

TAKE YOUR GAME FURTHER™ **BRADYGAMES**

D. W. Bradley's

# Wizards & Warriors™

Official Strategy Guide

By Siôn Rodriguez y Gibson

This game has received  
the following rating  
from the ESRB:

MATURE



Animated Violence

Animated Blood and Gore

COVERS WINDOWS® 95/98

ACTIVISION

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MAPS!



# Wizards & Warriors™

## Official Strategy Guide

By Siôn Rodriguez y Gibson



BRADYGAMES  
TAKE YOUR GAME FURTHER™

Heuristic Park  
— INCORPORATED —

ACTIVISION

## WIZARDS & WARRIORS™ Official Strategy Guide

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# Foreword

## WELCOME TO THE WORLD OF WIZARDS & WARRIORS!

*Wizards & Warriors* is a game designed to bring the joys of live role-playing to your personal computer. Although it can't duplicate the pleasure of gathering with friends on Friday nights in search of adventure amidst a cornucopia of stale jokes, cold pizza, and spilt colas, it nonetheless offers an opportunity to discover a bit of what the role-playing experience is all about. A central theme of this endeavor is the art of developing a group of heroes from an early stage of inexperienced youth into a band of hardy and robust warriors and wizards capable of meeting the challenges presented by a strange and formidable world filled with all sorts of clever and diabolical opponents. It will be up to you to successfully guide these characters, *your* characters, through this land of glory, adventure, and conquest.

Contrary to many computer games contemporary with our times, not everyone you meet in *Wizards & Warriors* will be an enemy. In fact, there are many creatures and denizens who would aid you in your quests, and whose benefit and friendship can lead you to discover greater rewards. Learning to recognize who means well and who intends treachery is just a small part of what fantasy role-playing is all about, and thus one of the reasons for preparing this supplemental guidebook.

This strategy guide will help to give you a better understanding of the many intricacies behind the world of *Wizards & Warriors*. It includes not only maps and helpful hints if perchance you become lost or confused, but also offers behind the scenes insights into understanding the many facets and variations involved with creating your initial characters, and successful strategies for developing them into a well trained band of heroes capable of surviving the numerous hazards that lie in wait for them. Inside these pages are gathered a collection of secret wisdoms that will lead you to victory in this amazing realm known as the Gael Serran.

I bid fortune smile upon you in your travels through these distant lands.

—D.W.Bradley



## Author Bio

### Siôn Rodriguez y Gibson

Although Siôn has done the rounds of bars in the City of Angels – from low dives downtown to the swanky bars on Main Street—he prefers the inns and taverns of the fantastic realms he often visits.

If you find yourself in the lands of the Gael Serran he recommends the dark stout brewed by Dwarves, the pale wines of the Elves and the strong spirits of the Whiskahs. He suggests you avoid the beer brewed in Brimloch Roon for it is salty and tastes of seaweed.



## Acknowledgements

Glenn Ige, for coordinating the impossible and displaying an unhealthy obsession with card games. Glenn Vistante, my barbaric ally in many fantastic battles.

The good folks at BradyGAMES for letting me do this again!

And, everyone at Activision for trying and failing to drive me insane!

BradyGAMES would like to thank Justin Berenbaum and Doug Rothman at Activision for their assistance in the completion of this guide.



# Plot Overview

—in which the story behind this great saga is explained to our gentle readers—

## THE MYTHIC PAST

Since Eternity began, the cosmos has been a battleground for the forces of Good and Evil. Vast gods have gone to war countless times, their battles shattering worlds in the never-ending conflict.

In these battles, the forces of Good and Evil have elected champions and sent messengers to the world to force mortals to choose sides. How many times this has happened is unknown to even the wisest sages.

A few beings exist that can remember these cosmic wars: Kerah, warrior angel and champion of Good is one, as is the Great Dragon, Erathsmedor, who makes it his business to train heroes.

## DEEP HISTORY

Three thousand years ago, Oakenmir, the ancient treant, was born. For three millennia he has watched the Gael Serran and protected it from evil. Twelve hundred years ago, Erathsmedor took up his lair in the Dragonspire Mountains. Both watched when two mortals—Anephas and Cet—came into conflict and brought the cosmic forces into the battle.

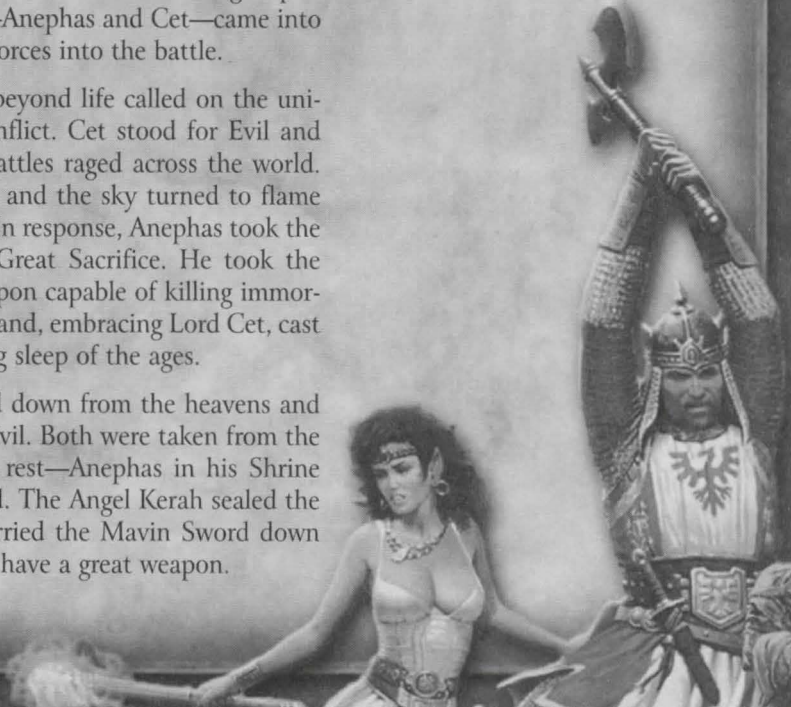
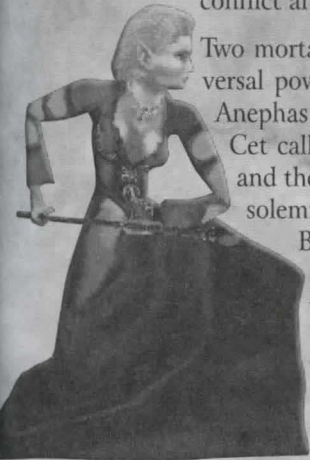
Two mortals driven by passions beyond life called on the universal powers to attend their conflict. Cet stood for Evil and Anephas for Good, and their battles raged across the world. Cet called upon the great fire, and the sky turned to flame and the world began to burn. In response, Anephas took the solemn vow and made the Great Sacrifice. He took the Black Fire, the only weapon capable of killing immortals, into his own body and, embracing Lord Cet, cast them both into the long sleep of the ages.

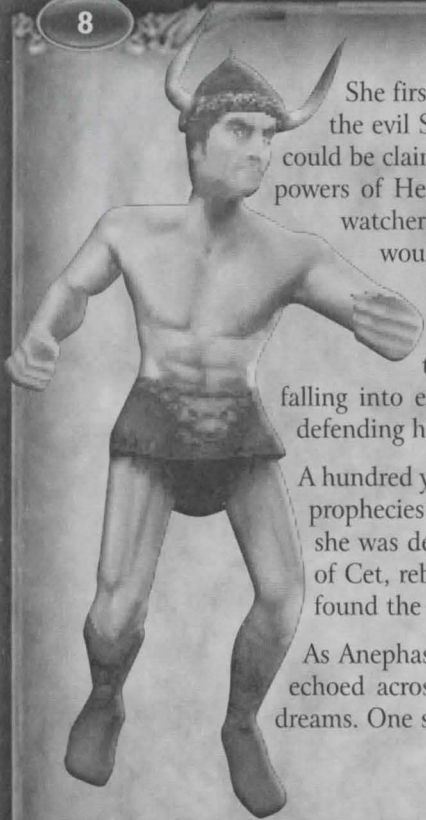
Anephas's blood rained down from the heavens and quenched the fires of Evil. Both were taken from the battlefield and laid to rest—Anephas in his Shrine and Cet in his pyramid. The Angel Kerah sealed the Pyramid of Cet from the world and carried the Mavin Sword down from the Heavens so that future heroes would have a great weapon.

Chapter

1

Plot Overview





She first entrusted the Mavin to Oakenmir. When the treant was almost destroyed by the evil Sathius, she took the sword and bound it to the Oath of the Mavin, so that it could be claimed only once each century. The Oath was a binding vow that called upon the powers of Heavens to witness, and she set three watchers to enforce this oath. The first watcher would be Nivius, an ancient knight who never forsook his trust; the second would be the Oracles of Ishad N'ha, three sisters to whom prophecy was entrusted; and the last was the great dragon, Erathsmedor.

As centuries passed, Cet and Anephas slept and many heroes came to claim the Mavin, each serving the forces of good until finally being consumed and falling into eternal night. The last of these heroes was D'Soto, who died a century ago defending his great castle, Shurugeon, from the forces of Evil.

A hundred years passed and no new heroes arose. Various people became enraptured by the prophecies and sought their own destiny—Elyssa found the Masque of Death and thought she was destiny's child. In the darkness, Evil stirred. G'Ezzered Ra, the undead servant of Cet, rebelled against his lord and sought to destroy the evil Pharaoh. In his quest he found the sleeping form of Lord Anephas and accidentally destroyed him!

As Anephas perished, Cet woke, laughing, and called the darkness to him. Cet's laughter echoed across the Gael Serran, disturbing the sleep of many and sending forth strange dreams. One such dream begins your quest...

## THE PRESENT (THE STORY OF THIS GAME)

Upon leaving the Town Inn of Valeia, our heroes are greeted by Gareth, the village elder. His dreams foretell dark times and he sends them on the quest for the Mavin Sword that he believes to be within the graveyard crypt of Bersault.

On their way to the graveyard, the heroes will meet a mysterious traveler and perform several services for the people of Valeia and its surroundings. They learn how to enter the crypt from the insane Stout, Bilibump, and progress into the graveyard while fighting off the undead.

Upon entering the crypt, the heroes find it to be infested with the walking dead. Fighting their way downward, they come upon the crypt keeper, Rethpian, brother to Bilibump. Rethpian has lost the keys to the deeper sections of the crypt, but gives enough clues that the heroes are able to find them. With the key in hand, the heroes can confront the first servant of Lord Cet—F'Lokis Ra. This ancient mummy angered his lord and was entombed with an amulet blessed by the angel Kerah about his neck. Awakening from this punishment, he attempts to slay the heroes in sacrifice to his dark lord.



The blessed amulet gives the heroes the words they need to open the deeper parts of the crypt.

Progressing downward, the heroes find the entire underground complex to be overrun with the dead. Fighting their way down, they find the abandoned ruins of the old asylum. (Within the Gael Serran, the insane are treated with fear and repulsion, and often exiled to such underground pits as this.) At the heart of the old asylum is Scabban, once a proud mage, now made a monster through necromancy. It is his Contagion that has raised the dead and threatens the living.

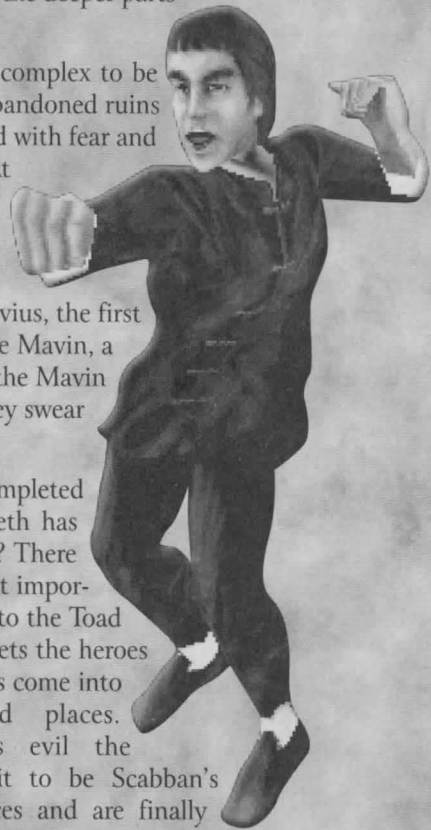
In the most ancient tombs below the asylum, the heroes meet Nivius, the first watcher of the Mavin. This ancient spirit guards the Signet of the Mavin, a mystic ring that will let the heroes pass the oracles and seek out the Mavin Sword itself. He will only surrender the signet to the heroes if they swear the Oath of the Mavin, a binding and terrible vow.

After returning victorious, there are many tasks to be completed for the various guilds and people of Valeia. Sadly, Gareth has been slain; perhaps the mysterious traveler is responsible? There are other tasks to complete, arguably most important is a quest that takes the heroes into the Toad Village. Here Shinwiki, the shaman, sets the heroes the task of destroying an evil that has come into the Toad's sacred places.

Confronting this evil the heroes discover it to be Scabban's missing apprentices and are finally able to put the Contagion to rest.

After completing all these tasks, the heroes will be able to find their way into the Oracle Caves and confront the Oracles of Ishad N'ha. These old women were once young and beautiful in a distant time, long ago; now they dwell in darkness and use their powers of prophecy and intuition to watch the turning of history. As the second watcher of the Mavin, they explain the Prophecy of the Age to the heroes and let them pass through a secret passage if they hold the Signet of the Mavin. The Oracles will send the heroes to the Serpent Temple to retrieve the Masque of Death.

On the other side of the underground passage is the river leading to the town of Ishad N'ha. Here the heroes find new quests and challenges.



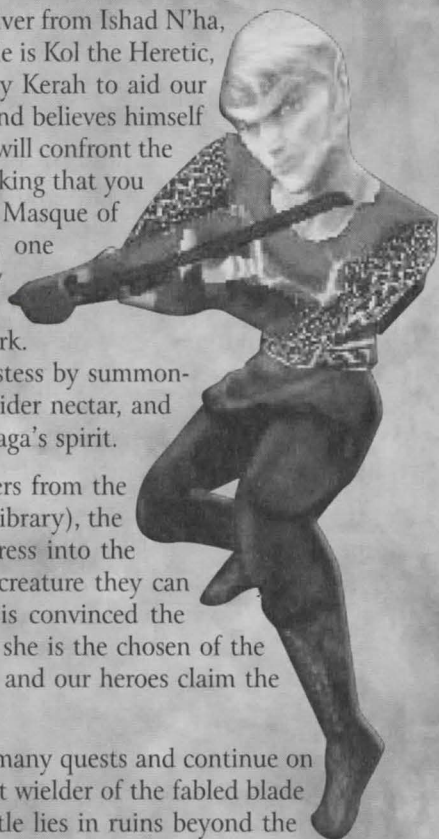
The Serpent Temple, an imposing structure down the river from Ishad N'ha, presents the first of these challenges. Outside the temple is Kol the Heretic, once a worshipper of the Naga, he has been chosen by Kerah to aid our heroes. Unfortunately, he has misinterpreted his role and believes himself to be the Chosen One. Entering the temple, the heroes will confront the wizard, Kreug. It may be possible to fool him into thinking that you are postulants at the temple, but a fight is likely. The Masque of Death is held by the High priestess of the temple, one Elyssa. To get to her, the heroes must fight their way past serpent fanatics rescuing the surviving member of the Hidden Circle, as well as battle against H'Thark. H'Thark knows the secret way to reach the High Priestess by summoning the spirit of Xydussa. Collecting incense cones, spider nectar, and the serpent wand, the heroes may summon the foul Naga's spirit.

Once the spirit is summoned and pacified with answers from the Book of the Servant (a sacred text guarded in Kreug's library), the gates to the deeper temple open and our heroes progress into the catacombs to fight the Naga. Slaying this foul creature they can confront Elyssa. The leader of the cult, she is convinced the Prophecy of the Age, applies to her and that she is the chosen of the heavens. Her death proves this destiny false, and our heroes claim the Masque of Death.

In Ishad N'ha, our heroes can pick up many quests and continue on the trail of the Mavin Sword. The last wielder of the fabled blade was the knight D'Soto and his castle lies in ruins beyond the town. Entering the ruined castle, our heroes discover that

D'Soto's soul is held in torment by the demon Haleabus. Fighting their way through the undead infested crypts, they meet the wizard Ardibren, D'Soto's friend and advisor, who is the cause of the demonic infestation. Ardibren has a plan that can save them all from damnation and enlists our heroes into fighting the demon by activating the dark powers of the Masque of Evil they took from Elyssa. Using the Masque to banish Haleabus to Hell fulfills part of the Prophecy of the Age and our heroes realize that it is truly their destiny to find the Mavin Sword.

Before passing on to his reward, D'Soto appears once more and rewards the heroes with great knowledge. He gives them the sacred word which will allow Erathsmedor to release the Mavin into their care, as well as the Shroud of the Mavin, a mystical cloth that will wipe the sword clean of the taint of its previous owners. Armed with this new knowledge, our heroes set out to find the Dragonspire Mountains and their destiny. Wandering the wilderness, the party will encounter Erzebette who has information about the great dragon, Erathsmedor, and Scanthril, a roguish Ratling who has some shady business with them.



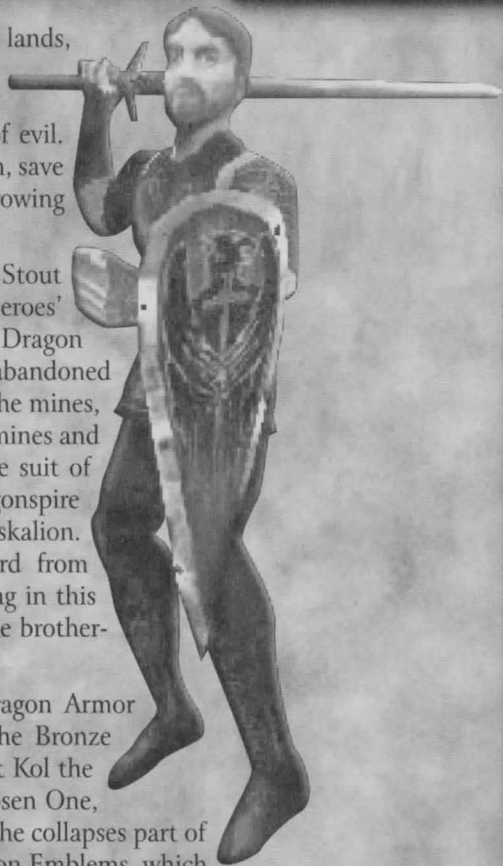
Scanthril enlists our heroes in some of the darker business in the lands, but as they complete tasks for him they learn more about the threats they face. They can also fulfill tasks for their guilds and Lord Barrenhawk of Ishad N'ha, gradually cleansing the land of evil. They face werewolves, the poor souls trapped in the Boogre Prison, save the soul of an honorable samurai, and gradually force back the growing darkness.

Putting all of this information together, they head deep into the Stout Mines. Here the Stout king, Freyedies, has had dreams of the heroes' quest and agrees to help them. He can forge a magical suit of Dragon Armor if they bring him the dragon ore from deep within the abandoned mines. Spirits of the dead and darker things guard the depth of the mines, but our heroes are able to descend into the lava pits beneath the mines and claim the mystical ore. With this metal, Freyedies can forge the suit of Dragon Armor, which will allow our heroes into the Dragonspire Mountains. Deep in the mines they meet the rebel dwarf, Raskalion. Should they kill him they can claim a great, if dark, reward from Scanthril. Returning to the rat that drove much of their questing in this land, our heroes bring him to judgement ending the power of the brotherhood of the Wood.

With this done, they head into the mountains. The Dragon Armor allows the party to get past a clockwork mechanism, the Bronze Firebeast, which guards the dragon's lair. Inside they meet Kol the Heretic. Convinced that he is the Chosen One, destined to claim the Mavin Sword, he collapses part of the cave system and hides the Dragon Emblems, which allows entry to Erathsmedor's lair. Moving deeper into the cave system our heroes meet Hephaestus, an engineer gnome who built the Firebeast. He is a friend of the dragon and reveals details of Kol's treachery and madness. Hephaestus helps our heroes to find their way through the caverns.

Finally gaining access to Erathsmedor's lair, we find Kol demanding the Mavin from the Great Dragon. Erathsmedor is not amused and dispatches the poor soul before turning to the heroes. Only the sacred word and the Shroud they were given by D'Soto can save them. Receiving these, the dragon is mollified and speaks to the party of ages past, before opening the chamber of the Mavin. Finally, after so much time, our heroes can claim the dread sword forged of twin metals!

Beyond the Dragonspire Mountains lies the Port of Brimloch Roon. On the way down the mountainside, our heroes meet the Grue Morde, an evil assassin who they first met at the gates of Valeia. It is the Grue Morde who killed Gareth and revenge is a dish best served cold. Entering the port city,





our heroes discover things are in uproar. Rumors have come across the Enchanted Ocean that something is stirring beyond the great desert and while some guilds have minor quests for our heroes, others seek to arm themselves for the coming battles. Buying a ship, the party sets out across the ocean to seek their destiny with no clues as to where to find the Lord of Evil.

Close to Brimloch Roon, they come across Skull Castle. Once a prison complex, rumors say a deadly wasting disease struck down all within the structure and that it now lies abandoned. Entering its dark walls, they discover it to be the realm of the arch-lich G'Ezzered Ra! G'Ezzered was once a loyal servant of Lord Cet, but has rebelled against his overlord. Across the centuries he has sought a way to free himself from the Pharaoh of Evil and, thinking he had found a way to discover the Tomb of Cet, he cast a mighty spell upon the sleeping form of Anephas. The spell misfired and Anephas was destroyed. Now Lord Cet awakens and G'Ezzered knows

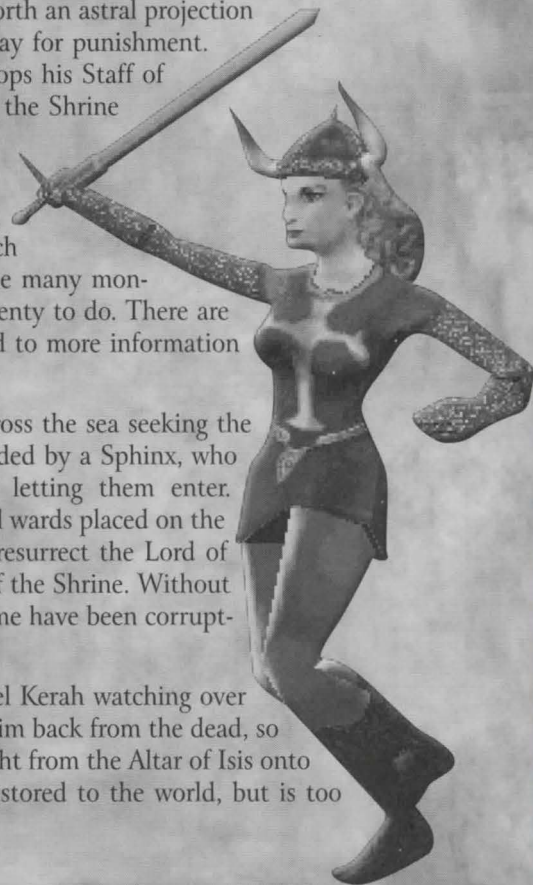
doom is coming. He sets our heroes a task—find an ancient relic deep within the walls of Skull Castle so that he might fight the Lord of Evil. Breaking into the well-defended treasure crypts of the Castle, our heroes bring the mystical relic back to G'Ezzered, but too late! Lord Cet, sensing his servant's betrayal, sends forth an astral projection and attacks G'Ezzered, taking him away for punishment. Before the lich is overwhelmed, he drops his Staff of Death and tells the heroes to seek out the Shrine of Anephas and reverse the damage he

has done.

As they travel the Enchanted Ocean, our heroes can complete tasks for the people of Brimloch Roon. The fears of the growing darkness and the many monsters released across the world give our heroes plenty to do. There are many quests, which open up new vistas and lead to more information about their destiny.

Armed with new purpose, the party sails out across the sea seeking the resting-place of Lord Anephas. They find it guarded by a Sphinx, who demands the answers to three riddles before letting them enter. G'Ezzered's Staff of Death can break the mystical wards placed on the Shrine and our heroes enter to see if they can resurrect the Lord of Goodness. There are many traps and defenders of the Shrine. Without Anephas's word, they attack all intruders and some have been corrupted by Cet's evil.

Deep inside the Shrine, our heroes find the angel Kerah watching over her fallen love. She tells the party how to bring him back from the dead, so they set out to complete the task—shining the light from the Altar of Isis onto the ashes of Anephas. The Great Defender is restored to the world, but is too



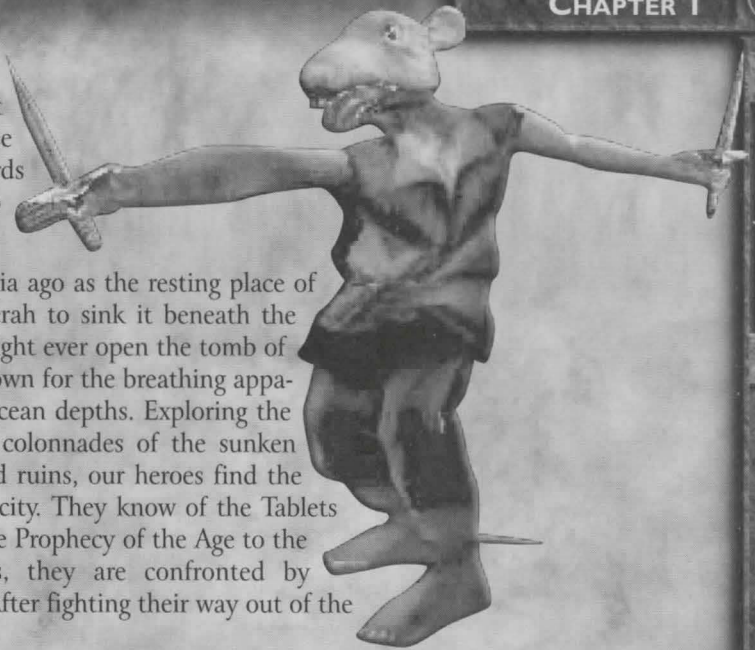
weak to immediately challenge Lord Cet. He tells the heroes to find the Tablets of Cet within the Sunken City of Collasium. These will allow them to break the mystical wards around Cet's Pyramid and take the battle to the Dark Lord.

The City of Collasium was chosen a millennia ago as the resting place of the Tablets of Cet and Anephas ordered Kerah to sink it beneath the waves of the Empty Ocean so that no one might ever open the tomb of the Dark One. Our heroes have to trade in town for the breathing apparatus that will allow them to dive into the ocean depths. Exploring the sea floor, they find the ruined pillars and colonnades of the sunken metropolis. Entering the supposedly deserted ruins, our heroes find the gentle Merfolk have taken over the ancient city. They know of the Tablets and their Oracle can reveal the full text of the Prophecy of the Age to the heroes. Claiming the last of the Tablets, they are confronted by Vermourah—a corrupt servant of Lord Cet. After fighting their way out of the lost city, there is but one task left.

Abandoning their ship, the party sets out on foot across the Great Desert. Here many monsters—from the legendary hydra to the two-headed Cyclops to red dragons—have been stirred to rage by the Dark One's waking. After many desperate battles the heroes come upon the pyramid of Cet, the center of all the evil in the Gael Serran. Using the Tablets they gain entrance and become the first mortals to step within the vast structure in over one thousand years!

Inside the Pyramid, all the forces of Evil are arrayed against our heroes. Cet has restored his favored from death as Mummies and Vampires. He has summoned vicious fire elementals, evil Demons, and hellspawn—and all are thrown against the party in an effort to stop destiny. Deep within the tomb they find G'Ezzered Ra, chained to eternal torture for his treachery. Should they be able to kill him and release his damned soul, he will reveal the secrets of the Black Fire—the only weapon that can slay immortals. Empowering the Mavin Sword and the Staff of Death with the mystical fire, our heroes finally have the two weapons capable of harming the Dark lord. They have also done a mighty deed here in releasing G'Ezzered from torment, and the hero who performed the deed will be eligible for the Role of Valkyrie, if this character is a woman.

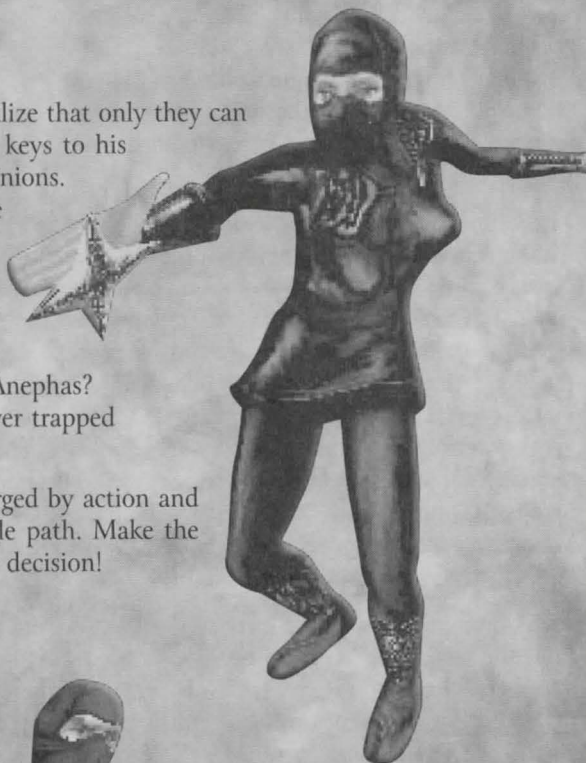
After freeing the lich, our party attempts to summon Anephas and Kerah to fight Lord Cet through the Portal of Isis. Unfortunately, Cet is too strong; he prevents Anephas from entering the Pyramid and turns Kerah against the heroes.



Saving her with Holy Water, the heroes realize that only they can confront the Dark Lord and seek out the keys to his tomb, guarded by his most powerful minions. Finding the keys, our heroes walk into the final battle ready to realize their destiny...

Will they triumph? Or will darkness rise to cover the land eternally? Will they surrender to Lord Cet and turn on Lord Anephas? Or will they fall in battle, their souls forever trapped with the Dark One?

This is for you to decide, for destiny is forged by action and is not a chain that binds you to one single path. Make the choice wisely, for much will rest upon your decision!





# Becoming a Hero

—in which the details of character creation and ascension are revealed to you, our gentle reader—

The role of hero in the Gael Serran is defined through many attributes and abilities. Foremost amongst these are clan—the stock from which the hero claims descent—and Role—the career or path they follow.

You can band up to six heroes together to form your adventuring party and have as many as nine other heroes on reserve in the Town Inn giving you many options.

## CREATING A CHARACTER

When you create a character, there are actually several random processes running in the background. You should pay close attention to these to make sure that you are not ending up with a weak character in place of the hero you envision.

The first choices are all up to you: Clan, Gender, and Portrait. You are then presented with your fledgling hero's eight Attributes and a pool of points to spend on them. Both the starting Attributes and the bonus points are randomized so you should pay close attention to the numbers.

Given that an Attribute of 8-10 gives neither bonuses nor penalties, this can stand as the average. If any of your hero's Attributes fall below this level, they will suffer penalties; if it is higher, then they will receive bonuses. Both the bonuses and penalties increase the further you vary from this average. That means you should make sure all of the character's key Attributes (those used by their Role) fall into the above-average range and that none of their Attributes is particularly bad.

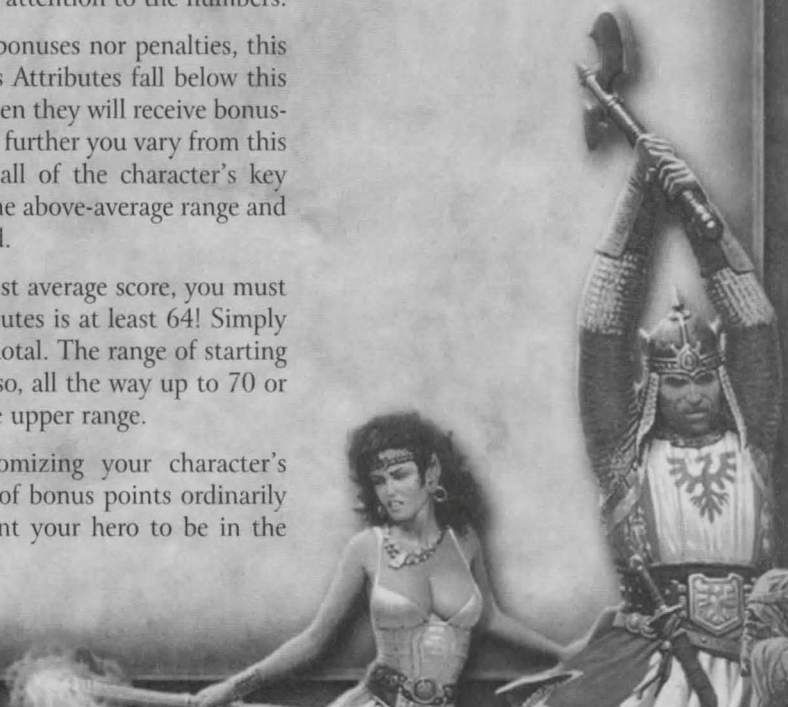
With eight Attributes and eight being the lowest average score, you must make sure that the total points for your Attributes is at least 64! Simply add up the value of each Attribute to get this total. The range of starting Attributes usually runs the gamut from 50 or so, all the way up to 70 or more. You want all your characters to be in the upper range.

The bonus points you get to spend customizing your character's Attributes can be factored in here. The range of bonus points ordinarily varies between 3-13 or so, and again you want your hero to be in the upper percentile.

Chapter

2

Becoming a  
Hero



To maximize your chances of having the good characters, create a fantasy draft for each character type you want in your party. This is done by selecting the basic range of characters you want: An Elven Wizard, Gourk Warrior, etc. Choose the first character and roll them up six times—that is, create exactly the same character six times. Because the Attribute range in character generation is random, your six draftees will display a wide range of Abilities. Add all six to your party and compare them (a swimsuit round is not recommended).

Be brutal and Darwinian here. You want to keep only the strongest version of the character and eliminate the others. First delete the ones with the fewest Hit Points, the worst Role Attributes (Warriors with low Strength, for example), and then, if several strong candidates remain, total up their Attributes and ruthlessly purge the losers of the contest. The last hero standing will be the one you take with you on your adventure!

Repeat this for all six characters in your party and you will have a group of champions, instead of a hapless band of weaklings!

The points characters receive for their skills are not randomized, so you will not have to repeat this process when it comes to skill selection! All skills are detailed and each of the starting Roles has a character generation note to assist you.

### Earn Extra Cash

Each new character starts with 200 gold, so when you delete them that money is transferred to remaining party members. By going through this process, each party member will start the game with 1200 instead of 200 gold! If you think this is cheating, then be charitable by donating the gold at the first Temple you encounter!

## ASSEMBLING A PARTY

There's more to forming your party than merely slapping six strangers together. It pays to strategize to get as wide a range of abilities as possible—you'll want to be able to cope with anything you meet in the Gael Serran.

The most basic rule of party creation is that you need one character of each Basic Role—Warrior, Wizard, Priest, and Rogue. The two final characters are up to you and can be chosen to suit your style of play. Two choices, however, come with high recommendation—Warriors and Wizards.

One suggestion is to make both of your 'extra' characters Warriors. Early in the game having the ability to deal and resist damage is essential, and any Warrior can easily ascend to a more potent Role later. Taking two Warriors increases your ability to take down enemies quickly and efficiently. Increasing Attributes can differentiate the three Warriors in your group—one with enhanced Strength, another Dexterity, and the last Agility. This means that each of your Warriors would operate differently and be a logical choice for a different Elite Role (Barbarian, Paladin, Ranger, or Samurai). Although it would make logical sense for the Warriors specialize in unique weapons, it's probably best to stick with the basic Sword skill unless you want to take another weapon for the style.

Another option when selecting your two final characters is to augment your party with a balanced addition of both a Warrior and a Wizard. This will amply support both your martial and mystical strength.

The recommended choice when filling the remaining two slots in your party is two Wizards. This allows each to specialize in a different Book of Magic. One can develop the Suncraft skill while the other concentrates on Stonecraft. You will also be able to reach the more powerful high level spells faster than you would with just one character. (Likewise, should the two Wizards become Warlocks, one can push forward in Moon while the other follows Fiend craft.) This division of Roles affords you the spells to deal with any situation.

It also pays to create one extra character—Clan and Role do not matter—and just name it Mule. Whenever you return from an adventure loaded with items, unsure which ones you want to keep and which you want to sell, give them to Mule. He'll hang onto them until you need them!

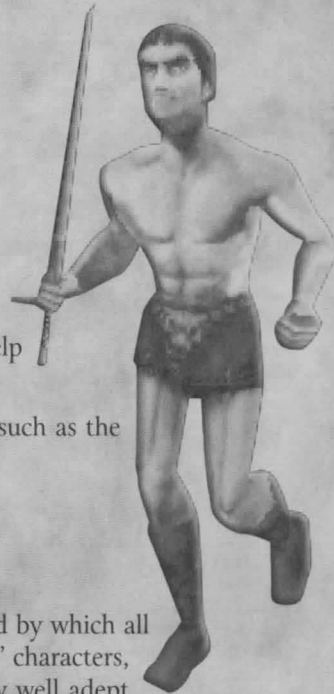
## Clans

Clan is a character's birthright, the people from which one claims descent. A character's clan not only defines their starting attributes, but also grants a special trait—a special power or ability—that will help them on their adventures.

Many other clans in the world are not available as player characters, such as the Toad People of Nymph Lake. It is, indeed, a wide world out there.

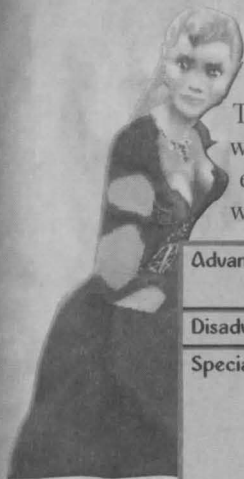
## HUMANS

No special abilities are attributed to Humans, as they are the standard by which all other clans are measured. Humans tend to be the most “well-rounded” characters, having middle-of-the-road characteristics, and therefore are reasonably well adept regardless of what Role they may take. All Humans have the Natural Leader Trait.



