe you're just a fool, rushing in where pagan deities fear to romp. Either way, we need your skills...and your heart.

I am the Ur-Mage Klavis Verge – no doubt you've heard of me!

Eh? What?! Well, no matter – you're ignorant to a lot of truths in the universe! I'm here to educate you. To open your eyes...

Accept this: your world is not your own. At best, it's a window on a reality of Might and Magic: Enroth. A new world to you, perhaps, but a land of long tradition...now facing a harrowing danger. If it collapses beneath the horrors now threatening to over-run it, your world will most assuredly be destroyed, shattered all the way down to its foundation. Survival of both worlds- your own and Enroth - depends on your actions.

No pressure, though.

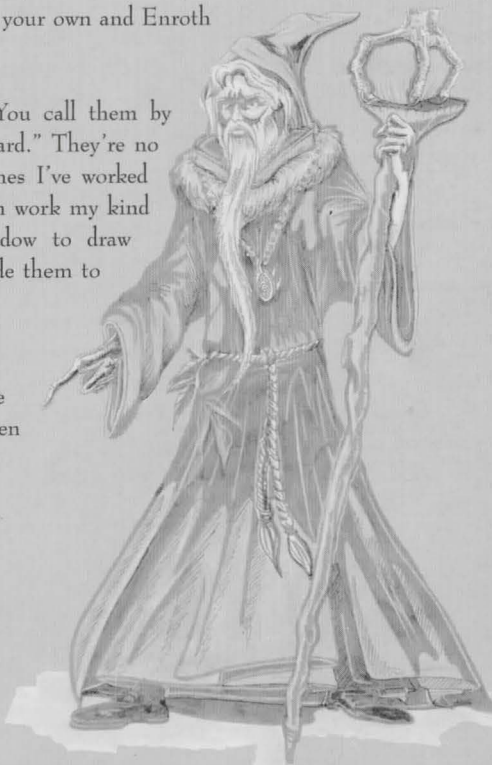
You have the tools before you. You call them by strange names: "computer" and "keyboard." They're no different than the crystals and cast runes I've worked with for centuries. Using them, you can work my kind of magic, reaching through that window to draw together a party of adventurers and guide them to victory! There's no reason not to.

Except fear.

Decide now your course of action.

Will it be cowardice? They're holding a place for you back in the pen with the rest of the sheep.

Or will it be courage...?



## KING ROLAND IS MISSING



Panic! It's gnawing at everything, everyone, everywhere. Some say Doomsday is coming to call, that it's been foretold in the stars. There's no shortage of men and women buying into that, cowering under the night sky.

More troubling still are the ones looking to those demon stars for twisted guidance. A cult has formed, the Temple of Baa, with a taste for fear and uncertainty...and a hunger for the end of the world. Their terrible desire has set them to sowing seeds of disaster across the land.

It's fertile soil for the Doomsday cult's dread. King Roland is missing, Prince Nicolai is too young to manage the realm, and Queen Catherine is away in Erathia attending to the funeral of her father. A council of noblemen runs the show, but there's nothing noble in the spiteful infighting between the lords and their lackey councilmen. While they snipe at each other for personal gain, the Temple of Baa grows more deadly. I fear the noblemen are positioning themselves to replace King Roland's reign with a dark theocracy.

Worse, I am tempted to believe the rumour that one of the council members may himself be high priest of the Temple of Baa.

You'll have plenty of opportunity to determine that for yourself - because the council is essential to your journey through Enroth. They hold the keys to the mighty Oracle, and they'll only agree to let you in if you meet their self-serving needs.

They'll want to set tasks for the adventurers in your party, quests that may distract you from uncovering the evil that gnaws at the land.

If you fail, our worlds die. Never forget that. But if you succeed, the adventurers you guide will gain experience and skill.

And they may yet be the ones to restore the Mandate of Heaven.

## THE MANDATE OF HEAVEN

What's this Mandate, exactly?

If you have to ask, you may never understand.

Some call it the moral order of the universe, the opposite of the cold terror breeding up there in those abhorrent stars.

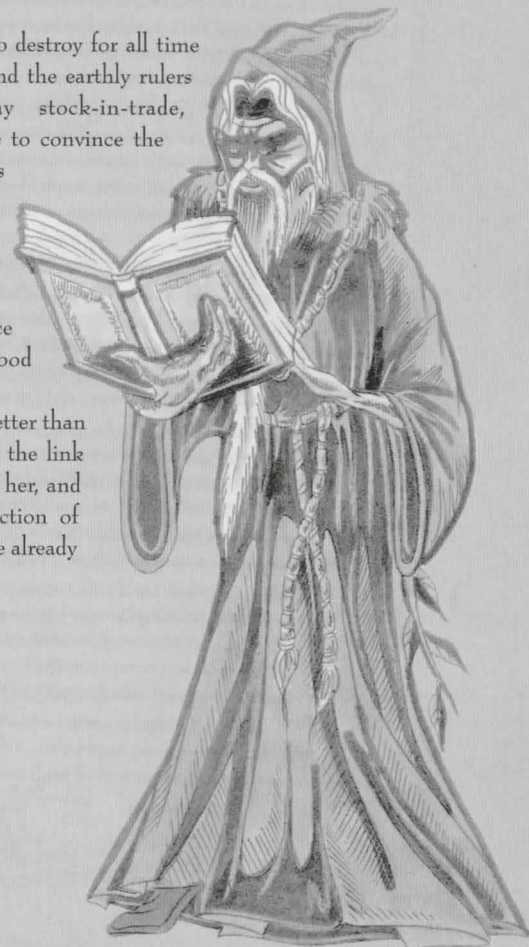
To do what is right, instead of what is to your own advantage.

Sounds simple, doesn't it? And yet, why do so many rulers resort to force in place of leadership? If a king embraces the moral order and follows it, then he is worthy to rule. If not, he has no business - no right - to sit on the throne. For he's lost the Mandate of Heaven.

The Temple of Baa schemes to destroy for all time that pact between the gods above and the earthly rulers of this land. Their doomsday stock-in-trade, monstrosities and disaster, conspire to convince the people that King Roland Ironfist has lost the very same Mandate they wish to obliterate. The Temple followers whisper that rebellion is the only way to reclaim the favour of the gods. And rebellion will place the "friendly" neighbourhood Doomsday cult in power, naturally.

The Oracle understands this better than anyone. For centuries she has been the link that carries the gods' mandate. Find her, and she may help you stop the destruction of precious order, and repair the damage already done.

Fail, and learn to love chaos...



July 28, 1152

My Beloved Catherine,

It is my sincere hope that this letter will lay to rest the fears you have expressed for my safety and that of my men. As you must understand, this trip could not be avoided. Both the Kilburn investigation and the Blackshire appointment require my personal attention, and I haven't visited the Northwest in ages. It troubles me that you should fret over my welfare during my absence, however short it will be. So please, dear, accept my promise that I will return by September without mishap.

After all, what could go wrong? I have five hundred armed men in my expedition, all of them veterans of the Archibald campaign. I am a popular king travelling in lands no one disputes as mine, and we have heard no news of rebellion or unrest. Many people flock to watch us pass through their hamlets and villages, eager to get an admiring glimpse of their king and his men.

Nothing stands in our way and no dangers beset us. Even the monsters are scarce. We've seen but a handful of goblins and ogres, and not even one dragon. The only trouble we've had was a freak snowstorm that struck as we entered the village of Rockham. Even that peculiar as it was - was of little consequence, as the villagers put us all up for the night in their houses and barns.

Of the devils that some say plague towns in the Northwest, we have only rumors. We have not yet encountered a soul who claims to have seen one himself, nor anyone who has found the bodies of Lord Kilburn and his Rangers. The only devils we have seen are these huge mosquitoes that love the swamplands so much. Wretched pests! My place in history would be assured if I could only think of a way to rid the world of such nuisances.

No, Catherine, Lord Kilburn was probably slain by something much more mundane than devils - perhaps a pair of dragons or a large band of highwaymen. Either way, we shall resolve his disappearance in short order, bringing any human culprits to justice or slaying any monsters. I cannot have my men attacked with impunity!

Now, once again, put your fears to rest and believe me when I say that I will return come September. Tell our son Nicolai that I love him, and know that I love you with all my heart.

Forever Yours,

THESE LETTERS  
ARE THE LAST  
LINK WE HAVE TO  
THE KING'



THE KING HAS A GOOD HEART... BUT HE  
WOULD BE WELL ADVISED TO MAKE  
ROOM FOR A LITTLE SUSPICION!

August 4, 1152

Dear Catherine,

Due to the snowstorm in Rockham, of which I wrote you last week, we have reached Blackshire one day behind schedule. By the time you receive this letter we shall once again be on our way, following the leads we discovered while in town. Kilburn's expedition disappeared a few days march west of here, so we shall soon reach the site of his last stand and begin tracking the killers.

Blackshire received us enthusiastically, and a few hours' consideration was all I needed to select a new town magistrate. His name is Acton Spindler, formal replacement for my previous magistrate and old friend Aaron Hampton. I have reason to suspect that Hampton was murdered - poisoned to be specific - but there is no time for me to conduct another investigation personally. Instead, I am leaving Fineous Hogworth behind to look into the matter.

Ordinarily, I would not involve myself in local criminal matters, but Hampton's death fills me with a vague unease. It is probably a much simpler matter than that, but I am nonetheless anxious to learn the results of Hogworth's inquiry.

In the meantime I am proceeding with my investigation into Kilburn's death. Yesterday evening, at the inn in Blackshire, I received a letter from a rather nervous messenger who said he was paid to bring it to me by a mysterious stranger who "didn't look quite human." Pressed for a description, he could only say that the stranger was very tall and broad shouldered: "You know, BIG - like he barely fit into his own body." And that he wore a hat that could have concealed inhuman ears.

The letter turned out to be a map showing a location near Kilburn's last-known camp with the name "Kilburn" circled in red ink. I smell a very obvious trap, which could, of course, conceal a more devious plan, but I cannot see exactly how. Or perhaps the stranger is honestly trying to help anonymously. Either way, no trap set by man or monster can overwhelm the fighting force I have with me. Caution will see us through this safely.

I will, of course, write you when we arrive in Edenbrook. You are always in my thoughts, and I miss you dearly. Please convey a father's love to Nicolai.

Love,



*'NEVER UNDERESTIMATE THE  
COMBINATION OF DEVILS AND ARMY  
IN ONE SENTENCE.'*

August 11, 1152

Dear Catherine,

I cannot honestly say that our trip to Edenbrook was uneventful. As we approached the town we encountered a trickle of refugees fleeing Edenbrook that gradually increased to a flood. When questioned, they told us that an army of "devils" had been spotted walking and hopping toward Edenbrook - a town with no wall and no standing garrison. I immediately increased our pace to reach the town before the monsters could sack it.

It was well that I did, for our arrival was but hours ahead of the enemy. Exhausted and ill-prepared to fight against an unknown enemy, my men nonetheless girded for battle. I ordered archers to the hilltop overlooking the town, and infantry to hide amongst the houses near the road, with flanking cavalry out of sight around the hill. Thirty men on horseback were sent on ahead to lure the enemy into the trap.

It worked. The devils must have lacked even rudimentary discipline or intelligence, for they immediately gave chase to my men. The horsemen raced past the archers hiding below the crest of the hill, and passed into town with the devils hot on their heels; the bait was taken, the trap sprung. As hundreds of the most filthy, vicious, and stupid beasts ever to draw breath filled the road beneath the hill, I gave the archers the signal.

Arrows rained down upon the devils from above while the infantry sprang from their hiding places to bar entrance to the town. Before the first shock of the two armies' clash faded, the light cavalry rode around the hill, charging into the main mass of devils with lance and sword. Then the battle began in earnest, and it was all we could do to hold our lines against the demonic horde.

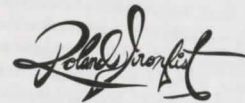
Though the battle was short, the tales of valor and bravery are many. Sir Ragnar rescued Chief Sorcerer Tanir from certain death, when he was set upon by no less than five devils, after his fireball spell failed. Ragnar charged into the group swinging wildly and screaming like a barbarian. His first swing lopped one head clean off while the next skewered an enemy through its black heart.

The other three devils quickly overcame him, but a recovered Tanir slew all three with his famed "insides out" spell in time to save Sir Ragnar. You'll be happy to hear that he is recovering nicely at the House of Healing in Edenbrook and will be out of bed in no time.

Unfortunately, many were not so lucky. Others who survived the combat itself contracted a disease our healer says was caused by the filthy condition of the devils' claws. In all, eighty-three men fell in the fight against these devils. Yet, we have providence to thank that our fortuitous arrival in Edenbrook's hour of need prevented the death of hundreds more. The devils suffered much heavier losses - 272 dead. The survivors, - much less than half, thankfully - fled as one, on some sort of unseen signal, and we were too exhausted to give chase. After a short rest here we will hunt them down and finish them off.

I know you will want to know that I have survived the battle unscathed. I fear that what I have just written may be disquieting, but you would never forgive me for telling you anything but the truth. I am entrusting my advisor Sulman to take care of the detail of informing the families of the fallen as I have entrusted him with so many other things, including the delivery of these letters to you. He will handle the matter with tact, and can be relied on to select the speediest messengers for my letters!

Eternally,



p.s. I will send another letter after we have caught up to that demonic army and dispatched it. You and Nicolai should hear from me in about a week.

'CONFIDENCE IS A GOOD  
THING. OVERCONFIDENCE  
CAN BE AN EPITAPH.'

August 18, 1152

Dear Catherine,

Before the sun rose over the battle of Edenbrook, we departed to give chase to the monsters. Clouds streamed over our heads, very like the ones that delayed us in Rockham, threatening more summer snow. Dauntless, my men pressed on, driven by the desire to avenge their fallen comrades and send these foul demons back to the Hell from whence they came.

The devils seemed tireless at first, stopping only for water and fleeing like darkness before the sunrise. We chased them for days, even though they seemed to be outdistancing us mile after mile. Our forced marches and short rests made the hot summer days nightmarish and confusing. Several men were felled by the heat and strain and we had to send a small contingent of sick men back to Edenbrook lest they die from the stress of the march.

On the fifth day we reached the bitter, barren land of Pleasant Valley. If the demons did not turn from their path soon we would chase them into the sea. Since we simply could not catch them at their tireless pace, I took a gamble and travelled northwest until we reached the old trade road that snaked along the western coast, hoping that when the enemy reached the sea, they would lack any real plan and would follow the road.

Again, the enemy proved mindlessly predictable, and again, I was able to lay an ambush that proved decisive. With a full day's rest at the narrow pass I had chosen, my men were able to contrive a vicious ambush that would have turned Archibald green with envy. When fully half of the enemy had filed into the pass we attacked, rolling boulders down the cliff face and showering them with arrows. The avalanche we caused blocked the road, splitting the demonic army in half. We concentrated on the part of the army that had yet to travel through the pass and thus lacked leadership from the front. In minutes we had decimated that portion without a single loss on our side.

The remaining army of devils immediately fled north, chased by our arrows and curses. Considering the small number of devils remaining - forty-five or so - and the difficulty in chasing them any further, I declared the mission a success and we spent the night celebrating our victory.

The celebration, I fear, was premature. As the night hours wore on, my outriders began to return from their scouting details with reports of an army of devils - numbering in the thousands! - travelling out of the badlands in our direction. I was forced to order a retreat: hunter and hunted reversing roles.

Catherine, I write this letter to you during one of our infrequent and brief rest stops. Our pursuers are faster than us and do not tire as easily. My scouts and seers report that the demons have followed our trail despite all efforts to shake them, and these horrible summer snowstorms seem to pursue us as relentlessly as the devils themselves. I fear there is a traitor amongst us, somehow signaling the enemy our every move.

My dear, I want you to give this letter to Wilbur Humphrey. He is to organize an army large enough to put these devils down, say twenty-five thousand men, and do it immediately. I also want you to call upon Rocklin, the King of the Dwarves, and inform him of the situation. He'll come - this danger affects both our kingdoms, and he also owes me a favor since I came to his aid during the Succession Wars against my evil brother Archibald.

In the meantime, we will flee east again to seek a fortified location that can hold off the demonic army until help can arrive. I am not going to reveal the location until we arrive there for fear these messages will be intercepted by the enemy. I am having Sulman dispatch our fastest messenger with this message. May you get this soon and act on it sooner. I am counting on you and thinking of you and Nicolai all the time.

*John D. Smith*



August 23, 1152

My beloved,

We reached Castle Kriegspire a day ahead of the enemy and have fortified our position in anticipation of attack. This is the last message you will receive from me until we are liberated by the army you and Humphrey are preparing.

I thank the gods that I reserved this particular castle as a future reward for some loyal knight or nobleman. It has been unused since the Succession Wars, having formerly belonged to a supporter of my brother. Provisions here are meager - we are counting on resupply from either Rocklin or you, as we can only hold out for two weeks with the available rations. The forces we have here are barely adequate for a defense, but we should be able to last until your reinforcements arrive. Hurry!

We have spent some time exploring the castle, finding many secret passages and surprises; perhaps we may even find an escape tunnel! If the wall is breached, the traps, pits, and secret ways will serve us well. I hope it never comes to that, but it is best to be prepared. I will be much relieved if the treacherous necromancer who used to own this castle was paranoid enough to have dug an escape tunnel.

Sulman has been a great help during this entire misadventure, and he has promised to look into the cause of the snowstorms - he is, after all, a Master of Air - to see if they are divinely sent. Another has already formed over our castle and is even now covering us with snow and misery. Devils seem to operate better in cold weather. Anyway, this siege will give Sulman plenty of time to look into the causes. Perhaps the traitor, that is surely amongst our ranks, is also the cause of the storms.

Fear of such a traitor has me sleeping poorly at night - presuming I could ever sleep well in these circumstances. What would a man have to gain from such treachery? A high post in the devil hierarchy? I would like to see that! Wealth? Do devils even HAVE wealth? What could it be? If there is such a traitor, I shall catch him and have him publicly strung up and tortured. To think that he is probably hiding under my very nose makes me sick unto death. There is nothing worse than a traitor. Even Archibald would agree!

Well, no use complaining. He will show himself soon enough, I am sure. I must go now and finish preparations for the siege. Know that if I never see you again, I love you and I love Nicolai. And, if you love me half as much, move as fast as you can to send reinforcements to our rescue.

Pray for us,

*Roland Ironfist*

p.s. If I should fail to return, tell Nicolai that the Third Eye is in the Well - he'll understand when the time is right. It is his birthright and he will need it if he is ever to be King.

*'KING ROLAND PLACES MUCH FAITH  
IN HIS SON. HMM. PERHAPS THE  
PRINCE CAN BE AN ALLY IN YOUR  
OWN QUEST.'*

*THERE ARE TWO TYPES OF MAGICIANS:  
THE QUICK AND THE ROTTING,  
MOLDERING, WORM-FLAVOURED FOOD  
FOR SPAWNS OF EVIL.*



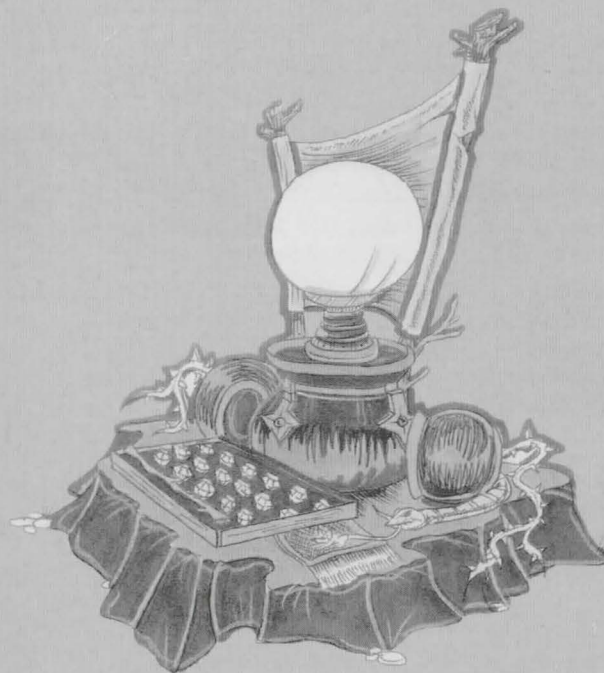
## INTRO TO MOUSE & KEYBOARD CONTROLS

It doesn't matter what you call these instruments: crystal ball, computer, the Scry of Silicon; the Ordered Runes of Binaria, a keyboard, the Abacus of Turing. A rat, a mouse, the Rodent of Parc. They are Artifacts of Trans-Dimensional Manipulation and, with knowledge, you can command them to do your bidding.

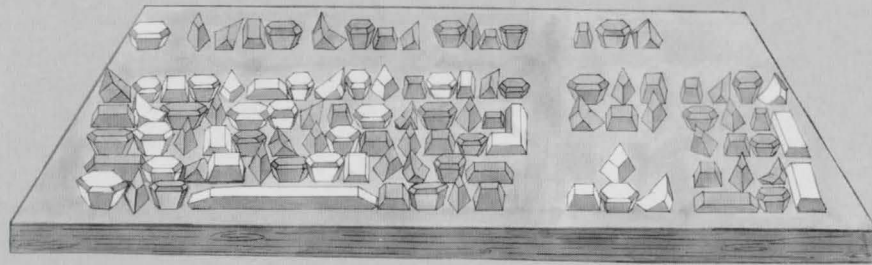
At times they will confound you. Like the Protean Wolves of Kriegspire, these artifacts can and will perform different functions at different times. Such is their nature! But I know how to tame their wild ways, and I can pass that wisdom on to you.

If you were to consider yourself a puppeteer, you could think of these objects as the strings you pull and slide to guide your characters through Enroth. But to consider yourself a puppeteer is to do a disservice to those who risk everything in joining you on this quest!

Take heed, pay attention, don't blink. There won't be a test later.  
Just the difference between life and death.

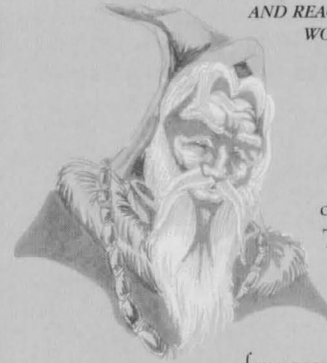


# RUNES OF BINARIA



Key	Function	
Escape	Game Options/Exit Window	
Tab	Cycles Character Selection	
Q	Quests	
A	Attack/Shoot/Pass	
Z	Quick Reference	
C	Cast New Spell	
S	Cast Readied Spell	
R	Rest	
T	Time/Calendar	
Spacebar	Activate Object/Search Body	
N	Autonotes	
M	Map Book	
X	Jump	
Directional Arrows	Movement/Turning	
Shift + Arrow	Run	
Control + Left/Right Arrows	Sidestep	
Views	Page Down Key	Look Up
	End Key	Centre Viewpoint
	Delete Key	Look Down
Flying	Page Up Key	Fly Up
	Home Key	Land
	Insert Key	Fly Down
	Enter	Turn-based mode
	+ and -	Zoom In/Out Automap
	1 - 4	Select/View Character
	5 - 6	Select/Speak with NPC
F4	Full Screen/Windowed Mode Toggle	

TOUCH THE KEYS,  
AND REACH BETWEEN  
WORLDS!



# KEYBOARD CONTROL

The Runes of Binnaria — or “keyboard,” if you’re intent on staying grounded in your “reality!” — performs many tasks. These are only the most common; refer to the chart on the left for a full listing.

Touch the A key to launch an Attack on the nearest monster. See my advice on combat a bit later in this tome for more details on that! A mouse-click on any nasty has the same effect.

Cast a readied Spell — magic that a character has set in place for quick use — with the S key. Hold the CONTROL key and click on an object, beast or character to directly cast the spell on a target.

Set your party in motion — forward, back, left, and right — with the Arrow keys. Using the SHIFT key will put your party into a run. Using the CONTROL key in concert with the LEFT or RIGHT ARROW key will allow your party to sidestep in that direction - useful in combat.

If an object has potential, the Spacebar will activate it. Bodies of fallen enemies and friends may be searched in the same fashion. Pressing the Enter key will alter the flow of time, changing your party’s action from a free-flowing “real time” adventure to a turn-based combat system. When your party is in “turn based” mode, they will not be able to move, run or fly. You will only be able to attack characters and monsters, or turn alter your field of view. Pressing Enter again will toggle your party’s actions back to real time.

Touching the numbers 1 through 4 will select the corresponding member of your party. Touch the number a second time to see details about this person’s name, skills, etc. Touching the numbers 5 and 6 selects one of the followers who may have joined your party for mercenary or personal reasons. Touch the number a second time to start a conversation.

The View keys and Flying keys are positioned according to function. Ignore the Flying keys until you have learned the art - probably much later in your travels.

R simply Rests your party, allowing them to recuperate from battle and travel. Your Map Book is opened with the M key.

With the cult of Baa gaining ground so quickly, time itself threatens to become your enemy! Turn this threat to your advantage, using the T key to study your Time and Calendar options. It will require many Quests to restore the Mandate; review your current assignments with the Q key.

Information is power! Fortunately, it is at your disposal by touching N; important Notes from your travels are automatically kept for you by this mystic scribe.

Since I can’t be at hand at all times, the Z key provides a quick reference view of your party.

Dangers high and low can be avoided by Jumping with the X key.

Your journey is documented on an arcane map that keeps track of your route for you. Magnify or shrink its view with the + and - keys.

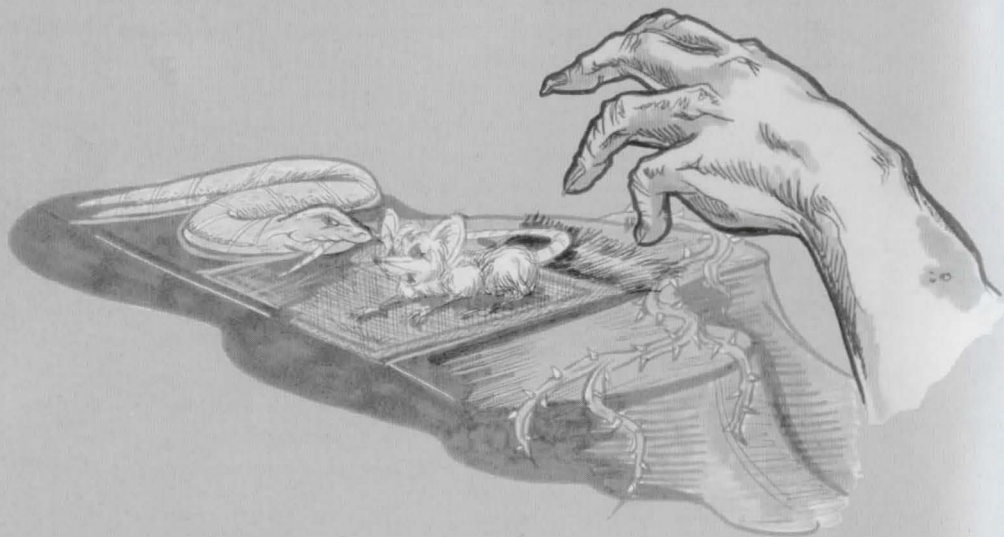
## MOUSE CONTROL

The Rodent of Parc — or “mouse,” if you prefer — is a slothful familiar, unwilling to so much as move without your helping hand. Nonetheless, when instructed by you, it can and will scurry back and forth between your world and Enroth to convey your wishes.