Advantages	None
Disadvantages	None
Special Trait	Natural Leader—the ability to inspire others, automatically granting nearby party members combat bonuses to make successful strikes and avoid strikes of opponents. This is a great Trait for a party member to have because it helps everyone equally. Always have a human in your party for just this reason.
Recommended Role	Any—with an average attribute range and no special penalties, humans can fill any role in an adventuring party.

# ELVES



Tall and reclusive, the Elves inhabit the forests and woodlands, and tend to avoid contact with other clans. Though they are not as physically strong and robust as Humans are, Elves exhibit above average intelligence and agility, making them excellent scouts, archers, warriors, wizards, and rangers. All Elves have the Quick Learner Trait.

Advantages	Elves excel in the work of the mind and, with their Quick Learner trait, can advance quickly in their chosen role.
Disadvantages	Elves tend to be frail and are poorly suited for the more physical roles.
Special Trait	Quick Learner—the character learns all skills 25% faster, and gains 10% more experience from killing monsters. This means Elves will outpace their slower witted comrades [i.e. everyone else]. Hence, it makes sense for an Elf to follow a difficult and experience-heavy Role, such as that of a Warlock, or to follow a quicker Role, such as a Bard, to really shoot up the levels.
Recommended Role	Wizard, and then Bard.

# LIZZARDS

Somewhat hideous looking and rather unintelligent, these formidable creatures make lethal warriors, thanks to their amazing agility and superior strength. While Lizzards are not the most adept creatures when it comes to handling weapons that require a high degree of dexterity, they are nonetheless very fast on their feet, and their toughness gives them great advantage. All Lizzards have the Snakeskin Trait.

Advantages	The Lizzard people are fine fighters, able to dodge incoming attacks and then counter-attack with surpassing ferocity.
Disadvantages	Lizzards are clumsy initially, although a seasoned Lizzard hero will soon overcome this penalty.
Special Trait	Snakeskin—grants a 50% resistance to poison. This is a background trait that you won't notice until you hit the Serpent Temple and realize the Lizzard is the only hero left standing.
Recommended Role	Warrior, and then Samurai.

# DWARVES

Short, stocky beings that are noted for their robust vigor and passion, these hardy, strong creatures have above average strength, but are not particularly intelligent or graceful. They are tough and somewhat spiritual, which makes them both able Warriors and Priests. They are experts at forging Weapons and Armor, Mining for gems and gold, and skilled in Trade, as their stubbornness enables them to succeed in endeavors that discourage most others. All Dwarves have the War Cry Trait.

Advantages	Dwarves are practically unstoppable, as either a Warrior or Priest they will be the bulwarks upon which the rest of the party rests.
Disadvantages	The heavyset Dwarves make excellent support characters, but are less suited to the daring needed for successful adventuring.
Special Trait	War Cry—the character may cause monsters to become afraid after a successful strike is made, which reduces the monster's ability to fight. This is a trait that makes Dwarves valuable party members. Just don't ask them to sing in a bar after the battle.
Recommended Role	Warrior, and then Barbarian or Paladin.

# Oomphaz

Spiritual elephantine creatures that are also physically very strong, the Oomphaz are very adept at all forms of magic and make excellent Wizards and Priests. However, the one weakness is that their gargantuan size makes these intelligent beings extremely slow and clumsy. Oomphaz cannot wear any normal armor, as it must be specifically custom-fitted to cover their bulky torso. All Oomphaz have the Mana Seed Trait.

Advantages	Oomphaz make excellent spellcasters, combining outstanding attributes with a perfect trait bonus. An Oomphaz will exhaust their Mana only after the greatest of battles.
Disadvantages	They make terrible fighters, because despite their tremendous strength they will often miss their targets and be unable to dodge enemy attacks. Also because of their sheer size they need specially fashioned armor, which is rare and expensive.
Special Trait	Mana Seed—the character regains all Mana 25% faster.
Recommended Role	Priest, and then Warlock.

# WHISKAHS

Fast and sleek, these Tiger-like creatures are very agile and make great Warriors. Their Spirituality also makes them excellent candidates for cleric positions such as Priest. No matter what Role they take, the quick reflexes of the Whiskah lend advantage to their cause. All Whiskahs have the Night Vision Trait.

Advantages	Whiskahs are fast—they react quickly and can deftly dodge enemy attacks. This is useful both as a Warrior or a Priest. They are excellent when following a role that combines these attributes, like the Ranger.
Disadvantages	The Whiskah trait is very limited and they lack the strength of more combative roles.
Special Trait	Night Vision—the character has improved vision in the dark.
Recommended Role	Warrior, and then Ranger.

# GNOMES

These small, inquisitive creatures are charismatic in nature and quite intelligent. This intelligence combined with their heightened sense of curiosity makes them excellent inventors. Gnomes have an aptitude for understanding the mechanism of objects and what makes them tick. However charismatic they may be, Gnomes are not always to be trusted. They may be a little clumsy on their feet and less than adequate in physical strength, but Gnomes make formidable Rogues because of their dexterity, their charismatic nature, and their unparalleled comprehension of mechanics. All Gnomes have the Lucky Charm Trait.

Advantages	A Gnome's luck will carry them through dangerous situations.
Disadvantages	Their high presence can be a penalty early on, as a Gnome character will draw enemy attacks to themselves. This is particularly dangerous as Gnomes' low fortitude means they have few Hit Points early in the game.
Special Trait	Lucky Charm—the character enjoys +10% resistance to all magical effects, and gains other additional special bonuses. Gnomes have been compared to cockroaches because of their uncanny ability to survive almost any situation.
Recommended Role	Rogue, and then Bard or Ninja.

# PIXIES

These tiny, nimble beings with magical powers, more than make up for their lack of physical strength with their superior agility and spiritualism. Pixies make excellent Priests or Wizards and their diminutive size makes it very hard for their enemies to target them. However, Pixies don't generally get as many Hit Points as other clans, which makes them less able to withstand direct assaults. All Pixies have the Dodge Trait.

Advantages	By dodging enemy attacks a Pixie can survive in the midst of combat. They are best suited to Roles where their size is not a disadvantage, such as the spellcasting professions.
Disadvantages	Pixies are small; really small. This means they have difficulty carrying heavy weights or wielding weapons efficiently. They also have few Hit Points, so a single hit from an enemy can be fatal.
Special Trait	Dodge—greatly reduces the monster's ability to make a successful strike on the character. This trait is the sole reason Pixies continue to thrive in the Gael Serran—without it, they would have been eaten up long ago.
Recommended Role	Wizard or Priest, and then Warlock.

# GOURKS

A strong, hardy clan with a keen sense of smell, Gourks make excellent Warriors. Their animal instincts and aggressive nature also make them great Scouts. Their strong sense of smell helps them to detect enemies, which enables them to avoid being unpleasantly surprised by monsters. They are very ugly by human standards, and most other clans tend to shun them. All Gourks have the Bloodscent Trait.

Advantages	Gourks are bashers; they will take down any opponent and survive wounds that would disable a member of a frailer clan.
Disadvantages	It is not unfair to say that Gourks are slow-witted. With low intelligence they gain fewer skill points as they level up and are poorly suited to mystical roles.
Special Trait	Bloodscent—the character can sense nearby monsters. If a monster is scented, a message will appear in the text window. This trait neatly replaces the Scout skill and is available from the beginning of the game.
Recommended Role	Warrior, and then Barbarian.

# RATLINGS

Rodent-like creatures, the Ratlings are extremely smart and nimble. Their lack of strength does not seem to inhibit them in combat, as their amazing agility, dexterity, and intelligence makes them excellent Rogues, Ninjas, and Rangers. They are also compulsive liars and cheats, and all of the other clans have come to despise them. All Ratlings have the Gold Digger Trait.

Advantages	Ratlings are skillful, intelligent, and graceful—and they know it. Excelling as thieves, and even as spellcasters, they are sometimes called lazy, but never dull!
Disadvantages	Ratlings are frail, not as much so as Pixies, but weak nonetheless. With their low strength it is often a great effort for a Ratling to carry their ill-gotten loot back to town!
Special Trait	Gold Digger—the character can find better items and more gold in treasure chests. If you have a Ratling in your party, you will scarcely notice the <ahem> tax they charge for opening the chests and disarming traps.
Recommended Role	Rogue, and then Ninja. (Ratlings look cool in all black!)

## Roles

There are four Basic Roles that define heroism in the Gael Serran. These are the paths chosen by a starting hero. Each Role represents a broad area of endeavor that can be further refined by taking one of the Elite Roles later in the game.

### ROLE RATING CHART

A = Superior  
 B = Excellent  
 C = Good  
 D = Average  
 E = Fair  
 F = Poor

**Minimum Attribute:** These represent the minimum Attribute requirements to qualify for a specific Role. In the case of the four Basic Roles—Warrior, Wizard, Priest, & Rogue—any Attribute that falls below the listed minimum will result in penalties to character performance.

## BASIC ROLES

### WARRIOR

Warriors are the basic man-of-arms in the world of Wizards & Warriors. They are hardy fighters—rough, tough, and ready to rumble. Warriors tend to be strong, able to carry and wear heavy equipment, and gain more Hit Points than the other Basic Roles. They may use almost any weapon, armor, and shield. Warriors do not learn magic of any kind.



Hit Points	B
Hit	C
Parry	D
Speed	D
Minimum Attributes	STRENGTH 9 and FORTITUDE 8
Advantages	A Warrior is a consummate fighter, the master of combat.
Disadvantages	As a Warrior you have no access to mystical skills—in fact, a starting Warrior has no special tricks at all.
Suggested Skills	Sword, Shield, and Athletics or Leadership
Recommended Clan	Gourk (for power) or Lizzard (for speed)
Guild Membership	Clan of Three Swords

## WIZARD

Wizards are the high-powered magic users in *Wizards & Warriors*—most of the spells they cast are for the purpose of inflicting damage and destroying opponents. Wizards learn Sun and Stone magic, which includes offensive spells such as Fireball and Lightning Bolt, as well as useful spells like Torchlight and Armor Plate. Because of their devotion to the study of the magical arts, Wizards make lousy fighters. They are limited to using staves and daggers, and can't wear armor or use shields.

Hit Points	F
Hit	F
Parry	F
Speed	F
Minimum Attributes	INTELLIGENCE 9 and WILL 8
Advantages	Magic and lots of it—despite their physical weakness, Wizards are specialists in the field of magic.
Disadvantages	Weakness—wizards without their spells are barely able to defend themselves, let alone attack the enemy.
Suggested Skills	You start with one point in each Book of Magi. You should have a spell from each to maximize your starting Mana so you have one point left over. Put that point into either Sorcery or the Book you want to specialize in at the beginning.
Suggested Spells	Burn (Sun) and Shock (Stone)
Recommended Clan	Elf or Oomphaz
Guild Membership	The League of Sorcery

## PRIEST

Priests are the benevolent magic users in Wizards & Warriors—they protect and serve those around them with both magic spells and limited fighting capability. Priests learn Spirit and Vine magic, which are primarily defensive magic spells such as Heal and Binding Force, but do have some offensive capability with spells such as Force of Mind and the devastating Whirling Dervish. As a discipline of their faith, the Priest of Wizards & Warriors is able to acquire some reasonable fighting skill with maces and similar weapons that do not have a blade or point, may wear leather and chain mail armor, and may use small shields.

Hit Points	D
Hit	E
Parry	E
Speed	E
Minimum Attributes	SPIRITUALITY 9 and PRESENCE 8
Advantages	Priests are not only able to defend themselves adequately, but can also call on spiritual magics to heal and help their friends and harm their enemies.
Disadvantages	Very few—they can use enough weapons and armor to get by and have much needed mystical skills.
Suggested Skills	You start with one point in each craft for the spells you chose. Consider choosing both of your starting spells from the Spirit Book and spending the two bonus points to boost both Sorcery and Spiritcraft.
Suggested Spells	Bless and Heal (both Spirit spells)
Recommended Clan	Pixie or Oomphaz
Guild Membership	The Brotherhood of Promise

## ROGUE

Rogues are the ne'er-do-wells, knaves, and outcasts of Wizards & Warriors—they are the masters of thievery, acquiring such useful skills as Locks & Traps for disarming traps, and Pickpocket to steal from opponents. Rogues are also very nimble fighters, able to use most light weapons (including bows and hurled weapons of all types) and wear leather armor. Rogues who can overcome their natural tendency to do as little as possible often move on to a distinguished career in such renowned professions as the Ninja, Assassin, and Bard.

Hit Points	E
Hit	C
Parry	B
Speed	C
Minimum Attributes	DEXTERITY 9 and AGILITY 8
Advantages	Rogues are fast and agile, making them excellent support fighters. They are also the only characters able to pick locks and disarm traps from first level.

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Disadvantages	Rogues have poor Hit Points so if they are forced into front-line action or fail to disarm a dangerous trap, the consequences can be dire.
Suggested Skills	As two of your three starting skill points are spent for you (on Traps & Locks and Pickpocket), consider increasing Traps & Locks another notch.
Recommended Clan	Ratling or Gnome

## ELITE ROLES

Each guild is willing to train its members in certain Elite Roles. Such roles expand the range of your hero, granting them new and enhanced abilities.

### BARBARIAN

*"The Barbarian is a fearless warrior filled with rage and bloodlust..."*

Barbarians are the toughest, and hardest of fighters in Wizards & Warriors—they are muscle and brawn, big mean fighting machines. Barbarians can acquire enhanced combat abilities such as Stunning Blow, which can momentarily disable an opponent, and Fury, which inflicts extra damage. They are also able to learn thieving skills—Locks & Traps to disarm treasure chests and Pickpocket to steal from opponents. Barbarians make excellent thieves, in part because their hardy physique allows them to more easily withstand errant mishaps when attempting to disarm Treasure Chests, which they can do using either skill and/or brute force. Although Barbarians do not learn any magic spells, their brawn and formidable combat abilities are generally sufficient to crush most opponents. Upon becoming a Barbarian, the Fury Trait is acquired.

Hit Points	Δ+
Hit	C
Parry	D
Speed	D
Minimum Attributes	STRENGTH 12, DEXTERITY 8, AGILITY 8, FORTITUDE 12, and PRESENCE 8
Advantages	In addition to being pure killing machines able to give and receive colossal amounts of damage, Barbarians also gain skill in thievery—a potent combination! Because of the easy requirements and quest, it is possible to become a Barbarian very early on in the game.
Disadvantages	Barbarians have no magic—they scorn such intellectual art as dishonorable.
Recommended Clan	Gourk
Special Trait	Fury—grants a 10% chance to deal double damage, and 10% chance to receive double damage from all hand weapons.
Becoming a Barbarian	At the Armory any Warrior can elect to become a Barbarian. The quest is simple—kill 20 enemies and return to the Guildmaster. Many warriors embark on a Barbarian quest before settling into another Role later in their careers.
Guild Membership	Clan of Three Swords, Guild of the Shadow

# BARD

*"To be a Bard you must understand the arts of the world, to live by wits, words and wisdom..."*

Bards are jacks-of-all-trades in the world of Wizards & Warriors—they may train as a master thief, magician, nimble fighter, and (unique to the Bard Role) musician. Only the Bard may learn to play the various Musical Instruments in Wizards & Warriors that possess magical powers. Additionally, the Bard is also able to learn Moon magic spells, as well as acquire thieving skills such as Lock & Traps to disarm Treasure Chests and Pickpocket to steal from opponents. Their fighting ability is equivalent to that of the Rogue and, like the Rogue, they may also wear Leather Armor. Upon becoming a Bard, the Musician Trait is acquired.

Hit Points	E
Hit	D
Parry	C
Speed	E
Minimum Attributes	INTELLIGENCE 10, DEXTERITY 10, AGILITY 8, and WILL 8
Advantages	Wizards who become Bards increase their combat ability and gain a new Book of magic. Rogues who choose this Role add magic to their thieving skills.
Disadvantages	Bards are weak combatants, relying on their spells and musical talents.
Recommended Clan	Elf
Special Trait	Musician—the character can play musical instruments with magical abilities. The Music skill determines the character's ability when playing instruments.
Becoming a Bard	The quest to become a Bard can be initiated at the Magic Shoppe, Pawn Shop, and even the Temple. It is a tricky business as the hero will have to raid the Serpent Temple near Ishad N'ha and steal the Scroll of Trickery from the High Wizard Kreug. Returning this treasure to the Guild of Shadows ensures a character's place as Bard.
Guild Membership	The League of Sorcery, Guild of the Shadow

# MONK

*"The way of the Monk is to follow the path of inner peace, to embrace enlightenment, and seek oneness with the spirit."*

Monks are the spiritual warriors of mind and body in Wizards & Warriors—they train to use their hands and feet as lethal weapons. Monks can inflict a critical strike to kill an opponent with a single blow, and develop their bodies to achieve incredible speed. They are also devoted disciples of the mind, may learn Spirit magic spells to acquire healing and other beneficial powers, and may also acquire the Scout skill (the ability to detect nearby creatures). Monks are still able to use most normal weapons, including ranged and hurled weapons, but they are at their best when wearing robes rather than armor, as their lightning reflexes allows them to avoid the strikes of most opponents while inflicting great damage with their own. Upon becoming a Monk, the Nature's Keeper Trait is acquired.

Hit Points	C
Hit	Δ
Parry	Δ
Speed	Δ
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8
Advantages	The Monk is a superb, if overly specialized, fighter. As a Monk, a character becomes a living weapon.
Disadvantages	As a Monk you will have to pass up the opportunity to use interesting weapons and pieces of armor.
Recommended Clan	Any—Oomphaz Monks are very interesting.
Special Trait	Nature's Keeper—greatly reduces the chance of creatures of the forest from attacking the character.
Becoming a Monk	The Monk quest can be initiated at the Temple; however, it truly starts in the Bushi Dojo. There the Sensei will demand that the hero spend two days and nights in the wilderness without equipping any weapons or armor to prove their dedication to the new Role. If the character meets these requirements, then they are free to don the robes of a Monk.
Guild Membership	Way of the Dragon, The Brotherhood of Promise

The Monk quest may be the hardest to complete in the game, because if you return to Town before the two days are up, you must start again. It may be easier if you take your Monk-to-be on a solo quest for the two "game" days necessary to achieve the Role. Pay close attention to the day/night cycle so you know when you can return. (Each cycle takes approximately one hour real time!)

## NINJA

"A Ninja is the most deadly warrior of all the lands..."

Ninjas are the masters of the night, the shadow warriors of Wizards & Warriors—they train to become lethal fighting machines, using their hands and feet to inflict critical strikes, killing their opponents instantly. As masters of Stealth, the Ninja acquires the ability to Hide in the Shadows. Hidden, they not only avoid being attacked, but may also surprise opponents with their own attack, increasing the chances for a successful strike and inflicting extra damage. As masters of the night, the Ninja may learn Moon magic spells, and can acquire the Locks & Traps skill to disarm Treasure Chests. Upon becoming a Ninja, the Cloak of Night Trait is acquired.

Hit Points	C
Hit	Δ
Parry	Δ
Speed	Δ
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 8, DEXTERITY 10, ΔGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8
Advantages	Δ Ninja is a superb fighter with a dash of powerful magic thrown into the mix. Other than the Assassin, this is the premiere Rogue Role.
Disadvantages	Warriors who become Ninjas may have to learn to give up their heavy weapons and armor as they learn Rung Fu. Also beware of their low Hit Points—unmasked Ninjas may be in deep trouble.
Recommended Clan	Ratling
Special Trait	Cloak of Night—grants the special power to hide in shadows. Δ character hidden in shadows enjoys increased ability to make successful strikes, and reduces monster's ability to target or strike.
Becoming a Ninja	The Ninja quest begins in the Guild of Shadow, but ends in the Bushi Dojo. To become a Ninja, characters must prove their skill and determination by opening the long-closed drawbridge of Shurugeon Castle. What seems like a simple task is actually complicated by the fact that the abandoned ruin has become the abode of the walking dead and other tormented souls. If the hero surmounts these obstacles and returns to the Dojo, they will become a Ninja.
Guild Membership	Guild of the Shadow, Way of the Dragon, Clan of Three Swords

## PALADIN

*"The Paladin is the noblest of the knights, braving challenges for the righteous..."*

Paladins are the noble knights of Wizards & Warriors—they are brave and holy crusaders that fight for truth and justice. Paladins are strong and able warriors, and may use almost all weapons and armors. The Paladin also trains as a Cleric, a Warrior of Faith, and may learn Spirit magic spells, which give them the beneficial power of Healing. Upon becoming a Paladin, the Noble Cause Trait is acquired.

Hit Points	A
Hit	B
Parry	C
Speed	D
Minimum Attributes	STRENGTH 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 8, FORTITUDE 8, and PRESENCE 10
Advantages	A Paladin's dedication to the cause provides a series of bonus traits that greatly improve this knight's combat abilities. A high-level Paladin is a nigh-unstoppable force of holy retribution.
Disadvantages	A Paladin is the slowest of the warrior roles. Armored knights are not built for speed or subtlety.
Recommended Clan	Human (Natural Leadership just fits this Role perfectly.)
Special Trait	Noble Cause—increases chance of making a successful strike against undead monsters, and increases all weapon damage to monsters by 20%.
Becoming a Paladin	Both Warriors and Priests can aspire to become a Paladin. Once the quest is initiated at either the Temple or the Armory, the trainee knight will be sent to find the Altar of Rerah to say a prayer there. The altar is hidden deep in the woods behind the Gypsy House on the Shores of Nymph Lake. Once the prayer ("Sanctus Holy") has been said the hero can return to the Temple and assume the new Role. (There is a second Altar of Seran on the shores of the great ocean outside Ishad H'ha.)
Guild Membership	Clan of Three Swords, The Brotherhood of Promise

## RANGER

*"The Ranger is a protector of the land and the beasts that live within it..."*

Rangers are the protectors of the forests in *Wizards & Warriors*—they are generally very good fighters and excel with ranged weapons of all kinds. Rangers may also learn Vine magic spells, and can acquire the Scout skill, which allows them to detect nearby creatures. Although Rangers are excellent fighters in all respects, their forest habitat prohibits them from wearing heavy Plate Mail armor. Upon becoming a Ranger, the Hawk's Brow Trait is acquired.

Hit Points	C
Hit	C
Parry	B
Speed	C
Minimum Attributes	STRENGTH 8, SPIRITUALITY 8, DEXTERITY 9, AGILITY 9, and FORTITUDE 8
Advantages	The pre-eminent archers of the Gael Serran, Rangers are capable of dazzling feats of bowmanship. Many foes realize too late that charging a Ranger merely makes the arrow hit all that much harder when it strikes, as it will.
Disadvantages	Rangers will often forsake melee weapons for their excellence with the bow, this can be fatal when enemies bring the fight up close and personal.
Recommended Clan	Whiskah
Special Trait	Hawk's Brow—increases chance of striking target with all range weapons, and all missiles do 20% extra damage.
Becoming a Ranger	The quest to become a Ranger is given at any Armory. The quest involves seeking out the eggs of the rare River Raptor and returning them to the Guildmaster. Few of these beasts are known to exist, but one can be found nesting on the shores of Nymph Lake near the Toad Village. [Other breeds of Raptors exist on the tropical shores of the ocean near Ishad N'ha. It is believed that their eggs may be returned to complete this quest.]
Guild Membership	Clan of Three Swords

## SAMURAI

*"The Samurai is the defender of honor  
and glory..."*

Samurai train to become the swiftest swordsmen in the world of Wizards & Warriors. They may use almost all weapons and armor, including special Samurai weapons and armor such as the Katana and No-Dachi, and may develop critical strike ability—the ability to kill an opponent with a single strike. In addition to their swordsmanship, the Samurai warrior also trains as a Shugenja, a Samurai Wizard, and may learn Sun magic spells, making them formidable warriors indeed. Upon becoming a Samurai, the Ancestral Guide Trait is acquired.

Hit Points	B
Hit	B
Parry	C
Speed	B
Minimum Attributes	STRENGTH 8, INTELLIGENCE 8, DEXTERITY 10, AGILITY 10, FORTITUDE 8, and WILL 8
Advantages	Not only are Samurai inherently cool, but the special abilities they develop make them deadly combatants.
Disadvantages	Samurai are good all-round fighters. They have no significant disadvantages.

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Recommended Clan	Human
Special Trait	Ancestral Guide—increases chance of making a successful strike.
Becoming a Samurai	The quest to become a Samurai is available at the Armory, but can only be completed at the Bushi Dojo. Once aspiring Samurai have reached the Dojo they will be sent on a quest to find a Samurai Baton. This item is hidden beneath the walls of Shurugeon Castle in a small burial ground. The spirits of the dead guard it, so be careful!
Guild Membership	Clan of Three Swords, the League of Sorcery, Way of the Dragon

## WARLOCK

*"A Warlock is the master of all magic, both of the holy and forbidden books..."*

Warlocks are the great sorcerers in the world of Wizards & Warriors—they acquire the power of the dark, which includes Teleportation magic, and Conjuring, which Summons Monsters to fight for the party as reinforcements. Warlocks also gain the ability to Identify Items and Artifacts. Warlocks learn Moon and Fiend magic, which include such spells as Lifesteal, healing the character from the damage it deals to an opponent, and Twisted Master, which takes possession of a monster and makes it fight against other creatures. Like the Wizard, the Warlock is limited to using staves and daggers, and may not wear armor. Upon becoming a Warlock, the Ancient Lore Trait is acquired.

Hit Points	F
Hit	F
Parry	F
Speed	F
Minimum Attributes	INTELLIGENCE 10, SPIRITUALITY 10, FORTITUDE 8, WILL 10, and PRESENCE 10
Advantages	The Warlock is the paramount spellslinger of the Gael Serran. They are likely to have more Mana and more spells to choose from than any other Role.
Disadvantages	By choosing the path of the Warlock a character concentrates entirely on magic losing advancement in all combat abilities.
Recommended Clan	Pixie—the restrictions on armor scarcely apply to Pixies that can dodge and do not have the strength to wear heavy armor.
Special Trait	Ancient Lore—allows the character to Identify Artifacts and Items. The Artifacts skill determines the level of Item the character can successfully identify.
Becoming a Warlock	Both the Temple and the Magic Shoppe offer this Role. The quest is simple indeed and requires only the egg of a spider and a skull. The egg can be dropped by any of the giant spiders that wander the land, and the skull can be harvested from one of the many undead skeletons.
Guild Membership	The League of Sorcery, The Brotherhood of Promise

# SPECIAL ROLES

There are three Special Roles, and their existence is shrouded in mystery. To be eligible for such prestigious Roles, a character must undertake a special quest. The three Special Roles are Assassin, Valkyrie, and Zenmaster. The process of reaching such lofty heights of heroism remains shrouded in secrecy for the moment.

## ASSASSIN

*"From the darkest shadow the Assassin guards the lands of the Gael Serran from those who would plot to destroy it..."*

The Assassin is the most deadly fighter in Wizards & Warriors—they acquire all the stealth skills, and powers of the Ninja, including fighting with the hands and feet, the ability to make critical strikes, and Hide in the Shadows. Additionally, the Assassin acquires the ability to Backstab when hidden, which can inflict as much as three times normal damage on an opponent. To further compliment the lethal prowess of the Assassin, they may learn Moon and Fiend magic, acquiring all the spells of the dark, including Teleportation, Death, and Monster Summoning. A character may become an Assassin only upon accomplishment of a special quest. After becoming an Assassin, the Backstab Trait is acquired.

Hit Points	B
Hit	A
Parry	A
Speed	A+
Minimum Attributes	B+ Special Invitation Only
Assassin Quest	Scanthril may give your PCs the opportunity to kill Raskallion in the Stout Mines. If you do this, Scanthril will give the Assassin's Dagger to you as a reward. Taking the Assassin's Blade to the Thieves Guild (in Ishad N'ha or Brimloch Roon), the Guildmaster will offer you the chance to become an Assassin (only the character carrying the Assassin's Blade will be offered this role). Should this offer be accepted, the Assassin's Blade is taken from the hero and they will become an Assassin.

## VALKYRIE

*"For 3000 years the Valkyries have helped the dead trapped between this world and the next..."*

The Valkyrie is a legendary female heroine of the dead in Wizards & Warriors—these strong and fearsome warriors are responsible for escorting departed souls into the afterlife. Only a female character may become a Valkyrie, which can be achieved only after fulfilling a special quest.

The Valkyrie may also acquire special combat abilities, use almost any weapon and armor, and may learn both Spirit and Stone magic, giving them both the power to Heal and to destroy. Because of the special nature of the Valkyrie, undead creatures both fear and revere her. Upon becoming a Valkyrie, the Gravebind Trait is acquired.

Hit Points	A
Hit	B
Parry	C
Speed	B
Minimum Attributes	By Special Invitation Only
Valkyrie Quest	In the final Pyramid scene, G'Erred Ra's heart has been ripped out and taken by demons. Since G'Er can't die as long as his heart is beating, Cet intends for Gez to suffer forever. The heroes can defeat the demon and retrieve Gez's still beating heart—if this happens, he begs the party to throw his heart into the black fire, which will end his torment and life. Only if a FEMALE PC performs this action and throws his heart into the black fire, when returning to the Temple in Brimloch Roon, will the High Priest offer to the female character the chance to become a Valkyrie for her noble deed.

## ZENMASTER

*"Since Creation there have been only twelve masters of Zen..."*

The Zenmaster is highest Role attainable in Wizards & Warriors. They are devout monks—masters of mind, spirit, and body. Zenmasters can acquire almost all skills, and are able to learn all Books of Magic Spells. They also acquire special abilities, including increased resistance to magical spells and effects, and perform all actions requiring any skill at increased level. With their complete knowledge of all magic, and with the transcendent fighting abilities beyond even those of the Monk and Ninja, the Zenmaster is the most formidable character in all of Wizards & Warriors. A character may only become a Zenmaster by accomplishing a special quest. Upon becoming a Zenmaster, the Invincible Will Trait is acquired.

Hit Points	A
Hit	A+
Parry	A+
Speed	A+
Minimum Attributes	By Special Invitation Only
Zenmaster Quest	There are four Sacred Tomes describing the creation of the Universe hidden about the lands of the Gael Serran (one corresponds to each element). If you obtain all four Tomes and take them to the Bushi Dojo in Brimloch Roon, the High Master there will offer you the chance to become a Zenmaster—the character must have all four Tomes in their possession for this offer to be made.

# ATTRIBUTES

Attributes determine the basic characteristics and abilities of your heroes. As a general rule, an Attribute will range from 1 to 18, with 8 to 10 being average and anything over 15 being exceptional. With the aid of powerful magic, it is possible to raise an attribute above 18.



Every time a character gains a level they will be given a few Attribute points to spend. (If you are advancing in a new Role and have not exceeded your level in the old role, the chance of getting any Attribute points is severely reduced!) These bonus points can be spent on any Attribute and will raise it as high as 18. You can also train in certain Attributes at the various guilds in Town. This becomes increasingly expensive as the Attribute becomes higher, but can be rewarding, especially for quickly boosting a mediocre Attribute or gaining that point you need to qualify for an Elite Role!

## Save Your Anks

Given that you cannot raise an Attribute above 18 by spending Attribute Points, save any Anks you find to boost the Attribute of a character once they are already at 18. This allows you to boost them up to 20 and reap the rewards for such phenomenal prowess!

## STRENGTH

Strength determines how heavy a weapon the character may use effectively. Using a weapon with a higher Strength Rating than the character's actual Strength Attribute results in combat penalties, (i.e. a reduced chance to strike an opponent and reduced damage). Characters with Strength greater than 15 may deal extra Bonus Damage when using certain weapons. Strength also determines how much weight the character can carry without taking an encumbrance penalty, which affects combat performance. Finally, Strength is also used when evaluating a character's chance of forcing open a Treasure Chest.

**Why Strength is an important Attribute:** Strength allows you to crush your enemies. With high Strength, you gain the most advantage out of the powerful weapons and deal extra damage in combat. You also never have to worry about carrying all that loot back from the dungeons.

## INTELLECT

Intellect determines a character's ability to learn, most specifically regarding Character Skills. The higher the Intellect, the more Skill Points a character usually acquires during Experience Level Gains for increasing the various Character Skills. Intellect also influences magic ability for casting Sun and Stone spells, and it is used for evaluating certain interactions with opponents such as Stealing.

**Why Intellect is an important Attribute:** For a Wizard the answer is obvious, Intellect makes your spells work better! For everyone else the answer should be just as obvious. Every time you gain a level, you get a small pool of skill points with which to improve your skills. This pool is directly related to your Intellect (approximately a quarter of your intellect score goes into skill points). Without skills, you will be inefficient and useless at any tasks.

## SPIRITUALITY

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Spirituality determines how much Mana a character acquires, and how quickly Mana is recouped after casting magic spells. Spirituality also influences magic ability for casting Spirit and Vine spells.

**Why Spirituality is an important Attribute:** For a Priest the answer is obvious, it makes your spells work better. For a Wizard, it helps the character to regain Mana. However, for a non-spellcaster this ability is useless.

## DEXTERITY

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Dexterity determines how effective a character is at striking an opponent during combat. It is also used for special tactile skills such as disarming traps, as well as the ability to steal.

**Why Dexterity is an important Attribute:** A good attack is the best defense. With a high Dexterity, you make sure every swing of the sword and every arrow fired hits its target. Without Dexterity, you are unable to hit your target and waste your time and effort. Dexterity is obviously vital to a rogue character to avoid setting off traps and other hazards.

## AGILITY

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Agility determines how effective a character is at avoiding strikes from opponents during combat (see Parry Statistic). Agility also determines how quickly a character may perform actions (see Speed Statistic). Characters with higher Agility will get to attack more often than characters of the same Role with lower Agility. Note that a character's Role greatly influences the speed at which a character can perform actions.

**Why Agility is an important Attribute:** If they can't hit you, you can breeze through any battle. And, as a bonus, a high Agility means you get to attack them more often. (This does not effect spellcasting speed.)

## FORTITUDE

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Fortitude determines a character's Hit Points, and chance of being resurrected in case of death. Characters with higher Fortitude will tend to gain more Hit Points each time they go up an Experience Level. It should be noted that the Role of a character also greatly influences how many Hit Points a character will gain. Characters with high Fortitude are almost always resurrected successfully, while those with lower Fortitudes will have a greater tendency of disintegrating into Bones or Ash.

**Why Fortitude is an important Attribute:** If you have a low Fortitude, you have less hit points, which means you tend to get wounded and even die. Without a good Fortitude, you also have a harder time recovering from those wounds.

## WILL

Will determines a character's ability to overcome and resist an opponent, most importantly related to magic spells and magical effects. Characters with a higher Will Attribute will tend to resist or reduce the effect of an opponent's magic spells, while the opponent will more likely be affected by the PC character's magic spells. Will also increases the overall power of the character's magic spells, influences magic ability for casting Moon and Fiend spells, and may be used in other character interactions, such as Bargaining prices. (Note: Bargaining requires the Merchant Skill.)

**Why Will is an important Attribute:** There are plenty of enemy spellcasters out there, and Will is often your first line of defense. Without a high Will, you will fall prey to simple charms all the time. Likewise, a high Will boosts a character's magical prowess, so it is a key Attribute for a spellcaster.

## PRESENCE

Presence determines how much attention the character is likely to attract from others, whether friend or foe. During friendly encounters, Presence can be likened to a character's personal appeal. During combat, however, Presence directly affects how likely opponents are to target the character. Characters with a higher Presence can be thought of as having a kind of overpowering personality, and will tend to get attacked more often than characters with lower Presence. The exception to this is with certain Roles such as the Monk and Ninja, and for these Roles, Presence indicates the character's ability to control their overall appearance—the higher the Presence, the less likely they are to be noticed and targeted.

**Why Presence is an important Attribute:** Presence is not the most important Attribute, certainly not at the beginning of the game. Until you have good scores in the other Attributes, do not spend a single point on Presence unless you need it for an Elite Role. Until you become a Monk or Ninja, having a high Presence is a liability, as it makes monsters want to hurt you. Think about that for a moment... do you want monsters to come up and pick fights with you?

# STATISTICS (DERIVED ATTRIBUTES)

Several Statistics are derived from a combination of Clan, Role, and Attributes. Such Statistics give you a quick overview of how competent your character is in several key areas. During gameplay, the actual Character Statistics are greatly subject to the Clan, Role, Attributes, Skills, Training, and Traits of the PC character.

## HIT POINTS

This indicates the amount of damage a character can sustain before dying. Every time a character gains a level, they will receive an increase in Hit Points based on their Clan, Role, and Fortitude Attribute.

Hit Points operate in a slightly different way than they do in other games. Whenever you gain a level, your Hit Points are re-calculated based on all your previous Roles, factoring in your current Role, Clan, and Fortitude. If the new total is higher than your previous total, you will gain the difference in Hit Points; if the new total is lower, then you will gain only one Hit Point. This means that on many level gains you will only gain a single Hit Point, while on others, especially if you have switched Role to one that grants greater Hit Points, you will gain many Hit Points. Despite appearances, it all averages out in the end.

## HIT

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Hit is the ability of a character to strike an opponent in combat. The Hit score is compared directly to the enemy's Parry to determine if they are struck.

## PARRY

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The ability of a character to avoid a strike by an opponent in combat is called Parry. Note that the Armor Rating of a character determines whether or not a successful strike is able to inflict any damage. A character can Parry with any weapon they are holding, as well as with a shield if one is equipped. (The shield's rating and the character's Shield skill score combine to give a bonus here.)

## SHIELD

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This rating is based purely upon the character's equipped shield. The character's Shield skill determines if they can move their shield in the way of an incoming blow in time to do any good. The character must be equipped with a Shield for this skill to be applied. Also note that wearing a Shield does not add directly to the Armor Rating of the character; rather, it is a separate ability to block an attack altogether.

## ARMOR RATING

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This is the sum of all the protection that the character is wearing. Armor reduces the chance of taking combat damage from successful strikes against the character, and so it is vital to make sure that your characters are as well armored as possible. It should be noted that heavier armor naturally weighs more, and caution should be taken not to overload your characters, as this may render them even more vulnerable to attack. Also, certain Roles, such as Monks and Ninja, are in part predicated upon their ability to avoid attacks by opponents altogether, and therefore generally perform better when wearing lighter robes or other appropriate attire, rather than bulky armors which weigh them down and compromise their fighting abilities.