Its abilities change with your needs, but you can depend on certain behaviours. Move the mouse in your world, and a reflection of its motion scampers across your glowing screen. Move the mouse over an object in Enroth, and writing will appear to describe it. Fountains will be called fountains, doors will be called doors, and people will be called by their names.

There are two buttons on top of your mouse, to the right and left sides. Press (“click”) the right button while the pointer is over an object to request information on that item. If the spirits favour you - and there’s information to share - your request will be granted.

Click the left button while the pointer is over an object, and you can pick the object up! To drop an item while it is in your hand, left-click the object on the ground. To give the item to one of your characters, left-click over the characters face you want to give it to. Left-clicking on a characters large portrait (the one you get when you’re viewing his inventory or statistics) means you want that character to do something with the item. If it’s a weapon or piece of armour, your character will try to equip or wear it. If it’s a scroll, your character will either read it or cast a spell from it. If it’s a spell book, your character will try to learn the spell that book contains.



To drink a potion, pick it up and left-click on the characters large portrait. To add an ingredient or mix two potions, pick up the ingredient/potion and right-click it over the potion you wish to add it to. Results are unpredictable, and may be hazardous to your health.

There is a shortcut to all this. Holding an item with the mouse and right-clicking over a characters face means you want that character to do something with the item you’re holding, and selects himself as the target automatically. So holding a potion and right-clicking over a face would have that character drink the potion. Doing the same with a healing or protection scroll would cast that spell on the character you’re right-clicking on.

*‘RESPECT YOUR ENEMIES.  
SAVE YOUR CONTEMPT FOR AFTER  
THEY ARE LYING IN PARTS ACROSS  
THE BATTLEFIELD.’*





Adventurers are defined by what they look like, their walk of life, and their strengths and skills. Some see life as one big game, a competition of points lost and gained. The point score allows you to know your characters at every given moment. "Hit" points follow their injuries, and therefore reflect their health. "Skill" points reflect their training and experience.

Click your rodent — um, mouse — on a character to choose that adventurer directly. The UP or DOWN ARROW key moves from one character trait (skill, name, and so on) to another, allowing you to fashion the perfect warrior or mage. And remember that right-clicking anything with your rat — ahem, mouse — conjures a window of information about that item.

**Portrait** puts a face to a character. Pick something with personality: you'll be seeing it a lot. Use the rodent to scroll through available pictures for your portrait.

**Class Icon/Name** visibly displays these details about your character.

**Name** gives you a chance to get personal with your character. Click in the name field to rename your characters. I advise you not to call your Knights "Flower," they hate that.

**Class Selection** is where you decide on your characters walk of life. Left-clicking any class applies it to a character.

**Available Skills** can be chosen with your rodent as well.

**Bonus Points** are a way to enhance a character (playing favourites is dangerous!) by adding or subtracting points to a particular skill. Left-clicking the "+" and "-" buttons on the screen adds and subtracts points.

**OK** means you're ready to commit, time to move on, hope you made the right choice. Touch the **Enter** key, or left-click this button.

## CHARACTER CREATION INFO

Time to give some thought to who you invite to your party...

**Knights** are the workhorses of the fighting class, coming onto the scene with the largest selection of weapons and armour; no choices are closed to them if they advance enough in skill. We're talking serious hardware! Being the toughest warriors, Knights begin with the greatest number of hit points and gain the most hit points when they advance in level. Knights can be promoted to **Cavalier** status (gaining two hit points per level); and again to become an all-out **Champion**, (gaining another two hit points per level). Knights have no mind for magic, and may never learn spells or the Meditation Skill.

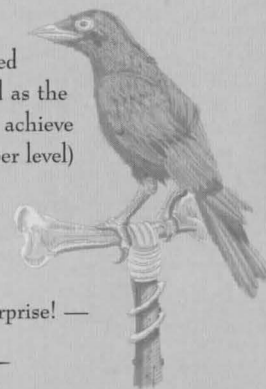
**Clerics** are adventurous, spell-casting holy men who are mediocre fighters. Their magic is most powerful in the areas of healing and defence. Clerics can learn from the Mirrored paths of the Light and Dark magics, and the awesome spells available in those realms. For weapons, however, Clerics can only choose the mace, staff, or bow. They do a little better with armour: only Plate is forbidden to them. With much diligence and study, Clerics can ascend to **Priest** (gaining one hit point and spell point per level), and eventually **High Priest** (gaining another spell point and an extra hit point).

**Sorcerers** are students of Elemental magic, concentrating on offensive and utilitarian magic. Downright rotten fighters, they're barely able to use the dagger, the staff, or the bow effectively. Forbidden shield and all but leather armour, they also have the lowest hit points of all the classes. They'd be thoroughly pathetic if not for the tremendous offensive spells they command, and their access to the Mirrored paths of Light and Dark magic, the most powerful wizardry in the land. With much spell-casting experience, Sorcerers can be transformed into **Wizards** (gaining one hit point and one spell point per level) and then to **Archmages** (gaining another spell point and another hit point).

**Paladins** cross the line between Knight and Cleric, performing both roles well, but not as well as either of the more focused classes alone. Like Knights, Paladins can learn to use any type of weapon or armour; they simply don't have as many choices to begin with. Paladins begin with the Spirit realm of magic, and can later learn to use the Clerical Mind and Body realms. They are, however, restricted from learning the powers of the realms of Light and Dark, as well as the Elemental magics. Paladins who remain true to their cause may achieve the rank of **Crusader** (gaining one hit point and one spell point per level) and ultimately ascend to **Hero** (gaining another hit point and spell point per level).

**Archers** are another type of hybrid (oh, let us lament the true original!), in this case, of Knight and Sorcerer. Archers may learn to use any type of weapon, although their specialty is — surprise! —

*'CONSIDER INVITING A CLERIC TO  
JOIN YOUR PARTY. NOTHING  
WRONG WITH HAVING PRAYER  
ON YOUR SIDE!'*



the bow. Their discipline prevents their use of shield or plate armour. An Archer's talent for spell-casting begins with the Air realm of magic, and may eventually grow to take in all the Elemental realms. The realms of Light and Dark magic, however, are beyond their grasp. Archers can focus themselves to become **Battle Mages** (gaining one hit point and one spell point per level), and eventually may aspire to **Warrior Mages** (gaining another hit point and spell point per level).

**Druids** combine the best of Sorcerer and Cleric classes. They have few hit points, and make poor fighters; their arsenal is limited to staff, dagger, and bow, and their armour is limited to leather or shield. On the plus side, they can build a heck of a circle of rocks, and can use both Sorcerer and Clerical magic: that unique mix allows them to cast certain spells no other class can. They cannot, however, learn Light and Dark magic. To make up for that, Druids may begin their Apprenticeships with the Learning skill. A Druid can grow to become a **Great Druid** (gaining one hit point and one spell point per level) and eventually to an **Arch Druid** (gaining another spell point and another hit point per level).

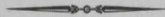
The characters class — whether Druid or Knight or what have you — gives them unique abilities born of long tradition. But it's the individual skills learned along the way that really make an adventurer special.

Just as in your world, advantage can be gained in one of two ways: working at it, or bribery. "Development Points" are the currency that allows a character to gain access to ever-greater talents.

Simply shelling out development points will net a character a higher skill ranking, improving his ability with a weapon, a spell, or in any number of skills.

The other, perhaps more morally satisfying, option is to search out a teacher whose lessons can improve a character's skill in one of many disciplines.

Enroth is filled with dangers and marvels, and so there are many skills which help a character survive this land.



**Weapons skill** allows your character to use a particular weapon and increases the chance a character has of scoring a hit. If you become an Expert in a weapon skill, you will gain certain combat advantages when using your weapon. Masters gain even more advantages. You cannot become an Expert or Master on your own no matter how many ranks you have; you must find a teacher to elevate you to that status.

**Staffs** are two-handed poles equally good for offense and defence. Expert ranking with the staff will increase the character's armour class and Master ranking will allow them to occasionally stun their opponents.

**Sword skill** covers most types of blades longer than a knife. Expert swordsmen gain a quicker attack while Master swordsmen may wield any one-handed sword in their left hand and another weapon in their right.

**Daggers** don't do the kind of damage that a sword or an axe can deliver. But their quick attacks can sometimes let a character get in two slices for every one move made by a slower opponent. Expert dagger fighters can wield a dagger in their left hand while using

another weapon in their right. Master dagger fighters have a chance of killing a surprised opponent with a single blow.

**Axes** are rather slow on the attack, but do a lot of damage when they hit. Expert axe fighters gain more speed in their attacks while Master axe fighters can deliver tremendous damage.

**Spears** make their point by including all pole weapons with blades attached to the business end. Versatile, they can be used one- or two-handed, but they work better with two hands. Expert ranking with the spear will increase a character's armour class, and Master ranking will boost damage caused.

**Bow skill** targets both bows and crossbows. Expert marksmen gain a speed increase with their weapon, while Masters fire two arrows with every attack.

**Mace skill** covers all blunt trauma weapons: batons, flails, the general whack-in-the-head arsenal. Expert mace swingers do extra damage with their weapons, while Master mashers can stun opponents.



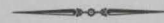
**Armour skill** allows your character to use a type of armour and increases a character's armour class. If a character is not skilled with a particular type of armour, he cannot wear it. All armours carry a penalty by slowing down a character; Master and Expert skill in armour reduces this drag for all types of armour. There are three kinds of armour: Plate, Chain, and Leather.

**Leather armour** is the lightest armour available. Providing less protection than chain or plate armour, it also slows a character down the least.

**Chain armour** provides more protection than leather and less than plate; thus, it also slows a character down more than leather.

**Plate armour** delivers the most gong for your gold: it affords the most protection, but also the greatest reduction in speed.

**Shield skill** directly improves a character's armour class while a shield is equipped. Expert and Master shield ranking increase this defensive bonus.



*'MY DAYS OF  
ADVENTURING ARE IN MY  
PAST. I ENVY YOU YOUR  
QUEST..'*



**Magic skill** is used to cast each spell, just as a pinch of nightroot is used to flavour a cauldron brew. Skill in a particular school is required before its spells can be learned. Magic skill can multiply, modify, or alter time for a given spell. There are nine schools of magic, including the four elements (Fire, Air, Earth, and Water), the priestly magics (Spirit, Mind, and Body) and the good/evil paths of Light and Dark. Experts and Masters have the power to conjure greater spells of any magic.

**Fire** magic is a good way to burn a bad guy, and also includes spells having to do with speed and pain.

**Air** magic tends to be defensive and informational in nature, and includes spells of accuracy and flight.

**Water** magic is equally useful for defence and offense, and concentrates on spells that move or change things.

**Earth** magic is defensive and includes spells that protect, bind, and strengthen.

**Spirit** magic concentrates on spells of life and death. Live forever, bring back the dead, slow or accelerate aging.

**Body** magic cures disease, dissolves poisons, and generally heals and enchants.

**Mind** magic charms and confuses.

**Light** magic includes some of the strongest spells in the land. Light magic cannot be chosen by beginning characters; it must be learned and mastered during your travels.

**Dark** magic comprises some of the most powerful magic in Enroth. Spells of darkness can have spectacular results, but generally carry a price. Dark magic cannot be chosen by beginning characters; it must be coveted and invoked during your travels.

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**Miscellaneous** skills include diverse abilities that will support your party in their day-to-day adventuring and general slaying of monsters from beyond.

**Identify** gives meaning to items and equipment: you can't use something until you know what it is! This skill will automatically identify an item if your characters skill level is high enough. Special items may need an Expert or Master in this skill to properly identify them.

**Merchant** skill helps adjust prices in your favour, whether buying or selling. Remember: buy low, sell high.

**Repair** skill allows your characters to fix broken equipment. The higher the skill level, the better the quality of item your character can play handyman on. Expert and Master rankings allow characters to repair complex items and artifacts.

**Bodybuilding** skill pumps your character up, adding hit points directly to totals.

**Meditation** adds spell points directly to your relaxed characters totals.

**Perception** sharpens your characters chance of noticing a trap: catch it in time, and the damage it causes can be reduced or even avoided. A higher perception skill equals a chance to escape stronger traps; Expert and Master rankings allow a character to notice and escape different types of traps.

**Diplomacy** is like having a politician in your pocket! It alters your reputation in your

favour. Got a 10 skill ranking in Diplomacy? Talk to a nobleman, and your reputation goes up by 10; talk to a goblin, and it goes down by 10. Your character fits in everywhere!

**Disarm** Trap skill is the perfect thing for when you can't remember where you left your keys: all chests will open automatically, but you may get hit by a trap. The more skill you have, the better your chance to disarm any trap before it goes off.

**Learning** skill increases the experience your character receives. Every rank of skill increases the experience bonus your character receives. Experts double and Masters triple this bonus; learn enough to do the math and you'll see how this can add to your advantage.



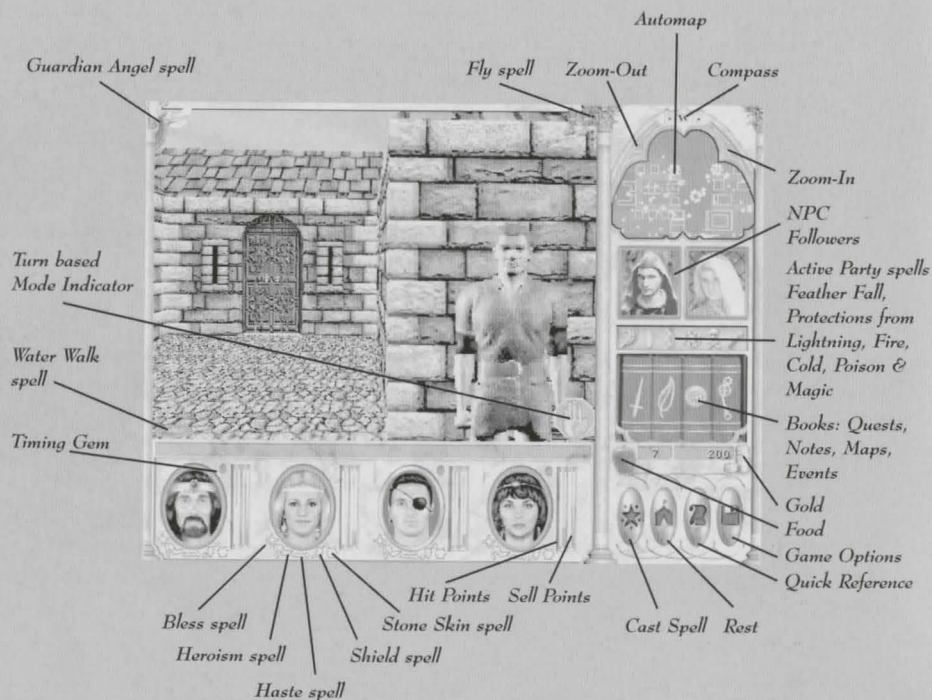
# INTRO TO GAME SCREENS

Everyone but the Cyclops of Dark Moor will tell you: there's more than one way to look at the world. That's never been truer than from your unique perspective.

The luminous glass in your possession affords multiple views of Enroth and the situation of the adventurers who have sworn on in your service. I've made some notes to help you understand what may at first appear as unfamiliar territory. Don't worry, you'll recognise the key elements soon enough.

Then it'll be your own world you'll have trouble recognising!

## MAIN ADVENTURE SCREEN



The Adventuring Window is where everything happens: movement, monsters, combat interaction. The Turn Mode Indicator appears if you've switched from real-time to turn-based adventuring. Guardian Angel, Flying, and Walk on Water Icons will materialise to remind you when your party has been blessed by these powers, and fade away as those magics dissipate. Active Spell Icons are a visual reference to the currently active "party" spells. The Hit Point Bar and Spell Point Bar monitor an adventurer's health and magical power.

Left-click your mouse on Cast Spell to cast a new spell; on Rest to give your party a chance to make camp and rest; on Quick Reference to review arcane notations helpful in managing your party; and on Game Options for direct access to the mechanical bridge that spans from your world to mine.

Keep your eye on Food and Gold so you know how much your party has of each. A left-click will open any volume in your portable library: review the goals of your quests in the Quest Book; study the knowledge you've acquired in the Notes Book; see the world as you've explored it in the Map Book; and manage your time in the pages of the Events Book.

Spells On will tell you what long-term magic your party has in effect. Look to the NPC Window for Followers who have joined your party, for profit or pride. Study the Automap as it keeps track of your surroundings. Night/Day reminds you of the difference between the sun and moon (it's easy to lose track!) Your Compass tells you which direction you're facing (but not if it's the right direction!)

*AS YOUR MAIN WINDOW ON ENROTH, YOU WILL BE SEEING THIS VIEW A LOT. NEVER FORGET, THOUGH: WINDOWS LOOK BOTH WAYS.*



## CHARACTER INFO SCREEN

While viewing details about a particular character, a right-click of the mouse on any statistic will provide a detailed description of that attribute. Move between each of your characters using the TAB key, or by clicking the onscreen buttons. Stop being so personal and go back to the adventure at hand by touching the ESCAPE key, or clicking the EXIT button.

Name	Class	Total Experience Earned	Unused Skill Points	Hand-to-hand
Zoltan the Sorcerer			Skill Points: 2	
Might	5 / 5	Age	19 / 13	
Int/Hear	19 / 19	Level	5 / 5	
Personality	7 / 7	Experience	17900	
Endurance	13 / 13	Attack	-3	
Accuracy	5 / 5	Damage	1	
Speed	13 / 13	Shoot	-4	
Luck	9 / 9	Damage	N/A	
Hit Points	30 / 30	Fire	0 / 0	
Spell Points	22 / 34	Electricity	0 / 0	
Armor Class	14 / 14	Cold	0 / 0	
Condition	Good	Poison	0 / 0	
Quick Spell	Fire Bolt	Magic	0 / 0	

Where two numbers are given for a Characters statistics, the left number is the current level (as affected by spells, rest, etc.) and the right number is the permanent or normal level.

## INVENTORY SCREEN

Equipment shows you what your selected character calls his or her own. The Equipped Character displays what the well-dressed character is wearing, wielding, and brandishing at any given moment.

A characters inventory contains the sum of their material goods: what they buy, find, or win by hard contest and can carry. Deadlier weapons can replace weaker ones, new armour can take the place of battle-worn robes. Artifacts are available for study, and everything can be shared between members of your party. Remember your character is limited to items he/she has the skill to use.

A left-click on an inventory object picks it up; a second click drops it. Use an item by first picking it up (left-click), and then right-clicking it over one of the character portraits. Identify or repair objects by right-clicking on them while in a pack.

Equip an item — that is, make it available for your character to use as a weapon, amulet, armour, or shield — by first picking it up (left-click); then left-clicking the item over the full figure image of your character.

Give an item to another character by left-clicking on a characters face.

Books or notes can be read by picking up and right-clicking them over a character portrait or left-clicking the object over the inventory figure. Spells from spell books may be learned in the same fashion as books and notes are read.

Finally, to stop being so materialistic and get back to the adventure touch the ESCAPE key or click the EXIT button.

# EXPLORING ENROTH

A spectacular display of magic will gain you admirers, a ferocious command of gleaming weapons will net an impressive body count. Neither will feed your party, arrange for transportation, or carry out any of the dozens of other person-to-person negotiations that can make or break your quest. It's not just who you know, it's how you deal with them!

## FAME AND REPUTATION

The party of adventurers you build share Fame and Reputation together equally. Fame is simply how many people in the realm have heard of you. It is never lost or diminished once gained. Hope, you must, for Fame such as mine!

The Reputation of your party rises and falls as you complete your quests. Killing innocent villagers will not earn you any respect from the local authorities, but might improve your chances of speaking with some shadier characters.

Reputation can always be improved by liberal donations to the local temple. And, as time passes, your Reputation adjusts itself closer to zero, as people forget the events of your past.

## BUYING AND SELLING

*LIVE LIFE TO THE FULLEST.  
YOUR CHARACTERS LEARN  
BY DOING! EXPLORE AND  
EXPERIMENT..*

From my obscured glimpses of your "reality," your world is a materialistic one, so you're comfortable with the concept of buying and selling. Enroth supports its own brand of capitalism, and you may find bargains by following these general rules.

When entering any place of business, it's a good idea to start things off by striking up a conversation with the resident merchant: a shopkeeper, banker, bartender, trainer or what have you. A left mouse-click on their image is all it takes for them to reveal the services they can offer.

All you need to do is put the pointer over an item to inspire a local shopkeeper to make a sales pitch, including his asking price. Right-click, on the other hand, gives details on the items such as: type, armour, damage, description and value. Note that value and price are different. Prices are influenced by the Merchant Skill of the character doing the shopping. A very skilled character can leave a shopkeeper crying in his cash-box; a lack of skill makes a character (and thus you) pay through the proboscis.



Left-click on an item to buy it; its cost in gold will be deducted from your riches. Don't waste a busy merchant's time trying to buy an item if your character doesn't have enough gold, or enough room in her pack to carry it away. Either instance will force a shopkeeper to ring up "no sale!"

Many merchants will also buy items, freeing up space in your adventurers' backpacks, and drumming up extra gold should your party be short. Shopkeepers will only barter over their particular stock in trade: don't expect to sell off magical trinkets to a weapons dealer.

Selling an item opens the selected characters backpack. A right-click on an item in a characters inventory will reveal what is known about the object. Passing the mouse over the object will prompt the merchant to tell you how much he is willing to pay for it. Left-clicking will conduct the transaction.

On occasion, your adventures can reward your party with a weapon or other item that can't be readily identified. Some merchants can help with this mystery, usually at a cost of 50 gold. Choosing to identify an item opens the presently selected characters backpack. Passing the mouse over the object will prompt the merchant to tell you what he'll take to identify it. A left-click will deduct this cost and provide you full information about the item.

Like hearts and bones, objects in use by your party can be broken. Sometimes they can also be fixed, but merchants know you're in a bind: they'll charge you a percentage of an items usual price to repair it. As part of a shopkeepers repair service, your selected characters backpack is opened so a broken item can be chosen for mending. Again, pass the mouse over the broken item, and the merchant will examine it and give an estimate. Left-clicking will accept his services.

When you've completed your transaction, left-click the EXIT button at the lower right of your scry-screen or press the ESC on your runes to return to the real business of adventuring!

The variety of merchants and services in the various towns and cities should fit most of your needs.

**Blacksmiths** sell and repair weapons, but not all Smiths sell the same tools of destruction. Shop around for the most devastating bargain.

**Armouries** handle sales of shields and armour, and will also negotiate to repair such items.

**Magic Shops** and **Apothecaries** offer potions and miscellaneous arcane items. For a price, they may be able to repair certain mystic artifacts.

**General Stores** put a pricetag on the junk other shopkeepers are too proud to sell. If you're hard up for gold, they'll buy your wares at unfair prices; if you're starving, they'll always have something to fill your party's bellies, often for more than you want to pay.

Like your own reality equivalent, **Banks** in Enroth are establishments for keeping your gold safe while you're off literally saving the world. Entering a bank will automatically provide you with the option to deposit or withdraw money. Left-click on the associated button and enter the desired amount.

The teacher at a **Spell Guild** has just one thing to talk about: spells, and lots of them! So long as the selected character in your party is a member of the guild, and does not know

all of the spells the guild has to offer, the guild's spell book bookshelf will appear on your screen. Passing your mouse over a spell book tells you the precise spell it contains and its cost. On behalf of your character, you can then left-click on any new spell you want to purchase for them.

A character in your party belonging to the **Thief** or **Mercenary Guilds** can speak to a teacher at the appropriate guild to acquire new skills in these shadowy areas. The instructor will present a list of his available teachings, with a price for each. Left-click on the skill to learn it and pay the price.

**Temples** offer a chance to give of yourself — or, at least, of your party's hoard of gold. This is one case where charity is good for more than your soul. Generous donations can net healing or magical boons for your adventurers. Talk to the holy man on duty for details.

**Taverns** rent rooms, and sell food and drink. Your party needs rest to recover from travel and battle, and a Tavern's typical 8-hour overnight is a good way to recuperate.

A visit to a house of **Training** obtains just one kind of service: advancing the skill level of your party's characters. The resident trainer will tell you if your selected characters performance in the field has earned enough experience points to move up a level. If so, the trainer will tell you what it costs, and will gladly take your gold to advance your adventurer. Every level you train gives your character more skill points to spend.

**Stables** and **Docks** are where to go when you need more in the way of transportation than your party's blistered feet. Prices and schedules vary, so speak to the local stablemaster or boatman.

**Local City Councils** are always in need of able adventurers to take on a variety of dangerous quests.

## Followers & Trainers

Almost every character you meet in Enroth (at least those not looking to kill your party outright) can be persuaded to join up with your adventurers. As you meet a new character, a **JOIN** button will appear on-screen. Click this with your mouse pointer and the character will either reject your invitation, or state his price and what skills he will bring to your party. Signing on a new character will bring their image into one of the two windows below your automap.

Inviting along certain followers can have a negative side effect. If their reputation is for evil, for example, that darkness could extend over your party and affect your future dealings and negotiations.

If you can find them, Wandering Trainers can be a boon to your party, imparting Expert or even Master level training to anyone in your party who qualifies to learn their particular skill. By and large, a Trainer will school anyone to become an Expert, but will often place unusual restrictions on when they will share the secrets of a Master. You'd expect a character's skill, or fame, or reputation to be the major factors, but some Trainers will hold onto their Master lessons because of the time of month, the location, or even the weather!

(Clearly, wandering does little for their social skills.)

# COMBAT & RECOVERY

There's nothing wrong with giving peace a chance. But in these dark times in Enroth, you may very well be dead by the time you first say "Hello".

This is not to say that you should revel in violence. What you go through to restore the Mandate to this land may very well sicken you with the stench of blood and the screams of pain. But liberty demands eternal vigilance, and justice sometimes requires a willingness to stand firm and fight.