## SPEED

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This is the speed at which the character is able to perform actions—faster characters will get to attack more often than slower characters. Note that other factors can also affect speed, specifically casting magic spells. The higher the level of spell being cast, the longer it will take the spellcaster to recover.

## MANA

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This is a statistic possessed only by spellcasters and determines how much magical energy they can store. A spellslinger's Mana pool is separate for each Book of Magic, so a Wizard could be unable to cast any Sun spells but still have a surplus of Stone Mana left.

## STAMINA

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Stamina is an almost invisible statistic. It takes the place of the Mana bar (the blue bar) for all characters whenever a spell is not selected. Stamina represents a character's ability to grit their teeth and keep going. It declines as fights become drawn out, if you run too far and too quickly, or if you use certain special abilities (such as the Trait Fiery Breath). If you see a character becom-

ing less efficient, slow down and let them rest—their Stamina bar will rebuild with time, and makes sense to keep your party working at peak efficiency! A character's Stamina is highly dependent on their Fortitude Attribute, but Clan and Role also play a part.

## RESISTANCES

A character's Resistances determine their chance of avoiding particular elemental and mystical assaults, such as poison or fire. Each character has Resistances against Magic, Fire, Cold, Elements, Mind, Paralysis, Poison, and even Death!

These Resistances can be improved by increasing a character's Attributes, as well as equipping magic items with special powers of protection. Collect items of mystical protection as soon as you can, such as Electrum Cuffs, in order to maximize a character's Resistances!

Resistances are expressed as a percentage, giving the chance of that character to avoid or reduce damage from a specific source. Resistances can be seen as a combination of luck and toughness.

## SKILLS

Skills are abilities and talents that a character may acquire which can be improved, and therefore their effectiveness increased. Many skills will improve automatically as the character performs actions using the specific skill (these increase a very small amount and can be overlooked). All skills can be improved only by training in the guilds or by applying skill points when gaining new levels.



### ARTIFACTS

This is the ability to identify artifacts and items. The Artifacts skill may be learned by rank members of the Priests or Wizards guilds. To use this skill you must first have acquired the *Angelic Lore* trait. It is not only useful to be able to identify objects as you find them on your adventures but items that are identified will sell for more gold. (Broadly speaking, a shop keeper will offer you only half an item's value if it unidentified.) Combined with the Forge skill and the Merchant trait, you can make money easily.

### ATHLETICS

The ability to jump, swim, run, climb, and take falls is referred to as Athletics. This skill is a good background skill for any character to develop. Most of the time you will not notice its presence but it is invaluable when your heroes are running out of air or forced to jump from a height. Unfortunately, this skill only applies to the hero who holds it, but not to their companions (this means your Wizards are generally very vulnerable to falling).



## AXE

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This skill refers to the ability to make a successful strike using an Axe. It's almost the signature skill for Barbarians. However, few really good magical axes exist, so unless you are dedicated to the style, it is often better to use a sword. (To reiterate, use a sword—axes aren't worth it!)

## BLESSINGS

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This is the number of blessings the character can bestow on a single weapon or piece of armor. This skill requires the character to have one or more Artifact spells in their spellbook. Items may receive blessings at any Town Temple. Blessings are covered fully in the Town Section.

## BOW

---

This refers to the ability to make a successful strike when shooting a Bow or Crossbow. The signature skill of a Ranger, any fighting character should become proficient in the use of a ranged weapon. There will be times when you desperately want to keep an enemy out of melee range, and this skill is invaluable.

## DAGGER

---

This is the ability to make a successful strike using a Dagger. Characters will develop the Dagger skill either because their Role prohibits them from heavier weapons (for example Wizards) or because they do not have the Strength to wield a larger weapon. Do not underestimate the power of a Thief with a dagger.

## DEATHSTRIKE

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The ability to kill a monster with a single critical strike is called Deathstrike. This is a prized skill. Although it will seldom succeed, when it does, it can turn the tide of battle in an instant!

## ENCHANTS

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Enchants is the number of enchantments the character can bestow on a single weapon or armor. This skill requires the character to have one or more Artifact spells in their spellbook. Enchantments may be placed on Items at any Town Magic Shoppe. Enchantments are covered fully in the Town Section.

## FIENDCRAFT

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The highest level of Fiend magic spells the character can learn is known as Fiendcraft. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level of each book).

## FORGE

---

Forge is the ability to repair Weapons & Armors. This not only saves you having to spend money at the Armory to keep you armaments in fighting trim, but when selling loot to a merchant any damage will be taken from the item's sale cost—if you repair the item first, you can get full price for it!

## **GALLANTRY**

---

Gallantry improves the chance to make successful strikes using any weapon, and increases the damage dealt by any weapon.

## **INCANTATION**

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Incantation improves the speed of the character to cast magic spells.

## **KUNG FU**

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The ability to fight using hands and feet as deadly weapons is known as Kung Fu. If you train your character in this skill, remember to unequip their weapons—otherwise, they will not use it!

## **LEADERSHIP**

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This reduces the ability of monsters to make successful strikes on the character and reduces damage by hand weapons to the character; however, the character is targeted more often.

## **MACE**

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This is the ability to make a successful strike using a Mace. Useful only to Priests who are banned from using better weapons.

## **MOONCRAFT**

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Mooncraft is the highest level of Moon magic spells the character can learn. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level for each book).

## **MUSIC**

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This denotes (no pun intended) the ability to play magical music instruments effectively. This skill is reserved to the Bard and, while it may not sound impressive bardic music, when played on the proper instrument, can cast a powerful spell.

## **PICKPOCKET**

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The ability to steal from monsters and other characters is called Pickpocket. This is better suited to try to disarm opponents in combat and taking useful items away from them, than it is to make a living.

## **POLE & STAFF**

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This is the ability to make a successful strike using a Pole or Staff. The alternative melee skill for Wizards and Warlocks. There are several magically imbued Staves around the world so it makes some sense to invest a few skill points in this skill.

## **PROWESS**

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Prowess improves the speed of the character to make strikes using weapons.

**SCOUT**

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Scout is the ability to detect monsters in the area. If a monster is detected, a message will appear in the text window.

**SECOND WEAPON**

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Second Weapon is the ability to make a second strike attempt using an accessory weapon. Characters cannot fight with two weapons without this skill.

**SHIELD**

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This is the ability to block and fight using a shield. A key fighter skill, unless you want to use a two-handed weapon or fight with two weapons at once.

**SORCERY**

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Sorcery is the effective power level of magic spells cast by the character—the higher the Sorcery skill, the more powerful the spell.

**SPIRITCRAFT**

---

The highest level of Spirit magic spells the character can learn is Spiritcraft. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level of each book).

**STEALTH**

---

Stealth is the ability to hide in shadows, make attacks and avoid detection by the monsters.

**STONECRAFT**

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The highest level of Stone magic spells the character can learn is called Stonecraft. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level of each book).

**SUNCRAFT**

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Suncraft is the highest level of Sun magic spells the character can learn. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level of each book).

**SWORD**

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This is the ability to make a successful strike using a Sword. All warrior-types should learn this skill!

**THROWING**

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Throwing is the ability to make a successful strike throwing a hurled weapon. It's useful because enemies are always throwing things at you, and it's nice to return the favor. Also, characters that may not use a bow, can use thrown weapons.

## TRAPS & LOCKS

---

This is the ability to disarm and open trapped Treasure Chests and Locks. Your party Rogues should increase this skill as high as possible very early in the game. (Level 5 or 6 will get past the locks in the first two hubs of the game.)

## VINECRAFT

---

The highest level of Vine magic spells the character can learn is called Vinecraft. As with all the Magic Book skills, do not spend skill points on this skill once it hits level seven (the maximum level of each book).

# TRAITS

Traits are special abilities that a character will gain by birth, role ascension, guild training, or adventuring. Most Traits are passive—once gained, they are always in effect and require no action. However, some traits need to be activated using the Special Ability button. For example, the Dragon Fire trait grants the special ability to breathe fire on enemies and must be selected for the character's Action mode.

Several traits affect the same ability and can stack. For example, if a character has Giant Strength (25% chance to inflict double damage) and Iron Might (10% damage bonus to all weapons), it is quite possible for them to double damage plus 10%. If you are able to stack a lot of these traits onto one character, they can become fearsome indeed!

## ANCESTRAL GUIDE

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Ancestral Guide increases the chance of making a successful strike. This trait is taught to Samurais upon their initiation into the Role.

## ANCIENT LORE

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Allows the character to Identify Artifacts and Items. The Artifacts skill determines the level of Item the character can successfully identify. This trait is automatically acquired by Warlock characters, or can be bought from the Wizards or priests guild at rank 3.

## ARCANE VOID

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All harmful magic spells affecting the character are reduced by 25% with Arcane Void. This trait is gained by delivering the note to Jathril from the Temple in Ishad N'ha.

## ARM OF ARGUS

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Arm of Argus increases the amount of damage inflicted on monsters when making a successful strike with a hand weapon.

## BACKSTAB

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If the character is invisible or hidden in shadows, any successful strike with a hand weapon will deal double damage with the Backstab trait.

## BLACKSMITH

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The Blacksmith trait allows the character to Repair Weapons and Armors. The Forge skill determines the level of Item the character can successfully repair. This trait can be purchased at the Armory by any rank 3 guild members.

## BLOODSCENT

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The character can sense nearby monsters with Bloodscent. If a monster is scented, a message will appear in the text window. This trait is natural any Gourks, given their highly developed sense of smell.

## BOOGREISM

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With this trait, the character is a Boogre creature. All Boogres gain 100 Hit Points, but magic spells are unreliable. This is a trait that you do not want to keep! The Boogre transformation occurs when you are imprisoned within the Boogre Mines outside of Ishad N'ha. Luckily, the cure for Boogreism is found within the same underground prison—touching the Idol of Aku restores a character to their natural state.

## CABALIST

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Allows the character to cast Blessings on Weapon and Armor Items. The Blessings skill determines how many blessings the character may bestow on a single item. The character must have one or more Artifact spells in their spellbook. The ritual for blessing an Artifact may be done at any Town Temple. This trait may be purchased from the Brotherhood of Promise by rank 4 character.

## CHI MASTER

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With the Chi Master trait, all magic spells are cast as if the character's Sorcery skill were two levels higher.

## CLOAK OF NIGHT

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Cloak of Night grants the special power to hide in shadows. A character hidden in shadows enjoys increased ability to make successful strikes, and reduces the monster's ability to target or strike. Ninjas are trained in this trait upon their initiation in the Bushi Dojo.

## CRUSADE

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The character earns double experience points for all undead monsters that they destroy when they have the Crusade trait. This trait may be conferred upon rank 5 Paladins at any Temple.

## DEADFALL

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The character takes less damage from falling with Deadfall. A rank 4 member of the Rogue's guild may purchase this trait at a Pawn Shop.

## DIVINE AURA

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Divine Aura grants a 50% resistance to death spells.

**DODGE**

Dodge greatly reduces the monster's ability to make a successful strike on the character. This trait is an inherent ability for the tiny Pixies.

**DOUBLESTRIKE**

DoubleStrike allows the character to use an accessory weapon for an automatic second strike after a successful strike. The character's second weapon skill determines the character's ability with the accessory weapon.

**DRAGON FIRE**

Dragonfire grants the special power to breathe fire on monsters.

**ENLIGHTENMENT**

All skills are treated as if two levels higher with the Enlightenment trait.

**EVIL EYE**

This grants the special power to cast a gaze attack on monsters. The Evil Eye is primarily a curse type attack (a debuff), but it can have more dramatic effects.

**FIREBRAND**

Firebrand grants a 25% resistance to all fire damage.

**FLETCHERY**

If the character is equipped with range weapon missiles (arrows), the character will make no mistakes while not engaged in combat. Rangers alone may learn this trait at the Warriors Guild.

**FURY**

Grants a 10% chance to deal double damage, and a 10% chance to receive double damage from all hand weapons. This trait is the hallmark of the Barbarian and all such characters gain it.

**GIANT STRIKE**

Giant Strike grants a 25% chance to deal double damage with hand weapons.

**GOLD DIGGER**

The character can find better Items and more Gold in Treasure Chests with the Gold Digger trait. A natural tendency amongst the Ratlings to search for gold and precious trinkets.

**GRAVE BIND**

Grave Bind greatly hinders undead monsters attacking the character.

### **GUARDIAN ANGEL**

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If the character has more than one hit point remaining, any damage that would kill the character instead reduces the character's hit points to one. Guardian Angel may be granted by invoking the power of the Sword of Kerah.

### **GUARDIAN WARD**

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This reduces all damage from weapons by 20%.

### **HAWK'S BROW**

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Hawk's Brow increases the chance of striking target with all range weapons, and all missiles do 20% extra damage. This trait is the mark of a true Ranger and is granted to any character that achieves this Role.

### **HEALER**

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All healing spells cast by the character heal an extra 25% hit points with this trait. Healer may be learned at the Temple by a rank 5 guild member.

### **HEROIC LEGACY**

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The character gains an additional Attribute point when achieving new experience levels with this trait. This bonus is not applied when a character has changed Roles until the character advances to a level beyond the level of the previous Role.

### **INVINCIBLE WILL**

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Invincible Will grants a 25% resistance to mind spells and paralysis.

### **IRON LUNG**

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The character consumes air 50% slower when swimming underwater. Iron Lung may be learned by high ranking characters.

### **IRONMIGHT**

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Ironmight grants 10% extra damage from any hand weapon. This may be studied by high ranking Warriors at their guild.

### **LETHAL FIST**

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This grants 10% chance to kill a monster with a critical strike.

### **LUCKY CHARM**

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The character enjoys +10% resistance to all magical effects, and gains other additional special bonuses. This trait is found in all Gnome characters.

### **MANA SEED**

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The character regains all Mana 25% faster with this trait. It is a natural ability of Oomphaz that allows them to regain Mana at great speed.

### **MERCHANT**

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Merchant allows the character can purchase Items at a reduced price, and sell Items at a higher price. This trait is taught in the Rogue's guild upon achieving rank 3.

### **MERCURY'S HEEL**

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This allows the character to move 20% faster.

### **MINDSPEAK**

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Mindspeak grants a 25% resistance to being silenced.

### **MUSICIAN**

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The character can play musical instruments with magical abilities with this trait. The Musician trait determines the character's ability when playing instruments. This trait is learned by all Bard characters upon completion of their Role quest.

### **NATURAL LEADER**

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Natural Leader is the ability to inspire others, automatically granting nearby party members combat bonuses to make successful strikes and avoid strikes of opponents. This trait is the mark of the noble humans.

### **NATURE'S KEEPER**

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This trait greatly reduces creatures of the forest from attacking the character. Monks of the Order of Nature's Keeper reflect their understanding of the natural world.

### **NIGHT VISION**

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This trait gives the character improved vision in the dark. The catlike Whiskahs all share this trait.

### **NOBLE CAUSE**

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Noble Cause increases the chance of making a successful strike against undead monsters, and increases all weapon damage to monsters by 20%.

### **OATH OF SCROLLS**

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With Oath of Scrolls, the character takes 20% less damage from all magic spells and 20% less damage from all hand weapons. This trait may be learned by any level 6 member of the Priest or Wizards guilds.



## OATH OF SWORDS

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The character takes 20% less damage from all hand weapons and 20% more damage from all magic spells with this trait. It may be learned by any level 6 member of the Warriors guilds.

## OCCULTIST

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Occultist allows the character to cast Enchantments on Weapon and Armor Items. The Enchants skill determines how many enchantments the character may bestow on a single Item. The character must have one or more Artifact spells in their spellbook. The ritual for enchanting an Artifact may be done at any Town Magic Shoppe. This trait is taught at the Magic Shoppe to rank 4 members.

## QUICK LEARNER

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The character learns all skills 25% faster, and gains 10% more experience from killing monsters with this trait. Quick Learner is the mark of the long-lived Elves.

## QUICKSPEAK

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The character casts all magic spells 20% faster with Quickspeak. Any rank 5 member of the Wizards or Priests guilds may purchase this trait.

## REGENERATION

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The character heals at double the normal rate, and all healing spells cast on the character are doubled when you have the Regeneration trait.

## SCROLL LORE

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Any scrolls used by the character have a 50% chance of not being consumed, so that they may be used again. This method of recycling is taught to rank 5 Wizards and Priests guild members.

## SNAKESKIN

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Snakeskin grants a 50% resistance to poison. The reptilian Lizzords have inherited this trait from their ancestors.

## SNEAK

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The Sneak trait reduces both the chance of being targeted by monsters, as well as of being detected when hidden in shadows. This trait may be acquired by high rank Rogues at the Pawn Shoppe.

## SOUL BANE

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Any undead creature that damages the character will take an equal amount of damage in return with the Soul Bane trait.

## SOUL DRAIN

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With Soul Drain, the character heals up whenever destroying a monster. The amount of healing is proportional to the monster's total hit points.

**SPELLFIRE**

Spellfire increases the power of all spells by 20%.

**SPIRIT SHIELD**

This trait increases armor rating by +4 when wearing Robes.

**STUNNING BLOW**

Stunning Blow grants the ability to stun a monster with a successful strike.

**VAMPIRE BREATH**

This trait grants the special power to breathe a chilling frost on monsters.

**TIGER STRIKE**

The character makes all weapon attacks 20% faster with Tiger Strike. This trait may be acquired by a Samurai or similar role at the Dojo.

**TRICKERY**

Trickery increases all thieving skills by 15%.

**VAMPIRISM**

The character is a Vampire when this trait is active. A Vampire can no longer be healed with healing spells. All Vampires gain enhanced combat abilities at night, and suffer reduced combat abilities during the day. All Vampires gain the special Vampire Bite power. When making a successful strike using the Vampire Bite on red-blooded creatures, the Vampire character is healed up and the monster may become paralyzed. The Vampire's thirst for blood slowly drains their Hit Points, forcing the Vampire to seek out new victims in order to heal. This trait is gained only if a character accepts Lysander's offer of a kiss within the tower of Shurugeon Castle.

**WAR CRY**

War Cry enables the character to cause monsters to become afraid after a successful strike is made, which reduces the monster's ability to fight. All Dwarves know how to make this dramatic shout.

# CHARACTER ADVANCEMENT

Characters advance in the game by earning experience as they adventure. Experience is awarded for completing quests, performing certain actions, and for killing monsters. If you go to a character's journal, you can see how much experience they have earned, their current level in their chosen Role (as well as the levels they reached in previous Roles), and the experience they need to reach the next level.

# GAINING LEVELS

When a character gains a level, the word “LEVEL” appears over their Role icon. This tells you it’s time to take a break from fighting and level-up your hero.

Go into their character screen and click on the Level Up button to begin the process. Every time a character gains a level they gain Hit Points, a chance to get some Attribute points, and a number of Skill Points based on their Intellect score. The Hit Points are automatically added to the character’s total, but Attribute and Skill points require some decision-making.

When assigning your Attribute points, you should take two things into consideration. First, if there is a specific Elite Role you want the character to follow, you should target their Attributes toward the minimum required for that Role. This may mean that you must spend points on Attributes that are less useful to you (for example, Presence for a Warrior), but the rewards of an Elite Role make up for this hardship. Secondly, you should aim to raise Role-specific Attributes to 18 as soon as possible, so that you can get the full benefit from magic Ankhs.

When assigning skill points, you face a more difficult choice. As a skill increases, it becomes harder to make the next level (that is to say, it requires more skill points to raise). It is fairly quick and easy to raise a skill to level 3, but after that the process slows down. You may be tempted to spread your skill points widely, having many different skills at the low levels, but never specializing because of the increased cost. While this creates a well-rounded character, the higher skill ranks do begin to shift the odds in your favor. The basic rule is that every point in a skill increases its effectiveness by 10%. That means a character will rating 10 in a skill is twice as good as one with rank 0. Being a rank 5 in a skill is good enough for most situations, but you should aim for rank 7 in Magic Craft skills, then go for broke and choose one skill that you want to hit 10 with for each character. Good choices for the super-skill are Sorcery or Sword, or special Role skills such as Prowess and Gallantry.

Also, if the character is a spellcaster they will have the opportunity to pick one spell from the Books they are studying of any level they are able to cast. If there are no eligible spells, you will not get the option to learn greater magic. (This means it makes sense to increase your score in the Craft skills so that you always have a wide selection of magic when leveling up.) Whenever you chose a new spell, your Mana pool for that book of Magic increases.

## Maximizing Hit Points

The number of Hit Points you gain when leveling up is actually quite complex. It is not a simple process whereby dice are rolled and that amount is automatically credited to the account. Instead, Hit Points are re-rolled whenever a character makes a level—if the new total is less than the character’s current Hit Points, the character is only awarded one hit point—this ensures proper balance throughout the game, and that all similar characters will have reasonably consistent Hit Points. It should be noted that many factors are evaluated to determine how many Hit Points a character should have.

It is possible to save a game before you level up and then keep re-loading until you get a result that you consider favorable. However, in the long run a character’s Hit Point total will average out so this tactic may be self-defeating and time consuming.

## GUILD ADVANCEMENT

In addition to rising in levels, characters should also seek to increase their Guild Rank. You can do this by completing quests for the various guildmasters in each of the Towns. The process is detailed in a later chapter and the individual quests (and their solutions) are in the Guide to the Gael Serran chapter.

As a character progresses through their guild hierarchy (up to rank 7), they will be offered more skills and traits to study. This is a good thing and you should take advantage of guild training as often as possible.

## WHEN TO ASCEND

Choosing when to undertake the quest for an Elite Role can be difficult. Elite Roles are always better than the four Basic Roles, so you might be tempted to ascend immediately. However, there are advantages to waiting. As soon as you complete the quest for the new Role you stop advancing in your old Role and begin as a first level member of your new Role. This means that you will hit levels fast and furiously until you equal your old Role's levels, and then you will slow down again. For each new level you gain in the new Role, you will get only minimal (generally one) Skill points and Skill points and very seldom gain any Attribute points.

So if you switch roles at level 5, you will gain five bonus Skill and Hit Points, and then gain the rest normally at level 6 and above. Think about that for a moment... if you wait until level 10 to do the switch, you will get ten bonus Skill and Hit Points and have all the powers of two tenth level Roles to choose from. Sounds tempting, doesn't it? Also remember that each new level costs more experience points than the last to advance in, so going from level 9 to 10 is far harder than going from level 1 to 2. By switching Roles at a higher level, you get a quick boost in leveling up, which enables you to visit guild training more often, get more chance to pick up all the spells in your books of magic, etc.

One suggestion is to ascend Warriors to Barbarians fairly early in the game (at around level 5) and then wait until they are level 10 to assign them to Elite fighting Roles. Keep your Wizard and Priest in their original Role until they maxed out their spell-casting abilities, and then become Warlocks (somewhere around level 10). Your Rogue could become a Bard at level 9, and the Ninja once he reaches level 11 as a Bard. These delayed ascensions can make your party more well-rounded and better able to cope with the various situations in the world.

In this scenario, three of your characters could achieve the Special Roles once they become available.

# ODD GROUPS

Given that you choose any six combinations of heroes out of 40 (10 clans times 4 basic roles) to make up your adventuring band, there is no reason to follow the standard path outlined above. There are many other ways of creating an enjoyable party, and here are some of them:

## CRUSADERS

Create six different Warriors—no Wizards, Rogues, or Priests—and head out into the Gael Serran. You have no magic and are forced to rely on brute force to survive! This is more difficult than it sounds, since you will have no easy access to magical healing and no nuke spells to pull you out of trouble.

Of course, once you acquire the experience and gold to begin choosing Elite Roles, your party will begin to develop its magical prowess as your Warriors become Paladins, Rangers, and Samurai.

For the truly hardcore, your gang of Warriors could all follow the same ascension, bringing justice to the land in a combined band of brothers (or sisters). If you choose the Barbarian Elite Role, you are spitting in the face of all the puny spellcasters, declaring only the power of the sword to be important!

## SPELLSLINGERS

Create six different Wizards (throw in a single Priest if you must). Now, armed with only robes and a spellbook, go forth to strike fear into the hearts of evildoers! As a party of spellslingers, you can be surprisingly effective—few enemies can resist the sheer barrage of spells you can manifest even at low levels. (For the record, if each character is a Wizard and takes both Burn and Shock as their first level spells, a consolidated attack from your party would do over 300 damage. Pretty impressive!)

Of course, the problem with such a group is that if you run out of Mana before the enemy is destroyed, you will be in a great deal of trouble. The same is true if you run into a foe with very high magic resistance.

Rather like an all Warrior party, a party of spellslingers can follow Role ascensions that branch out their talents or remain focused and dedicated to magic. A party of all Warlocks can be tremendously effective!

## THE LITTLE PEOPLE

If you believe Jerry Springer, there is something funny about small people. If you take that heart, build a party out of Gnomes, Dwarves, and Ratlings and have fun. (You can create a perfectly efficient party out of the Little People, so this is more a concept than anything that particularly impact your gameplay.)

## THE WEE FOLK (*REALLY* LITTLE PEOPLE)

If you want a challenge, create a party composed entirely of Pixies. With their low Strength, minimal Carrying Capacity, and fleeting Hit Points, Pixies are challenging to play. This party will be fast, have a tendency toward magic, and be rather bad at combat. It is, however, a lot of fun. The only problem is coming up with six Pixie names! (I suggest Black Francis, Kim Deal, Joey Santiago, and David Lovering as a start.)

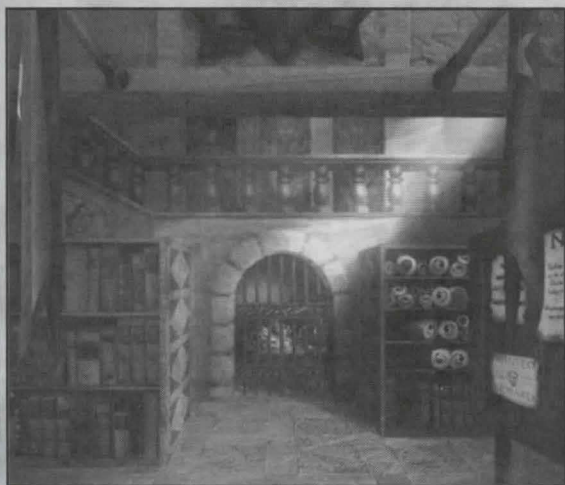


# A Roof Over One's Head

Chapter

3

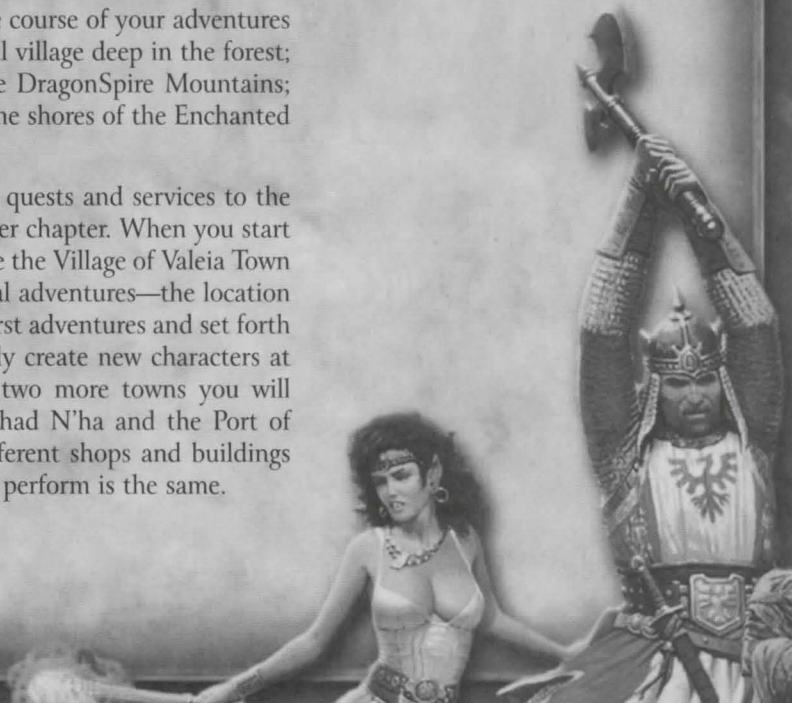
—in which your humble author offers a guide to three major towns of the Gael Serran, detailing what services are available therein—



A Roof Over  
One's Head

There are three towns that you will visit in the course of your adventures through the Gael Serran. First is Valeia, a small village deep in the forest; next is Ishad N'ha, a larger town beneath the DragonSpire Mountains; and the last is the port of Brimloch Roon on the shores of the Enchanted Sea.

Each town is subtly different, offering various quests and services to the adventurer—the specifics are detailed in another chapter. When you start a new game, the first screen you come to will be the Village of Valeia Town Screen. This town is the basis of all your initial adventures—the location from which your heroic band will begin their first adventures and set forth to purge the Gael Serran of evil. You may only create new characters at the Town Inn in Valeia, although there are two more towns you will encounter later in the game—the Town of Ishad N'ha and the Port of Brimloch Roon. These locations will have different shops and buildings from Valeria, but the scope of actions you can perform is the same.



## THE INN



In the Village Inn, you can create as many as fifteen different characters, and you may choose up to six to use at any given time. When you leave the town and enter the world, you will leave those characters until you return to a town, where you can swap them with any other characters you have at that town's Inn. Though each of your characters is like a main character, and as long as you have at least one character alive in your party you're still in the game—only when everyone dies do you go to the graveyard.

From the Town Inn in the Village of Valeia, you can create new characters (see *Character Creation*) and review or rename your existing heroes. You may not create new characters at any of the other Towns. If a character portrait appears grayed out in the Town Inn, they are not available and you cannot access them. This occurs when these characters are already out on an adventure and haven't yet returned to town, or they are currently at one of the other towns. If the portrait is displayed normally, you can add them to your party by left-clicking on the character. If you want to remove characters from the party, left-click on their portrait to select that character and then click on the Remove Character button. The character will be returned to the Inn, awaiting further adventures. Although you may form a party containing up to six characters, you can adventure with any number less than six if you choose.

## THE TOWN HALL

Each town has a Town Hall from where the Mayor orders his domain. The Town Hall offers three services to adventurers.



### BANK

You can store gold (but not items) in the Bank vault in the Town Hall. The people of the Cliffs of Serran have not heard of compound interest yet, so you will have exactly the same amount of gold when you make a withdrawal.

The Bank in the game is of questionable usefulness. Perhaps this is just a paranoid suggestion, but in such a world you prefer to keep all of your gold on you to make certain it is safe.



## EMPLOYMENT

The Mayor of a town may have jobs for you to do. Click on the Employment button and he will tell you about any jobs that are available. You may also receive a choice of quests in the Scroll display. If so, click on the one you want to undertake.

These quests do not provide guild rank or similar benefits, but are a welcome source of gold and experience for your party.

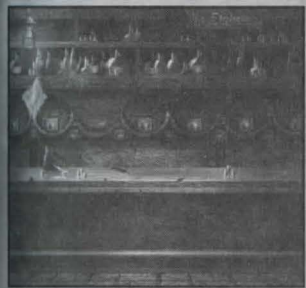
## NEWS

The Town Hall is the hub of gossip and news in town (as well as the Tavern). Click on the News button to catch up on recent events, which may provide clues for your journey. Sometimes the Mayor will have more than one piece of news, so wait for him to finish before clicking on the button again.

## THE TAVERN

Taverns are often places of ill repute, but the barkeep is likely to know many rumors. You can buy a drink and also buy news here—for a price! Often the barkeep knows much about your business and will tell you something important.

The information the barkeep provides always relates to one of the quests available in that town. However, as you are holding this fine strategy guide, you should not need to spend any money here for clues. Of course, you can always buy a drink for your heroes, if you feel they deserve one!



## SHOPS AND GUILDS

When you enter a shop, the merchant will greet you and inform you of any developments on quests you are undertaking for him. (If multiple characters are on quests for the same individual, you will have to select each character in turn to receive the news for that character.) The normal Action buttons are replaced by a set of shop specific buttons.



## BUY

A list of the items offered for sale by the merchant appears on screen. You can scroll along the list using the Arrow buttons. If you see an item you want and can afford the price, click on it and it will be added to your inventory. Items purchased from a store are always identified and in pristine condition.

All shopkeepers keep the goods your party sells to them in their inventory, so if you sell something by mistake you can buy it back at a later date.

If a character is a member of a guild at that shop, they will be able to enter the guild and have the chance to purchase enhanced and special items.

## SELL

A list of the items in the character's possession will appear. As each item is highlighted the merchant will offer you a price. Should you accept this price, click on the item to sell it. Items fetch a greater price if they are identified and repaired, so you should perform these functions on your items before you sell them once you have the ability to do so. Shopkeepers will offer you only half of the value of goods that you sell to them unidentified; and furthermore, they will subtract any damage to the item from the final price.

## IDENTIFY

Selecting this option will bring up a list of all the unidentified items in a character's possession. Highlighting an option will quote you the price to identify it. To identify an object, click on it. If you have sufficient gold, the item's secrets will be revealed to you.

If a character is carrying multiple copies of the same item, all will be identified for the same price (the price for identification is approximately half the resale value of the item in question). Therefore, it makes sense to put as many identical objects into the backpack of one character before having them identified—this way you will only pay the identification price once!

### Save Money Identifying

Small, stackable items such as arrows or Heal potions will be automatically identified if a character is carrying one of these things and picks up another. Knowing this can save you money early on in the game before you can identify items for yourself.

## REPAIR

Some items, weapons, and armor especially, become damaged and less efficient as you use them. To perform upkeep on your equipment, select this option and the Smith will quote you a price to repair each item. If an item becomes very badly damaged (it is highlighted in red in your inventory), it is in danger of breaking—this means there is chance every time you use it that it will shatter and disappear. To prevent this from happening, carry a backup weapon and swap out the damaged weapon if it's important to you.

Eventually, you will be able to learn to repair your own items and skip this drain on your resources!

## GUILD MEMBERSHIP AND BENEFITS

Joining a guild is vital to a character's advancement in the Gael Serran. Without a guild, your character will be friendless and denied the teaching that leads to Elite Roles and advanced skills. To join a guild, click on the Guild button in each shop. If you can afford the initiation fee, you will enter the guild as a rank 1 guild member. By completing quests for the guild-master, you will be able to advance in rank and gain greater benefits from the guild. Initially, a character may join only one guild, but as they ascend to the Elite Roles they will be able to join others; for example, a Warrior who becomes a Paladin is eligible for membership in the Priests' Guild, as well as the Warrior's Guild. You should join as many guilds as you can with each and every character—each guild membership gives you access to more quests and more training options, which can only make your heroes stronger!

## ROLE ASCENSION

Click on the Role Ascension icon to see which Elite Roles are available to your character. Each Elite Role has certain Attribute requirements that must be met, and the guild-master will send your character upon a quest before initiating them into the secrets of the Elite Role. A character may be in training for only one Elite Role at a time. You may cancel the Role Ascension training for your character at any time by re-selecting it, but the training fee will not be refunded.

Once your character has completed the quest set by the guild-master and has returned to the guild, they will become a level 1 character of the new Role. They will retain all previous skills, traits, and benefits of their former Role, but will now be able to learn new skills and abilities under the new Role. Until your character's level in the new Role exceeds the highest level in any former Role, they will gain only minimal hit points, attribute points, and skill points when they advance in level.

If they can learn any spells, they will not be able to learn any spells higher than their present level. If your character did not learn a skill or ability that was or would have been available to them in their former Role, and the skill or ability is not allowed in their new Role, they will no longer have the ability to learn it. However, once they have acquired a skill or ability, then they may continue using and improving that skill or ability permanently, even if it isn't normally available to any of the new roles your character undertakes.

With the exception of Warlocks and Zenmasters, who are eligible to learn ALL Books of magic, if a character changes Roles, then the character may only learn new spells in any former Book of magic that are no longer applicable to the new Role *at a level equal to half of the character's skill* in that Book of magic. Example: Margo is a level 10 Monk who was formerly a Priest with a level 6 Vinecraft. Since Vinecraft is not a Book of magic that Monk's are entitled to learn, Margo may not learn any new Vine spells beyond Level 3 (half of her Level 6 Vinecraft skill), unless she increases her Vinecraft skill further. She may continue to do this each time she makes a new level or by continued training in one of the Guilds.

## TRAINING

When you click on the Training button, a list of all the Attributes, Skills, and Traits the Guild will teach your character appears. Scroll across the list until you find an ability you like and can afford. If you can pay the fee, your character will gain the benefits of the training immediately, but they will be required to continue study of the ability until the next time they gain a level. Each Guild will only train a character in a single ability at a time, although a hero may be undergoing training for several separate Guilds at once! As your character's Guild rank increases, more training options will become available to them.

As soon as a new Trait becomes available, your character should study it to gain its powers—it is far more important to train a new Trait than it is to gain in Skill or even raise an Attribute.

Training in advanced Traits, such as Crusade for a Paladin, can become increasingly expensive (up to 5000 gold for each new Trait)! However, the advanced Traits are all extremely powerful, so you should never miss the opportunity to undergo training.

### Maximizing Skills

If you raise a Skill to almost the new level (say to level 2, or 80%), it will be very cheap to raise the Skill through training at a Guild. You may want to consider always leaving one Skill 'hanging' like this so you can train it at a guild.

### Extra Training

Although Guilds will say they cannot train you over 18 in any Attribute, they actually will! Make sure the character is carrying 10,000 gold pieces, then click on the Train Attribute button. Although the Guild-master will protest, you will receive the training!

## QUESTS

By clicking on the **Quests** button, you will be offered the chance to perform a special duty for the Guildmaster. Should you succeed in the assigned task, you will not only receive experience, but you may also be promoted within the Guild. As you gain rank within a Guild, the Guildmaster will offer you more advanced training and other special services, including special items for sale. More than one character may be undertaking the same quest simultaneously, and in cases of unique one-of-a-kind quests, should one succeed, all will be rewarded.

Once you have completed a quest for a Guildmaster, click on the quest button again if you wish to see if he has any further assignments for you. On average, each Guild offers three quests, although this varies from town-to-town.

## BUY SPECIAL ITEMS

Each Guild keeps a private stock of items that it shows only to its trusted members. This is exactly like buying items normally, except that the items are more varied and often of better quality. It is from within the guild that your character will be able to purchase such wonders as magic weapons and enchanted rings.