## ATTACKING

A timing gem next to your portraits head warns you of the presence or absence of monsters. When it is green, it usually means that there are no monsters present - reliability is reduced when used indoors. A yellow colour will indicate a definite monster presence, but somewhat distant from the holder of the gem. When the gem is red, well, stop looking at the gem because something mean is very close!

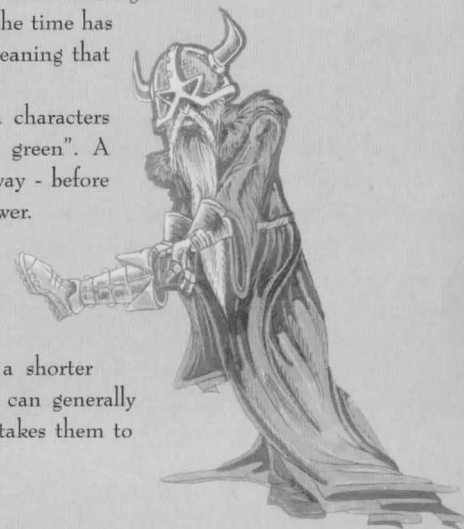
Time is perhaps the most important factor to bear in mind as you go into battle.

On the one hand, time works against you: every character in your party moves at an individual pace, and that internal clock - or "counter" - regulates everything from the speed of their attack to their comeback from injury.

Each of your characters' counters run independently from other characters' counters and monsters' time counters. When a character takes an action, like swinging his sword or casting a spell, his/her timing gem will go dark, indicating he is recovering from his last action and is too busy to take another one. For example, an attack with a dagger thrust might cost 40 "ticks", meaning that until that time goes by, the character will be unable to act. After the time has passed, the timing gem will light up again, meaning that this character can perform another action.

A monster's attack can take ticks off a character's counter, slowing their getting back "in the green". A character who is moving - perhaps backing away - before his gem is green will find his recovery time slower. A running character faces an even greater time penalty. As I said, every character in your party is different. Those who are inherently faster can take action and lose less time on their counter; they're ready to go again in a shorter period. Experts and Masters of certain skills can generally expect speed bonuses that reduce the time it takes them to take actions.

*THE BEST DEFENCE IS,  
FRANKLY, TO RUN  
AWAY.*



Time can also be made to work for you. Your keyboard's **Enter** key shifts the chronological forces from real-time (when everything around you is happening all at once in a dizzying blur of action and menace), to a more manageable "turn-based" situation. In turn-based combat, moments become frozen in time. Your party's adversaries become immobilised as you plan your characters attack actions, and then unleash those actions on your enemies. Don't mistake this for having the upper hand! For in return, your adventurers then become momentarily paralysed as your foes are given their turn at aggression. Touch **Enter** at any time to restore the rush of real-time adventure.

To send a character into the fray of battle, first select him/her and then touch **A** on your keyboard or use the mouse and left-click on a monster. In the case of the keyboard, your adventurer targets the nearest monster; with the mouse, he swings at the enemy you choose. Should the foe be nearby, your character will swing his weapon. If the enemy is far and your character is armed with a bow, he will shoot to kill. But if your character can't fire, he instead dodges and passes on that chance to attack.

Each character has a "quick combat" move that can be immediately unleashed on a monster with a left-click of the mouse.

Steel and muscle are only half the battle: magic is the balance, and its far-ranging power can very well tip the scales of combat in your favour. Touch **S** on your keyboard to cast a selected characters "readied spell," a most-favoured bit of magic kept at the fore for quick effect. If it is a weapon spell, it will be unleashed at the nearest monster. Should it require a subject - like a healing spell - your mouse pointer will become a crosshair. Click the crosshair on your spell target for the magic to become real.

It's also possible to choose the target of your characters readied spell by CTRL-clicking with your mouse. In this case, left-click the mouse on a target while holding down the **CONTROL** key on your keyboard.

Refer ahead to my treatise on magic for the spell-casting you can set loose in combat.

## Resting & Recovery

Battle, injury, or just the day-to-day stress of surviving in a land torn by strife will take a severe toll on your party. Their overall health and magical potential (reflected in their hit and spell points, respectively) can become dangerously depleted. Rest - **R** on your keyboard - is the cheapest way to replace what has been lost. As long as your characters have food and can rest undisturbed for 8 hours, they will regain all their hit and spell points.

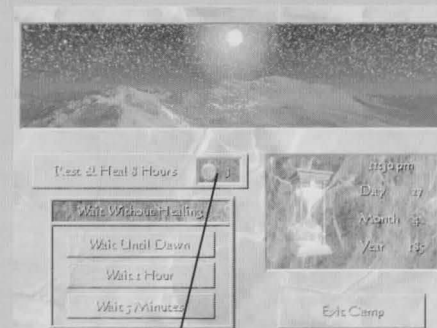
Your party will be unable to rest as long as there are monsters in the area. Refer to your timing gem; it should be green, indicating no monsters close by, in order for your party to rest. A word about that timing gem, it is notoriously unreliable indicator of danger when used indoors. Something to do with the aura of buildings . . .

If you insist on driving your party to the brink of exhaustion, they'll gladly accommodate you by wearing themselves out. After 24 hours without rest, your characters will complain of weariness and become weak. This puts them at a disadvantage when using combat and many other skills. There are magical means available to cure this weakness, but they are temporary.

While your party is resting, your window into Enroth becomes focused on their recuperation. If you are approached and attacked by monsters while asleep, you will be at a severe disadvantage until all your characters awoken to deal with the assault. The best way to avoid being attacked while you sleep is to pass the night in an inn.

Your adventurers are vigorous men and women, and they need to eat regularly to keep up their strength. While not given to snacking between meals, food is consumed every time your party sleeps. If the cupboard runs bare, your characters will be unable to benefit from sleeping, and will not get their hit points and spell points restored from rest.

There are two ways of using the rest screen. You can select "Rest & Heal 8 hours" to rest until you are healed, or you can "Wait Without Healing" by selecting one of the three buttons under that heading. If you choose to rest and heal, a number will appear next to the apple icon in that section. This number indicates the amount of food you will use for sleeping on the terrain you've chosen to camp on. Certain terrain, like snow and desert, cost more food to camp on to simulate the difficult conditions of travelling through such inhospitable regions. If you select wait without healing, you will use no food, but remember that your characters need to "rest and heal" every 24 hours, or they will become weak. Whichever way you choose, pressing **Esc** or **Exit** skips the animation and puts you back in the game.



*Amount of food needed to rest 8 hours, restoring all hit and spell points.*

## EXPERIENCE

Experience counts. And like all great truths, this one is self-evidently simple, yet complex enough to warrant a monk's life of study. Let's consider how to add to your party's ongoing experience.

As your party explores Enroth, and meets with strange and unusual creatures who quickly die screaming, each adventurer gains experience. When a character gains enough experience, they become eligible to move up a "level" in a system of status and ranking. More than an ego-boost of prestige — although there is that! — a higher level nets additional skill points that can be used to "buy" improvements to a character's set of talents. More so, a higher ranking adventurer enjoys greater "hit" points (protecting them from damage) and spell points (enabling ever more impressive displays of magic). A level advancement is achieved by visiting the training grounds, and paying for training. Mercenary, yes...but you get what you pay for!

The price to increase an adventurer's level is 1000 experience points for every level you advance. So, to move up from third level to fourth level, a character will need a total of 4000 experience points; following on this example, it would cost 5000 points to advance from fourth level to fifth. The actual cost in gold can vary from one training ground to the next: shop around if you feel like pinching ingots.

Individual skills can be improved in the course of your adventure by "paying" development points to increase an adventurer's skill ranking. For example, you can choose to increase a character's skill with daggers from rank 3 to rank 4: when the fates roll their dice, the ranking determines whether or not a dagger attack is successful. To improve the skill ranking of one of your party, view an individual adventurer's skills, and click on the skill you want them to increase. If your character has the development points to shell out, the rank of that character's skill will increase by one. The cost to buy one rank of skill is equal to the rank number you're buying. So in our edged weapon example, increasing a Dagger skill from rank 3 to rank 4 would cost 4 skill points.

There is another way of improving a skill ranking, and this is by finding an elusive and mysterious teacher. These nomadic instructors may agree to increase an adventurer's skill from "Normal" to "Expert", or even from "Expert" to the very heady "Master"! A more impressive title makes for some special abilities that aren't generally the same for each skill. For instance, a Master mace swinger gains the power to stun opponents, while a Master swordsman achieves a faster attack, and a Master dagger fighter can handle a dagger in both hands and get in two attacks! Should one of your characters achieve Master standing in a skill, they gain the benefits of Expert status, plus any new benefits from being a Master. Try not to let it go to their heads.

It's worth reviewing how certain skill rankings can benefit — or hinder! — a member of your party.

**Weapon Skill** increases the likelihood of an adventurer to score a hit in battle; it ties in directly in determining an Expert or Master's chance of success. Let's say a character is

a level 8 Master staff fighter: they would then have an 8% chance of stunning a monster when they hit it. The same character would also have an "armour class" 8 above normal, because Expert ranking would increase their defence by their skill ranking.

**Armour Skill** increases a character's armour class when using a particular type of armour. Personally, I've given up trying to understand the current fashions! Most armours reduce the overall "speed" of an adventurer, increasing the time to take certain actions. Being an Expert or Master will reduce this speed loss, while skill ranking increases the level of protection. There are three types of armour: Plate, Chain, and Leather. Shield usage is a specific skill and is not covered under the general armour category.

**Magic Skill** acts as an influence on each spell, modifying the effect of its magic: greater skill can multiply the damage a spell causes, or increase the time magic may last. A magic skill does not reduce the time it takes to cast a spell, or the number of skill points it costs to conjure the magic...although an Expert or Master ranking may award these benefits. There are nine schools of magic overall: the four elements (fire, air, earth, and water); the priestly magics (spirit, mind, and body); and the extreme and dreadful good/evil path of light and dark magic.

**Miscellaneous Skills** include the less showy, but ever important abilities that will support your party in their day-to-day adventuring and battles. These skills include Diplomacy, Learning, Bodybuilding, Meditation, Merchant, Disarm Traps, Identify, and Perception. Each of these skills follows the same "rules" in regard to an eminent Expert or Master ranking.

*'BALANCE YOUR FORCES, AS  
YOU MIGHT SUSPECT,  
MIGHT AND MAGIC ARE THE  
KEYS TO SUCCESS!'*



## SPELLS

Finally, we get to the good stuff: magic! No street merchant prestidigitation here, I'm talking the real thing ... or as real as the unreal can get. Marvellous things are possible by tapping into the Preternatural...but beware, it's also possible to unleash forces that will feast on your soul.

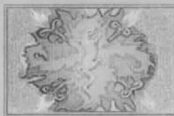
Press C on your keyboard, or left-click on the Cast Spell icon to materialise the currently selected characters spell book. The Tab key will run through all the schools of magic studied by any selected character. Use the Arrow keys to choose a spell, and press Enter to cast it. Or use your mouse - personally, I like to use a rat, its bigger and easier to hold - to select a spell (one left-click), or cast it (a second left-click).

Right-clicking a spell will conjure up a small transdimensional window with information about the spell in question.

Mouse-clicking on the small tab at the bottom of the book will set the currently selected spell to a particular adventurer's "readied spell": this is the magic held at the ready for quick release. The Spacebar will also set the readied spell.

The Escape key will close your characters spell book, as will a mouse-click on the onscreen "Quit Spell Book" button.

### Fire Spells



**Torch Light** produces a sphere of light around your party. It only works indoors. Use it for those dark caverns where something might be waiting! It costs 1 spell point to cast. Expect it to last one hour times your adventurer's skill rank. At Expert and Master levels, the light produced is noticeably brighter. An essential spell!

**Flame Arrow** fires a single flaming arrow. Don't be taken in by the power of fire; this spell is notoriously inaccurate, with no more chance of finding its target than a regular arrow. It costs 2 spell points to cast, and you'll have to recover your energy before you can use it again. It works instantaneously, and will do 1 - 8 points of damage (assuming it hits anything!) At Expert level, Flame Arrow costs just 1 point, and can be used again more quickly; Masters recover more quickly and fire without cost. What a bargain!

**Protection from Fire** increases all your characters' resistance to fire: 1 point of resistance for every rank of the caster's Fire Magic skill. Cost is 3 points and the caster must recover. The effects last for 1 hour per skill rank. Experts double the resistance, while Masters triple it.

**Fire Bolt** launches a burst of fire at a single target. I consider it the "Old Reliable" of the Sorcerer's arsenal. Costing 4 points, it takes awhile to rebuild strength and use it again. It fires immediately, and will deliver 1 - 4 points of damage times a characters skill rank. Experts are ready to fire again more quickly, while Masters recover even faster.

**Haste** reduces by 25 seconds the time it takes to recover from casting a spell or attacking with a weapon. Beware, for characters will be weak for six hours after this spell

wears off. It costs 5 points to cast, and requires recovery. It lasts for 4 minutes plus 1 additional minute for every skill rank a character has. Experts reduce the recovery time, while a Master's spell affects the entire party.

**Fireball** targets a single monster, but explodes to hurt anyone else caught in the blast. What a show! But keep your party at a distance; if they stand too close, they will be hurt as well. This one costs 8 spell points, and takes some time to recover. It takes place instantaneously, and delivers 1 - 6 points of damage times a characters skill rank, to all within a 10 foot radius. An Expert's recovery time is faster, a Master's faster still.