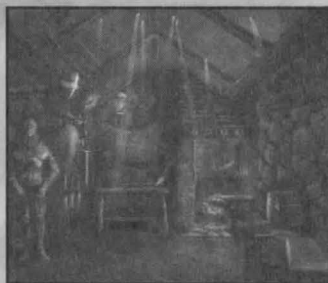
These special items can be vital at certain stages of the game. For example, if you have not yet found a magical weapon as treasure and know you are going to be fighting spirits, then investing in a 'plus one' sword from the Armory may be an excellent idea. It is also often worthwhile to invest in spell books so that your characters can quickly learn a wide range of spells.

## VARIOUS GUILDS

### THE ARMORY & WARRIORS GUILD

The Armory is a place to buy, sell, identify, and repair weapons and armor. It contains the Warriors Guild, and the Clan of Three Swords.

The Clan of Three Swords caters to the needs of fighters including Warriors, Paladins, Rangers, Barbarians, Samurai, and Ninjas. Your characters can learn many useful Traits and Skills here, so it pays to join up as soon as one is eligible.



## THE MAGIC SHOPPE & WIZARDS GUILD

The Magic Shoppe can buy, sell, and identify artifacts of all kinds, as well as provide sufficiently advanced members the ability to bestow magic powers on items through Enchantment Rituals.

A spellcaster with the Occultist trait, at least level one in Enchants skill, and at least one Artifact spell in their spellbook, is able to enchant mundane items, imbuing them with great magic power for added ability. Once you have cast at least one enchantment on an item, it becomes special and unique, and you will be asked to give this item a new name.

The Magic Shoppe contains the Wizards Guild, The League of Sorcery

The League caters to the needs of spellcasters including Wizards, Warlocks, and Bards. In addition to training and quests, the League will offer many useful items for sale, including magic books that can teach a character a spell from a Book they are eligible for.



## THE PAWN SHOP & ROGUES GUILD



The Pawn Shop can buy and sell shady objects of all kinds. It contains the Rogue's Guild, the Guild of the Shadow. (There is no Pawn Shop in the small village of Valeia.)

The Guild of the Shadow caters to the needs of all rogues including Rogues, Barbarians, Bards, and Rangers. The primary benefit of Guild membership is in advanced training, which will greatly increase the power of your characters.

## THE DOJO & SAMURAI GUILD

The Bushi Dojo can buy and sell objects of all kinds. It contains the Samurai's Guild, The Way of the Dragon. (There is no Bushi Dojo in the small village of Valeia.)

The Way of the Dragon caters to the needs of the Samurai, Monks, and Ninja. It is essential for these three characters to train often to gain the many special Traits available at the Dojo. (The Zenmaster may also study special Traits at the Way of the Dragon, so make sure they get membership!)



## THE TEMPLE & PRIESTS GUILD

The Temple is a special place of prayer and ritual, including a sanctuary for any characters in need of healing or resurrection.



**Rites:** The healing rites of the Temple have saved many a hero, returning them from even death's clutches. Healing is not always cheap, but if your party has neither the spells nor the potions to restore a friend to health, then the Temple is always available.

**Bless:** A spellcaster with the Cabalist trait, at least level one in Blessings skill, and at least one Artifact spell in their spellbook, is able to bless mundane items, imbuing them with great magic power for added ability. Once you have cast at least one blessing on an item, it becomes special and unique, and you will be asked to give this item a new name.

**Donate:** Your character can make a donation to the Temple funds. Although this may seem expensive at times, such acts of unselfishness often lead to unexpected benefits. Generally, the Church will only award its benefactors with potions from its stocks; however, rarer objects are sometimes given. Overall, making a donation is of limited worth to you.

**Uncurse:** Sometimes items of magical power exert a baleful or even damaging influence over their bearers. Cursed items cannot be unequipped by a character normally, but by the power of the gods. For a steep price, the Priests of the holy temple can free a character from such duress, allowing them to remove the cursed item.

Sometimes the benefits of a cursed item outweigh its problems. For example, A Skull Dagger is a fine weapon for a Rogue, and the constant wounding is a small price to pay. Other cursed items are far more dangerous and crippling and should be disposed of immediately. Surprisingly, a shopkeeper will pay good money for cursed items because their twisted magics can be studied to the great benefit of artificers everywhere.

The Temple contains the Priests Guild, The Brotherhood of Promise. The Brotherhood to the needs of Priests, Paladins, and Warlocks.

## ENCHANTING AND BLESSING ITEMS

A special power of magic users is the ability to Bless or Enchant items at the Temple and Magic Shoppe respectively. These potent abilities allow you to create and name your own magic items and even upgrade existing magic items!

To be able to do this, a character must meet three requirements:

- ✦ Have the Cabalist or Occultist trait.
- ✦ Have at least one level in Enchants or Blessings skill.
- ✦ Have an Artifact spell in their spellbook.

To perform the ritual, click on the Enchant or Bless button and you'll be presented with a list of all the objects that can carry the magic charge in your possession. For each previous spell on an item, the process is more expensive. (For example, to enchant a mundane pair of boots the first time will only be 100 gold, to add a new enchant to something that has many enchantments already on it will cost thousands of gold!) Also, a character may only add magic power to an item if the number of spells already on that item is less than the character's Enchants or Blessings skill.

When you have imbued an item in this manner, you will be asked to name it so it becomes forever yours!

Each of the six Books of Magic has its own Artifact spell that adds a different effect to the item. Different Blessings and Enchantments are available depending on whether the item is a weapon or armor.

### Blessings

Armor	Increases the Armor rating of the object by a small amount with each casting.
Damage	Increases the damage inflicted by the selected weapon.
Hits	Grants a weapon a bonus to hit.
Toughness	Increases the material strength of an item making it far harder to damage.
Regenerate	Grants the wearer of the items the ability to regenerate their hit points. A most potent Blessing!

### Enchantments

Flamestrike	Imbues the weapon with the ability to hurl flamestrikes. [This ability will have a number of charges before it is exhausted. Re-Enchanting the weapon will restore its charges.]
Iceball	Imbues the weapon with the ability to hurl iceballs. [This ability will have a number of charges before it is exhausted. Re-Enchanting the weapon will restore its charges.]
Protection from Fire	Imbues the armor with resistance to damage from fiery attacks.
Protection from Ice	Imbues the armor with resistance to damage from cold attacks.
Protection from Magic	Imbues the armor with resistance to damage from mystical attacks.
Zap	Imbues the weapon with the ability to generate electrical zaps. [This ability will have a number of charges before it is exhausted. Re-Enchanting the weapon will restore its charges.]



# Adventuring Guide

—in which various challenges are explained and the task of heroism made easier—



*An outlaw underestimates how dangerous a place the Gael Serran can be!*

It's a tough world out there. It takes more than a sword and a couple of hastily learned spells to make your way to the final confrontation with Lord Cet.

This chapter will make that path smoother and easier for you. Specific details about skills, the foes you will face, individual puzzles, and each spell's effect can be found elsewhere. Here we look at how to act in—and react to—the world so you stand a chance of survival.

## GENERAL TACTICS

The first important thing that must be stressed is that you should not walk out into the world naked. Each character receives 200 gold when they are created, and that is enough to buy a weapon and some armor. Make use of that money! Although it is possible to pick up everything you need when adventuring, it is far easier to buy basic items from the shops in Town. Also remember to share money between your characters—a Wizard needs little more than a robe, so some of their money can go toward buying a long sword and shield for the Warrior.

You should always pay attention to how each of your characters is equipped, upgrading their armaments whenever the opportunity presents itself. (Likewise, if a character takes on an Elite Role, which means they cannot use some of their equipment, remember to pass the good stuff along to your other characters. Never sell something one of your heroes might need.)

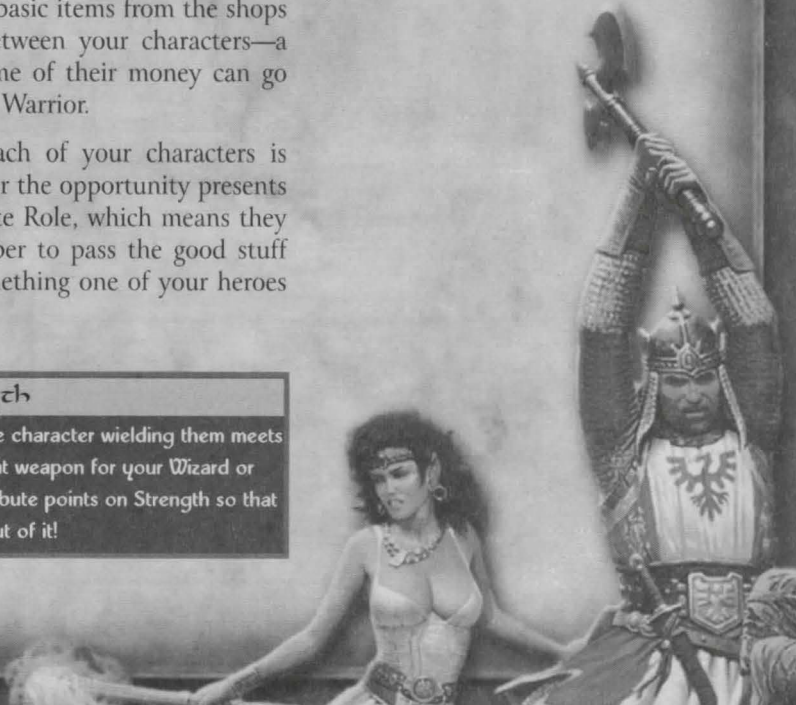
### Weapons & Strength

Many weapons' special powers will not activate unless the character wielding them meets the minimum Strength requirements. If you find a great weapon for your Wizard or Rogue, you might want to consider spending a few Attribute points on Strength so that they are getting the best use out of it!

Chapter

4

Adventuring  
Guide



Many items that you find will have no apparent purpose—these are often quest items that you need to solve a particular puzzle or overcome an obstacle. Never throw these items away! If you are overloaded and need to lighten your burden, put the objects down in a safe place and mark the location on the map (mundane items will disappear over time; however, quest items will remain in the world). Also, most quest items and keys only need to be used once, so you can often safely drop them. It is a good idea to discard such items right next to the puzzle they solve in case you do need to come back for them. Be careful, though, because certain keys fit more than one lock and a few areas may seal behind you, so make sure you know exactly what you are doing before this.

Luckily, it is assumed that your party is foraging for food and water, so you do not need to keep them fed. There are other maintenance tasks that you will need to perform to keep your heroes in tip-top fighting form. The most important of these actions is to keep their weapons and armor repaired. If you right-click on any object, its properties will be revealed. For objects that can become damaged, this includes a repair percentage. This is a rough gauge of how broken that item is. If an item is under 10% damaged, you will suffer no penalties for using it. Once the damage percentage is over 10%, it will become less effective, and as it approaches 50% there will be a chance of the item shattering (and disappearing from your inventory).

Early in the game you will have to visit the Smith in town to repair your items. Later on, characters can learn the skill Forge and will be able to repair their own equipment. The level of a character's Forge skill determines what level of items they can repair successfully. (Mundane items can be repaired with a skill of 1 or 2, but magic items and artifacts require a far higher level.)

## EXPLORING



*You never know what you might find if you pay attention to your Automap.*

Whenever you enter a new area or merely step off the path into a place you don't recognize, slowdown. Do not immediately speed forward in the hope of meeting friendly inhabitants. Many of the creatures that move through the wilderness of the Gael Serran are interested in you only as lunch! Walk forward slowly, taking careful note of your surroundings and looking out for enemies. Many of your enemies can move quickly and in a twisting corridor or dense forest you will not be able to see them coming. This not only means that you will not be able to prepare for the fight, but that certain magic spells will be dangerous to use. (If you drop a Firestorm on your foes, you don't want to make certain you are nowhere near them!)

### Sneaky Hint

There are many encounters that only occur once. For example, just north of Valeia, a band of Rogues (and their leader) guard a treasure chest. These bandits are more powerful than the average rogues you may meet wandering the land, so be careful. These encounters are called ambushes, and while they are always a good source of loot and experience, they can also be deadly. Even if you think that you know the lay of the land, be careful exploring new corners—you never know what may be lurking there!

The Automap helps a lot when exploring. Set your lead character to have their map up (don't worry if you want them to do something, because the map will be immediately replaced by the action icon). Though small, the map will tell you if you have been here before (any areas you have visited previously will be filled in) or if you are venturing into *terra incognita*. The small red arrow at the center of the map represents your party, and will enable you to tell which direction you are heading (this can be useful if you are spun around or simply confused).

On the subject of spinning around, the Automap shows a cone of terrain directly in front of your party. In order to fill out the map completely (and to have a clear idea of what is around you), spin around until a circle of mapped terrain surrounds your party (the red arrow). This may seem silly and take extra time, but you will appreciate this advice later when you look at your map and realize how clear it looks, and how easily you can tell where you have explored.

As you explore a new area, remember to not only use the Automap, but to also bring up the full map under character review. You can place flags of three colors on this larger map and add a note to each flag. These notes can be invaluable in finding your way about. Many of the dungeons in this game are three-dimensional, requiring you to climb stairs, ride elevators, and take terrifying jumps into the abyss. If you mark the places where these sudden changes in altitude occur, you will be able to find your way back far easier. In addition to keeping track of terrain, the map can be used to mark the locations of NPCs (for example, one that gives you a quest and to whom you want to return), puzzles that you have yet to solve, and dangers you want to avoid. Separate out the colored flags so you will know what each one represents at a glance. Consider using red for danger, blue for a puzzle to which you need to return, and green for NPCs or entrances and exits.

The most valuable tool the map provides is that it shows you where you have been already. Assuming you have been thorough and investigated every corner, opened every chest and killed every monster, the area should be safe to run through without paying close attention. As soon as the area around you becomes blank and the map starts filling in with unknown terrain, slow down and begin paying attention. There may be secrets or treasures hidden in dark corners, as well as monsters waiting to pounce.

Finally, once you reach the higher levels, travelling and exploring is made much easier by the spells Create Portal, Teleport, and Call of Home. By using these three spells you can move instantaneously between the nearest town and your camp in the wilderness. Without them you have a lot of walking to do!

## ATHLETIC ENDEAVORS

The life of an adventurer is no cakewalk. There are often times when you will be forced into very athletic roles (often when a hideous death is waiting for you should you fail). High physical Attributes and the skill Athletics boost all three of these athletic endeavors.

To run, hold down the Shift key (by default). This increases both the ground speed of your party and their jumping height. You can use running to escape tight situations and to boost your jumps to reach otherwise inaccessible locations. The problem with running is that you lose fine-control over your movement and it is possible to go careening over a cliff if you are not careful and don't know where you are going. Remember, you can run backward when you need to retreat, but you will move slower than if you were running forward (if you need to get away, turn around first).

When jumping, you should be aware that different clans can jump higher and further than others based on the character's size—Pixies cannot jump very high at all, whereas a Whiskah is quite agile. If you are having trouble making a jump, try switching to one of the other character active to see if they can perform better.

Swimming is a more serious affair than running or jumping as your character can drown. Whenever your party is underwater, a green color will gradually cover their character portrait. When the green covers the portrait completely, it means that they are out of air and will soon begin to take damage. Certain skills, such as Athletics, and traits like Iron Lung, will help a character hold their breath longer, but drowning is inevitable. You should always carefully monitor your party's air supply when fighting underwater to avoid this.

### Room to Breathe

If you are in turn-based mode and fighting underwater, a character's air supply will not be calculated until the fight is over. This means you can take a much more leisurely approach to underwater battles in turn-based than in real-time mode.

## TRANSPORTATION

Throughout the Gael Serran, there are several modes of transportation available that will make your life easier. They include horses, rafts, boats, and even mine carts. (There are other strange modes of transportation within dungeons, but we won't go into the details here.)

To get aboard one of these modes of transportation, simply click on them and your party will mount up. (Most of these things have a specific trigger area to click on to make it easier to click on what you are doing. For example, to control the warship you need to click on the ship's wheel, not just on the deck.) To get down, click on it again. Simple, eh? You can even cast spells while fighting aboard a mode of transportation, but it's not a good idea—it is too easy to target the wrong thing when you're not standing on your own two feet.

Sometimes you will control the movement. If so, simply move around as if you were controlling your characters. Other forms of transportation take you automatically between certain places. If you are on one of these automatic conveyances, do not jump off halfway.

## TREASURE

You should always try to maximize your loot. Without money, you will be unable to pay for training and Role ascensions. There are a couple of ways you can make sure that the cash flow is smooth for the entire game.

Remember to pick up everything that is not nailed down in a dungeon. You may not want the item, but it can be sold in town (or traded to a NPC if one is closer than town). If you follow this advice, you will also avoid missing any quest items that may be tucked away in a treasure chest or forgotten corner.



*Some loot is very well protected indeed.*

Once you have practiced the Artifact and Forge skills, you can identify and repair items that you find in the world. Because the shops will pay you only half price for an unidentified item and furthermore reduce the price by the amount of damage it has taken, it makes sense to spend a little time polishing up the loot before unloading it. If any character has the Merchant trait, they should be the one doing all the buying and selling as they can maximize your profits very quickly indeed.

As a final note, you can trade with NPCs in the world without having to return to town. Each NPC desires certain types of items and hates others, so the prices they offer will reflect their personality. If you find a particular person offers you a great deal on weapons, make sure to you seek them out rather than going to the Armory.

## FIGHTING

You will spend a great deal of time in the game fighting—it's what heroes do. Because *Wizards & Warriors* combines turn-based and real-time fighting, there are some very interesting tactics available to you.

The most basic tactic in fighting is deciding how you want to face the enemy. Against a group of weaker opponents, it makes sense to just pile in and take them down as fast as possible without using fancy tricks. If the enemy is more dangerous, you may have to think carefully about what you are doing.

It is possible to disrupt an enemy's actions by hitting them hard enough. This is particularly useful against spellcasters (casting spells takes a while to warm up and the enemy will take a while to recover even after a failed cast). Get right up in your foe's face and pound on them with fast attacks—this means that even your spellslingers should be using their melee attacks, because you don't want to take the pause that comes with spellcasting. If you are successful in this (buffs like Haste helps a lot!), you will be able to negate the monster's advantage and take them down with greater ease.

The most basic way of maximizing your damage while limiting the enemy's is to move forward and backward as you fight. When you want one of your party to make a strike, move forward into the enemy. While you are waiting for your characters to recover, move back so that the enemy misses. It requires a good sense of timing to make this tactic work, but most enemies will telegraph their blows (that is to say, have an animation that shows them getting ready to attack) and you will get a chance to dodge away. Obviously, this tactic works better against single enemies than a group, and is often negated by spellcasters or ranged attacks.

When facing powerful spellcasters these tactics become more refined. You never want an enemy spell to hit your party, so dodging becomes very important. The controls you will use for this are very similar to those used in first-person shooters, such as *Quake III* or *Soldier of Fortune*. One of the more overlooked movement controls in *Wizards & Warriors* is that of strafing. By default, the strafe keys are the right and left arrow keys. When you press these keys, your party will move sideways instead of turning. If you wait for the spell to be cast (you will be able to see the spell effect zooming toward you) and then quickly strafe away from it, you can get the attack to miss you entirely. You need to be aware of your environment to do this successfully, as there is nothing worse than strafing into a solid stone wall.



*Be very careful when fighting such foes as the three-headed hydra!*

If the enemy is using a lot of area effect attacks (spells or bombs) you may want to get in close to them or to other foes so that they are caught in the blast. Many enemies don't care for each other too much and have no problem with unleashing friendly fire into a packed melee. You can also trick enemies into blowing themselves up if you are careful. Make sure there is something to intercept the blast closer to the foe than you are, and dodge into and out of the enemy's line of sight. If you're lucky, they will get frustrated and make their attack, hitting the obstacle. BOOM!

There are also some sneaky tricks you can use against the monsters. If you are bigger than the enemy, you can push them around. This makes it possible to push them off ledges or into other dangerous situations, such as moving machinery. As long as you have wounded the enemy first, you will get the credit for the kill even if an elevator ultimately crushes them. For larger monsters that push *you* around, you can try luring them into similarly dangerous situations, but be careful that they don't push you into them!

You should learn to use the environment to help you. Because the world has a physical solid floor to it, large enemies cannot fit into small spaces, a group of enemies has to move single file down a corridor, and doors can slam on them blocking an attack. Use these situations wisely and you can break up groups of enemies into more manageable chunks and even prevent a large creature from attacking you altogether.

One special tactic that rarely works but is great fun when it does, is to fight a group of enemies close to a trapped treasure chest. Make sure the enemies are closer to the chest than your party is, then cast Pry on the chest. There is a good chance the trap will be detonated and the enemy group will be caught in the conflagration. If you can pull this off, you deserve a badge of honor.

After combat you will need some time to recover. Make sure you remove all of the negative effects—poisons, diseases, curses, etc.—from your party as soon as you can. After this round of post-combat spellcasting you should rest for a little while to make sure that your spellcasters have a chance to regain their Mana. During this time you can study the map, identify and repair weapons, and even recast buff spells.

### Real-time Recovery

If you have just retreated and need one of your spellslingers to recover faster, switch to real-time mode (T toggle by default). In real-time, it will take less time for them to be active again than it would in turn-based. Remember to switch it back to the mode you prefer before the next fight!

## CASTING SPELLS

The first rule of successful spellcasting is to know what each spell does. There is nothing worse than casting the wrong spell when something nasty is trying to claw your eyeballs out!

There are two particular cases in which it is very bad to cast the wrong spell. If you have a spell prepared and cast it on a monster (the safeguard mode settings in Game Options can prevent this), or if you have an area effect spell primed and cast it when you are in melee combat with the enemy. The best way to prevent either of these occurrences is to always reset your characters to Fight mode between combats—this means you will never have a spell prepped accidentally. You can use the hot-keys F1 and F2 to switch a character between Fight and Magic mode instantly so you need not be afraid of being caught unprepared.

The other case in which spellcasting becomes a problem is if the target is resistant or immune to the spell you are trying to cast. You should pay attention to the text window whenever you cast a spell. If the line “Ugly Monster is not affected” appears, it means the beast has resisted your casting and is quite possibly immune. In the heat of combat, it is quite easy to keep clicking through your party’s attacks and return to the spellslinger without changing spells, in which case you just repeat the wasted spell. As you gain experience with the game, you will learn to recognize a creature type’s resistances and quickly switch spells to get the best results.

The environment surrounding your characters may also alter the effect of spells. The most common example of this is underwater battle. If your character is submerged, they cannot cast any spells from the Book of Sun, and any Book of Stone spells will be altered. For example, casting Zap underwater shocks your own party as the electricity earths itself into the water.

## MONSTER SPAWNS

One of the ways to maximize experience points and loot is to increase the Monster Spawn frequency. You can do this from within the Game Options (but you will need to restart the game for the new settings to take hold). By increasing the spawn, you will get to meet more monsters more often. This can also be very useful when you are looking for a specific quest ingredient (for example, the skull of a skeleton or a spider egg) and need to slay a specific beast.

Monsters are spawned based on two factors: the amount of distance that you’ve traveled in the game and the time spent standing still. If you stand still for a while, a random roll is made to determine if a wandering monster comes and attacks you, and the amount of time that you must wait depends on the spawn frequency. Thus, if the frequency is set at Often, then the rolls may be made every 60 seconds or so, but if the frequency is set to Seldom, then the rolls may only be made every few minutes. Also, if you begin to travel, the game will make a random encounter roll depending on the distance that you’ve traveled. If you have it set to Often, then you will get a random encounter roll for a short distance traveled, and if it is set to Seldom, you will have to travel a long distance before the game rolls for an encounter. Thus, the frequency actually doesn’t guarantee the amount of encounters,; but instead, the frequency guarantees the number of times the game rolls to see if an encounter happens. So if you are hunting monsters for fun and profit, it pays to travel rather than camp out a specific spot.

## ZONING

Zoning is a term coined from a very popular fantasy game and refers to the actions of moving between different areas on the map that require the computer to pause and load new data; it is also called Crossing Over. The best examples of this are entering town or moving into a dungeon. Because monsters cannot zone, it is possible to use this feature of the game to your advantage—if you cannot escape a particular foe and need time to rest, you can zone and escape them temporarily.

You should be careful of overusing this tactic, however, as the monsters will not go away when you zone (they will simply wait patiently for you to come out again) and random spawns may add to their numbers. Running for the town gate is not always the best idea. The creatures that chased you there will be waiting outside and more of its friends may have arrived when you show up again. However, if it’s a choice between running for the town and dying horribly, then head for the town!

## A CLOSING THOUGHT



*Erzette asks you to go into the dragon's lair for her. What would you do?*

*Wizards & Warriors* shares some similarities with fantasy stories—the successful hero is noble, modest, polite, helpful. This translates, as you should talk to all characters you meet and agree to help them whenever you can. There are unexpected rewards for kindness and opportunities to be missed if you do not pay attention to strangers.

Of course, should such strangers turn out to be evil—Scanthril—then the sword of righteous justice should be swift and sharp indeed!





# The Art of Sorcery

Chapter

5

*—in which the mysteries of mysticism are laid bare and the deepest secrets of magic revealed to the initiate—*

The powers of magic are one of the defining attributes of the Gael Serran. The land is rich in magic, and full of mystical monsters and powerful spellcasters. To become a master of magic is to become master of the world, and this chapter will show you how.

The Art  
of Sorcery

## SPELLCASTING 101

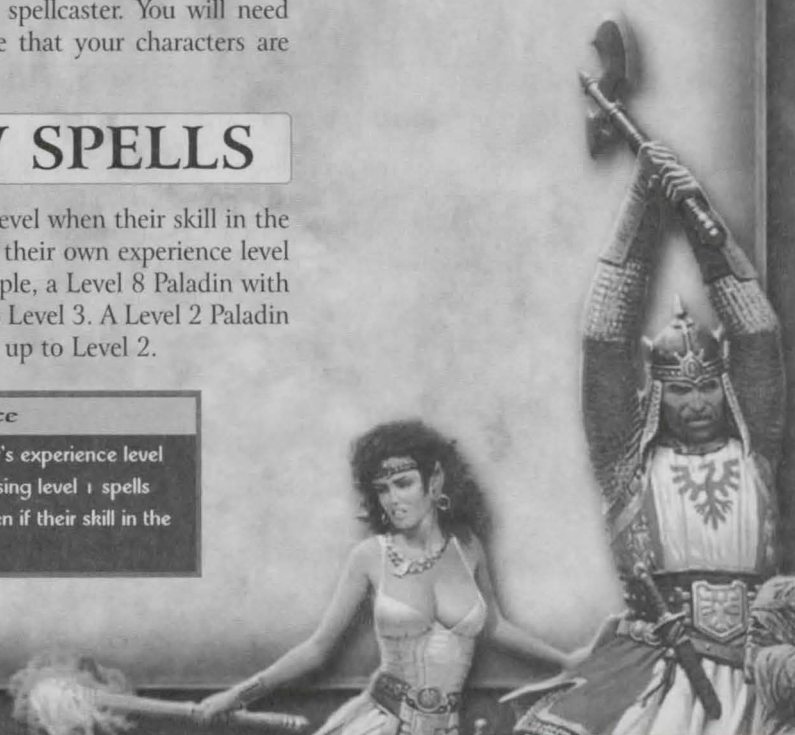
Several factors combine to make an efficient spellcaster. You will need to pay attention to all of them to make sure that your characters are functioning at peak efficiency.

### LEARNING NEW SPELLS

A character may learn magic spells of a given level when their skill in the specific Book of Magic reaches that level, and their own experience level is equal to or greater than that level. For example, a Level 8 Paladin with Level 3 Spiritcraft may learn Spirit spells up to Level 3. A Level 2 Paladin with Level 5 Spiritcraft may learn Spirit spells up to Level 2.

#### Spells & Experience

Because changing Roles will reset the character's experience level to Level 1, the character will be limited to choosing level 1 spells until they achieve the next experience level, even if their skill in the Book of Magic is higher.



## POWER OF CAST SPELLS

The power and duration of most magic spells is determined by the Sorcery skill. The power of a spell can be estimated as roughly doubling for every 10 levels of skill. For example, a Wizard with Level 5 Sorcery will cast a Flamestrike spell that does 50% more damage than a Wizard with Sorcery Level 1. A Priest with Level 10 Sorcery will cast Heal spells that heal twice as many Hit Points.

Several traits will also affect how your character casts spells. These are detailed in the Traits section under Character.

## CUMULATIVE SPELLS

Some spells are cumulative, which means that casting the same spell a second time while the first spell is still in effect will either increase the power or effectiveness of the spell, or increase the duration of the spell. A good example of this type of spell is Toughen, which adds 10 Hit Points to the target for each casting.

## THE PROPER CARE AND FEEDING OF YOUR MAGIC USER

There are several stages in the career of a spellslinger, and how a character passes through these stages depends on your natural inclination and their Role. For example, a character that starts out as a Wizard will need to be treated differently from the Warrior who becomes a Samurai. A character gains the Sun spell late in their career.

### THE APPRENTICE

Two paths face a starting spellcaster—do they specialize following one Book to its conclusion or do they spread their skill points between two Books?

The path of the specialist has the advantage of gaining more powerful spells more quickly, but it has several limitations. If you end up facing a foe that is resistant to the spells of that particular school, then your magic will be negated and you will have fewer options than the generalist. Even if you start off as a specialist, your character will soon become a generalist as it becomes increasingly difficult to raise skill ranks.

The path of the generalist is slower since skill points need to be split between two or more Books. The advantage here, though, is that the character will not only have a wide range of spells (and that they can switch Books as needed), but as each Book has its own Mana pool, they will be able to cast more spells in a short period than the specialist.

Whichever path you choose, you should make sure to spend at least one skill point on Sorcery every level gain. You need to make sure that a character's Sorcery skill does not fall too far behind since this skill determines the power and effectiveness of all their spells.

If a character has just become a magic user by gaining a new Role, the process is slightly different. They remain a powerful character in their old Role; however, their ability with magic is fairly limited. Because such a character will not be able to equal a pure spellcaster for some time, it is best to concentrate on increasing their skill in the Book of Magic and limiting their advancement in Sorcery. This will give them a wide range of options to use in support of the primary spellcasters, as well as a larger Mana pool. (Every time you buy a new spell for a school your Mana pool increases.) Their individual spells will be less effective, but they will be able to cast several spells fairly quickly.

## THE SORCERER

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The middle stage of a spellslinger's career is marked by the time when they can no longer be assured of raising a skill rank each new level. (This will generally occur once a skill has reached rank 4.)

Assuming that the sorcerer has been attending to Guild quests and advancing within their chosen Guild, there are several factors that will increase their power. First, they can use Guild training to boost their skills. (This is often expensive, but the trade-off between cash and skill points is often worth it.) Once a skill has been raised to over half of the way to the next rank, it often makes sense to spend the gold to boost it up. Also, again from Guild training, special traits become available that boost a magic user's potential. Whenever a new trait becomes available at your Guild, you should buy it immediately. Such traits as *Healer* or *Quickspeak* increase the power of a spellcaster immeasurably and are cheap at any price.

At this time in a character's career they will often think of switching Roles. If your character is a dedicated magic user, they should stay within the magic using Roles rather than trying to compete with the fighters. Becoming a Warlock is always advantageous since this Role gives two new Books of Magic (Fiend and Blood). Once you assume a new Role, you will face the choice between increasing rank in your new Books or pushing the old ones toward their end. As the skill points you receive in a new Role are limited until you exceed your level in your old Role, it's best to spend these limited points on increasing your new abilities. Once you begin gaining the full compliment of skill points, target each Book in sequence and max them out!

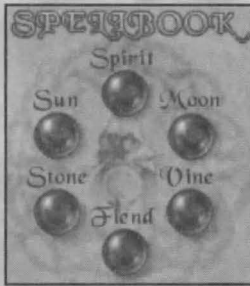
By combining these new traits with a steady gain in Sorcery and the Books of Magic, your spellslinger will keep pace with the opposition.

## THE MAGUS

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The final stage in any spellcasters evolution is that of Magus. At this stage of their career they will have reached their maximum potential (Skill rank 7) in all of the Books they command and will have a comparable Sorcery score. At this stage of your career, you can face any threat you might meet with magic alone. It's probably time to think about taking on a new Role to expand your repertoire.

# THE BOOKS OF MAGIC



There are six Books of Magic, each covering a different specialization. A character may study many of the Books over their adventuring career, perhaps even learning all magics by the end of the game.

At this point, you may consider yourself complete as a spellcaster and resist the urge to follow a more martial path. Such a Role change would provide a sudden boost in power, but overall it is not advisable. As a powerful spellslinger, you should never have to make a melee attack against a foe! There is no point in learning martial skills when your magics are designed to ensure that you never have to use them!

Spells have several different factors in their make up—how long they last, how they inflict damage, etc. To simplify your spell choices, the following abbreviations are used after each spell to summarize its effects:

- ✦ **Area of Effect:** This spell not only affects its direct target, but also explodes to inflict damage on all creatures in the surrounding area.
- ✦ **Buff:** This spell strengthens a party member or comrade. Buff spells last for several minutes. They may also grant an ability that the character did not have before, such as invisibility.
- ✦ **Cumulative** (also called Stackable): Multiple castings of the same spell on the same target will increase the effect.
- ✦ **Debuff:** This spell weakens an opponent. Debuff spells generally last for several minutes.
- ✦ **Direct Damage:** This spell targets one opponent and attempts to vaporize them. Such a spell can be cast in close combat without fear.
- ✦ **Damage Over Time:** These spells inflict a small amount of damage initially, but will continue to damage an opponent as time passes. The core examples would be poison spells.
- ✦ **Healing:** These spells remove a harmful condition or damage from the target.
- ✦ **Special:** Spells that do not easily fit into any one class are called Special. Read the description of the particular spell for details.
- ✦ **Utility:** These spells serve a purpose that is not directly martial. For example, the Torch spell creates light to see by.

When a character is under the effect of a spell, an icon will appear on their character portrait. Learn to recognize these icons so you can tell what is affecting your party at a glance.

Remember, the numbers given in the spell descriptions are for a level 1 caster only. An individual's Sorcery skill, as well as several traits, will determine how powerful a spell actually is.

# SPIRIT SPELLS

The Book of Spirit covers spells that heal and support the mind and body—it contains primarily defensive magic with a few notable exceptions. Spiritcraft is the province of the Priest (and, by association, the Paladin).



*Dispel Undead can send even powerful undead to their rightful rest.*

## LEVEL 1

### Bless (Buff, Cumulative)

Casts a blessing on all party members near the target. This improves the party members' chance of making successful strikes against monsters, and reduces the chance of monsters making successful strikes against the party.

You can stack this spell by casting it multiple times; however, each additional casting is somewhat less effective than the one before it. The Bless spell is one that should always be cast upon the party at all times. Never go into combat without it!

### Heal (Healing)

Restores 4 to 14 Hit Points of damage to the target. This is the most basic healing spell, but one that will save your life many a time. Learn it at first level and use it often.

### Awaken (Healing)

Wakes up a target that is asleep. Because a sleeping character will not be able to attack, this spell can be very useful. You will often face a choice between casting Awaken or casting a more useful spell (such as Heal). Go for Heal when faced with this choice, because being asleep has never killed anybody. Most of the time your enemies will be kind enough to break a sleep spell by hitting the affected character—the non-magical way of waking someone up!

**LEVEL 2****Charm (Special)**

Attempts to charm a monster. If successful, the target should become passive and stop attacking the party. This can be useful if the party accidentally gets into a fight with an important NPC. This spell will be used seldom—its 'crowd control' aspect is rarely useful. (If you are being swarmed by a large group of creatures, they are probably weak enough to be fought off. If you are fighting fewer enemies, they are probably strong enough to resist this spell.)

However, the pacify annoyed NPC aspect is very useful indeed. You may make a mistake and attack a character that could be an ally, and this spell will fix that. There is also another sneaky use for it. Get your Rogue to pick-pocket a friendly NPC and loot all of their equipment. If the thief is caught quickly, cast Charm and the NPC calms down. Rinse and repeat until their pockets are empty! (Although this is obviously fairly immoral, it does not directly violate the Mavin Oath.)

**Spirit Eye (Utility)**

Invokes a magic eye that reveals nearby monsters (as red dots), items, and targetable objects such as hidden buttons (as white dots) on the world map display when in Map Mode. This spell lasts for five minutes. It's very useful because it saves time spent looking for levers, buttons, and secret doors. Simply invoke Spirit Eye and look around the map; every object that you can interact with highlights as a white dot. Ignore any barrels or chests that you can see easily and anything left is a lever or switch!

Spirit Eye is less useful in tracking monsters as the red dots show up for all living things including vermin and bugs which tend to obscure the presence of dangerous monsters.

**LEVEL 3****Great Heal (Healing)**

Restores 12 to 32 Hit Points of damage to the target. Also cures blindness and sickness. The great bonus of this upgraded healing spell is that it fixes two maladies in addition to healing damage.

**Mind Leech (Special)**

Attempts to read the mind of the target. This spell is only useful on NPC characters that can talk. When it is cast, one of the NPC's key words will be displayed in the text window. The key word is not necessarily an important one, but it will provoke a response.

**Dispel Undead (Area of Effect, only on Undead)**

Does 4 to 10 points of damage to any undead monsters near the target. This is the spiritual equivalent of a hand grenade—and what's best is that your heroes will take no damage! Cast this whenever a group of undead is closing in and watch them all get struck by the holy blast. (Note: Some powerful undead will be able to resist this spell but the weaker ones will be destroyed easily.)

## LEVEL 4

**Heroic Might (Buff)**

Bestows superhuman abilities on the target, greatly increasing chance of successful strikes and the damage of the strikes. Also reduces the monsters chance to hit and do damage to the target. As a bonus, it removes all fear from the target.

This spell is the upgrade to Bless, but unfortunately only applies to a single target at each casting. Because of the Mana drain involved in casting this upon your entire party, it is often best to save this spell for the most dangerous and harrowing battles.

**Force of Mind (Direct Damage)**

A powerful bolt of spiritual energy that inflicts up to 20 points of damage to the target. This is one of the few general damage spells used by Priests. Many creatures are immune or resistant to its effects, but it provides a good fallback position. This spell is far more Mana-draining than its Wizardly elemental equivalents—Priests are not known for their ability to inflict direct damage.

## LEVEL 5

**Resurrect (Healing/Special)**

The Resurrect spell will attempt to resurrect a target character that is dead. The chance of success is dependent upon the power of the caster and the Fortitude of the target. If the spell fails, the target may be reduced to Bones or Ash, requiring the Rebirth spell to then bring the target back to life. Given the chance of failure for this spell, it is often better to wait for Rebirth or just take your fallen comrades to the Temple in town.

**Healing Realm (Healing)**

Restores 4 to 18 Hit Points of damage to all party members. This is a great spell for restoring your party to strength after a grueling battle. It is cast fairly quickly compared to other high level spells, so it can be used in the middle of combat.

## LEVEL 6

**Restore Health (Healing)**

Restores all Hit Points, bringing the target to full health. Also cures Blindness, Sickness, and Insanity. This is a superb spell as it will restore all Hit Points whether the target has taken 2 damage or 200! As the Warriors in your party will have a huge amount of Hit Points by the game's end, this spell becomes vital.

**Dust To Dust (Direct Damage, only on Undead)**

Inflicts up to 250 points of damage to an undead monster. This is a keynote spell in the book of Spirit since you will fight many undead monsters on your quest to defeat Lord Cet. You will learn to love this spell!

**LEVEL 7****Rebirth (Healing/Special)**

Attempts to resurrect a target character that is dead, even if they are Bones or Ash. The chance of success is dependent upon the power of the caster and the Fortitude of the target. If the spell fails, the target may be reduced to Bones or Ash. This spell is more powerful than Resurrect and so less likely to fail. It is obviously very expensive indeed.

**Exorcism (Healing)**

A powerful ritual that removes any Possession or Curse on the target, also cures Insanity. This is a spell you will seldom use, but one that becomes vital whenever you face a foe that uses these baneful abilities on your party.

**Artifact of Spirit (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Spirit Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**SUN SPELLS**

*Burning Haze is one of the most deadly spells—anything caught in the inferno of flames is surely doomed.*

The Book of Sun contains spells that harness the elemental power of fire. Its spells are primarily destructive and the student of this Book is far more prone to burn a town to the ground than light a warming campfire. It is an undeniably powerful source of magic. Suncraft is used by Wizards and Samurais.

**LEVEL 1****Burn (Direct Damage)**

A small ball of fire that inflicts 4 to 9 points of damage to the target. This is the standard spell of an Apprentice Wizard, even at level 1 your hero should be able to throw three of these before resting, making it very efficient. This is a great spell to cast on an enemy that may not be vulnerable to fire to discover if you should use one of the higher level Sun spells on the target.

**Torchlight (Utility)**

This spell creates a magical light that follows the target, equivalent to a torch. The light has a duration of 10 minutes and is cumulative with multiple castings. However, the light generated by this spell is very poor and it is best to wait for the Level 3 spell Illuminate before venturing into darkness.



## LEVEL 2

**Blinding Flash (Debuff)**

A brilliant flash of light that blinds any monsters near the target, greatly reducing their chances of making successful strikes. This is a very good support spell—if the party is being overwhelmed by a large group of weaker monsters, this spell will buy you enough time to escape or invoke healing magic. Do not expect it to be particularly effective against more powerful foes.

**Flamedrop (Damage over Time)**

This spell creates a small barrier of fire on the ground under the target. Any monster stepping into or near the fire suffers damage (generally one point per second). The duration of the flamedrop is 15 seconds. Be careful not to cast this spell too close to your party (for example, on a creature you are in melee with) or else you will take damage.

This spell is most useful in narrow spaces, such as dungeon tunnels, since it can create a barrier between you and the enemy, and easily affects a group of monsters. Because the burning flame will delay monsters, it's a great spell to cast to buy your party time to escape or regroup.

## LEVEL 3

**Illuminate (Utility)**

This spell creates a powerful light around the target, illuminating the nearby ground or area equivalent to daylight. The duration of this spell is 15 minutes and it is well worth learning as soon as you can. This spell is a necessity for exploring the many abandoned and unlit dungeons in the Gael Serran.

**Flamestrike (Area of Effect)**

Hurls a powerful ball of fire that does 7 to 22 points of damage to everything near the target. Though a powerful spell, Flamestrike deserves a word of caution. If you target an enemy that is standing too close to your party with this spell, your characters will be caught in the blast. It is best to use this spell and others like it as enemies approach from a distance.

## LEVEL 4

**Dazzle (Debuff)**

A dazzling flash of chromatic lights that cause random effects on any monsters near the target. The effects generated by this spell are generally disabling rather than deadly, such as blindness, slow, or paralysis.

Like the level two spell Blinding Flash, Dazzle is primarily used to buy time for your heroes by disorientating the enemy. However, it is more powerful than Blinding Flash and will affect tougher monsters. You will often face a difficult choice between using this spell or spending the Mana on a damaging effect.

**Reveal (Utility)**

Attempts to reveal any invisible, hidden, or shadowed creatures near the target. This spell is entirely reactive—you should cast it only when you believe you are being attacked by an invisible foe (if the text box is reporting attacks and you cannot see the enemy).

There are no hidden enemies early in the game, so there is no hurry in adding this spell to your grimoire.

**LEVEL 5****Dragon Breath (Direct Damage)**

Spews a flaming jet of fire at the target, inflicting up to 36 points of damage. Dragon Breath does a decent amount of damage; however it is expensive to cast—make sure your foe is vulnerable to fire by casting burn before using this spell. (The same tip applies to all the more expensive spells; if an enemy is not affected by burn, they may be immune to fire!)

**Artifact of Fire (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Sun Magic Realm. The ritual is performed at any Magic Shoppe or Temple. An item so enchanted will either grant resistance to fire or the ability to cast Flamestrike.

**Burning Haze (Area Effect, Damage over Time)**

Sends a giant flaming cloud of burning gas toward the target, inflicting heavy damage to any monsters caught inside the cloud or standing nearby. This deadly cloud has a duration of 20 seconds, and is simply a wonderful spell. Cast it on an enemy as they advance toward you and watch them burn up in the cloud of flames. This spell can destroy a whole group of weaker monsters or severely damage even a tough boss.

As any creature will be slowed down as they pass through the flaming cloud, casting this spell gives you a great opportunity to unload a whole stack of spells into the temporarily inconvenienced target. This is a key tactic in taking down many of the powerful boss monsters! Be careful, though; if your party is too close to the Haze, they will be burned also.

**LEVEL 6****Incinerate (Direct Damage)**

A powerful blast of energy that inflicts up to 80 points of damage on the target. This is the spell you cast when you decide one enemy has to burn to death now! Be careful, though; some monsters are immune to fire and there is nothing worse than watching your Mana drain away on a wasted spell.

**Magma Bomb (Area of Effect)**

A gargantuan blob of molten lava that explodes at the target doing 15 to 50 points of damage to any monsters within the blast zone. This is a wonderful spell because there is a distinct pause between the initial casting and the explosion. You target an enemy, the magma ball shoots out and sits there for a few seconds, and then ka-BOOM!

You can use this delay to your advantage by casting the spell on a foe that is in close combat, and then running away before the detonation.

## LEVEL 7

**Firestorm (Area of Effect)**

A hail of searing fireballs rains down on the target and surrounding area, each fireball doing 7 to 22 points of damage to any creatures unfortunate enough to be standing underneath. Because multiple fireballs may strike any creature in the area, the damage from this spell can quickly add up.

**Circle of Fire (Area of Effect, Damage over Time)**

A massive wall of fire fans out along the ground behind the target, forming a flaming barrier that inflicts heavy damage to any monsters standing within it or trying to move through it. When cast on a PC character, the wall forms behind the party, protecting them against monsters assaulting from the rear. To avoid being caught in the effects of your own spell, it's best to cast this spell on a target within a group of monsters and watch them ignite all their friends!

## MOON SPELLS

The mysterious Book of Moon contains many strange spells. Its devoted students—Warlocks, Bards, and Ninjas—can call on illusions to confuse their foes, as well as potent forces of elemental ice. The greatest practitioners of Mooncraft can open gates between this world and the next, allowing instant transportation.



*Though beautiful, the Spectral Raven is also deadly.*

## LEVEL 1

**Frighten (Debuff)**

Causes monsters near the target to become afraid, reducing their ability to avoid strikes from the party, and lessening their chances to make a successful strike. This is effectively the reverse of Bless and is just as useful. You can gain the edge in battle by casting this cheap and easy spell on an attacking group of foes.

**Nimble (Buff)**

Greatly increases the target's ability to avoid strikes from attacking enemies. The effect lasts up to five minutes and multiple castings will improve the ability. This is a great spell to cast on your weaker character, such as Wizards, who are particularly vulnerable to enemy attacks.

**LEVEL 2****Sleep (Special/Debuff)**

Creates an enchanting cloud of magical stars that causes any monsters near the target to fall asleep. Many creatures are resistant to such effects, but the spell's ability to affect a group of enemies can prove invaluable.

**Shadow (Buff)**

Causes the target to become hidden in shadows, allowing the target to sneak up on the monsters and increasing the chance of a successful strike. If the target is hidden in shadows and has the Backstab trait, any successful strike will deal double damage. A character hidden in shadows is also far less likely to be targeted by the monsters, and the monsters' chance to make a successful strike is greatly reduced. This spell duplicates the effect of the Hide in Shadows trait, but is also very useful for party members who do not have that ability.

**LEVEL 3****Silence (Debuff)**

Silences any monsters around the target, suppressing any magic spells they try to cast for as long as they remain silenced. This is a great spell for disabling the powers of enemy spellcasters and seems to be less resisted than more directly damaging spells. You should always try this spell against dangerous spells, but do not rely on it.

**Spectral Raven (Area of Effect)**

Creates an ethereal raven that flies to the target, inflicting 8 to 20 points of magical damage. As the damage from this spell is pure magic, it is less often resisted than many of the elemental spells.

**LEVEL 4****Freeze (Direct Damage, Debuff)**

Creates a pillar of freezing gas beneath the target that deals 4 to 8 points of damage and paralyzes the target. The damage from this spell is limited, but the paralysis effect is very useful. It will often buy you the time you need to overwhelm a foe.

**Iceball (Area of Effect)**

Generates a hurtling ball of ice that blasts the target and nearby monsters with 10 to 30 points of damage. This is another area effect spell that you must be careful when casting to avoid trapping your party within the blast.

**Unsilence (Cure)**

Removes any silence spell in effect on the target, allowing the target to cast spells normally once again. Generally, whenever you want to cast this spell you will find that the caster has been silenced. However, you should always keep it in mind whenever you need to restore your spellcasters to full ability.

**LEVEL 5****Frost Breath (Direct Damage, Debuff)**

Spews a chilling jet of icy frost at the target, dealing up to 32 points of damage and paralyzing the target. This is a wonderful spell that not only hurts your foe, but will also often freeze them in place. A wonderful combination is to freeze an opponent and then cast a spell like Burning Haze while you retreat.

**Artifact of Ice (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Moon Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**Invisibility (Buff)**

Causes all party members near the target to become invisible, allowing the party to move undetected. Any character that is invisible has a greatly increased chance of making a successful strike. If an invisible character has the Backstab trait, any successful strike will deal double damage. Any monster that is able to detect and target an invisible character has a greatly reduced chance to make a successful strike. This spell lasts only two minutes, so make the best of your time.

**LEVEL 6****Vanish (Special)**

Teleports the target to a random location nearby. This spell is useful for temporarily moving a target monster away from the party, or getting the party out of a critical situation. As the destination is random, casting this spell is often the case of out of the frying pan and into the fire. You should only use this spell when you are desperate to escape a particular foe.

Beware! Even though you escaped through magic, your foes will begin tracking you!

**Create Portal (Special/Utility)**

This spell creates a magic portal in the world that becomes the destination of any Teleport spell that is cast. Only one magic portal can exist within a given scene, and any subsequent Create Portal spell will terminate any previous portal. The portal is permanent and, once created, it does not need to be cast again in the scene unless a different destination is desired.

**Teleport (Special/Utility)**

Teleports the party to the magic portal in the scene created by the Create Portal spell. If no magic portal has been created, the Teleport spell will fail.

**LEVEL 7****Icestorm (Area of Effect)**

A hail of freezing iceballs rains down on the target and surrounding area, each iceball doing 9 to 30 points of damage to any creatures unfortunate enough to be standing underneath. Be careful that you do not wander into the icestorm yourself!

**Hands of Time (Special/Debuff)**

Causes all monsters surrounding the target to become frozen in time, allowing the party to escape or attack without opposition. This is a wonderful, though expensive, spell. If successfully cast, there is nothing your enemies can do while caught between the ticks of the clock.

**Call of Home (Special/Utility)**

This spell may only be cast outdoors. It will teleport the party back to the town they last visited. It is also very useful when used in conjunction with the Create Portal and Teleport spells to enter town and then return again to the original location in the world. [First cast Create Portal at the location you wish to return to—outside a dungeon, for example. Then cast Call of Home to return to the local town. When you are finished in Town, leave and then cast Teleport to return to the adventure.]

**VINE SPELLS**

The Book of Vine contains all the power of the living world—poisons and healing balms equally part of nature. Devoted Priests and Rangers can unlock the secrets of the verdant world and learn of both its terrors and beauty in the study of Vinecraft.



*Whirling Dervish is one of the most wild, destructive spells in the game.*

**LEVEL 1****Slow (Debuff)**

Causes the target to move and attack slower. Each casting is cumulative, eventually immobilizing the target.

**Repel (Special/Buff)**

Causes monsters to avoid attacking the target, for approximately five minutes. This is the perfect spell to cast on a Wizard or Priest that you want to protect. Combined with Lure cast on a party Warrior, your weaker characters will be practically immune to attack for a while.

**Stink Bomb (Debuff)**

Creates a small cloud of stinking gas that causes the target to gag, disrupting their ability to attack. This spell can be useful, but is often resisted. It falls in the class of spells that make a fight you would have won anyway easier.

**LEVEL 2****Haste (Buff, Cumulative)**

This spell causes the targeted party member to move and attack faster. It is cumulative and lasts for five minutes. It's too expensive to keep this useful spell maintained on your party at all times so it is one, like Heroic Might, that is best reserved for dangerous situations and boss fights.

**Venom Bite (Damage over Time)**

Hurls a venomous attack at the target, injecting poison that drains the monster's Hit Points over time. This is the first damage-over-time spell you will learn. Because it does damage very slowly it is often not useful, but when facing a foe that you cannot overwhelm quickly the rewards for casting this spell are great. Very few monsters will ever use Healing magics, so cast Venom Bite and retreat. If your foe is poisoned, they will gradually lose Hit Points until they expire.

**Lure (Special/Buff)**

Causes monsters to attack the target party member. This spell will not make the monsters attack other monsters. It is useful to force monsters to attack stronger or better-protected characters and leave weaker characters alone. Lure has a duration of five minutes. Combined with Repel, this spell gives you control over whom the monsters attack in your party.

**LEVEL 3****Binding Force (Debuff)**

Creates bands of magical energy that bind the target and prevent it from attacking. This is a basic paralysis spell that gives the caster the ability to 'crowd control' the monsters. This can be especially powerful if you use Binding Force on a foe that blocks a corridor, thus cutting off other attackers.

**Artifact of Vines (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Vine Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**Pry (Utility)**

This spell may only be cast on a treasure chest or lock. It will attempt to open the target object. If the object is trapped, the Pry spell usually sets the trap off. This spell is dependent upon the Sorcery skill of the caster, which determines how difficult a chest or lock the spell can be opened. The Pry spell can even be successful on locks that have become jammed. This spell does not replace the party thief, but provides a back up.

If you find yourself fighting a battle in a room with a trapped chest, you can use Pry to open the chest during the fighting. If the trap is nasty or has an area effect, it may well cut your foes down to size.

**LEVEL 4****Toughen (Buff, Cumulative)**

This spell increases the health of the target by adding 10 additional Hit Points. When the spell wears off, the target's Hit Points will be reduced to normal. Toughen can be cast multiple times on the same target, giving an additional 10 hit points each time. Any damage a hero takes will be taken from the Toughen bonus points first so that when the spell wears off they will not suddenly die from their wounds.

**Cure Poison (Healing)**

This spell cures any poison affecting the target. You should hurry to add this spell to your Books as soon as possible; without it, you must rely on Cure Poison potions to prevent your characters from expiring due to poisoning. (You **must** have this spell before entering the Serpent Temple outside Ishad N'ha!)

**Unbind (Healing)**

This spell removes all paralysis affecting the target, including paralysis from magic spells such as Binding Force. This is a utility spell that you will never miss until the moment when half your party is paralyzed!

**LEVEL 5****Locust Swarm (Area Effect)**

This spell conjures a buzzing swarm of locusts to attack the target, dealing up to 20 points of damage to the target and surrounding monsters. For the level of the spell, Locust Swarm does not offer good value for Mana, but it is one of the few damaging spells within the Book of Vines.

**Disarm Trap (Utility)**

This spell may only be cast on a Treasure Chest or Lock, and is a more powerful version of the Pry spell. It will attempt to open the target object. Unlike the Pry spell, however, the Disarm Trap spell will usually not trigger any trap on the object. This spell is dependent upon the Sorcery skill of the caster, which determines how difficult a chest or lock the spell can open. The Disarm Trap spell can also be successful on locks that have become jammed.

Disarm Trap can be used in the same way as Pry. You may come across a chest you do not dare to open with your Rogue (a Difficult lock with the Whirling Winds spell as a trap). Try casting this spell from range, and then run just ahead of the winds to avoid taking any damage!

**Poison Breath (Damage over Time, Debuff)**

Spews a noxious jet of poison gas at the target, dealing up to 18 points of damage and poisoning or gagging the target. This is one of those spells that is more often resisted than not, but when it succeeds, it is tremendously effective. The victim of this spell often ends up poisoned and unable to act as you close in for the kill.



## LEVEL 6

**Cure (Healing)**

Cures the target of any Poison, Blindness, Sickness, and Disease. A generally useful spell that quickly purges a character of any afflictions.

**Deadly Vapors (Area Effect, Damage over Time, Debuff)**

Sends a giant toxic cloud of poison gas toward the target, inflicting damage and poisoning or gagging any monsters caught inside the cloud or standing nearby. The cloud endures for 20 seconds, so it can affect a large number of targets. Do not charge into the cloud yourself, or you will be affected, too.

**Breath of Air (Special, Buff)**

This spell takes half the Hit Points of the caster and replenishes the air of party members near the target. It is most useful when characters are underwater and starting to drown. The loss of Hit Points will not kill the caster directly, but can prove dangerous especially if they are under attack or poisoned.

## LEVEL 7

**Whirling Dervish (Area Effect)**

Launches a swirling tornado at the target, inflicting heavy damage to any monsters in its path. This is a great spell that quickly scatters or destroys any opponents.

**Vine of Life (Special, Buff)**

When this spell is cast upon a target, any damage dealt that would kill the target instead reduces the target's Hit Points to 1. The protection from this spell lasts 10 minutes or until the spell has prevented the target from dying in this way. There is no reason not to have this spell cast constantly on all your party members. (For a wonderful combo spell, look at Blood Bath!)

## STONE SPELLS



*Although known by all Apprentices, Shock can prove useful in a fight.*

The solidity of the Book of Stone is a reassuring cornerstone in any Wizard's spellbook. Stonecraft can either protect the spellcaster from harm or call down the wrath of the heavens upon their foes.

**LEVEL 1****Shock (Direct Damage)**

Hurls a ball of electric sparks at the target, dealing 4 to 9 points of damage. Along with Burn, this is the workhorse spell of a Wizard. Cast it early and cast it often!

**Armorplate (Buff, Cumulative)**

Creates a thick magical armor plating around the target, reducing the chance of damage from strikes by the monsters. This spell lasts for five minutes and additional castings are cumulative. You will seldom have enough Mana to maintain this spell on your entire party, so cast it selectively on the weaker characters.

**LEVEL 2****Melt (Debuff)**

Causes the armor or hide of the target to soften, rendering it more vulnerable to damage from successful strikes. If you are going to cast this spell, cast it early in a fight so that it has the most effect. (Also be sure that you want to get into melee combat with the target!)

**Zap (Direct Damage)**

Casts a bolt of magical energy at the target, inflicting up to 14 points of damage. This is a great spell that is quick and cheap to cast. Its multiple pulses of electrical energy slow-down a monster, disrupting its attacks and giving your party a chance to press their assault.

**LEVEL 3****Elemental Blast (Area of Effect)**

Hurls a ball of elemental energy at the target, doing 8 to 20 points of damage to any nearby monsters. This is an area-effect spell, so you must be careful not to catch any of your heroes within the blast radius.

**Armored Realm (Buff)**

Creates a magical armor around all party members near the target, reducing the chance of damage from strikes by the monsters. This spell lasts for five minutes and multiple castings will stack. Because it affects your entire party it is a great spell to maintain at all times.

## LEVEL 4

**Meteor (Area Effect)**

Launches a sizzling meteor at the target, exploding with 9 to 30 points of damage to any nearby monsters. A wonderful area effect spell, just remember to stand well back!

**Artifact of Stone (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Stone Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**Negate Magic (Healing)**

This spell removes all enchantments on the target, including enchantments that are otherwise beneficial to the target. It is useful when a character has been enchanted with a harmful spell—such as Slow, Weaken, or Melt—for removing enchantments such as Lure and Repel. This is a subtle spell, so whenever you cast it remember it will remove beneficial and baneful enchantments alike from the target.

## LEVEL 5

**Merlin's Shield (Buff)**

This spell creates a magical barrier around the target that blocks or reduces any magic spells that would otherwise affect the target. The shield has a duration of only one minute, but is wonderful for those heroic dashes. (The best use for this spell is perhaps to charge down an enemy spellcaster, ignoring their spells as your party closes to melee. Under Merlin's Shield, you can put them down without taking damage.)

**Lightning (Direct Damage)**

Casts a powerful bolt of Lightning that inflicts up to 48 points of damage to the target. With Lightning in the arsenal, a Wizard becomes a spellcaster to be feared. This spell does a crippling amount of damage in several pulses.

## LEVEL 6

**Petrification (Special)**

Attempts to turn a monster into stone. If successful, the effect of this spell is permanent, and can only be reversed by the Stone To Flesh spell. Basically, casting this spell is an attempt to instantly kill an enemy. The problem with such a tactic is that the target is not dead, so you neither receive XP or any items they were carrying! If this happens, you may need to cast Stone To Flesh to recover your foe!

**Stone To Flesh (Healing)**

Restores a target party member turned to stone back into flesh and blood. You can also cast this on a Petrified monster. ("Why?" would be the question that springs to mind.)

**Lavawalk (Buff)**

Allows the party members near the target to walk on lava without taking any damage. This spell lasts for only three minutes, so make the best use of your time.

**LEVEL 7****Meteorstorm (Area of Effect)**

A hail of sizzling meteors rains down on the target and surrounding area, each meteor doing 12 to 48 points of damage to any creatures unfortunate enough to be standing underneath. A creature may be struck multiple times by different meteors, so this spell can inflict an extraordinary amount of damage very quickly. Be careful not to walk into the meteor storm yourself!

**Reflect Damage (Buff/Direct Damage)**

Creates a magical field around the target that causes any creature doing damage to the target to also take an equal amount of damage. It can be very powerful when used in combination with the Lure spell. This spell lasts for only one minute, but can easily destroy a foe if used carefully.

**FIEND SPELLS**

The Book of Fiends should not be lightly opened, for it contains deep mysteries of the secrets of both the living and the dead. Ninjas, Bards, and Warlocks study the twisted secrets of Fiendcraft to gain unholy power.



*Summon Fiend calls unsavory allies to your side in a fight.*

**LEVEL 1****Bloodlust (Buff)**

Imbues the target with a furious passion, increasing the chance for a successful strike that does extra damage and reducing any monster's chance of making a successful strike. This spell's duration is five minutes.

**Enfeeble (Debuff)**

Makes the target weak and feeble, greatly reducing its ability to fight or defend against attacks. Multiple castings will continue to weaken a target.

**LEVEL 2****Pain (Direct Damage)**

Invokes a searing wave of pain that inflicts 6 to 12 points of damage to the target. Very few foes seem to be resistant to the effects of Pain.

**Blood To Gold (Special, DO NOT CAST THIS SPELL!)**

May only be cast on oneself. This permanently reduces the number of Hit Points of the character by 1, and adds 50 gold pieces to the character's gold sack. Avoid this spell like the plague. If you ever need 50 gold pieces this badly, I'll lend them to you!

**LEVEL 3****Voice of Terror (Debuff/Special)**

Invokes a screaming cry from the caster that paralyzes and invokes fear in any monsters near the target. This is great way of breaking up an enemy attack and weakening your foes.

**Summon Creature (Special)**

Summons creatures of the forest to come aid the party and fight against the monsters. The type and number of creatures that appear are dependent upon the caster's Sorcery skill. The summoned creatures will attack your most immediate foes first and then go out to hunt for more targets. The sheer amusement value of having pets makes this a must-cast spell!

**LEVEL 4****Dementia (Debuff/Special)**

Creates a wave of insanity that affects any monsters near the target. Insane creatures are out of control, and may attack each other. This spell is obviously only useful when fighting a group of monsters, but can be remarkably effective. Beware, insane monsters will still attack your party; they will just also attack their friends, no longer making such distinctions.

**Frenzy (Buff)**

Imbues the target with a ferocious rage, greatly increasing the chance for a successful strike that inflicts double damage. Any character that is Frenzied will also take double damage when hit by a successful strike from an opponent. The Frenzy will last for five minutes. If you use it in combination with Reflect Damage, you can get some very interesting results.

**Demonic Fist (Direct Damage)**

Spawns a swirling fist of demonic energy that does 6 to 36 points of damage to the target. Rather like Pain, this spell is seldom resisted so makes an effective attack at all times.

**LEVEL 5****Summon Undead (Special)**

Summons undead creatures to come aid the party and fight against the monsters. The type and number of undead creatures that appear are dependent upon the caster's Sorcery skill. This spell has a high coolness factor, but slightly less utility as you have no control over the summoned monsters.

**Face of Death (Special/Direct Damage)**

This spell tries to kill the target outright and may or may not be successful, depending upon the toughness of the target. It's essentially an attempt to immediately put down an enemy like a mad dog. When it works, it is deeply impressive.

**LEVEL 6****Twisted Master (Special)**

Takes possession of the target, causing it to join the party and fight against the monsters. When all nearby monsters have been defeated, the possessed creature will wander off looking for new enemies to kill until the spell expires. The mastery lasts for five minutes. This spell is great for weakening a group of enemies because it enables you to attack your temporary ally once the spell has worn off.

**Lifesteal (Direct Damage, Special, Healing)**

A devastating spell that inflicts up to 36 points of demonic damage to the target, healing the caster by an equal number of Hit Points. Although this spell does little comparative damage, its healing effect is a boon in the midst of combat.

**Artifact of Pain (Special)**

This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Fiend Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**LEVEL 7****Blood Bath (Direct Damage/Special)**

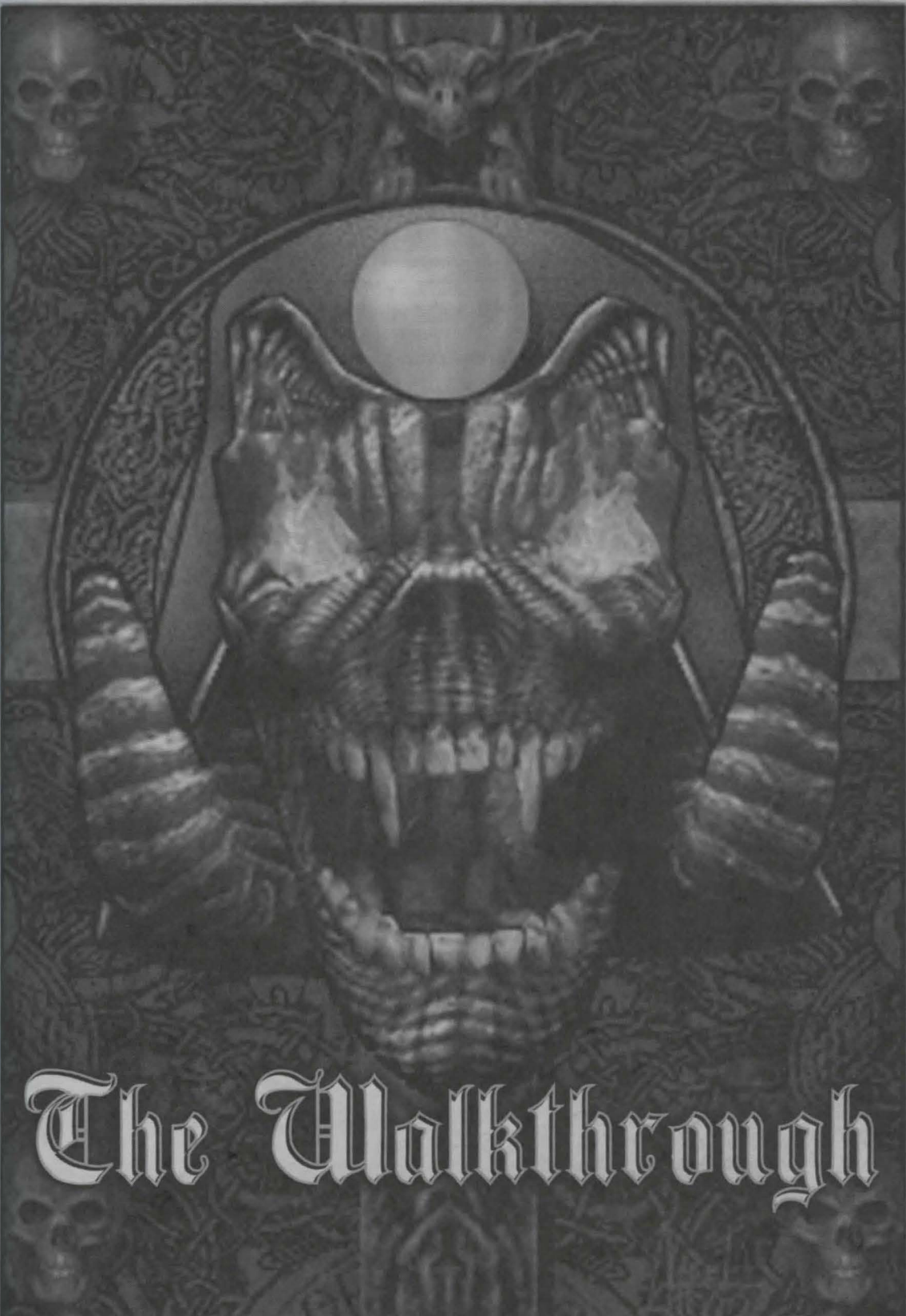
The most dangerous magic spell in *Wizards & Warriors*, the Blood Bath spell spawns a fiendish hail of bloody gore from hell, taking half the Hit Points of the caster with each explosion and doing an equivalent amount of damage to the target and any nearby monsters. Note that this spell almost always proves fatal for the caster. Be very careful when casting this spell.

**Summon Fiend (Special)**

Summons a fiend from hell to come aid the party and fight against the monsters. The type and number of demonic creatures that appear are dependent upon the caster's Sorcery skill. Like the other pet spells, you have no direct control over your summoned allies and they will stalk the world, killing on your behalf for some time.

**Word of Death (Area of Effect, Special)**

This spell will try to slay all monsters near the target outright. It's a spell that is always worth trying, even if the monsters you most want to effect with it prove immune.



The Walkthrough

# A Guide to the Gael Serran

—in which all the obstacles our heroes will face are explained, fiendish puzzles solved, and maps made clear—

This walkthrough covers just about everything you are likely to meet and do in the Gael Serran of *Wizards & Warriors*. However, it does not go into every detail. This is both for reasons of space and to preserve the element of surprise. Here you'll learn how to solve every puzzle and what threats to expect, but not where every treasure chest is stored or whether to turn right or left at every junction. There are some things you will have to discover for yourself, but referring to the maps and the select details revealed in this chapter, you will be able to make your way through even the darkest of dungeons.



*Many dangers await hardy adventurers.*

The walkthrough is divided into three sections, each covering the broad geographical areas you will travel through: The village of Valeia and its surrounding Woods; the town of Ishad N'ha and the foothills of the Mountains; and, finally, the Port of Brimloch Roon, and the Ocean. Although these sections are separated, you will often find reasons for moving back to earlier areas. For example, a quest set in Valeia might take you close to Ishad N'ha, from which you will have to return to the village.

As you travel, remember that this is a land at war and the forces of evil are stirring from their hidden dens. Monsters may turn up unexpectedly and your adventure may take a somewhat different route from the one we have outlined. Between side-quests and other distractions, you may well explore hidden corners of the land.

Good luck, and may Kerah watch over you!

## THE MAVIN OATH

Will you swear to use the power only to protect, and not to vanquish?

Will you swear to use the power only to help, not to destroy?

Will you swear to use the power only to preserve, and not to profit?

And will you pledge your immortal soul to this sacred oath and upon its sanctity give up this life and all others?



# Section I: Village of Valeia

6A

—in which our heroes set out on a quest that will take them across the Gael Serran in search of their destiny—

The Village of Valeia is a small place boasting only the most basic amenities. It is from here that your adventure begins. There are several tasks that are set before you in town, as well as your first dungeon: the Crypt of Bersault.

Village of  
Valeia

## QUESTS

### TOWN HALL

#### SKULLS

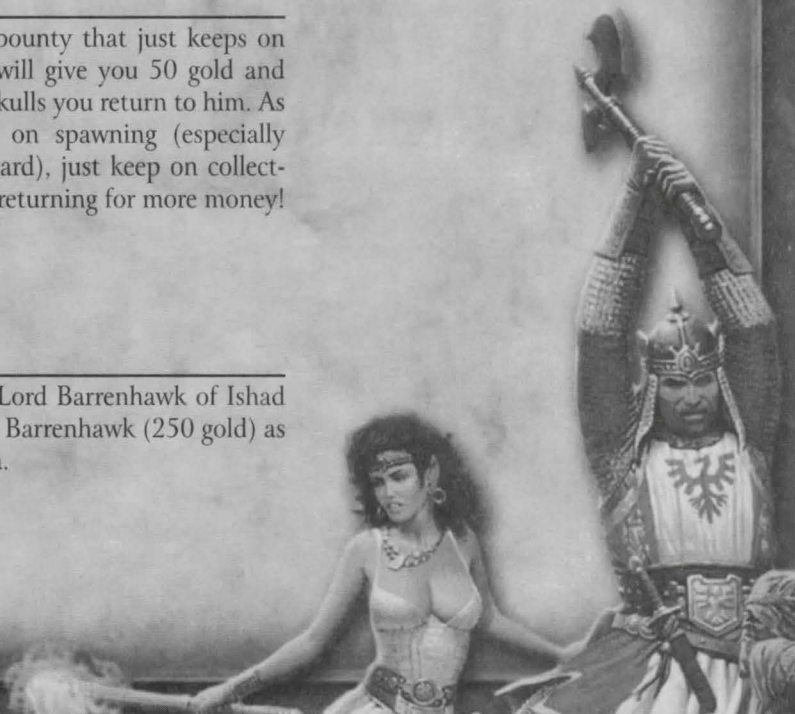


*This skeleton does not want to give you his skull!*

This is a general bounty that just keeps on paying. Sir Elgar will give you 50 gold and XP for every five skulls you return to him. As the undead keep on spawning (especially around the graveyard), just keep on collecting the skulls and returning for more money!

#### MESSAGE TO LORD BARRENHAWK

Sir Elgar will pay you to deliver a message to Lord Barrenhawk of Ishad N'ha. This is easy and you will be paid by Lord Barrenhawk (250 gold) as soon as you enter the Town Hall of Ishad N'ha.



## KILL JUBA THOBERS

This mean troll has been plaguing travelers around Nymph Lake. Juba should be no threat to you, as he works alone and has no magic. Kill him and return to Sir Elgar for your reward.



*Juba cowers before a hero, pleading for his life!*

## TEMPLE

### MEKDAWA

Onabe asks you to deliver a potion to the Toad, Mekdawa. Mekdawa can be found wandering the shores of Nymph Lake near Kerielle's Windmill. Give the potion to the friendly Toad and return for your reward.

### DONATION

The temple funds are low—Onabe asks for a donation of 500 gold to help out. This quest can be easy or hard, depending on how you are managing your finances!

### RING OF SAINTS

A member of the Temple used to administer to the graveyard and Crypt. Unfortunately, he fell ill and died, and his ring is now missing. Onabe asks you to retrieve it. The Ring of Saints can be found in the secret chamber above the Tomb of F'lokis Ra—it has fallen under the table. It is important to note that the ring cannot be found until you initiate this quest. If you enter the secret room, there will be no ring present until you are on the path of this quest.

## ARMORY

### MON THE SCULZ

Smitty has been ripped off by the thief, Mon the Sculz, and wants revenge. He sends you to administer a little rough justice. Mon can generally be found lurking just off the road on the way to the graveyard. Kill him and Smitty will reward you.

### TOAD VILLAGE

In years past, the cold skins made war on the warm skins and Smitty fears that the Toad People may be rearming. He sends you to their village to investigate. Simply enter the Toad Village and look around. When you return, Smitty will reward you, thankful to learn that the toads are not arming against humans.

## **SWORD OF MASTUS**

Years ago, a mighty clan warrior named Mastus was laid to rest in the Bersault Crypt. Now the clan has need of his sword again and sends you to retrieve it. The sword is in Mastus' Tomb at the very end of the crypt, but will not be present unless you initiate this quest. Return it and Smitty will give you your reward.

## **MAGIC SHOPPE**

### **SCABBAN**

One of the members of the guild has gone missing and Roendalf wants you to find them. The missing member is Scabban, who has been experimenting with necromancy in the crypt and has fallen victim to his own contagion. When you meet Scabban, do not hesitate to kill the monster he has become, and then report back. Roendalf will remove his name from the guild roster.

### **KILL TEVIK TEPORN**

The Wizards' guild has taken umbrage at the preaching of the Serpent Temple and sends you to kill one of their proselytizers. Tevik will be hiding in the forest just outside Ishad N'ha. Kill him and return to Valieia for your reward. Tevik is a standard Serpent Priest—watch out for the poison!