**Ring of Fire** generates a 5-foot ring of fire around the party, that damages all monsters it contacts and doesn't burn your party. Its cost is 10 points, with a significant recovery time. Its effect is immediate, and it causes 6 points of damage plus 1 additional damage point for every skill rank. Experts conjure a 10-foot ring, while Masters' recovery time is cut significantly.

**Fire Blast** launches streaks of fire in the direction your characters are facing. The bolts aren't magically guided, so a little practice aiming is called for if you want to do anything useful! Cost is 15 spell points, and the caster must rest afterwards. It fires 3 bolts instantly, delivering 4 points of damage plus an additional 1 - 3 points of damage for each skill rank. Experts need less rest and send out 5 shots; Masters even less rest and launch 7 shots.

**Meteor Shower** summons 8 flaming rocks from the sky in a 10-foot radius surrounding your target. Unless you're eager to visit a healer yourself, try not to be near the victim when using this spell. Cost is 20, with a period necessary to recoup energy. It happens instantly, and each rock delivers 8 points of damage plus 1 additional for every skill rank. Experts recover faster and bring down 12 rocks; Masters are ready again more quickly with 16 rocks. This spell cannot be cast indoors, thank the gods!

**Inferno** burns all monsters in sight; your party is excluded from the cookout. An efficient way to clean out rooms full of weak or moderate strength monsters in one or two easy castings. Cost to your character is just 25 spell points, and recovery time is significant. That's for 12 points of damage, with an additional point of damage for every skill rank. Experts' recovery time is cut somewhat, while Masters take just a quick breather between spells.

**Incinerate** is one of the strongest direct damage spells you may acquire, inflicting massive damage on a single target. Only the strongest of monsters can expect to survive this spell. (But if one does, then it's you who has to survive!) Spell point cost is 30, recovery is necessary. It happens instantly, searing 15 points of damage, plus 1 - 15 points extra for each rank of the caster's skill. Experts recover more quickly, Masters faster still.

### Air Spells



**Wizard Eye** reveals the locations of monsters and characters on your group's automap. It lasts for 1 hour and it costs one spell point to cast. Experts and Masters will learn more on casting this spell than an Apprentice.

**Static Charge** targets a single monster with a jolt of static electricity. Not much damage, but it never misses. Cost is 2 points. It is a tiring spell, requiring rest. It fires instantly, dealing 1 point of damage, plus an additional 1 - 5 points of damage for every skill rank. Experts are ready to go again more quickly, Masters fire at no cost.

**Protection from Electricity** increases all your characters' resistance to electricity: 1 point of resistance for every rank of the caster's Air Magic skill. Cost is 3 points, the caster must recover after using it. The Protection lasts for 1 hour per skill rank. Experts double the resistance, while Masters triple it.

**Sparks** fires three small balls of lightning that bounce around until they hit something or dissipate. It's hard to tell where they will go, so this spell is best used in a room crowded with small monsters, and with most of your party elsewhere. The spell costs 4. Sparks do 2 points of damage, plus 1 additional point of damage per skill rank. Experts recover more quickly, and fire 5 balls. Masters are ready to go again even faster, with 7 shots.

**Feather Fall** slows the speed of a fall and prevents your party from being hurt when falling more than ten feet. The cost for this spell is 5 points, and recovery takes time. It lasts for 5 minutes for every Air Magic skill rank. Experts get the duration up to 10 minutes per skill rank, while Masters rate 1 hour per skill rank.

**Shield** slows missile attacks (such as rocks and arrows) and cuts their potential damage by half. A Shield costs 8 spell points, and be careful where you use it, as it takes time to recover. It lasts 5 minutes for every skill rank. Experts' Shields last 15 minutes per skill rank, while a Master's version affects the entire party.

**Lightning Bolt** discharges electricity from the caster's hand to a single target. It always hits and does solid damage. I like to call this one the "Sorcerer's Darling!" It costs 10 spell points. It fires instantly, doing 1 - 8 points of damage for each skill rank. Experts recover more quickly, Masters faster still.

**Jump** launches your party into the air at a forty-five degree angle, landing them without damage a set distance away. It costs the caster only 15 spell points and higher skill will reduce recovery time. Experts and Masters recover more quickly.

**Implosion** is a nasty spell that affects a single target by destroying the air around it. The result is a sudden inrush from the surrounding air, a thunderclap, and 10 points of damage plus an extra 1-10 points of damage for every skill rank. It costs 20 points to cast, and rest is required afterwards. Experts are back to readiness more quickly, Masters faster still.

**Fly** grants the power of flight to your characters, 5 minutes airborne for every skill rank! Only available outdoors, Fly initially costs 25 spell points and slowly drains spell points as it remains active. Be careful not to fall from a great height! Experts can stay up for 10 minutes per skill rank, while Masters wing it for an entire hour per skill rank.

**Starburst** calls 8 stars from the heavens to smite and burn your enemies in a 20-foot radius. Try not to get caught in the blast! Cost is 30 spell points, recovery is very significant, each stars' damage is 20 points plus an extra 1 point of damage for every skill rank. Experts reduce their recovery somewhat and get 12 stars; Masters turn back their recovery even more, and deliver 16 stars. It only works outdoors.

## Water Spells



**Awaken** automatically awakens all of your characters from a normal sleep and dramatically reduces the duration of sleep spells cast on your characters. Cost is 1 spell point, some recovery is required afterwards. Awaken will remove 3 minutes of sleep times the caster's skill rank. Experts multiply skill rank by hours, while Masters multiply them by days.

**Cold Beam** targets a single monster with a field of extreme cold for an instant. Not much damage, only 2 to 6 points, but always a hit. Cost is 2 spell points. Recovery is required, but with every advance in skill becomes less of a problem. Experts recover faster, and Masters cast without cost. Now that's an education that pays off!

**Protection from Cold** increases all your characters' resistance to Cold: 1 point of resistance for every rank the caster has in Water Magic. Cost is 3 points, recovery is required. The Protection lasts for 1 hour per skill rank. Experts double the resistance, while Masters triple it.

**Poison Spray** sprays 1 shot of poison at monsters directly in front of your characters. Damage is low, but few monsters have resistance to poison, so it's an easy way to make 'em suffer. Cost in spell points is 4, recovery is required. The effect is 2 points of damage, plus an extra 1 - 2 points of damage for every skill rank. Experts recover more quickly and fire 3 shots; Masters are back at it faster with 5 shots.

**Water Walk** lets your characters walk along the surface of water without sinking, for 5 minutes for every skill rank. Only useful outdoors, this spell costs 5 spell points initially, but you should never forget that this magic constantly drains spell points while active. Experts stay topside for 10 minutes for every skill rank, Masters are afloat for 1 hour per skill ranking. The spell drain is the same no matter what level the caster.

**Ice Bolt** fires a single bolt of ice at a single target. Always a hit, it does moderate cold damage: 1-7 points of damage per skill rank. Cost is 8. Experts and Masters recover more quickly.

**Enchant Item** will attempt to make an ordinary item magical. The chance of success increases with the caster's skill in Water magic. Unless the caster is a Master, weapons cannot be enchanted. Cost to cast is 10 spell points. Experts make better magic items.

**Acid Burst** targets a single monster with an acidic bolt that does 9 points of damage plus 1-9 points per skill rank in Water magic. The spell costs 15 points to cast and Experts and Masters will recover faster.

**Town Portal** transports the party to the last town they visited. At Apprentice level it only works outdoors. As a further caution, the chance of Town Portal working is rather small, improved by your rank of Water Magic skill. Cost is 25 and recovery is slow. Experts can use this spell indoors, and Masters can choose the town.

**Ice Blast** fires a ball of ice in the direction the caster is facing. The ball will shatter when it hits something, launching 7 shards of ice in all directions except the caster's. Shards will ricochet until they strike a creature doing 12 points of damage plus 1-2 points



per rank of Water Magic skill, or melt. Beware that the ricochet can hit your party, even when the shards don't start out in their direction. It costs 25 points, and requires recovery time, which is less for Experts and Masters.

**Lloyd's Beacon** lets you place one marker at a location you want to teleport back to in the future. Just how far in the future depends on your skill and ranking in Water Magic; the marker decays in 1 hour times a characters skill rank. Cast Lloyd's Beacon whenever you wish to either place a marker or return to one. Cost is 30. Experts can set up to 3 beacons, which decay in 1 day per skill rank. Masters have 5 Beacons, which decay in 1 week per skill rank.

## Earth Spells



**Stun** slaps a monster with magical force, forcing it to recover from the spell before it can do anything else. It also knocks monsters back a little, giving you a chance to get away while the getting is good. Cost is 1 and some recovery required. In effect, Stun adds to a monsters recovery time, with somewhat greater effect for every skill rank of the spellcaster. Experts and Masters are both more effective.

**Magic Arrow** fires a single magic arrow. This spell is notoriously inaccurate and has no more chance of finding its target than a regular arrow. It costs 2 spell points to cast, and you'll have to wait some time before you can use it again. It will do 2 points of damage (assuming it hits anything!), with an extra 1 - 6 damage points for every skill rank. At Expert level, the cost is just 1 point, and recovery time is faster; Masters can fire again more quickly and without cost.

**Protection from Magic** increases all your characters' resistance to magic: 1 point of resistance for every rank of the caster's Earth Magic skill. Cost is 3 points, recovery is required. The Protection lasts for 1 hour per skill rank. Experts double the resistance, while Masters triple it.

**Deadly Swarm** summons a swarm of biting, stinging insects to bedevil a single target. Moderate in its damage, the swarm nonetheless never misses and the damage is physical, making resistance unlikely. Spell point cost is 4. Damage is 5 points plus an extra 1 - 3 points for every skill rank. Experts and Masters recover more quickly.

**Stone Skin** increases the armour class of a character by 5 for 4 minutes, plus an extra five minutes for every skill rank. Cost to cast is 5. Experts up the time limit to an extra 15 minutes for every skill rank. Masters extend the power to affect your entire party.

**Blades** fires a rotating, razor-thin metal blade at a single monster. This spell can miss: the chance it'll even hit relies heavily on the caster's rank of Earth Magic skill. Cost is 8 spell points and requires recovery. Damage is 1 - 5 points for every skill rank. The chance that it will hit is your skill ranking times 5. Experts and Masters recover more quickly.

**Stone to Flesh**, if cast in time, removes the curse of being turned to stone from a character. The caster's skill and rank in Spirit Magic determine how long the dire condition can be present before the spell loses effectiveness. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. Stone to Flesh costs 10. Its

effectiveness is based on skill rank times 3 minutes of stone duration. Experts' effectiveness is their skill rank times hours of stone duration, while Masters extend that to days.

**Rock Blast** releases a magical stone into the world, a stone that will explode either when it comes into contact with a creature or when enough time passes, causing damage in a radius of 20 feet. The rock will bounce and roll until it finds a resting spot. Be careful; anyone can be caught in the blast. This spell costs 15 points, and needs time to recover. Its damage is between 1 - 8 points per skill rank. Experts recover more quickly, while Masters are even faster.

**Turn to Stone** temporarily turns a target to stone for 5 minutes for every skill rank. These stone statues are invulnerable to any sort of attack. Cost is 20 spell points. Experts keep things rocky for 10 minutes for every skill rank, Masters 20 minutes per skill rank. Some recovery required.

**Death Blossom** fires a magical stone far into the air, causing a very powerful explosion with a radius of 40 feet when it lands. This spell can only be used outdoors, costs 25 points, and requires time to recover. Damage is 20 points, with an extra 1 point for every skill rank. Experts recover faster, after causing an explosive radius of 60 feet; Masters need less time to recover, and extend their damage to 80 feet. This spell is for the open countryside, not indoors in your living room parlour.

**Mass Distortion** increases the weight of a single target enormously for an instant, causing significant internal damage equal to 25% of the monsters hit points plus another 2% per rank of Earth Magic skill. The bigger they are, the harder they fall. Spell point cost is 30, and is very tiring. Experts and Masters recover more quickly.

## Spirit Spells



**Spirit Arrow** launches an arrow of pure energy. Highly useful, but apt to miss unless you study Spirit skill to an adequate level! It costs 1 spell point to cast, and you'll have to wait a short time before you can use it again. Expect it to do 1 - 6 points of damage on your foe. At Expert level, your recovery will be faster. At Master level, it can be cast at no cost.

**Bless** characters to increase their chance of hitting monsters in hand-to-hand combat and with missile weapons. A characters bonus to hit is increased by 5, which lasts for 4 minutes, plus an extra 5 minutes for every skill rank. The cost to cast this blessing is 2 spell points. Experts' duration is an extra 15 minutes for every skill rank; Masters casting this spell affect all characters at once.

**Healing Touch** heals a single character, restoring a small number of hit points: 3 - 7 points based on skill. Cost is 3 spell points. Recovery is moderate, but each skill rank will reduce that time. An Expert's healing mends 5 - 11 hit points, while a Master bandages 7 - 13.

**Lucky Day** temporarily increases a single characters Luck statistic by 10, plus an extra 2 for every skill rank. This lasts for 1 hour for every skill rank, costs 4 spell points, and requires a recovery time. Experts add an extra 3 points of luck for every skill rank.

Masters spread the luck around to all the characters in your party.

**Remove Curse**, if cast in time, removes a curse from a character. The caster's skill and rank in Spirit Magic determine how long the dread condition can be present before the point of no return. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. Remove Curse cost is 10, and time is spent recovering. Its effectiveness is based on skill ranking times 3 minutes of cursedness. Experts' effectiveness is their skill rank times hours of cursedness, while Masters can extend that to days.