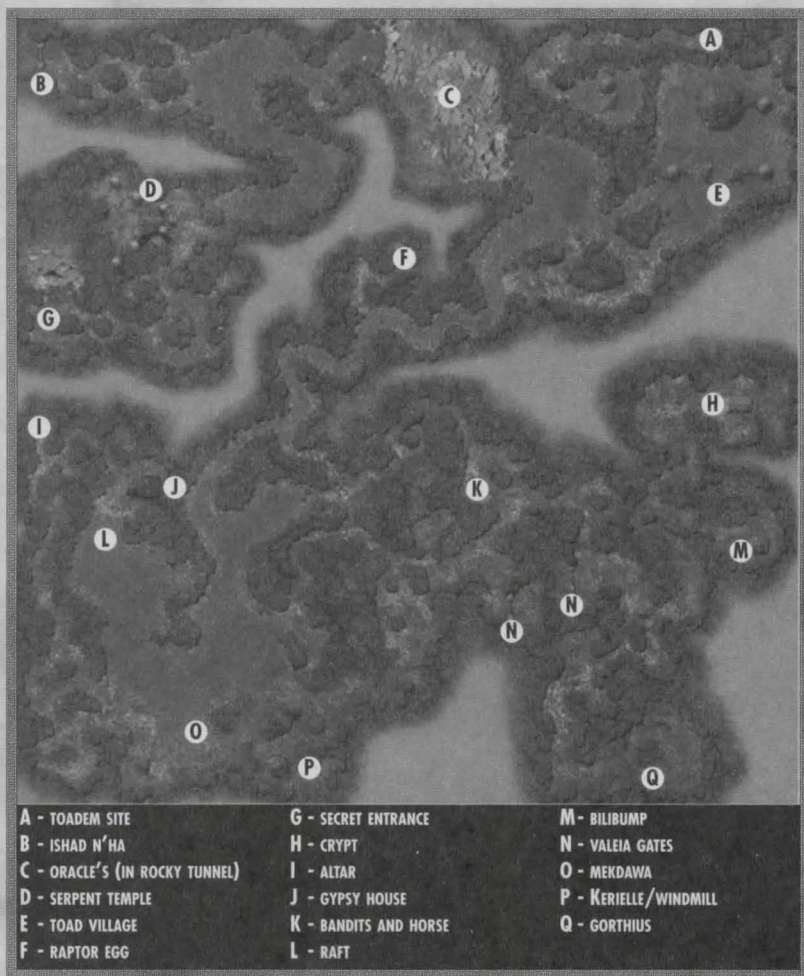
### **ORB OF CLARITY**

This is more complicated than the other quests you receive in Valeia. The gypsy, Harespia, has stolen the mystical orb of Clarity. Go to Harespia's house on the shores of Nymph Lake and ask her about the orb. She will admit she has it, but ask for the Serpent Wand in exchange. You may choose to kill her (several people have bad-mouthed the gypsies), but it is more rewarding to do as she asks. You can get the Serpent Wand by raiding Kreug's study in the Serpent Temple, but you will need it to summon the shade of Xydussa. After you have completed the Temple, return to Harespia and give the wand to her.

In exchange, she will not only give you the Orb of Clarity, but also open her treasure to you. Go into the basement of the house and claim the loot, then return the Orb to Roendalf.



# THE WILDERNESS (WOODS)



The Woods surrounding Valeia and Nymph Lake have been peaceful for many years. There have been minor skirmishes with the Toads and confrontations with bandits and the like, but the village is normally a quiet place. Now the dead walk and stranger creatures are moving back into the area.



*Some inhabitants of the woods are friendly to your heroes.*

To the east of Valeia (through the gate to the graveyard), you will meet worgurs, bats, a few trolls, and skeletons spreading out from the graveyard. All of these foes are level one or two and should present no real threat to your party. Remember to rest up between each encounter and to pick up everything you can, as you will be very close to the village at all times. A few bandits travel through the woods and these are somewhat tougher foes.

To the west of Valeia (through the gate to Nymph Lake), you will meet more dangerous foes. The trolls appear in greater numbers (it appears they are being forced out of their Northern lands by an unknown threats), as well as wild toads, giant spiders, and the annoying lake nymphs. Many of these creatures have access to minor magics (for example, nymphs can cast sleep spells), and they can be considered second or third level.

### MEET THE TRAVELER

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On the way to the crypt you will meet the mysterious Stranger. Talk with him, but do not attempt to detain him—you cannot prevent fate, for he is an assassin sent to kill Gareth.

### GORTHIUS AND THE HIDDEN CIRCLE

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Talk with Gorthius and befriend the Hidden Circle. After asking about the Serpent Temple, you will be given a quest to deliver lockpicks to H'Thark, who you will discover is held captive within the temple. After you leave, mysterious assailants will attack the Circle. Return to the scene and take all the loot, as well as a scroll: the Assassin's Contract. Keep it with you as you adventure until you meet Scanthril beyond Ishad N'ha.

### BILIBUMP'S HOUSE

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Bilibump is an old stout with a connection to the crypt. Not only can he tell you something of Stout politics, but he can also tell you how to get in to the Crypt if you agree to deliver a Rat Pie to his brother, Rethpian.

### THE GRAVEYARD OF BERSAULT

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The old ruins of Bersault are host to the walking dead. Several skeletons will rise up to confront you as you walk between the gravestones. Just in front of the Crypt, a Bone Lord will rise from the earth. He is a powerful skeleton with spellcasting abilities and the power to raise more skeletons to do his bidding. Kill him quickly and you will be free to enter the Crypt. Simply push the statue on the right and the door will open.

### KERIELLE

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Kerielle can tell you much about the lands of the Gael Serran. However, she is distracted by grief for the death and improper burial of her friend, Algamesh. Should you be able to return his amulet to her (it can be found in a treasure chest in a locked room near the beginning of the crypt.), she will give you a potion that renders the Naga of the Serpent Temple unconscious. It may sound callous, but the necklace is worth far more to you than the sleeping draught, so it might be wise not to give the amulet to Kerielle!

Just behind Kerielle is a Windmill housing a treasure chest (on the second floor) and a spider (in the basement).

## MEKDAWA

The Toad, Mekdawa, wanders the Eastern Shore of Nymph Lake searching for help. If you talk to him, he will enlist you into a quest to help save his people. He will also tell you a magic word—Ukabu—which will gain you entrance to Toad Village.

You may also deliver a potion from the Temple to Mekdawa to fulfill a guild quest.

## GYPSY HOUSE

You will have heard rumors of the untrustworthiness of the Gypsies from many sources. However, though their fortune telling may be a little vague and expensive, they will make an honest deal with you if you are on the quest for the Orb of Clarity for the Wizards Guild. Mention the Orb to Harespia and she will set you a quest to return the Serpent Wand of the High Wizard Kreun to her. Should you do this, you will not only be given the Orb of Clarity, but also access to the Gypsies' treasure stored in a secret basement. (You can gain the Orb through theft or violence, but then you miss out on the secret basement. Virtue is its own reward.)

On the shore near the gypsy house is a small dock. Floating next to it is a raft that you can use to make travelling the lake easier.

## TOAD VILLAGE

Enter Toad Village and climb a ladder into the only open house you can find. Say "Ukabu" when challenged by Ekbu, the leader of the guards, and proceed through the tunnels under the village to meet Shinwiki, the shaman. He will set you on a quest to prove your power as Ukabu—you must slay the evil that has infested the sacred Toadem grounds!

Go down through the hole Shinwiki opens in the floor and emerge in a small lake on the far side of the Village. Swim to the shore and look for a break in the trees. Once here, proceed carefully forward. The evils that have infested the Toadem ground are none other than Scabban's apprentices! Kill the foul creatures, but before you go back to Shinwiki for your reward, touch the Toadem pole with each character. They will be rewarded a permanent boost of +5 hit points! When you return to Shinwiki, he will give you gold and a magic Spear.

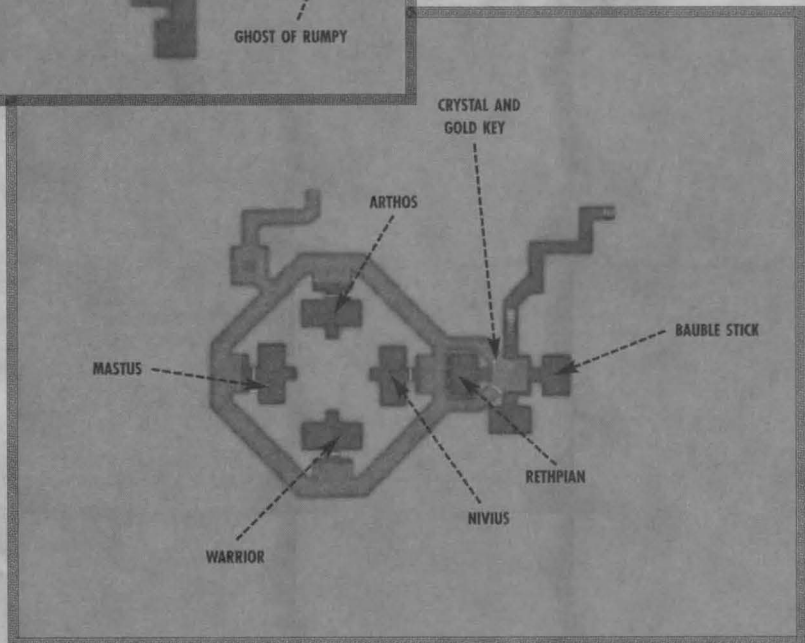
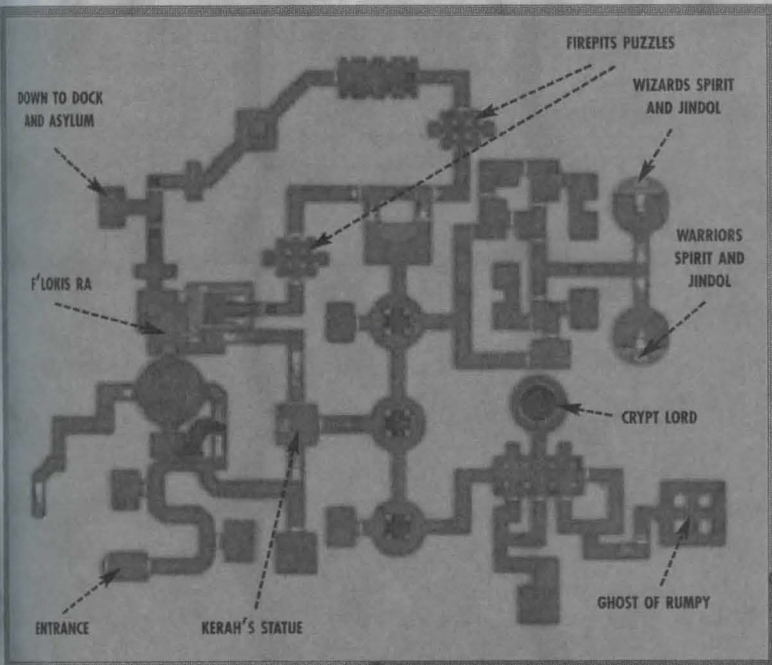


*As the sun sets, the Toad Village is a place of beauty.*

## ORACLE CAVES

The Oracles of Ishad N'ha are the second watcher of the Mavin and block your path forward unless you carry the Mavin Signet. Ask them about your "Destiny" and they will let you through their cavern into the area of Ishad N'ha. They can reveal many other details about the history of the world and will set you on the path for further adventures: Finding the Masque of Evil and meeting with the ghost of D'Soto.

# DUNGEON: THE CRYPT



Follow the path north of Valeia and into the graveyard next to the ruins of Bersault. The Dead are walking, so expect to fight your way into the crypt.

Although you are sent to the crypt to find the Mavin Sword, such is not your destiny. The encounters you have within the darkened tomb are merely precursors to the greater challenges that lie ahead!

## ENTRY

As you cross over into the Crypt, dark corridors greet you. Many skeletons are trapped within the first few rooms, so fight your way down until you come to a broken staircase. Drop down into the level below. Behind the first locked door on your left is the treasure chest which holds Algamesh's Amulet.



*Quite insane and with a taste for rat flesh, Rethpian may help nonetheless.*

## RATKEEPER.

The large room you come into is the threshold of the tomb of F'lokis Ra. Ignore it for now and descend the stairs. Go into the area by the pool; open the chest to get the bauble stick, then talk to Rethpian, who can tell you where he dropped his keys (the crystal). Swim down into the water and use the Bauble stick to get the crystal—you cannot get the Gold key at this point.

Go back into the large chamber and use the crystal to call the elevator.

## TOMB OF F'LOKIS RA

Ride the elevator up into the small room. Here you will face a mummified undead—a minor servant of Lord Cet. Kill him and pick up the gold locket he was wearing—read the inscription on the locket from your inventory screen to learn the words you must say to the statue of Kerah. Press the button on the wall to call the elevator, and then ride on its roof up to the secret room.

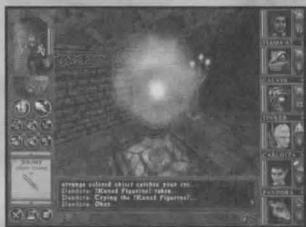
## SECRET ROOM

Above the tomb of F'lokis is a secret chamber. If you are on the quest to find it, you can find the Ring of Saints and some treasure here. Go down the corridor and the wall will slide back, taking you into the room with the Statue of Kerah.

## STATUE OF KERAH

Stand in front of the statue and say the words written on the gold locket ("Santus Kerah" or "Blessed be Kerah"). The door into the true crypt will open.

## MAIN CRYPT



*A burst of flame heralds your path within the Crypt.*

Move through the area, slaughtering the undead. There are many skeletons, crypt bats, and more powerful undead throughout the twisted corridors and rooms of the crypt. Move carefully, clearing out each area before moving forward.

In some places you will find upright coffins stacked against the walls. These may contain the treasures of the dead, but more often are occupied by a powerful monster, such as a mummy or plague-corpsed. Go to the far-eastern section of the crypt where you will face the Spirits of the Wizard and Warrior. Each of these monsters will drop a crystal, which will allow you to take one of the Jindols from the burning altars. Use one of the Jindols in the room with the two braziers to open either the Wizards or the Warriors paths.



## WIZARD'S AND WARRIOR'S PATHS

You can follow only one of these paths, depending on which brazier you lit in the last room. We recommend following the Wizard's Path (the brazier on the right), as you get more loot and a greater challenge. The two paths are very similar in that you must first pass through a Fire Pits room, then face a combat challenge, and finally come upon a healing pool of water and some treasure. After completing a path, you will drop into the Asylum.

### WIZARD'S FIRE PITS

This room is full of blazing fires that burn your party and a sealed portcullis at the end. The trick here is to walk over the central fire (the one directly facing the portcullis) and then walk backwards through it. After you have done this walk around the edge of the room and slip through the gate.

### WARRIOR'S FIRE PITS

In this room there are two levers in alcoves to the right and left, and a central fire that will heal your party. The trick here is to avoid walking into the healing fire (which resets the puzzle), then throw the levers and walk out along the sides of the room.

#### Avoid the Pits!

You can get past both of the Fire Pit rooms by using a bit of lateral thinking! If you drag a crate down from upstairs, you can push it ahead of your party and jam the portcullis open. Also, if you take a straight run down the corridor and do a flying leap over the central fire pit, you will often roll under the portcullis before it closes!

## THE ASYLUM



The people of the Gael Serran are not enlightened in their treatment of the insane—they are left to rot with the dead! Here Scabban's contagion first took root and now the dead walk the grimy corridors of the old Asylum. Many plague ghouls and other zombies wander this area, and you will have to fight your way through it to get to the necromancer, Scabban.

*Horrible sights await you within the abandoned asylum of Bersault.*

## SCABBAN

Fight your way through the more powerful and active undead until you reach the upper chamber where you can meet the necromancer Scabban. Listen to his story, and then put him out of his misery. Once he's dead, throw the switch on the wall and jump down into the waters below. Swim through the underwater passage until you emerge in the Tombs of Heroes.

## THE TOMBS OF HEROES

Four heroes rest in the grave in this section of the crypt: Nivius, Arthos, Mastus, and an unnamed warrior. Swim through the water to the opposite side where you first met Rethpian. If you dive underwater, you will find the Gold Key that opens each of the vaults. There is also a lever of the wall that raises the grates, preventing you from escaping. Take the Gold Key and open each of the tombs in turn to loot all the treasures within. In one tomb you will meet the Spirit of Nivius.

## THE SPIRIT OF NIVIVS

Within the Tomb of Nivius waits the spirit of this noble warrior, first watcher of the Mavin Sword. He will make your heroes swear the oath before letting them take the Signet of the Mavin (a powerful magic ring that will allow you to pass the Oracles.) When he asks you if you are ready to swear the oath, ask "What oath?" for him to explain it, and then agree to swear it. You have now set yourself onto the path of destiny: the Mavin Sword awaits!

## EXIT

Once you have taken the oath and the Signet of the Mavin, swim down into the water and throw the lever to open the grate that blocks your way. Leave the crypt by taking the elevator up above F'Lokis' chamber and head for the surface!



# Section 2: Town of Ishad N'ha

—in which our heroes seek out ancient artifacts to end older wrongs—

Ishad N'ha is a large trading center, far more impressive than Valeia. Here you will find two new guilds: The Pawn Shop (catering to Rogues) and the Bushi Dojo (dealing with Samurai and Ninja.)

## QUESTS

### TOWN HALL

#### WEREWOLF

A Werewolf has been preying on travelers. Lord Barrenhawk will pay you to put the beast down. The Werewolf will begin hunting your party once you have found the burnt body. He is a fairly easy fight as he has no magic and will fight you to the death.

#### BEAST OF BRONZE

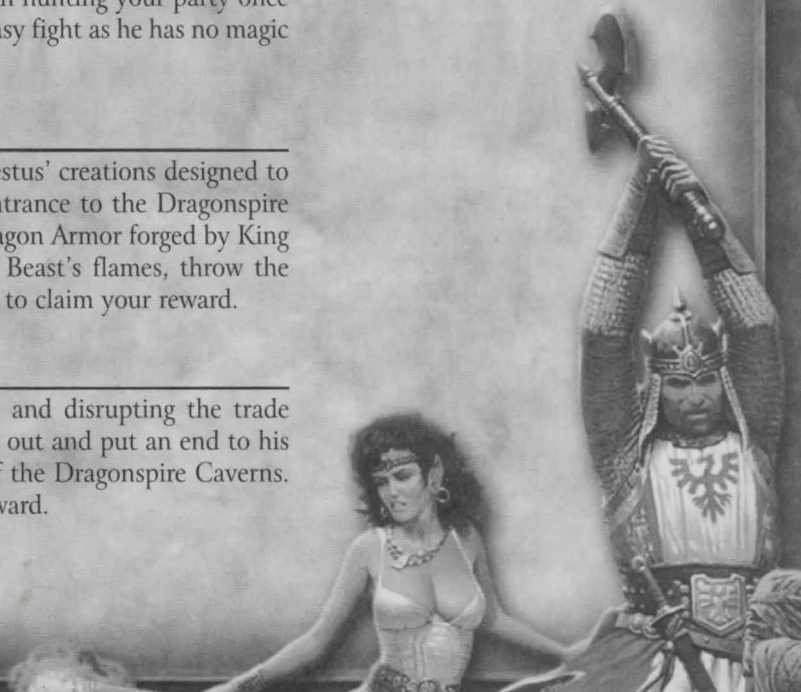
The Beast of Bronze is actually one of Hephaestus' creations designed to guard his home. You can find it within the entrance to the Dragonspire Caves. To get past its fire you will need the Dragon Armor forged by King Freyedies of the Stouts. Simply run past the Beast's flames, throw the lever on the wall to disable it, and then return to claim your reward.

#### BANDIT KING BRAHMAR

The Bandit King has been plaguing travelers and disrupting the trade routes. Lord Barrenhawk asks you to seek him out and put an end to his evil ways. He can be found beyond the exit of the Dragonspire Caverns. Kill him and his gang, then return for your reward.

# 6B

Town of  
Ishad N'ha



# ARMORY

## GHOST OF GLIEBOTT

Gliebott was a mighty warrior a century ago who died defending his lord D'Soto. His spirit still wanders the corridors of Shurugeon Castle and it is your job to put it to rest. He can be found in the barracks shortly after fighting the Undead Blacksmith. You must 'kill' his spirit to release it into eternity.

## LETTER TO STOUT GUARDS



It's time to lure the Stouts into joining the Clan of Three Swords. You are sent to deliver a message to the Stout Guards, inviting them to join. This is easily accomplished when you meet with King Freyedics in the Stout Mines. Simply give the letter to any of his guards and the quest is fulfilled.

*The Stout Guards are extremely loyal to their king.*

## DOSHI GIN'S LAMP

The evil Cyclops, Doshi Gin, has stolen a magical lamp rumored to have great powers, and the Clan of Three Swords wants it back. You can find the Cyclops in the secret terrain beyond the Boogre prison. Kill him, then return to the Armory for your reward. The Magic Lamp contains a Genie which you can use three times. The Genie will grant a powerful wish to the character who summoned him, but only once!

# PAWN SHOP

## 10 SERPENT COINS

This is a very easy quest. To complete it, all you must do is kill enough Serpent Priests (in the Serpent Temple) and carry the golden Serpent Coins they carry back to the Pawn Shop. Each character that attempts this quest must bring all 10 coins to Bratsol. If you decide to join the Serpent Cult instead of killing them, you can still get the Serpent Coins by finding them in treasure chests or buying them by trading with some of the Serpent Priests.

## ARDIBREN'S JOURNAL

A collector of rare books seeks Ardibren's Journal. It can be found in Ardibren's secret room in Shurugeon Castle. Only one character need deliver the book for all characters to be successful in this quest.

## BAND OF BOARS

A famous huntsman once used the Band of Boars. As this bracelet can be found within the Boogre Prison, presumably our poor huntsman is now one of the ugly and stupid beasts. To claim the prize you must escape the prison—it is found in a treasure chest right near exit.

**SPECIAL ASSASSIN QUEST: KILL GRUE MORDE**

One assassin has broken his oath and is killing for profit and against the balance. You are sent to kill him. Grue Morde is the assassin that killed Gareth, so this is also a personal mission. You will only receive this quest if one of your party becomes an assassin. Grue Morde can be found in the lands between the Dragonspire and Brimloch Roon.

**BUSHI DOJO****DELIVER DRAGON ARROW TO TORIN**

Torin is a hunter like his father, Grunaxe, before him. He comes from a land across the sea and seeks to kill Erathsmedor, whom he believes killed his father. To help him in this feat, the Dojo requests that you deliver a Dragon Arrow to him. Torin can be found at the base of the Dragonspire Mountains.

**DISCOVER THE FATE OF GRUNAXE**

The noble Grunaxe was captured by the Boogres and died fighting the Pit Crawler. You can meet his ghost and find his bones within the Boogre Prison. Simply return with this news to the Dojo to complete the quest.

**KILL THE ASSASSIN**

An assassin threatens the Shogun of the clan and it is your job to find him and stop him! The assassin is called Shrew Chisi and he has made camp along the northwest shores of the small lake north of Ishad N'ha. Hunt him down and slay him, then return for your reward.

**MAGIC SHOPPE****ARDIBREN'S RELIC**

Xander believes Ardibren was a great wizard and desires to know more of his power. He sends you to retrieve Ardibren's relic from the ruins of Shurgeon Castle. The relic can be found upstairs in Ardibren's room within the castle.

**IDOL OF AKU**

Again Xander continues his quest for mystical knowledge. He believes the Idol of Aku to be a source of great power and that it is hidden somewhere in the northlands. This is true, as the Idol is deep within the Boogre Prison—in fact, the idol is the only cure for the curse of Boogreism. Upon hearing this news, Xander decides to leave the Idol where it rests, but rewards you nonetheless.

**COLANTH EYE**

In his final challenge to you, Xander tells of a story he has heard about a mystical water creature that dwells within the Dragonspire caves. He asks you to find this creature and bring its crystal eyes to him. This monstrous serpent sleeps in the deep pools of the mountains opposite the shrine of Urthdalah. Kill the beast, then grab its eye as it sinks into the deep waters and return for your reward.

# TEMPLE

## KILL XYDUSSA

This is one of the most difficult guild quests given in the game; however, you are likely to attempt this task anyway, so take the quest. Xydussa, the Medusa Naga, is worshipped as a goddess by the Serpent Cult, so you must penetrate their stronghold and kill the foul creature. May Kerah watch over you.

## FATE OF GALLAIN

Gallain was one of the many souls who died in the final days of the siege of Shurugeon Castle. His family never found out what happened to him and is anxious to discover his fate. Luckily, Gallain was a compulsive writer—you can find the tattered fragments of his last journal entry in the servants' quarters of the castle.



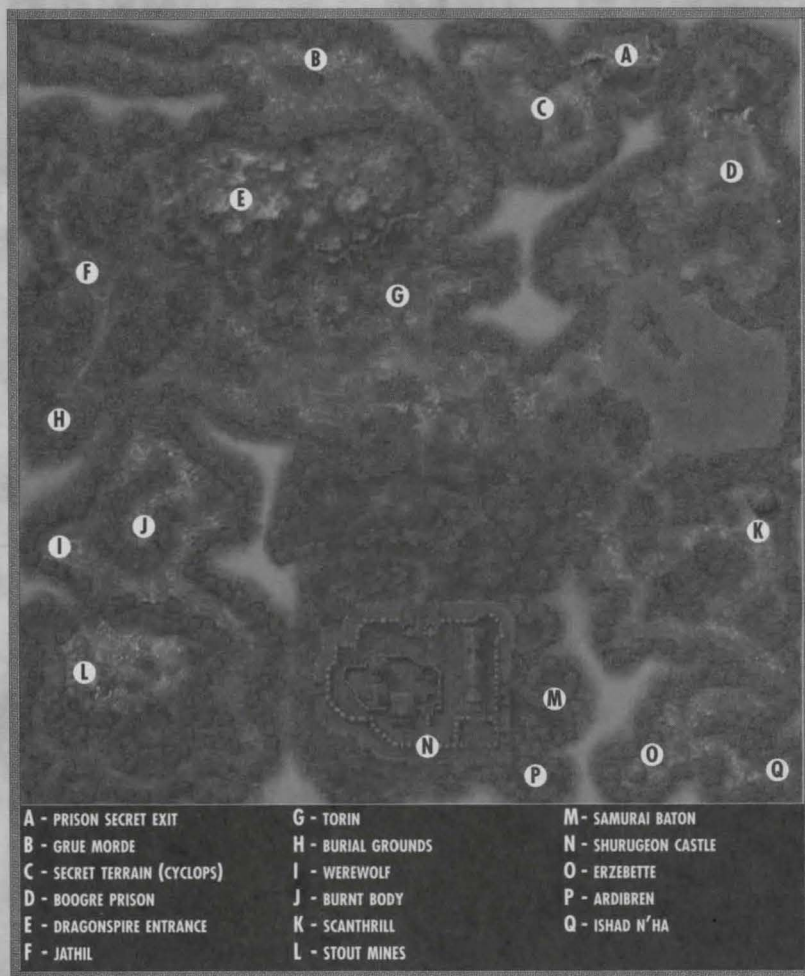
*Gallain, like so many others, fell to the undead inside Shurugeon Castle.*

## MESSAGE TO JATHIL

Jathil is a member of the Gezrite religious sect. He is searching for the burial ground of his ancestors—a futile quest. If you deliver the letter from the Temple to him, he will express his gratitude by granting you the trait Arcane Void. He can be found wandering in the foothills to the northwest.



# THE WILDERNESS (HILLS)



The foothills of the Dragonspire Mountains are home to more powerful creatures than the Woods around Valeia. Most of the beasts you will meet here are in the fifth to tenth level range, so some can present a serious challenge to your party.

## MEET ERZEBETTE

You will meet Erzebetete just outside of Ishad N'ha. She can tell much about the dragon Erathsemedor and the gnome Hephaestus. She will ask you to deliver a letter to her friend. To do so, take it into the Dragonspire Caves and drop it off in the mailbox. If you complete the task for her, Hephaestus will reward you when you meet him within the caverns.

## SCANTHRIL AND THE BLACK HAND

Scanthril heads the local rat mafia—the Black Hand. To call him a weasel would be complimentary. It is his gang that killed Gorthhius and helped to kill Gareth, but vengeance is a dish best served cold. He has several quests for you to undertake. Complete them, then slaughter him and his band of cut-throats.

First he asks you to find what happened to his Agent G—the poor Stout has been cooked by Erathsemedor and his burnt corpse can be found in the wilderness. If you bring back the news of his agents' failure and ask him about a "job," Scanthril will ask you to kill Raskalion, a rogue Stout. If you complete this job (which is less immoral than it sounds as the Stout King wants Raskalion dead too!), Scanthril will reward you with the Assassin's Dagger. Now you can kill him!



*A Fashionably Dressed Ratling Rogue*

## BURNT BODY AND THE WEREWOLF

The Burnt Body is the corpse of Scanthril's Agent G. He has fallen victim to Erathsemedor's shortsightedness and hunger. Near the body is the Miner's Writ, which will give access to the Stout Mines. Once you have discovered this body, the Werewolf will start hunting you. Kill it and collect the bounty from lord Barrenhawk.

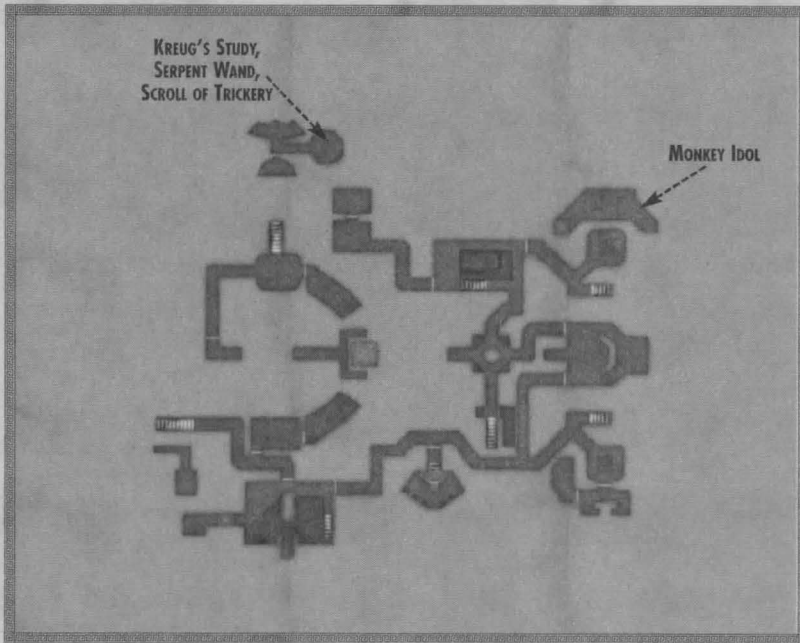
## KOL THE HERETIC

Outside the Serpent Temple, you will meet Kol. He was once a loyal servant of the serpent, but since a vision of the Angel Kerah appeared before him, he believes he is the Chosen One. Despite his madness, he will help you gain access to the temple, not only revealing the secret rear entrance to the building, but also giving you a key that will give you access to Kerah's statue. You will meet Kol again with the Dragonspire Caves.

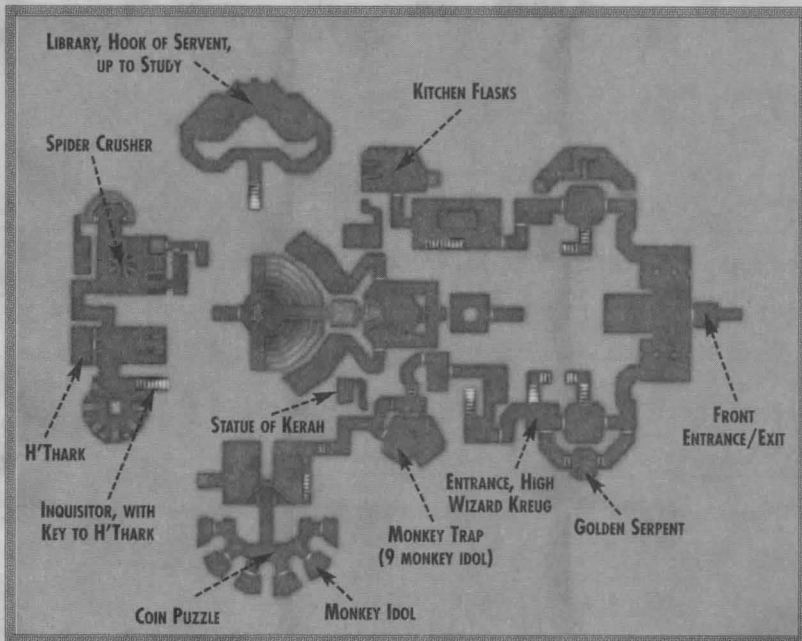




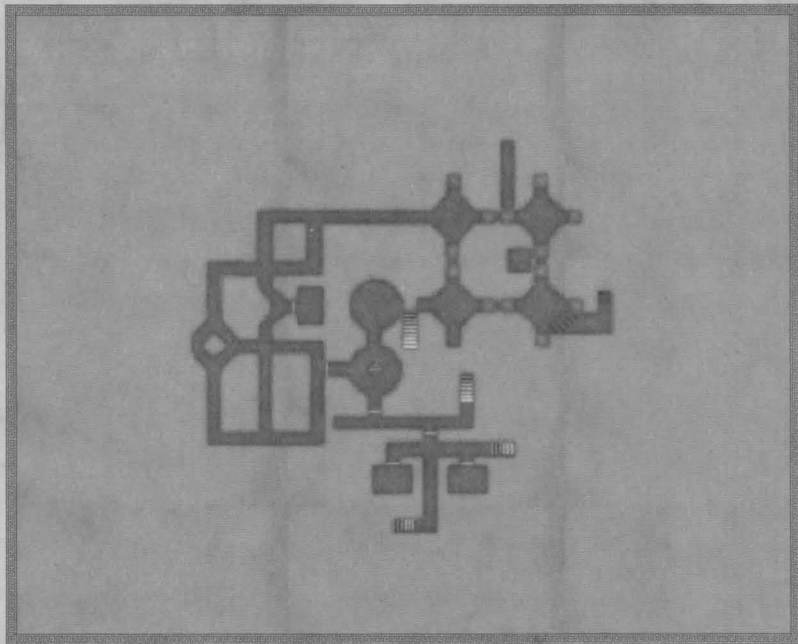
## DUNGEON: THE SERPENT TEMPLE



temple 1



temple 2



### temple 3

The Serpent Temple overlooks the river outside of Ishad N'ha. This imposing building was once the center of worship for forces of good, but the evil snake cult took it over some years ago. Their leader Elyssa believes she is the one chosen by destiny and seeks to use the Masque of Evil to fulfill prophecy. Unfortunately, she is misguided and the servants of the serpent worship an evil and heartless monster, not a goddess.

The Oracles of Ishad N'ha initiate your adventure into the Serpent Temple, sending you to retrieve the Masque of Evil from Elyssa's clutches. Before entering the Temple, you should check for quests in the town of Ishad N'ha.

Foes	Temple Vipers, Temple Monkeys, Serpent Priests of various stripes, Nesting Spiders.
Bosses	Xydussa, Elyssa.
Special Loot	Serpent Staff, Masque of Evil, Scroll of Trickery, Serpent Wand.
Warning	Do not enter this foul place until at least one of your characters has access to level four Vinecraft and the spell Cure Poison. All of the foes you face herein are poisonous and you will be sorely pressed if you cannot cure this affliction!

### ENTRY ROOM

By going around the back of the temple and swimming through the water you will gain access to the back door. Once you have penetrated the temple, you can also find the front door—you can now enter and leave through it once it's been opened from the inside. Climb the stairs up to the Snake Pens.

## HOLDING PENS AND STOREROOM

As you climb the stairs, you come to rooms with locked gates. Beyond one such gate you catch a glimpse of Xydussa, but it will be some time before you face the Naga. You cannot open the locked gates at this point, so continue climbing the stairs. The stairs split on a landing—to the left is a small room where you will find the first monkey Idol. After you have retrieved it, continue up to face Kreug.

## KREUG THE WIZARD

Kreug is the High Wizard of the temple, but a lonely and talkative old soul. It is possible to convince him to let you join the cult, in which case you will not be attacked by the Serpent Priests. However, you are here to purge the temple of evil, so reject his offer and kill him. Once he is dead, the doors to his room will open. Take his key and go back down the stairs to the Snake Holding pens.



*Kreug is happy to debate philosophy with your heroes.*

## BENEATH THE SNAKE PENS

Open the doors to the snake pens using Kreug's key, then dive into the water. Swim through the underwater tunnel until you meet the Unholy Filth, then kill the slime creature. Beyond this fight is an air bubble and treasure chest. Within the chest is the Serpent Idol, which reveals the Book of the Servant in the Library. After claiming this, go back up the stairs and fight your way into the temple proper.

## GOLDEN SERPENT

Just behind Kreug's room, is a room containing a Golden Serpent statue. If you approach it, it will strike at you—so be careful! Place a gold serpent coin in the slot, and the Golden Serpent will dispense a stack of incense cones. Pick them up—you will need them later. (If you do not have a coin yet, simply find and kill a couple of priests—they all carry these coins as tokens of their faithful service to the Serpent.)

## TORTURE CHAMBERS

As you enter the Torture Chambers, the Inquisitor will confront you. Spit in his face and fight him and his guards. When he's dead, you can take his key—it will allow you to free H'Thark from his prison cell. H'Thark will refuse to cooperate with you until you give him the lockpicks you received from Gorthius. Once you have proven your good intentions, H'Thark will explain the ritual of the serpent, giving you access to the lower depths of the temple. If you don't have the lock picks, you can use the hot poker from the brazier in the next room to make him talk.

## EGG CRUSHER

In the middle of the torture chambers is a strange contraption that lowers a crushing weight into a small chamber below. You will need this to create Spider Nectar as part of the Ritual of the Serpent. To get the apparatus to work, turn the large wheel until the crushing pad is entirely elevated, then go down into the pit under the pad and place a spider egg on the floor over the grate. (Groups of nesting spiders are kept in an adjacent room for just this purpose.) Go down into the lowest room and place an empty flask, found in the kitchen, under the tap and go back up to the wheel. Turn the wheel until you hear a crunching-squelching sound. The egg will have been crushed and your empty flask is now full of Spider Nectar.

## KITCHENS

The kitchens are poorly guarded and connected by a sequence of elevators. You should explore the different levels carefully to find empty flasks (for holding spider nectar) and a Monkey Idol forgotten in a back storeroom.

## MONKEY TRAP

This is an odd room that the Priests use for releasing a monkeys into the feeding chute for the naga. If you throw the lever a group of monkeys will drop down into the room. One of the little beasts will be carrying a Monkey idol and you must chase him down (he often runs into the Prison Puzzle area) to claim the idol. The gate will reopen when you kill all the monkeys in the room.

## KERAH'S STATUE

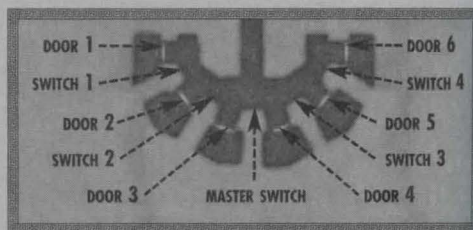
Just outside the Monkey room is a secret passage that can be opened with Kol's key. Inside is a statue of Kerah, through which she may speak with you. Make sure you follow all of the conversational paths so that you have a good grasp of the ancient history at work, then take the treasure laid as offerings at the statue's feet.



### PRISON PUZZLE

Down the corridor from the Monkey room is a strange room with six locked doors and four levers. You can solve this puzzle by throwing the levers in the correct sequence and dropping a coin into the slot on the wall. There's a chest holding the final Monkey Idol inside the fourth locked room. The other rooms contain a mix of monsters and treasure, making them worth opening too.

After you have claimed all the loot, work your way through the Temple to the Library.



## LIBRARY

The Library is where Kreug trained other serpent cultists in his magic. Amongst the bookshelves are five plinths, four connected through tiled paths on the floor and one unmarked. If you place the Serpent Idol in the unmarked plinth, the wall will slide back and you will be able to get the Book of the Servant.

If you place a Monkey Idol on each of the other four plinths, part of the ceiling will slide down revealing Kreug's study. Fight your way past his familiar and claim the treasure within, including the Serpent Wand and the Scroll of Trickery (Bard elite role quest item).

Once you are done here, make your way to the Main Hall.

## MAIN HALL

In the Main Hall there is a huge statue of the Serpent with a brazier in front of it. Here you must perform the Ritual of the Serpent to enter the sacred precincts of the Temple. First throw the incense cones into the fire, douse the fire with Spider Nectar, and then finally wave the Serpent Wand over the glowing coals. (Use each of these items in turn on the brazier. H'Thark explained the ritual to you when you freed him.) If you are successful, the Spirit of Xydusa will appear and quiz you. The answers to her questions can be found in the Book of Servant (the answers are "The Servant Waits", "The Servant Bows", "The Servant Dreams", and "The Servant Prays".) The questions are asked in random order, so you will need to pay attention!

## XYDUSSA'S MAZE

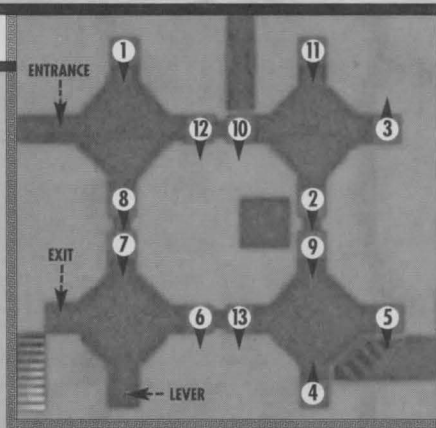
As the spirit lets you past, walk forward into the opened statue. The floor will slide back and you will be unceremoniously deposited onto the hard stone floor of Xydussa's lair. The great Medusa Naga waits in the adjacent room, so you have a short time to gather your wits and cast whatever protective magics you desire before engaging her in combat. (If you gave Algamesh's Amulet to Kerielle, you will have a potion capable of rendering the beast insensate for a short period. Use it to buy yourself time to heal.)

After you have destroyed the monster, progress through her maze until you reach the Elevator Puzzle.

### ELEVATOR PUZZLE

The Elevator Puzzle is the final obstacle on your path to the heart of the Serpent Temple. The path to follow is quite complicated, but fully explicated in the diagram above. Along the way, you will face powerful opposition from various Serpent Priests and you should show no mercy in dispatching them.

The most powerful of these foes, the Serpent Protector, carries a key that will not only allow you to open the exit from Xydussa's Lair (and hence the way into Elyssa's rooms), but also the locked room within the maze on the way to the elevators. This room contains some excellent loot and should not be missed.



## ELYSSA'S ROOMS

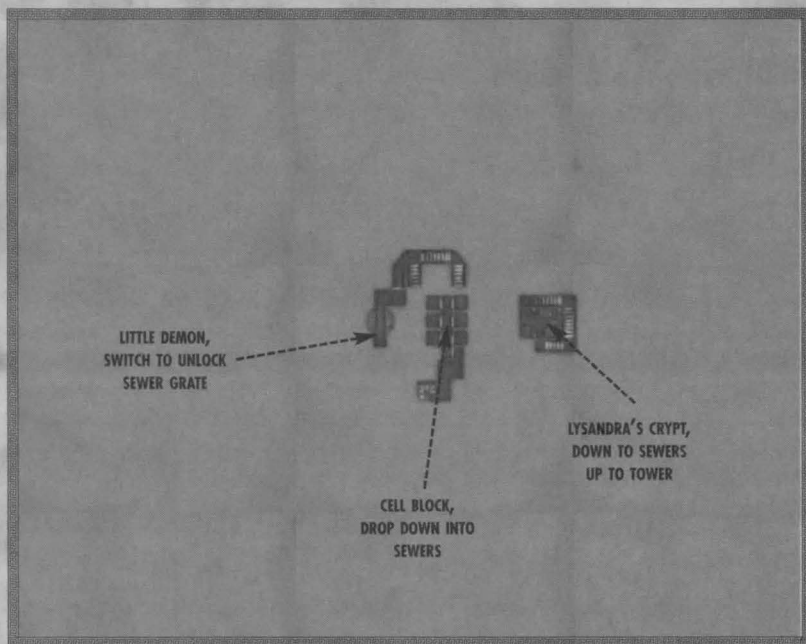
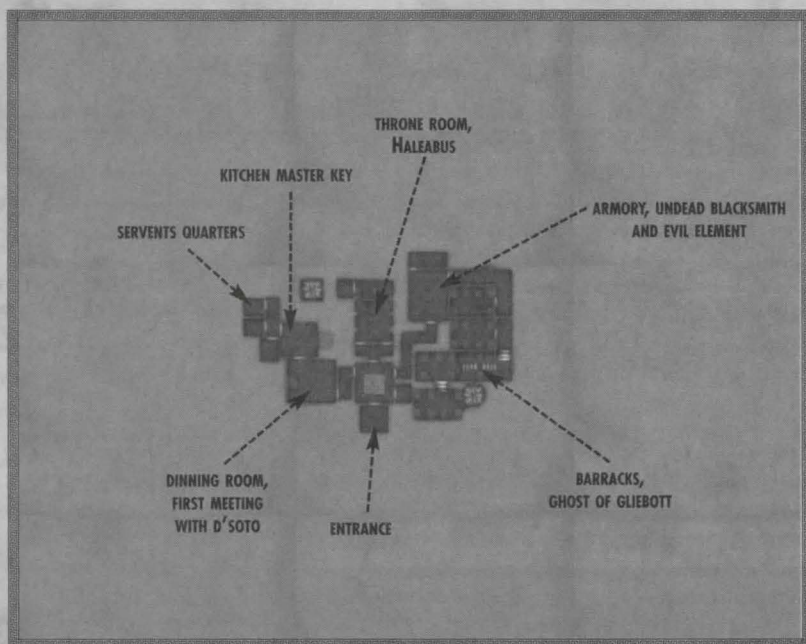
Leave the maze after solving the Elevator Puzzle and ride the large elevator up into Elyssa's grand room. Here she holds court over the elite Serpent Priests and seeks her own elevation to godhead. You should talk to her to find out her sad story, but fight viciously to put an end to her evil. Once she and her cohorts are dead, you can claim the Serpent Staff (a powerful if cursed weapon) and the Masque of Death. If your character drinks the Serpent Nectar she offers, they will gain the "Snakeskin" trait.

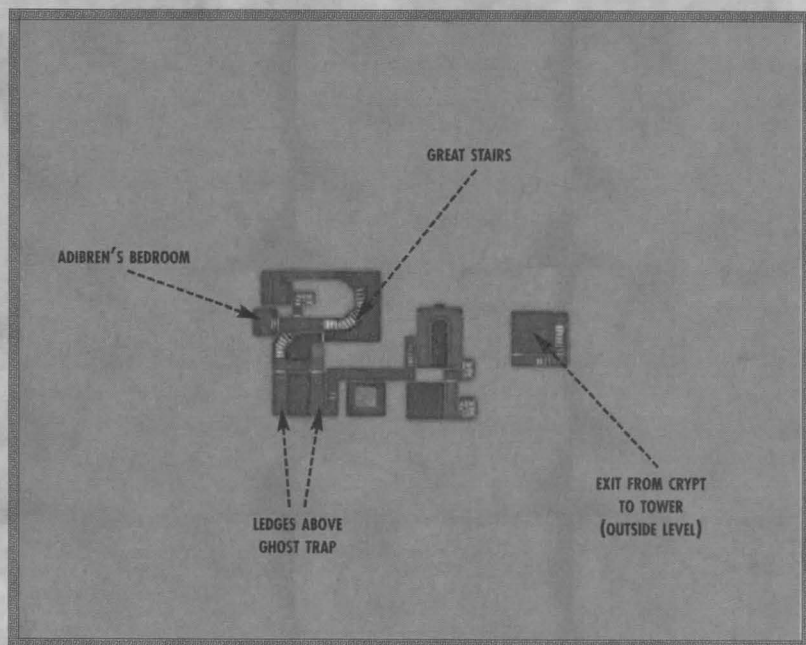
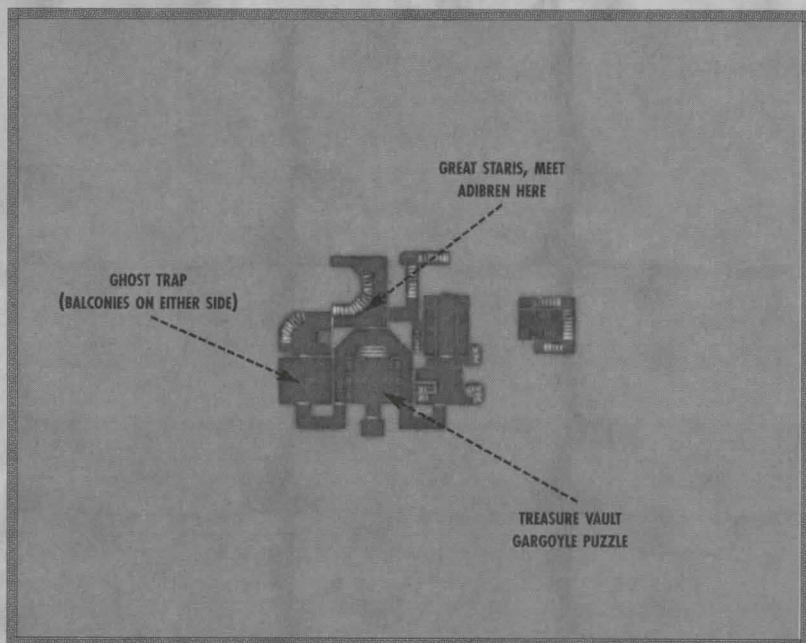
Congratulations, you may now leave the temple and proceed with your adventures!



*Elyssa is certain that she will claim destiny as her own.*

# DUNGEON: SHURUGEON RUINS





A century ago the Shurgeon Castle was the center for the forces of good in this region. Its lord, D'Soto, the last wielder of the Mavin Sword, was an honorable and just man and the land prospered. Then disaster came. The castle was laid siege to by forces unknown and fell, all within died that night. D'Soto, like all the other wielders of the Sword of Twin metals, was consumed.

Unfortunately, Ardibren, the castle wizard, has made plans for himself and his lord to escape death. Those plans backfired and unleashed a demon, Haleabus, who seized D'Soto's soul and made the castle a den of evil. Since then, the ruins have been haunted and for a century few have braved its walls.

Elyssa, after reading the Prophecy of the Age, thought she could claim the power of destiny with the Masque of Evil and stole it from the castle to use in her profane rituals. Now our heroes carry the Masque back into the shadowed depths of the castle ruins in an attempt to set things right.



*The menacing ruins dominate the landscape, especially at sunset.*

Foes	Lots of undead spirits, zombies and skeletons, Demon imps.
Bosses	Haleabus
Special Loot	The Shroud of Elsera
Warning	One of your characters will have the opportunity to become a vampire within the walls of Shurgeon Castle. Think very carefully about whether you want one of your heroes to become a bloodsucking fiend or not, because there is no cure!

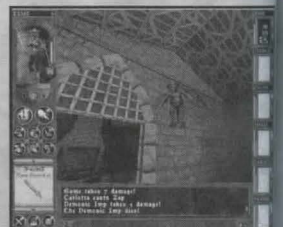
## ENTRY ROOM

These doors are all locked, except for the west door. You can pick the lock on the southeast door to gain entry, but the other doors require the Master Key (found in the kitchens). Through this southeast door is a small treasure chamber for you to loot.

When you return to this room after going into the dining room, electrical arcs shoot out summoning another spirit for you to fight. Do not proceed through the north doors into the Throne Room until you have completed the ritual with the Masque of Evil.

## DINING ROOM

The castle dining room is deserted when you enter it. However, when you try to leave through the opposite door, the ghost of D'Soto will appear. He bemoans his fate and then Haelabus drags him away, summoning a swarm of demonic Imps. Fight your way free and continue into the Kitchen.



*Imps enjoy tormenting you when they are just out of reach.*

## KITCHEN

There is the Master Key hanging from the wall. Simply pick it up, then head for the Servant Quarters. You may find zombies wandering this level of the castle.



## THE ARMORY

Use the Master Key in the Entry Room to open the door into the armory. Here you will battle the Undead Smith and his skeletal servants. At the far end of the room is a sealed area. To gain access to this area, shoot the skeleton that stands within. As it falls, it will throw the switch opening the door. Inside you'll find a chest containing one of the evil elements.

## THE BARRACKS

Fight your way through the abandoned barracks. Many undead roam here, including the poor, damned ghost of Gliebott. Lay this noble soul to rest and fight your way around to the Great Stairs and the Castle Vault.

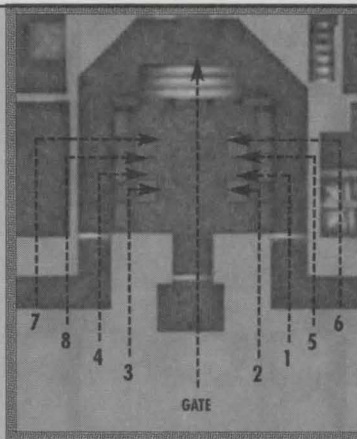
## GREAT STAIRS

Three powerful Wraiths guard this room. As soon as you enter, they will attack you, but Ardibren will appear to help you out. With him at your side, you will be able to defeat the undead. Once the Wraiths have been defeated, Ardibren will talk with you and teleport outside the castle. (You will meet him again to retrieve the final evil element.)

## TREASURE VAULT

The Castle vault is sealed shut. Only by solving a puzzle can you gain access to its riches. The puzzle is essentially simple; whenever you pull a lever, another lever will rise. The aim is to lower all the levers, and then pull the final one. (If you make a mistake, pull the final lever to reset all the others.)

To solve the puzzle, pull the levers in the order indicated in the solution diagram.



## GHOST TRAP

As soon as you enter this room (from either direction), Haleabus will seal the doors and summon a group of powerful ghosts. The only way to escape is to destroy the ghosts, which will unlock the doors once again. There's some good loot in the chest in this room to make up for the inconvenience of being set upon by undead.

## LEDGES ABOVE

The West Ledge contains a treasure chest that holds Ardibren's key (this key will open the bookcase in Ardibren's bedroom). The 'key' is actually a winch crank, which opens the secret door, but it is called a key. Each of these ledges can be reached by going behind the Treasure Vault and following the path back up.

## ARDIBREN'S BEDROOM

The chest in this room contains Ardibren's Journal. Not only is this a quest item, but it also tells you where to meet him outside the castle walls. Use the key from the West Ledge to open the secret door behind the bookcase. Here, you'll find a lever that will open the gate blocking passage upstairs as well as Ardibren's Relic, another quest item.

## CELL BLOCK

Descending all the way down the tight stairwell, you will come upon the cell block. Several prisoners have been reanimated as zombies. Fight your way past them until you reach the far cell. Jump in the hole in the floor and fall into the sewers.

## SEWERS

There are several diamonds hidden in the water, so search carefully. Climb the north stairs and fight the minor demon guarding the bridge, then throw the lever. This will open the gate downstairs that will lead you out of the sewers. Go there and climb the stairs up and out of the sewers.

## CRYPT

This abandoned tower is home to the lonely lady-vampire, Lysandra. She is a sweet creature of evil and she guards one of the evil elements. To get it, you must either kill her or allow her to 'kiss' one of the party. If you let her kiss one of your characters, they will become a vampire with all the powers and penalties of that state.

### The Pros and Cons of Vampirism

Being a raging fiend of the night has benefits and drawbacks. The benefits are that by night you are much more powerful. You can also bite your foes, draining their life into your own healing up (hit points) and possibly paralyzing them. The drawback is that you can no longer be healed by normal magic and you constantly lose life (hit points) during the day as a penalty for your blood lust.

## THE RUINED TOWER

This tower connects to the outside map. Here you will meet D'Soto's ghost once more and in a treasure chest in the penultimate evil element. From here you can jump down to the outside world and go to meet Ardibren in the forest clearing. Ardibren has been attacked and is close to death. With his dying gasp he will give you the final evil element and instructions on what to do with it.

## THE TOWER ROOM

Ardibren built this room in order to perform the ritual that would banish Haleabus. It is your job to complete it. Place each of the evil elements on one of the pilasters, then place the Masque of Evil in the center (the same character should place all six objects). If you are successful, magical energies will be unleashed and the Masque will be empowered. Now it's time for a final showdown!

## THRONE ROOM

If you enter the Throne Room, Haleabus will taunt you and playfully attack. Until you hold the empowered Masque of Evil, he is invulnerable to your attacks. Once you have the Masque, use it or give it to him and he will become vulnerable. You must fight the demon. As he dies, he will be sucked into the Masque and forever destroyed!

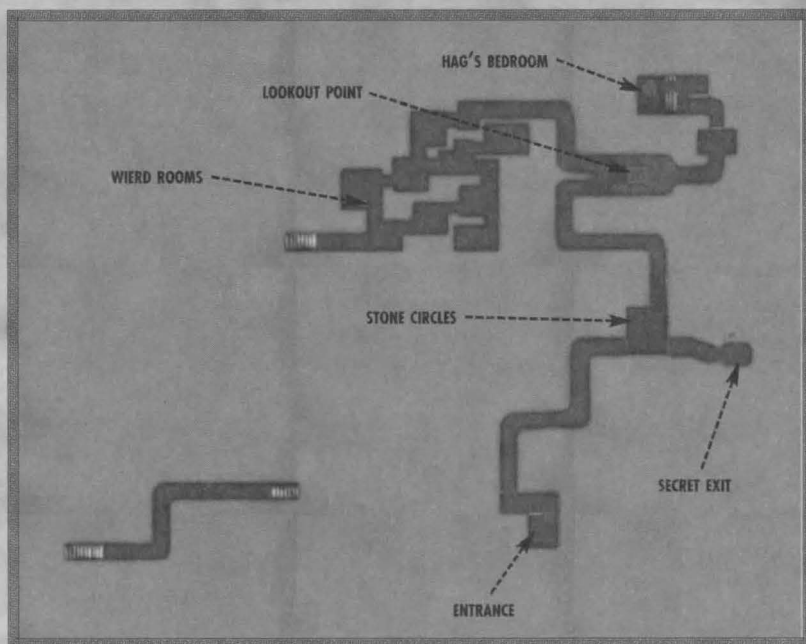
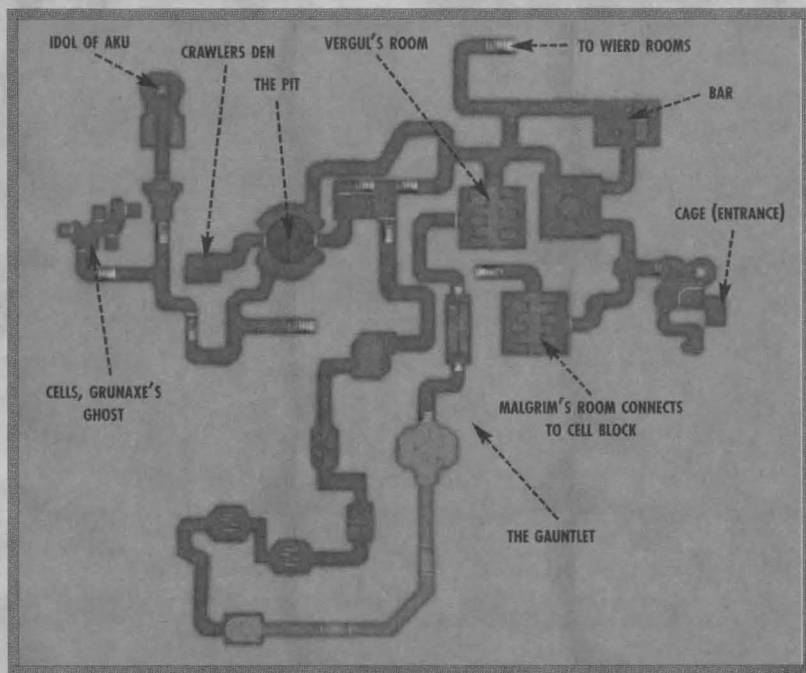
As Haleabus dies, D'Soto appears and thanks the heroes for freeing him from eternal pain. He rewards you by telling you the story of Erathsemdor and the Mavin Sword. He tells you the sacred word ('Elseramavin'), which will convince the dragon to let you pass and gives you the Shroud of Elsera, the cloth used to polish the Mavin Sword.



*A powerful demon, Haleabus is contemptuous of all mortals.*



# DUNGEON: BOOGRE PRISON



Boogres are fairy stories, tales told to naughty children to make them sleep. “Be quiet or the Boogre will get you, come and take you away, and make you like them!” Unfortunately, the legends are true and the Boogres live in a hidden prison to the far north. Boogres are not a natural race, but rather the product of a foul curse; that strips them of their humanity and turns them into shambling, stupid monsters.

The witch who created this curse lures travelers into the prison, strips them of their senses and true form, and then uses them as slaves. A few wanderers, such as Grunaxe, have tried to break this curse, but none has succeeded. Now it’s your chance. You arrive at the Boogre Prison, either exploring the northlands or following a tip from Scanthril that there is treasure in the north.

Foes	Various Boogres (Murderer, Maniac, and Witch), Spirits of the Dead, Jungle Lillies.
Boss	S'Reser Da
Special Loot	Band of Boars, Book of Creation, Evil Eye.
Warning	While your characters remain in Boogre form, it is likely that any attempt to cast a spell will fail. Your characters will also fight more slowly and look really ugly. Boogreism is a curse and you should do all you can to get it lifted as soon as possible. However, as a Boogre you will have 100 extra hit points, so it's not all bad. Female Boogres can cast magic a bit more reliably than their male counterparts

## ENTRY ROOM

Once you enter the Boogre Prison, the doors slam shut and you are unceremoniously dumped into a cage. You will meet Pris'kiel'a for the first time here—lucky you.

## CAGE

Once you land in the cage, S'Keser Da will appear and transform your heroes into Boogres! When she's done, she will set a guard over you and leave. The guard, like all Boogres, is very stupid and will soon let you out of the cell. Tell him that you don't like gold and he will release you.

### The Boogre Way

Boogres are folk-tales in the Gael Serran, much like the Boogie Man in our world. S'Resser Da has found a way to make them real with her foul magic. Once you become a Boogre, you are ugly and stupid, and spells tend to fizzle out, but you do gain 100 hit points.



*However stupid they may seem, the Boogres managed to trap you.*

## VARGUL'S CHAMBER

Talk to Vargul, leader of the Plunderers, and sound out his plan. Don't join his gang unless you are really convinced.

## THE GAUNTLET

This is a nasty little test that Vargul created to toughen up his gang. The easiest way past most of the obstacles is to run and jump. You will take some crushing damage, but you're a boogre now—big and tough. At the end of the gauntlet, you will find some treasure and a wooden stick—a Boogre key! If you use a Boogre Potion on the idol at the end of the Gauntlet you can receive an extra item!

## MALGRIM'S CHAMBER

Talk to Malgrim, then follow the passage north out of his chamber, toward the prison cells. **BEWARE**, where the passage forks, just before the locked door into the cells; the passage leads to the Idol of Aku. Guarding this passage are two Jungle Lilies (very dangerous man-eating plants). Unless you are very careful, they will detect you moving through the corridor and come after you. Be prepared for a very nasty fight indeed. The best way to fight them is to constantly fall back using destructive magic and gradually wear them down.

## GRUNAXE'S CELL

Use the stick to gain access to the cellblock and kill the restless spirits that infest the place. In the far cell is the ghost of Grunaxe, father of Torin. He will be able to tell you much of the history of the Boogres and how to escape. Search the rest of the cells for a second stick. When you leave the cellblock, take the stick you used to open the door out of the wall.

After talking to Grunaxe, you may choose to join one of the two gangs. Either will give you some useful information about S'Kesser and the pit crawler.

## WEIRD ROOMS

These are a sequence of rooms rigged with enchanted teleport grids to prevent Boogres from wandering into S'Kesser's rooms. To go directly to the Lookout point, go East, North, West, North and North again. However, you will need to jump into the other rooms to raid a treasure chest containing the third stick you will need to escape.

## LOOKOUT POINT

Pris waits for S'Kesser in this room. She is quite interested in 'talking' with the heroes and will let you into S'Kesser's chambers in exchange for Grunaxe's ring (she had a thing for Grunaxe). If you go down the other corridor, you will be able to escape from the prison, but the area is guarded by three Jungle Lilies and it is advisable to change back into your proper form first! You can also kill Pris to get in to see the Hag, but this is a little mean. (She is tough and a spell-caster, but no great threat to your party.)

## BAR ROOM

You can visit Blubarb the barkeep to stock up on Boogre Brew. This potent brew will cure the poison inflicted by the pit crawler.

## THE PIT

When you enter the Pit one door slams shut (the exit) and the other swings open (the route to the crawler's den.) The Pit Crawler scuttles out of this and attempts to eat the party. You should be able to beat this creature if you use magic (either to buff the party or to cripple the beast.) If anyone is poisoned, use Boogre Brew to revive them. After killing the giant insect, you can gain access to its den and escape the pit.



*Let's get ready to rumble! Boogres love a good fight.*

## CRAWLER'S DEN

It is here that Grunaxe met his death. You can find his armor, weapons, and ring in the beast's den. Take this back to Pris at the Lookout Point and she will let you into S'Kesser's rooms.

## HAG'S BEDROOM

S'Kesser Da is sleeping when you enter her boudoir. If you get too close to her or to the Evil Eye (which is in a niche in the East wall) she wakes up. The fight against S'Kesser is tough as she has lots of hit points and can cast several nasty spells as well. Once she is dead the door to the chamber opens and you can grab the Evil Eye. Finally you will be able to transform your heroes back to normal.

## AKU'S CHAMBER

If you did not face the Jungle Lillies on the way to the prison cells, you must kill them now. In the small chamber there is a slot in the wall. Place the Evil Eye in it and the door will open into the chamber of Aku. Touching the strange idol will change a character back to their normal form. (This also completes a Wizard guild quest in Ishad N'ha). If you decide to keep one of your characters a Boogre you can come back here later if you change your mind.

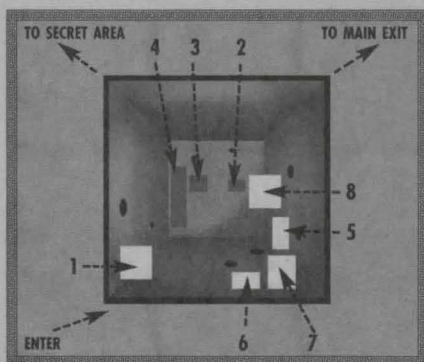
Once you have used the Evil Eye to open the door, invoke its power to grant one of your characters the permanent trait of Evil Eye—now even your looks can kill!

## STONE CIRCLES

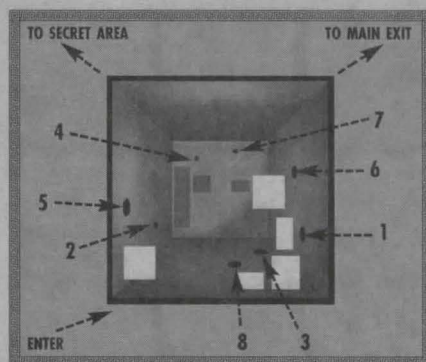
The path to the stone circles is guarded by three Jungle Lilies. Use as much magic as you can to blast, burn, and maim them into gradually retreating back out of their range until all three are dead.

Once the evil plants have perished, use the three sticks to solve the moving blocks puzzle. There are two solutions—one opens the West passage that takes you back to the Entry Room, and a second takes you into the Secret Exit. (If you open the Secret Exit route, you can also jump across to the West passage and leave!)

BLOCKS



SOCKETS



### Scaling Walls

You can escape this room by only partially completing the solution. It is actually possible to balance on the sticks themselves (or on one of the smaller blocks), and use a running jump to scramble up the wall to either exit. Practice this move and you will be able to scale walls and steep slopes easily.

### SECRET EXIT

Crossing this way will take you into a secret terrain area. There are several monsters to fight here, including the Cyclops from whom you can win the genie in a bottle. After winning these fights and looting the Cyclops' treasure, go back into the prison and take the West passage to the exit.

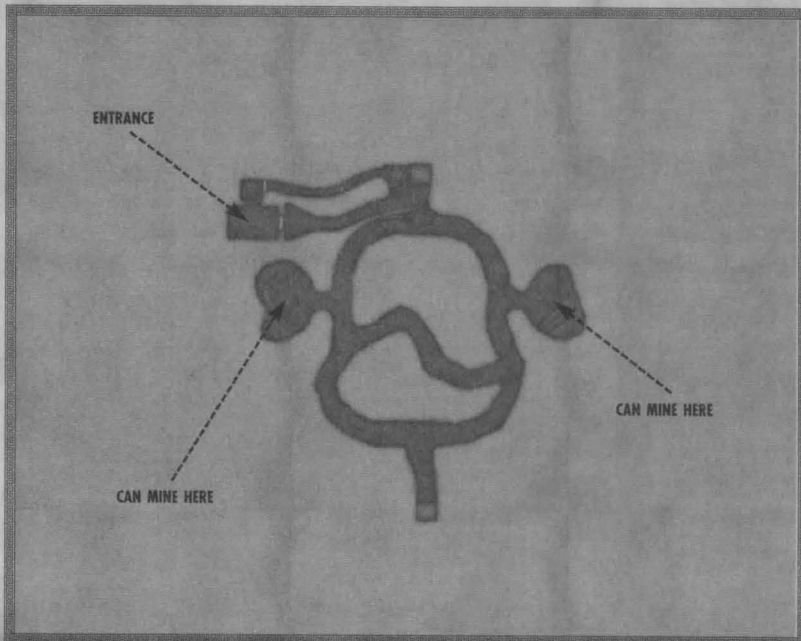
### HOME AGAIN

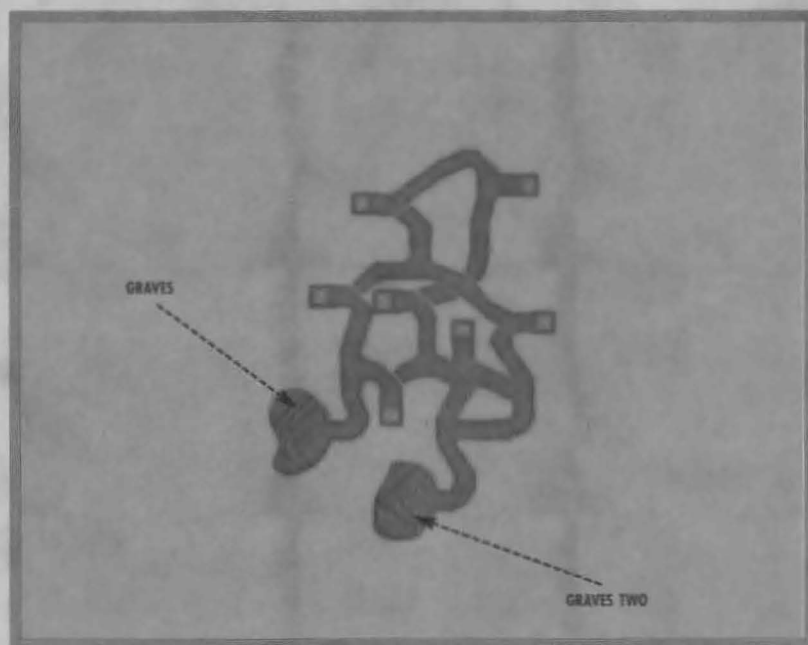
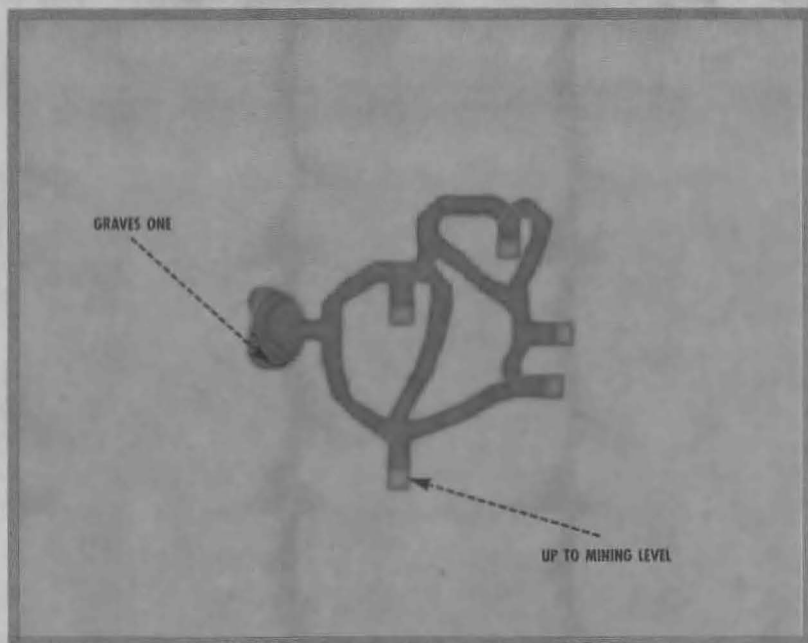
Finally, you reach the Entry room from the other side. There is a treasure chest that contains the Boogre Treasure, including the Band of Boars (pawn shop quest item). Throw the lever to exit and never return to Boogreville!

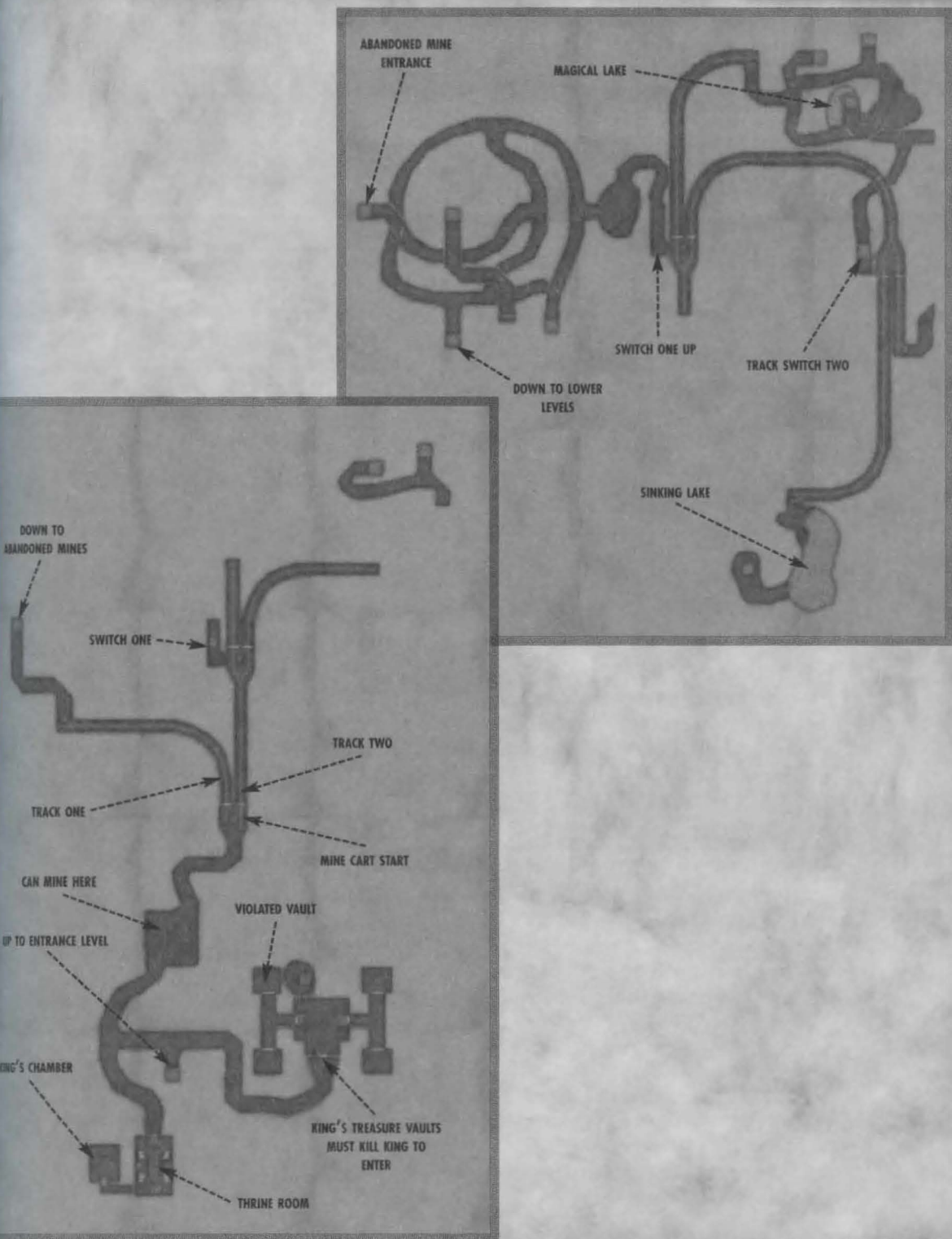




## DUNGEON: STOUT MINES







The Stout Mines are the ancestral home of the Stout dwarves. They are miners of the deep earth who bring up precious metals and gems that no others dare dig for. Living so far underground, they have been exposed to things surface dwellers see only in nightmares and have become strong and paranoid as a result. There are whispers of insanity spreading through the royal line, though the current King, Freyedies, seems sane enough and will help you in your quest.