**Guardian Angel** sets up a compact with the Higher Powers to resurrect your characters. Should they die, they'll be returned to life with 1 hit point and deposited at the last temple you visited. The price for this service is half of the gold your characters have with them at the time of death. Cost is 8, recovery time is significant. Experts bring back all characters at half their hit points at time of death. Masters arrange it so all characters return with full hit points. The cost in gold doesn't change.

**Heroism** increases by 5 the damage that a character does with a successful attack. This costs 10 spell points, and the caster must rest; it lasts for 4 minutes, with an extra 5 minutes for every skill rank. Experts get an extra 15 minutes for every skill rank, Masters affect all the characters in your party.

**Turn Undead** forces all Undead Monsters in sight of the spellcaster to flee. They'll be back when the spell runs out: 3 minutes, plus an extra 3 minutes for every skill rank. Cost for this scattering is 15. Experts and Masters will recover faster.

**Raise Dead**, if cast in time, restores a character to life. The caster's skill and rank in Spirit Magic determine how long the character can be worm food before the point of no return. After that, the only way to revive the corpse short of Divine Intervention is to visit a temple. Raise Dead costs 20. Its effectiveness is based on skill rank times 3 minutes of death. This magic will leave your character in a weak condition for a full day. Experts can make the spell work for one hour of death times their skill rank, while Masters can extend that to days.

**Shared Life** combines the life force of your characters and redistributes it between them as evenly as possible. All current hit points are totalled, and 1 extra hit point is added for every skill rank. The cost for this averaging is 25, the recovery time is very significant. Experts add 2 extra hit points for every skill rank, Masters add 3 extra.

**Resurrection**, if cast in time, removes the eradicated condition from a character. The caster's skill and rank in Spirit Magic determine how long the character can be dead before the point of no return. After that, the only way to revive the corpse short of Divine Intervention is to visit Temple Stone. Resurrection cost is 20, is the most exhausting spell recounted so far. Its effectiveness is based on skill rank times 3 minutes of eradication. Experts can revive a character who has been eradicated for one hour times the caster's skill ranks, while Masters can extend that to days.

## Mind Spells



**Meditation** temporarily increases a single character's personality and intellect statistics by 10, plus an extra 2 for every skill rank. This will last for 1 hour for every skill rank and carries a cost of 1 spell point. Experts add an extra 3 points, while Masters affect the entire party.

**Remove Fear** removes the fearful condition from a character if this spell is cast in time. The caster's skill and rank in Mind Magic determine how long the character can be paralysed by fear before the point of no return. After that, the only way to lift the curse short of Divine Intervention is to visit a temple. Remove Fear cost is 1, recovery time is required. Its effectiveness is based on skill rank times 3 minutes of being afraid. Experts can revive a character who has been fearful for one hour times the caster's skill rank, while Masters can extend that to days.

**Mind Blast** fires a bolt of mental force guaranteed to hit any target and damage that monsters nervous system. Expect 5 points of damage, with an extra 1 - 2 points for every skill rank. Cost is 3 spell points, recovery time is moderate. Experts and Masters are progressively faster to recover.

**Precision** temporarily increases a single character's Accuracy statistic by 10, with an extra 2 for every skill rank. This lasts for 1 hour for every skill rank. Cost is 4 spell points. Experts add an extra 3 per rank to Accuracy, while Masters extend the spell to the entire party.

**Cure Paralysis**, if cast in time, removes paralysis from a character. The caster's skill and rank in Mind Magic determine how long a character can be immobile before the point of no return. After that, the only way to get him moving short of Divine Intervention is to visit a temple. Cure Paralysis cost is 5, and requires recovery. Its effectiveness is based on skill rank times 3 minutes of paralysis. Experts can revive a character who has been paralysed for one hour times the caster's skill rank, while Masters can extend that to days.

**Charm** calms a single targeted creature and removes any hostile feelings it has towards your characters, an effect that lasts for 3 minutes for every skill rank. If this creature takes any damage, it will immediately become hostile again. So be nice. Cost is 8 points, recovery time is moderate. Experts double the effect's duration, while Masters quadruple it.

**Mass Fear** causes all creatures in the spellcaster's line of sight to flee in fear, a cowardly condition lasting 3 minutes for every skill rank. If a creature takes damage while under the influence of this spell, the spell will be broken. Mass Fear will not work on Undead creatures. This spell costs 10 points. Experts and Masters recover more quickly than Apprentices.

**Feeblemind** removes the ability of a target to cast spells until this spell wears off; Feeblemind will last for 5 minutes per each skill rank of the spellcaster. Cost is 15 points. Experts recover from casting more quickly, Masters faster still.

**Cure Insanity** removes the taint of insanity from a character if this spell is cast in time. The caster's skill and rank in Mind Magic determine how long a character can be whacko before the point of no return. After that, the only way to return sanity short of

Divine Intervention is to visit a temple. Cure Insanity cost is 20, its recovery time is significant. Its effectiveness is based on skill rank times 3 minutes of insanity. Experts can restore a character who has been attacked for one hour times the caster's skill ranking, while Masters can extend that to days.

**Psychic Shock** targets a single creature with mind-damaging magic: 12 points of damage, plus an extra 1 - 12 points for every skill rank. Cost is 25. Recovery time depends on your level of expertise; Experts and Masters have the advantage.

**Telekinesis** lets your characters avoid traps by manipulating objects - switches, chests, doors - from a safe distance. The distance and strength of Telekinesis is determined by a character's skill in Mind Magic. Cost is 30, and it is exhausting. Expert's Telekinetic power is based on doubling their skill rank in strength, Masters on tripling them.

## Body Spells



**Cure Weakness**, if cast in time, removes weakness from a character. The caster's skill and rank in Body Magic determine how long the a character can be debilitated before the point of no return. After that, the only way to get strength back is to rest. Cure Weakness' cost is 1, its recovery time is moderate. Its effectiveness is based on skill rank times 3 minutes of weakness. Experts can revive a character who has been weakened for one hour times the caster's skill ranking, while Masters can extend that to days.

**First Aid** restores 5 hit points on a single target: Cost is 2, recovery moderate and reduced for every level of skill. Experts heal 7 points of damage, Masters heal 10.

**Protection** from Poison increases all your characters' resistance to Poison: 1 point of resistance for every rank of the caster's Body Magic skill. Cost is 3 points, recovery time is moderate. The Protection lasts for 1 hour per skill rank. Experts double the resistance, while Masters triple it.

**Harm** slams a single creature with completely reliable magical damage. 8 points of damage are guaranteed, with an additional 2 points of damage for every skill rank. Cost is 4, recovery is nominal. Experts and Masters recover faster.

**Cure Wounds** heals 5 hit points on a single target, plus an extra 1 - 2 points of healing for every skill rank. Cost is 5 spell points, some recovery is required. Expert and Masters recover faster.

**Cure Poison**, if cast in time, removes the toxic condition from a character. The skill and rank in Body Magic determine how long the a character can be poisoned before the point of no return. After that, the only way to purge the system short of Divine Intervention is to visit a temple. Cure Poison cost is 8, its recovery time is significant. Its effectiveness is based on skill rank times 3 minutes of being poisoned. Experts can cure a character who has been poisoned for one hour times the caster's skill rank, while Masters can extend that to days.

**Speed** temporarily increases a single characters Speed statistic by 10, with an extra 2 for every skill rank. Cost is 10, with a moderate recovery time. Experts increase the Speed

statistic by an extra 3 for every skill rank, while Masters can haste all characters in the party at once.

**Cure Disease**, if cast in time, removes the diseased condition from a character. The caster's skill and rank in Body Magic determine how long a character can be infected before the point of no return. After that, the only cure short of Divine Intervention is to visit a temple. Cure Disease cost is 15 and requires some recovery. Its effectiveness is based on skill rank times 3 minutes of disease. Experts can cure a character who has been diseased for one hour times the caster's skill rank, while Masters can extend that to days.

**Power** temporarily increases a single characters Endurance statistic by 10, with an extra 2 for every skill rank. Cost is 20. Experts increase the Endurance and Might of a character by an extra 3 for every skill rank, while Masters can increase the Endurance and Might of all characters in the party at once.

**Flying Fist** cannot miss and it pummels an opponent with 30 points of damage, plus an extra 1 - 5 of damage for every skill rank. Cost for this hammering is 25 spell points, and the caster needs some time for recovery, though less if you are Expert or Master.

**Power Cure** restores hit points to all characters in your party at once: 10 points of healing, plus an extra 2 for each skill rank. Cost is 30, recovery is quite significant. Experts and Masters recover more quickly.

## Light Spells



**Create Food** makes food, but only works if you have less real food than the spell creates. For a cost of 20 spell points, you can create one day worth of food plus your Light magic skill divided by 10. Recovery time is moderate. Experts double the skill effect; Masters triple the skill effect.

**Golden Touch** converts a single item in your inventory into gold, with a worth equal to 40% of the items actual value. For every rank of Light Magic skill, there is better chance that this spell will succeed. Take care, for if the spell fails, the item is broken. Cost is 25, recovery takes time. Experts will make a conversion worth 60% of the items value; Masters will net a value of 80%.

**Dispel Magic** removes all helpful spells on all monsters in sight. This bit of trickery costs 30 spell points; recovery is moderate and mitigated somewhat by the caster's spell rank. Experts and Masters recover faster.

**Slow** is a spell I frequently used as a child. When cast for 35 spell points, it will halve a monsters speed and double its time to recover. The effect lasts for one minute for each skill rank of Light magic. Experts and Masters will recover more quickly.

**Destroy Undead** only works on those blasphemies, calling upon the power of the Gods to undo the evil magic that extends their unnatural lives. 16 points of damage, plus an extra 1 - 16 points of damage for every skill rank. Cost is 40. Recovery time varies, being shorter for Experts and Masters.

**Day of the Gods** simultaneously casts Power, Meditation, Speed, Lucky Day and

Precision on all your characters, and Guardian Angel for one easy cost of 45 spell points. Ain't magic convenient? The spell lasts one day, and its effect is to cast all those spells at twice the caster's Light Magic skill to the characters' statistics. An exhausting spell! Experts cast all six spells at 3 times Light Magic skill, Masters at 4 times.

**Prismatic Light** can only be cast indoors, and inflicts damage on all creatures in sight: 25 points of damage with an extra 1 point for every skill rank. Cost is an affordable 50 spell points. Recovery time is shorter for Experts and Masters.

**Hour of Power** simultaneously casts Haste, Heroism, Shield, Stoneskin, and Bless on all your characters, adding twice the spellcaster's Light Magic skill to their statistics. Cost is 55, recovery is significant. Experts cast the block of spells at 3 times Light Magic skill. Masters make it happen at 4 times.

**Paralyse** disables a monster for 1 minute for every skill ranking. Paralysed monsters may be freely attacked without fear of reprisal. Not fair, perhaps, but satisfying. Cost is 60, recovery is moderate. Experts and Masters will recover faster.

**Sunray** is the second most devastating spell you may acquire. Harnessing the light of the sun and concentrating it on one pathetic creature, Sunray metes out 20 points of damage, with an additional 1 - 20 points for every skill rank. Tied directly to that distant source, Sunray only works outdoors and during the day. Cost is 130. Experts and Masters recover more quickly.

**Divine Intervention** calls upon the heavens to heal your characters of all damage, restore your spell points, and remove all adverse conditions. This is available once per day, only during the rising or setting of the sun, and the gods exact a price on the spellcaster, aging him 10 years in addition to a spell point cost of 70. A great deal of recovery time is needed, though less with each rank of skill. Experts can call upon Divine Intervention twice per day, Masters three times.

## Dark Spells



**Reanimate** will allow the caster to "raise from the dead" any monster or NPC, depending on their original hit points and the caster's skill in Dark magic. Don't try to use this on a disintegrated friend; it will only work on a visible corpse. It costs 20 spell points to cast. Experts and Masters can reanimate corpses with higher hit points.

**Toxic Cloud** creates a poisonous cloud of noxious gases in front of the spellcaster and sends it slowly away from your characters, dealing out 25 points of damage, plus an extra 1 - 10 points per skill rank. The cloud remains intact until something runs into it. It costs 30 spell points to conjure. Recovery time is necessary, though less for Experts and Masters.

**Mass Curse** curses all monsters in the sight of the caster for 1 minute per skill rank. Cost is 40, recovery time is moderate. Experts' curses last 2 minutes per skill rank, while Masters' last 4 minutes per point.

**Shrapmetal** fires a 3-shot blast of hot, jagged metal in front of the caster, striking any creature that gets in the way and inflicting 6 points of damage, plus an extra 1 - 6 points of pain per skill rank. Cost is 50, recovery is minimal. Experts recover faster, and

unleash 5 shots per casting. Masters recover even faster, and set loose 7 shots at a time.

**Shrinking Ray** reduces even the grandest of monsters to more manageable sizes. Apprentices will reduce a creature to one half of its normal size, and this shrunken monster will only deal out one half its normal damage. This effect lasts for 5 minutes per rank of the spellcaster's skill, carries a cost of 60. Experts shrink monsters by two-thirds (both size and damage), while Masters quarter a beast's size and damage.

**Day of Protection** simultaneously casts Protection from Fire, Electricity, Cold, Poison, and Magic on all your characters, plus Feather Fall and Wizard Eye. The statistics added equal 2 times the spellcaster's skill rank. This spell costs 70, and lasts for one day. Experts add 3 times the spellcaster's skill rank, Masters add 4 times in statistic increases.

**Finger of Death** attempts to immediately slay a single creature by stripping its soul from its body. Charming. Finger of Death has a 3% chance per skill rank in Dark Magic of working. Cost is 80, recovery time is moderate. Experts get their chances upped to 4%; Masters improve their odds all the way up to 5%.

**Moon Ray** heals your characters and damages all monsters in sight. For every skill rank, this spell delivers 1 - 4 points of damage to your enemies, and restores an equal number of hit points to all characters in your party. This is the only spell that harms all monsters in sight and aids your party. Moon Ray is restricted to working outdoors and in the moonlight. Cost is 90. Recovery is required, though less for Experts and Masters.

**Dragon Breath** is the most powerful damaging spell you may acquire. It empowers the spellcaster to exhale a cloud of toxic vapours that targets a single monster, but also damages all other creatures within a 10-foot radius. Cost is 100, delivering 1 - 25 points of damage for every skill rank. Recovery time is significant, but less for Experts and Masters.

**Armageddon** is the town killer, inflicting 50 points of damage plus 1 point of damage for every rank of Dark Skill your character has to every creature on the map, including all your characters. It can only be cast once per day, and only outdoors, without cost in spell points. Quite exhausting, really. Experts can use Armageddon twice per day, while Masters can unleash it 3 times in one 24-hour period.

**Dark Containment** is a mystery even to me. I have glimpsed it but once. Little more is known about this powerful, albeit mysterious, spell. Learning its secrets is not for the weak, or the faint of heart...

## FIRST QUEST WALKTHROUGH

You've been confronted with a great deal in a short time, with a great ordeal yet to come. Are you up to facing the challenge? The responsibility? Only you know that answer, and you better be honest with yourself. Because out there in the real world — Enroth, not that mundane illusion you call "home!" — it's going to be you calling the shots. And once you've gathered a party of adventurers, it's their lives on your head if you take a left turn into the wrong dungeon.

I won't be there to hold your hand. At best, the advice here is a schooling. I can only share the knowledge to take you to the next level. What I offer here is a small glimmer of clairvoyance to guide you in your first steps into a strange, new land.

*'EVERY MAN WANTS TO KNOW  
THE FUTURE...UNTIL HE SEES WHAT CRUEL  
DESTINY THE FATES HAVE IN STORE! SOME GO  
MAD WITH FEAR...OTHERS WITHER AND DIE AS  
THEY ARE DEPRIVED THE THRILL OF  
SURPRISE! I HAVE LOOKED AHEAD AT WHAT  
YOU CAN EXPECT TO FACE...BEWARE THE  
HEAVY PRICE  
OF KNOWING TOO MUCH!'*



Your party begins their journey facing the South Gate of the city of New Sorpigal. All you possess are the meagre weapons and spells your adventurers have brought and food for at best a few days. You will arrive with the knowledge of your immediate past: mere hours before, you drove away a pack of goblins from their filth-ridden camp, a deathtrap where the monsters staged their attacks on ignorant travelers. Among the bones you found a handful of gold, King Roland's original five letters...and on the body of a traitor named Sulman, one other, far darker, piece of correspondence.

This vile conspiracy — between the Temple of Baa's King of the Devils and this murdered fool Sulman — is only the merest hint of the menace facing the very soul of civilisation. But you can take advantage of their scheming with some cunning of your own. This last letter relates where the traitor is to go for his reward, and the word he must speak to claim it for his own. Go to the Lonely Knight Tavern, and seek out Andover Potbello. Talk to him about the letter, and he'll give your party a tidy sum of gold. It's blood money, yes, but you can wash it clean by using it to finance the start of your good cause.

Gold always burns a hole in my robe: I'm quick to spend it! Don't be frivolous in your purchases, but I suggest now would be a good time to visit the local armour shop and outfit your characters with some protective gear. Start a conversation with the armorer: eager for business, he'll be quick to speak of the services he can offer your party.

Pass your mouse pointer over any item in stock, and the eager armorer will talk price; a right-click on the item will provide more information on the item, and a left-click will make the purchase. Click once too often and you'll be out of gold before you know it! Some of your characters are ill-suited to certain types of protection: sorcerers, for example, can not use (so don't waste money on) plate armour. Once an adventurer has purchased some armour, it becomes part of their personal inventory. View an inventory by first selecting a character; then click a second time to conjure up a magical view filled with detailed information about your adventurer. Click the third button from the left to delve into their personal inventory of goods and supplies. Equip their armour — that is to say, make it available for them to use as protection — by first picking it up (left-click); then left-click the item over the full figure image of your character.

With everything now in position for your adventure to truly begin, this is an excellent time to preserve the condition of your party! The unique nature of your interaction with Enroth allows you the privilege of freezing a moment in time and holding it safely within your Silicon Scry. Should a terrible mishap befall your adventurers, it is possible to reclaim that moment and once more continue the quest for the Mandate from that point. Save the status of your adventure by clicking the Disk button on your main adventure view: this materialises a small window providing several mechanical operations to keep you connected to Enroth. Click the button that proclaims "Save Game" (the gods treat us as such playthings!); slots will appear before you in which you must type a name that identifies this moment. Once this is done, click the check box, or press the ENTER key to continue. It's wise to use this power frequently...albeit responsibly!

Explore New Sorpigal's other shops and distractions, but don't get too distracted from the cause at hand. And take care not to wander into the wilderness quite yet. There are

dangers just over the city line that your party is, for the moment, almost certainly ill-equipped to deal with...let alone survive. Should you ignore my words and experience destruction and humiliation first hand, you can restore your party to one of the earlier times that you so wisely saved. (You were wise about it, weren't you?) Once more click the Disk button, and from there choose "Load Game" to select from your preserved moments.

Enough wandering! There's time for that after you've saved the world! Visit the City Council. They'll have a quest waiting — they always do — something to test your mettle. Talk to the Clerk about Goblinwatch, the Abandoned Keep southwest of town that the Council would like to put back into use. Preventing that urban renewal are the goblins and other evils that have taken up residence. If you can clear the beasties out, your party is welcome to whatever they find inside.

The clerk will provide a key to Goblinwatch: on to it! Bravery counts: walk right up to the front door and walk on in. (Attitude doesn't hurt at a time like this!) There's danger just ahead: now would be the perfect time to preserve your party's situation...just in case!

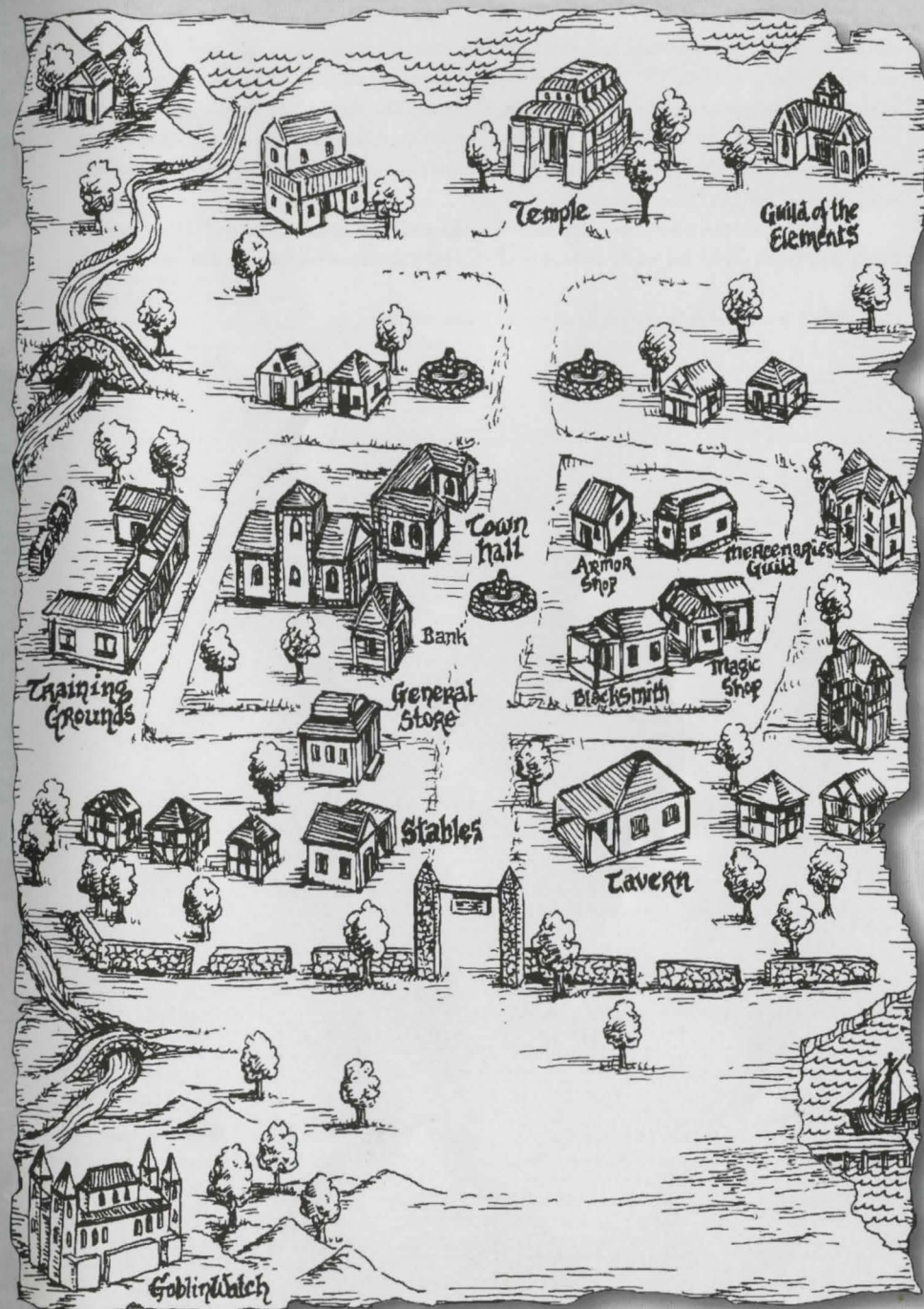
Take a right...follow the corridor ahead. Try not to scream when the giant rat attacks! Show the abomination no mercy. Click the first of your characters to attack, and then click the monster itself! A fighter will do all in their power to strike a killing blow. If your strategy is to unleash magic on the beast, first select the magician — click the character — and then CONTROL-click the rodent-devil with your mouse. If their readied spell is a destructive one, that rat is one step closer to dead.

Leave the rodent's corpse behind, continue down the corridor, and let your imagination run wild as to what's in those 12 vaults in the room ahead. Could be treasure...but it could also be poison...or even more rats! Search the room — fight for your party's life, if need be — just make sure you find the scroll that contains a secret pattern of 16 buttons. This solution opens a special door: you find it by proceeding from the front of the keep directly through the door in front of you; from that point make a left. Open the door using the scroll pattern — and, if you're smart, use your power to save this moment in time — and get back to New Sorpigal.

Your adventurers are no doubt wounded! So, when you get back to town, have them rest on the street: there's no shame in that. Click the Rest button on your window into Enroth, or touch R on your keyboard: either will allow your party a chance to recuperate. In the morning, go back to the City Council and get your reward from the clerk. Hint: use the fountains in town for "special surprises".

You haven't finished with the Abandoned Keep, you know: there's more treasure — and danger — to be found in its dank walls. New Sorpigal holds another dungeon (to the northwest) worth your attention, as well: look on the map I've provided you. And when you're ready, the rest of the world waits to the West...but it doesn't wait long: the Temple of Baa is moving fast!

The experience your party faced in the Keep is measured by a form of what might be called "points." (The higher powers like to treat us mere mortals like game pieces!) As your adventurers gather an increasing number of points, they have the right — even the responsibility — to present those at a Training Centre. There's one in New Sorpigal,



certainly. There, learned men will evaluate and consider and pontificate and — well, the important thing is that, with enough points, a character in your party can increase their ranking for one or more skills. The higher the rank, the better the guarantee of success, whether that skill be for politics, bartering, or killing. Hmm...hard to tell those apart, sometimes. In any case, visit the Training Grounds, speak with the trainer, improve your party's standing...and their chances.

Remember, this is the very shortest of looks ahead in your adventure! There may be twists and turns along the way I cannot predict, and you alone will have to deal with. Or die trying.

What lies beyond that first horizon no man can say...

## TECHNICAL SUPPORT

If you have followed all the steps recommended in the documentation and still can't get the game to work properly, don't panic, our team of technicians is there to help:

### United Kingdom

Tel : +44-181-944-9000

E-Mail : techsupport@ubisoft.co.uk

Technical help/Hints and Tips is open from 9.30 - 5.30 Mon - Fri

Ubi Soft Entertainment Ltd.

Vantage House

1 Weir Road

Wimbledon

London SW19 8UX

### Holland / Belgium

Ubi Soft Entertainment

30, Avenue de Roodebeek

B-1030 Brussels

Belgium

Tel: +32.2.732.5577

Fax: +32.2.735.3189

Hotline is open from 9.00 - 12.30 and from 14.00 - 18.00 Mon-Fri

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Ubi Soft  
ENTERTAINMENT

UBI SOFT ENTERTAINMENT LTD.

VANTAGE HOUSE, 1 WEIR ROAD, WIMBLEDON, LONDON SW19 8UX

TEL: 0181 944 9000 [WWW.UBISOFT.CO.UK](http://WWW.UBISOFT.CO.UK)

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