You enter the mines on a mission of murder from Scanthril, but find an ally in the Stout King and yet another part of your destiny.

Foes	Insane Dwarves, Restless Spirits, Lava Hounds, Fire Bats.
Boss	None (unless you want to fight King Freyedies).
Special Loot	Dragon Armor

## ENTRY ROOM

In order to get into the Stout Mines, you have to give a Miner's Writ to Pastolio. You can find the Writ on the burnt body. To give it to Pastolio, simply place the Writ in the depository box. He can also be bribed with some Boogre Brew to give you a Miner's writ.

## THRONE ROOM

After entering the mines, proceed to the Throne Room. King Freyedies has dreamed of you and is willing to help you on your quest. He promises to make Dragon Armor for you if you can find Dragon Ore for him. Once you have the ore, give it to the king and then leave him for a short while. When you return to the Throne Room, he will give you the armor. (If you are on a Warrior guild quest to give a message to the Stout guards, the ones guarding the king will accept it.)

If you decide to kill the king (a tough fight), you will have to get the armor by raiding the Stout treasure chambers. Once the King is dead, you will find a key next to his body. Use this to open the door into the King's Chamber—here you will find Dragon Armor and some other treasures. The key will also allow you to open the door into the Treasure Vaults, where you will have to fight more Stouts.

## MINE CART START

After visiting the king, the left mine cart (the one that goes into the abandoned mines) will be active. Board the cart (click on it) and throw the lever. The other cart is broken and needs a new mine cart lever to work. When you have the lever, use it on the broken switch and then take the cart on the right to the Burning Lake.

### Mining for Fun and Profit

Throughout the mines there are several mounds of ore that can be mined for gems and other goodies. To mine a mound, simply use a pickaxe on them. If you cannot find a pickaxe, look in the chamber marked Graves.

2. You may also get one from an insane miner.

## GRAVES 1

Once in the abandoned mines, go to this spot. If you look around carefully, you will be able to find the mine cart lever that you can use to repair the broken lever. As the name suggests, restless spirits guard this area in addition to the normal threat of insane Stouts.

## THE ABANDONED MINES AND GRAVES 2

---

Descending another level, you'll discover several chambers that can be mined for goodies. Beware there are many insane Stouts and also the spirits of the dead wandering the dark passages. It is also very easy to get lost, so pay close attention to the map.

### TRACK SWITCH

---

A switch in this small room will set the carts to go in a different direction. You do not need to throw this switch immediately, as changing it will set the cart to go to the Magical Lake, not the Burning Lake where the dragon ore is.

### BURNING CAVERN

---

The mine cart tracks come to end and become broken. You will have to walk and jump along the tracks over the burning lava to enter the Cavern. There are many fiery monsters basking in the molten heat and, guarding the Dragon Ore, a powerful Lava Hound. Kill the critters and mine the mounds to find the ore to return to Freyedies.

### MAGICAL LAKE

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The waters of this lake are magical and heal anyone who swims in them. This would probably be a tourist attraction if the king opened the mine to outsiders.

### SINKING LAKE

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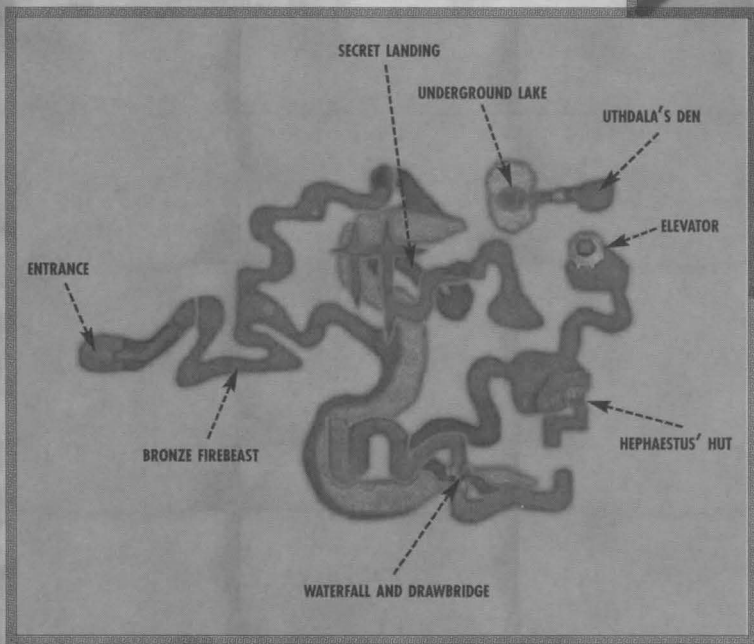
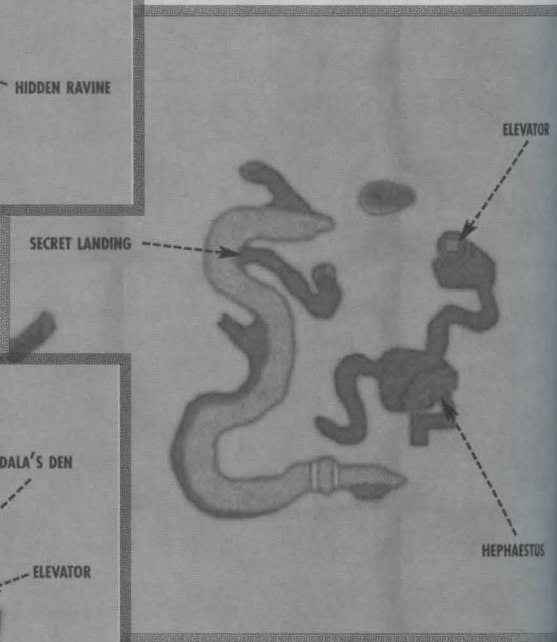
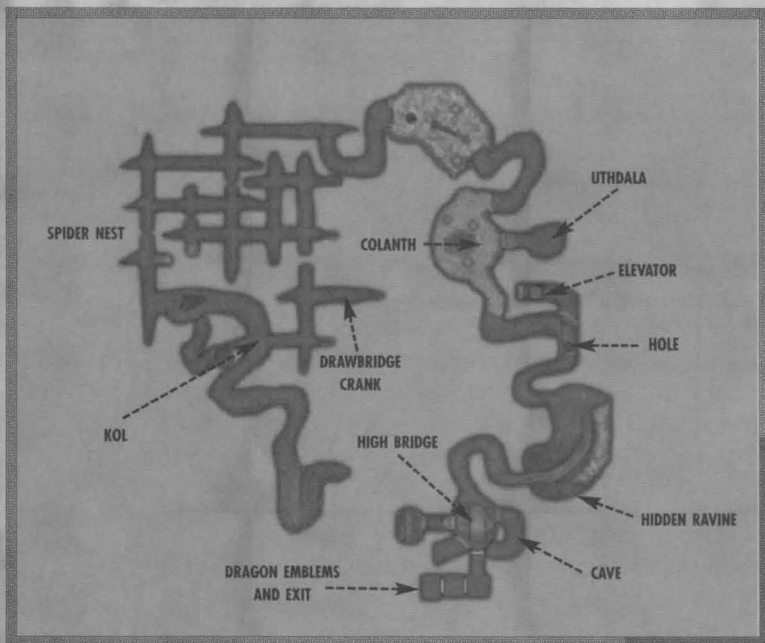
By throwing Track Switch 1 to "off" and Track Switch 2 to "on," the cart will take you to the Sinking Lake. This is where Raskalion hangs out. You can either talk with Raskalion and bad mouth Freyedies, or turn on him (killing him fulfills a quest from Scanthril). Whether he is alive or dead, climb into the winch and click on the rope to be carried upstairs into the violated treasure vault.

### TREASURE VAULTS

---

There are two ways into the Treasure Vaults. The first is to go with Raskalion, which gives you access to only one of the vaults. The second is to kill King Freyedies and use his key. Beware, should you take any of the gold bars from the vault, all the Stout dwarves will hate and attack you!

# DUNGEON: DRAGONSPIRE



The great Dragonspire Mountain rises up above the landscape. For 1200 years it has been the lair of great dragon Erathsmedor, perhaps the last of his kind—a massively powerful nearly immortal being. The great dragon is the guardian of the Mavin sword, a watcher over heroes and generally a shortsighted, pyromaniac nuisance. However, you must brave his lair, evade the schemes of the deranged heretic, Kol, and claim the Mavin Sword.



*Erathsmedor does not take kindly to uninvited visitors.*

Foes	Oozes, Spiders
Boss	Erathsmedor if you enjoy dying, the Colanth.
Special Loot	The Mavin Sword, D'Soto's Armor, Divine Sigil.

## ENTRY ROOM

After zoning into the Dragon Caves, you have to cross a rickety wooden bridge and go through a door. Immediately to the right there is a mail box—if you are carrying a letter from Erzebette, drop it off here. Walking onward past some crates, you encounter the Firebeast.

## BRONZE FIREBEAST

The Bronze Firebeast (one of Hephaestus' creations) blocks the passageway, spewing forth flame. You cannot pass the beast unless you are wearing the Dragon Armor forged by King Freyedies. If you are wearing the armor, you may simply run past the Beast and throw the lever to disable it. As soon as you do this, the Firebeast returns to its resting place and poses no further threat.

## SECRET LANDING

After the Firebeast, make your way down to the shoreline. Jump into the water and swim eastward as the current carries you to the North. As soon as you see a ledge, jump up onto it (if you miss the ledge you may have to pull yourself out at the north end of the current and try again). Climb the rocky surface and head deeper into the cave system.

## KOL'S ENCOUNTER

As you move westward through the caves, you will encounter Kol the Heretic again. He will initially be friendly, but becomes distraught when you are both questing for the Mavin. (He believes that he will fulfill the Prophecy of the Age.) He disappears, but his actions will cause you much trouble within the caves.

## DRAWBRIDGE

After Kol disappears, work your way down the South passage until you come to a bridge above a waterfall. Carefully jump off the bridge through the raging waterfall and force your way onto the northern ledge. (You can use the crank here to extend the drawbridge.) Follow the passage to the North and West until you reach Hephaestus.

## HEPHAESTUS' HUT

The blind gnome inventor, Hephaestus, will emerge from his hut to talk to your party. He is not hostile and can answer many questions for you. If you delivered Erzebette's letter, he will reward you with a minor magic item. Most importantly, he tells you how to get in to meet the Dragon, but explains that Kol has stolen the crystals (Dragon Shards). Once you have finished talking to Hephaestus, go through the north passage to the Elevator.

## ELEVATOR

Click on the rope to activate the elevator. Ride it up into the caves, then follow the cave south and jump down into the hole at its end! Once you have landed, head north.

## URTHDALAH'S DEN

Swim through the underground lake and dive deep to find the hole that leads into the secret den. Entering this area will cause Urthdalah, a spirit of the Earth assigned by Kerah to help you, to appear and give you a mystic ring (the Divine Sigil) that will break through the cave-in. In the depths of the lake, you can find an ancient treasure chest, but the Colanth, a monstrous serpent, will attack you. Swim back out of his den and head toward the Spiders' Nest.

## SPIDERS' NEST

The Nest is crawling with spiders—does Burning Haze spring to mind? However you exterminate the arachnids, you must reach a chest in the northeast segment where you will find one of the dragon shards. Beware guarding the shard is the Spider Queen, more powerful than all her kin. Now head back to where you dropped through the hole from the ceiling and head south.

## HIDDEN RAVINE

Once you enter this chamber, start climbing the steep pathway, but before you reach the top, hop down into the ravine. In a treasure chest you will find the second shard. Get out of the ravine by jumping the lava and get back onto the steep pathway. (*Lavawalk* helps here!) Soon you will come to the High Bridge.

## HIGH BRIDGE

This can sometimes be a little tricky. You need to jump down into the water from the high bridge and let the currents pull you back through the waterfall. If you work it just right, you will land on the drawbridge. If not, you will have to work your way around from the beginning of the level.

## DRAWBRIDGE AGAIN

Once you reach the drawbridge again head southward off the bridge. Follow the passage until you come to a cave-in caused by Kol. Use the Divine Sigil you got from Urthdalah to destroy the cave-in and move forward. Beyond this area is a chest containing the last of the dragon shards. Work your way back to the High Bridge.

## HIGH BRIDGE AGAIN

This time, do not jump off the bridge; instead, go into the room to the south. On the wall here is the dragon emblem. Use each of the dragon shards upon it and the west door will open.

## EXIT

Zone and you will be in the Dragon's lair. You will see Kol and Erathsemedor talking. Soon the dragon will become angry and toasts Kol—another victim of prophecy. He will then turn to you and demand what you want. Remember the magic word—*Elseramavin*—and deliver the Shroud of Elsera to the Dragon. After talking to the Dragon, he will open the door to the Mavin Room, allowing you to claim the Mavin Sword. From here, you can exit into the area near Brimlod Room!



# Section 3: Port of Brimloch Roon

6C

Port of  
Brimloch  
Roon

—in which heroes arrive at that the shores of the Enchanted Ocean and seek out the heart of darkness far to the west—

Brimloch Roon has always been the gateway to the wider world of the Gael Serran. Across the vast Enchanted Ocean lie the lands of the east—the origin of the Samurai code came from here, changing the land forever. It is on the shores of this great ocean that both Anephas and Cet fought a millennia ago, and where their tombs lie. It is here that you will find your destiny.

## THE SHIPYARD

Befitting its status as a port, Brimloch Roon has a shipyard. Before you can leave the town and venture across the ocean, you must first buy a warship here at a cost of 10,000 gold.

You can also collect three crab shells for the boatwright. He can make an underwater breathing apparatus, which you will need to explore the Sunken City. (You must have a helmet and a tank for each of your characters, so you will need to bring several sets of crab shells to the Shipyard to complete this task.) You can also try adventuring with less than six characters if you only collect enough shells to make a few helmets and tanks.

## TOWN QUESTS

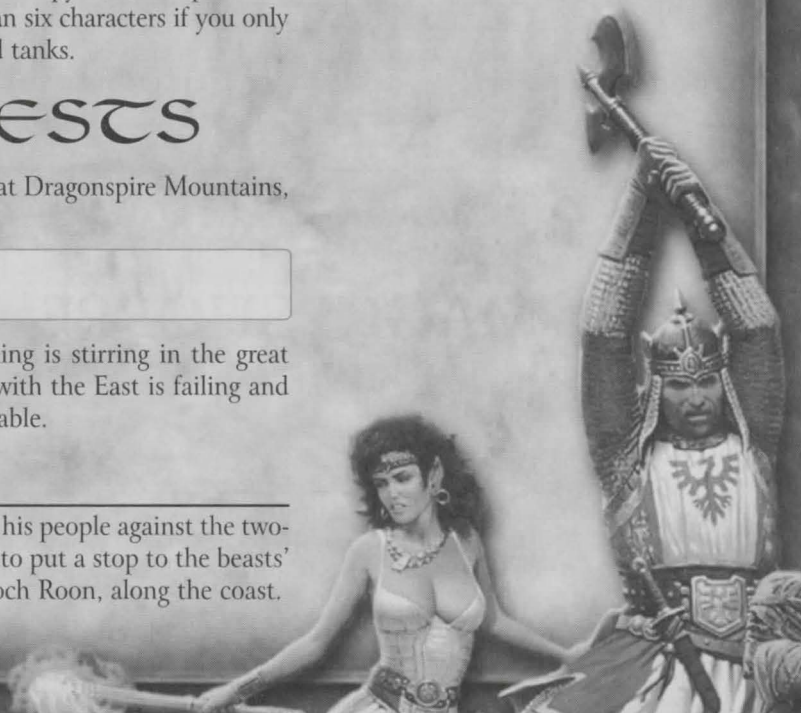
The port of Brimloch Roon lies beyond the great Dragonspire Mountains, on the shores of the Enchanted Ocean.

## TOWN HALL

Duke Brinsly is in trouble. He knows something is stirring in the great desert, but has no clue as to what it is. Trade with the East is failing and the town is disturbed. He has two quests available.

## WILD CENTAURS

The centaur leader, Ginelang, has been rallying his people against the two-legs (humans). Brinsly gives you a commission to put a stop to the beasts' rampages. You'll find Ginelang north of Brimloch Roon, along the coast.



### THREE-HEADED HYDRA

Rumors are spreading of a monstrous beast of legend—the tri-headed hydra. Brinsly sends you to slay the monster. It can be found in the mountain pass leading into the great desert—it will not be afraid of you. Good luck.

## PAWN SHOP

Miruth has several quests for Rogues of all kinds.

### TALRIK'S HOOK

The old pirate, Talrik, has sent in his hook to be polished and sharpened. Miruth wants you to take the hook back to him. You can find Talrik along the coast by his beached ship. Talrik will then send you on two quests: First, bring him the hide of a longtooth to deter trespassers from his ship; and, if you complete that task, he gives you his treasure map and sets you to find his lost treasure. The longtooth hide can be found on Skull Island, the lost treasure in the ruins of the Sunken City.

### LEPRECHAUN

Miruth has heard rumors of a leprechaun—actually, he is just yanking your chain. However, much to everyone's surprise, there really is one! To prove it's real, find its treasure and return its amulet of luck to Miruth. You can find the leprechaun's gold in a secluded spot, accessible only through the Shrine of Kerah.

## BUSHI DOJO

Sensei Asami is worried by the growing darkness and sends you on two quests to arm the Dojo against the rising evil.

### PURGE THE SHRINE OF EVIL

Asami has discovered that one of the guardians of the Shrine of Anephas—the Darkened One—has been corrupted by Cet. He sends you to destroy this abomination. The rogue Golem can be found beyond the puzzle doors in the Shrine. Kill it and return to the Dojo for your reward.

### SEEK OUT THE SACRED SWORD

Years ago, a sacred No-Dachi was lost to the Dojo. Sensei Asami sends you to reclaim the holy blade. The blade can be found thrust into a stone close to the great desert and is guarded by a powerful samurai. Claim the sword and return with it to the Dojo.

## MAGIC SHOPPE

Sabastio has records that go back centuries. He sends you on quests that hark back to the ancient troubles.

### MADA MABBIG

Years ago, the town made a pact with a powerful vampiress that she would leave the Gael Serran. The vampiress—Mada Mabbig—has broken her pact and you are sent to lay her to rest. She can be found within the confines of Skull Castle, plotting her dark and thirsty plans.

She has been locked away by G'Ezzered Ra behind a magically sealed door. To open this door, you will need the Staff of Death, so only seek the route once you have received the staff from the Lich.

### TREANT SEED

Sabastio has heard that many of the ancient Treants have been corrupted into Bark Horrors by the growing evil. He wants to preserve the species, and so he sends you to find a Treant Seed.

You can claim the item you need by killing the Bark Horrors. However, these beasts are found primarily in the area of the great desert surrounding the Pyramid of Cet. You must venture into this foreboding terrain to win your prize.

### MAGICAL AEGIS

The final task Sabastio sets for you is easily completed, as it is part of your destiny. He asks you to destroy the Magical Aegis protecting the Shrine of Anephas. To do this, you must locate the shrine and use the Staff of Death on the mystical barrier blocking the door. Return for your reward, and then continue on with your adventures. (Watch out for the Sphynx!)

## THE TEMPLE

Malakai, the Temple priest, has the gift of prophecy and can see the rise of Lord Cet once again. He sends you out to gather items that he can use to defend the town, should Cet's minions attack.

### FOUNTAIN OF ISIS

There are rumors of a mystic fountain dedicated to the goddess, Isis. It is said its waters confer agelessness upon mortals. Malakai sends you to discover the truth of this rumor. The Fountain can be found far to the north; however, its waters do not confer immortality. You return to Malakai for your reward as mortal as you left him.

### RELIC OF ISIS

To defend the Town, Malakai needs an ancient relic of the goddess, Isis, that was placed in the Shrine of Anephas centuries ago. You must go to the Shrine, claim the relic, and return to him so he can protect his flock.

### MONK'S WARD

As the final part of his defenses Malakai seeks an ancient artifact, stolen by pirates in ages past. You can find this Monk's Ward in Talrik's abandoned treasure next to his broken cart.

## THE ARMORY

Strumbold is a retired warrior who delights in new warriors stepping up to the challenge. He sets you a series of quests designed to test your mettle.

### ARGOTHIUS

The centaur, Argothius, has stolen a helmet from Strumbold, and Strumbold is not the sort of man to take an insult sitting down. He sends you as his agents to retrieve the helmet by any means possible. It looks like Argothius wants to do it the hard way!

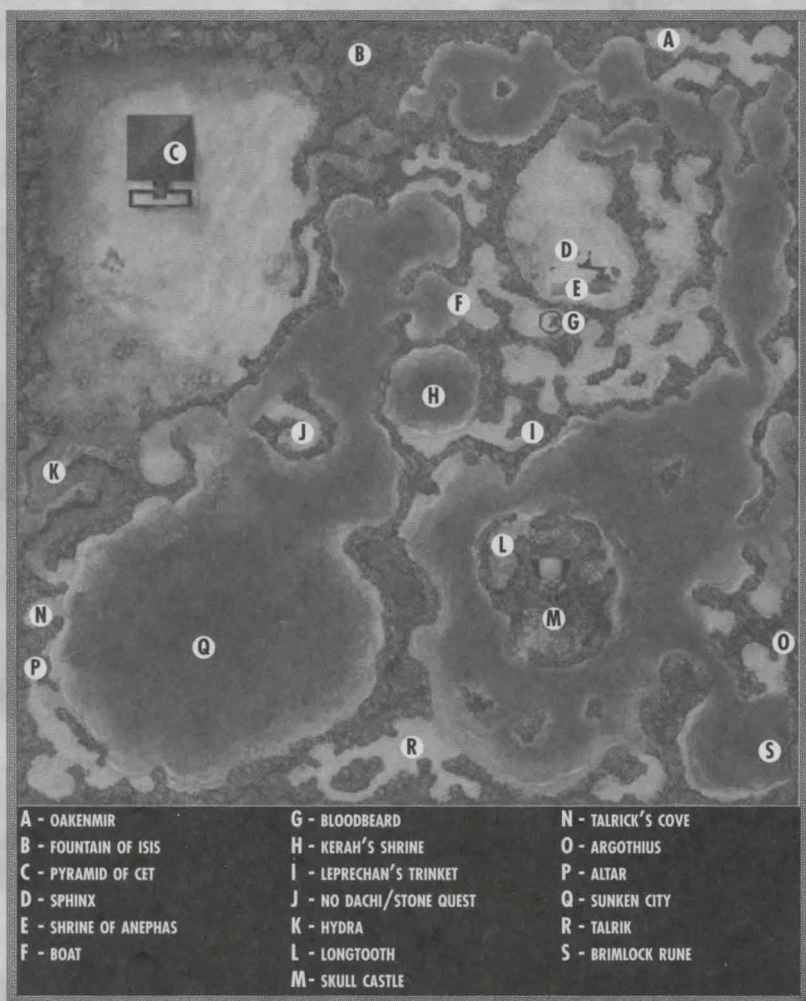
## MAGIC SHIELD

The Wyr Mystics have lost an enchanted shield of great power and they have asked the Warriors Guild to find it for them. A two-headed giant called Goshin, who dwells within Skull Castle, took the shield. Go into the Wolf Lair in Skull Castle, kill the giant, and reclaim the shield.

## RAMAKAMIL

A powerful member of the Wyr mystics called Ramakamil has gone insane. The League of Sorcery is powerless and hires the Warriors to take him down. Seek out Ramakamil and slay him.

# THE WILDERNESS (OCEAN)



# A GUIDE TO THE ENCHANTED OCEAN

You will face many new challenges as you sail across the Enchanted Ocean. Your first order of business is to buy a warship from the shipyard—until you do this, you will not be able to leave the port.

Restricting your initial exploration to the area immediately around the town, you can fulfill several quests, including finding the old pirate Talrik



*The beauty of the Enchanted Ocean hides many dangers.*

## TALRIK'S TALES

Talrik was a pirate in his youth and now spends his time remembering his glory days beneath the wreck of his ship. If you bring him his hook from the Pawn Shop, he will warm to you and explain his plight. After telling his tales, he will ask you to get the hide of a Longtooth Tiger for him so he can hang it on his ship to scare off trespassers (anyone who kills a longtooth is deserving of respect and is obviously a dangerous fellow). If you do this for him (a pride of longtooths can be found on the north side of Skull Island), he will share his treasure map with you. This lost treasure may be found in pieces on the western coastland, five fathoms deep near to the Sunken City.

## ALTAR OF SERRAN

There is a second Altar of Serran along the northern coastline. Paladins may complete their quest here without having to return to Valeia.

## THE LEPRECHAUN

You will first see the Leprechaun near Talrik's ship. The little bugger is too fast to catch and easily escapes you. You can catch up with him (and take his gold) much later if you swim up out of the Shrine of Kerah and find the pot of gold at the end of the rainbow. The disconsolate leprechaun will depart to places unknown.

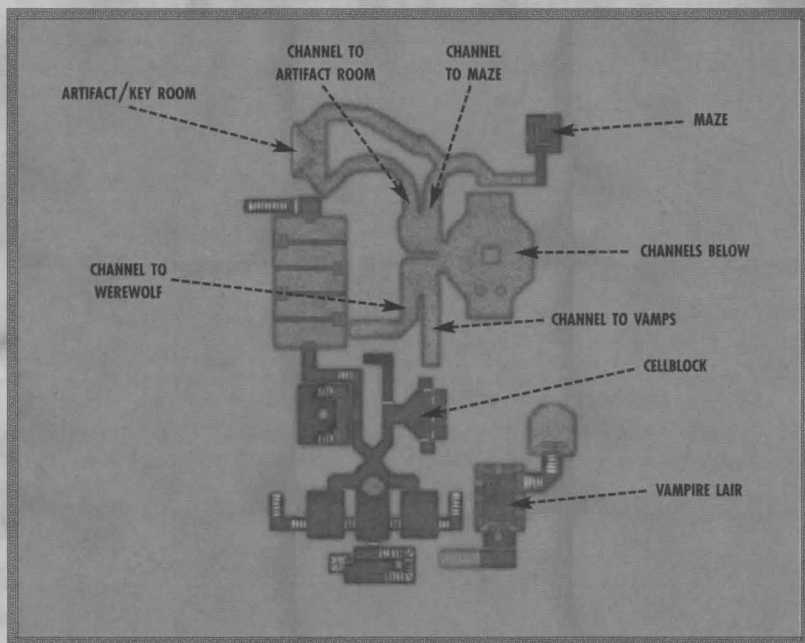
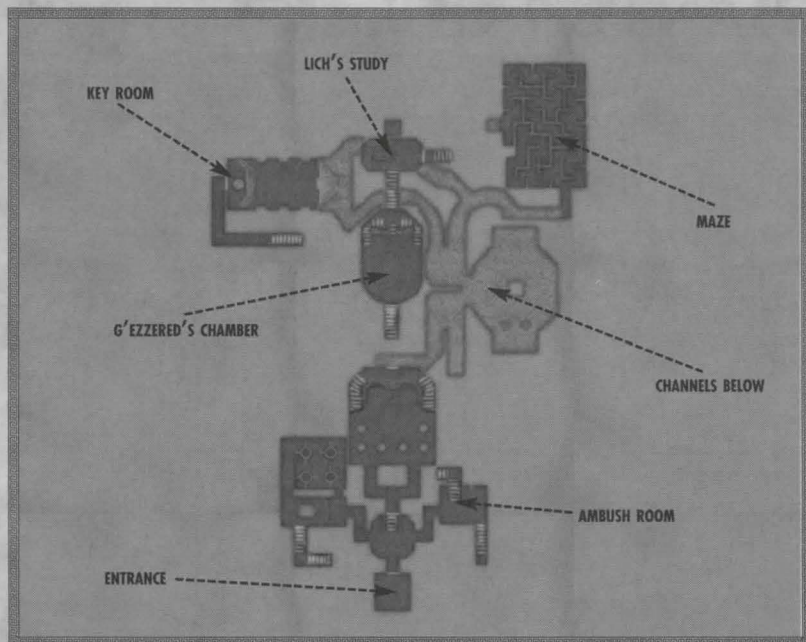
## THE SPHYNX

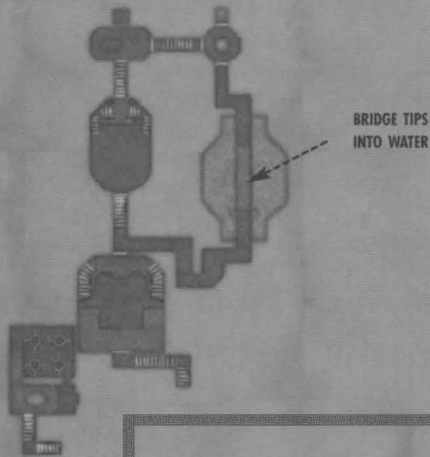
Guarding the Shrine of Anephas is a mythical beast—the great Sphynx. He will ask you three questions. If you fail to answer them correctly, he will attack you. The answer to his first question is either “The Grave,” “Shadow,” or “Ice,” depending upon which riddle he asks. The answers are “Kerah,” and “Anephas,” but you could have guessed them anyway, couldn't you?

## WYR MYSTICS

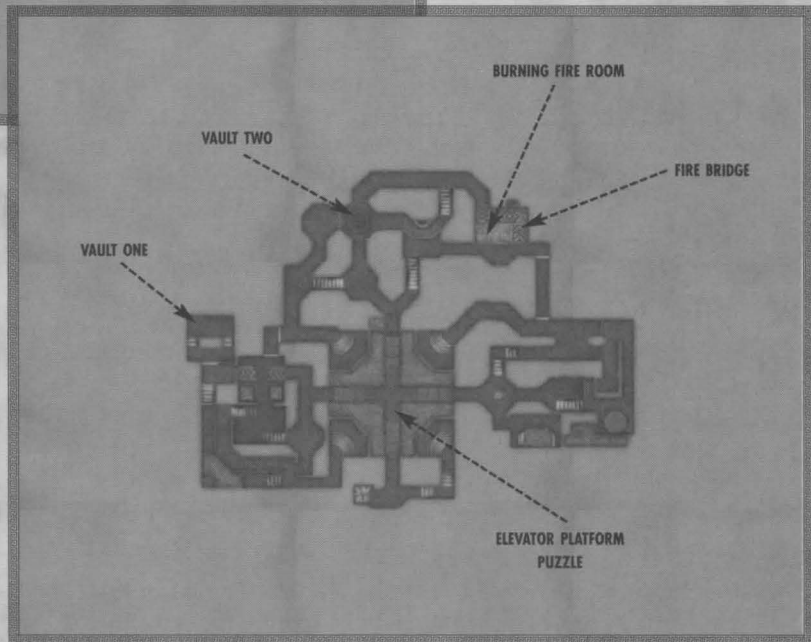
These elven wizards wander the lands seeking wisdom. Although one of their kind has gone mad (Ramakamil), the others are pleasant enough and will trade with you. Don't attack them unless you want to face a strong array of spells.

# DUNGEON: SKULL CASTLE





Skull Castle was once a prison, but according to legend, all within its walls fell sick and died within the space of a few days. Since then, it has been abandoned. The cause of that sickness and the current lord of the Castle is G'Ezzered Ra, an ancient and powerful servant of Lord Cet. G'Ezzered seeks to rebel against his dark master, however, and is friendly toward the heroes, explaining much of what had previously been hidden to them.



*Skull Castle looms over the island like a premonition of doom.*

Foes	Undead of all kinds, Vampires, a Fire Elemental, Demon Imps.
Bosses	Mada Mabig
Special Loot	Staff of Death

## ENTRY ROOM

Skull Castle is an odd dungeon in that you are not told why you must go there! However, the reason soon becomes clear—you must lay G'Ezzered Ra to rest and claim the Staff of Death (a weapon you may use against Lord Cet).

## **AMBUSH ROOM**

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When you enter this room, the wall slides back and a small horde of undead swarm out. Kill them and claim their loot before pressing onward.

## **BRIDGE**

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The bridge is a trap, and approaching the northern end will cause it to tip, plunging your party into the Channels below. Once you are on the other side of the bridge (somewhat later in the dungeon), there is a lever that will stabilize the bridge so that you can cross it in safety.

## **CHANNELS BELOW**

---

There are four channels beneath the castle: NW, NE, SW, and SE. Each takes you to a different destination, and in each channel there is a current that will sweep you in the correct direction.

The Northwest channel leads you to the Artifact room; the Northeast passage takes you into the maze (solving the maze allows you to disable the bridge trap); the Southwest channel goes into the Werewolf Lair; and the Southeast path leads to the Vampire Lair. The first place to go is the Wolf's Lair (southwest).

## **WOLF'S LAIR**

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As you climb from the water, both man-beasts and a Cyclops, Goshin, are released to fight you. You will see the wolves first and, after a few moments, the Cyclops will open the gate and attack. When you kill the Cyclops, he will drop the quest-item shield. Take it and leave the lair to the east, which takes you into the Cell Block.

## **CELL BLOCK**

---

The Cell Block is where G'Eszerred kept his prisoners. All are now dead and present as ghosts. Throw the lever to open the cell doors and kill the monstrous spirits, then loot the area. After this, proceed back to the channels below, and swim into the Artifact/Key room.

## **ARTIFACT ROOM**

---

The Artifact room is trapped to guard the key to G'Eszerred's chambers. As you move through it, spells will launch from the walls to destroy your party. Learn the sequence and force your way through to seize the key from its plinth. (You can just sprint across the room, but you will trigger one or more of the death spells!) Once you have it, you can go back to the water and solve the maze to get to the bridge.

## **THE MAZE**

---

The maze, which stands between the Artifact Room and an elevator leading to the north end of the Bridge, is easy to solve so long as you consult your mini-map. You need to look out for the denizens of the maze, who are very hungry, as well as the key, which will open the exit. When you emerge at the north end of the bridge, remember to throw the lever to stabilize it, and then go to G'Eszerred.



## G'EZERRED RA'S CHAMBER

As you approach this room, you will hear music. Use the Lich's Key to gain entrance. Surprisingly, G'Ezzered is quite a nice fellow (do not fight him, he is a remarkably dangerous opponent and weakening him will merely initiate the encounter with Lord Cet early!) After talking to him, he will give you a quest to get the relic for him from the treasure vaults.



*Only the most loyal of the dead guard the door to their master's chambers.*

## BRIDGE AGAIN

Go back to the bridge and jump into the water. Now take the southeast channel into the Vampire's Lair.

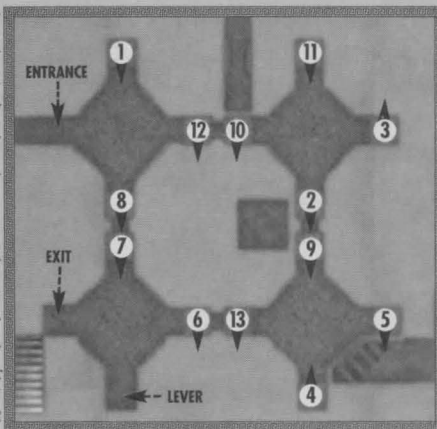
## VAMPIRE'S LAIR

As you enter this area, a lady vampire named Adrianna approaches you. She asks you to bring her the Scroll of Banishing so that she and her children can leave their watery prison. If you accept the quest (as you should), do not return without the scroll or you will be attacked! Once you have this quest, return to the main level of the castle and use the Dungeon key to open the way to the Elevator Puzzle.

## ELEVATOR PUZZLE

You need the Dungeon key to enter this section of the castle. The Elevator Puzzle is a nasty little brain-teaser designed to protect the castle's treasure from thieves. Follow these instructions to solve it (you need only do this once, as once the puzzle is completed it never resets):

The player enters from the south and sees a central platform (big hexagonal stone pillar). Surrounding it in each of the cardinal directions are big stone blocks supported by chains. The blocks are all below the level of the central platform. As you explore inside the dungeon you discover a control room with three levers (the rectangular rooms) off to each side. By throwing the levers, the blocks rise and fall in certain patterns. If you follow the directions, all the blocks will be raised, allowing you passage across the bridges in any direction.



## **FIRE BRIDGE**

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Across the Fire Bridge, you will be able to see a treasure chest—do not rush forward as the bridge is set to lower into the lava! Just south of the bridge is a lever in a hallway that will disable this trap. Throw the lever and then open the chest to get the Holy Relic for G'Ezzered Ra. West of here is the Treasure vault.

## **TREASURE LEVEL**

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There are two vaults here. One you can open without a key, and you should do so now. The other requires Adrianna's key that you can get by returning the Scroll to her. If you go upstairs, you will be able to pick the lock to the Lich's study and claim some loot. (G'Ezzered will not be needing it any more!)

## **BACK TO G'EZZERED RA**

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Returning to G'Ezzered with the Holy Relic makes the Lich very excited indeed! He starts cursing Lord Cet, which has the unfortunate result of summoning the dread pharaoh! After they confront each other, Cet casts G'Ezzered into a portal and summons demons to destroy you before vanishing himself. Defeat the demons and claim the Staff of Death from where it fell to the floor. If you check amongst G'Ezzered's collection of musical instruments you will find some that are useful to a Bard.

## **VAMPIRE LAIR AGAIN**

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Upon returning to the Vampire Lair, give the Scroll of Banishing to Adrianna. She will offer you either a gift or the key to the sealed Vault. Take whichever one you want. After she has rewarded you, she will try to use the Scroll. When it fails, the other vampires go berserk and kill her, then turn on you. Fight your way out or flee this tomb of the damned! If you accept her invitation to acquire special power, your character will become a vampire! They will also gain the Vampire Breath trait and Vampire Bite.

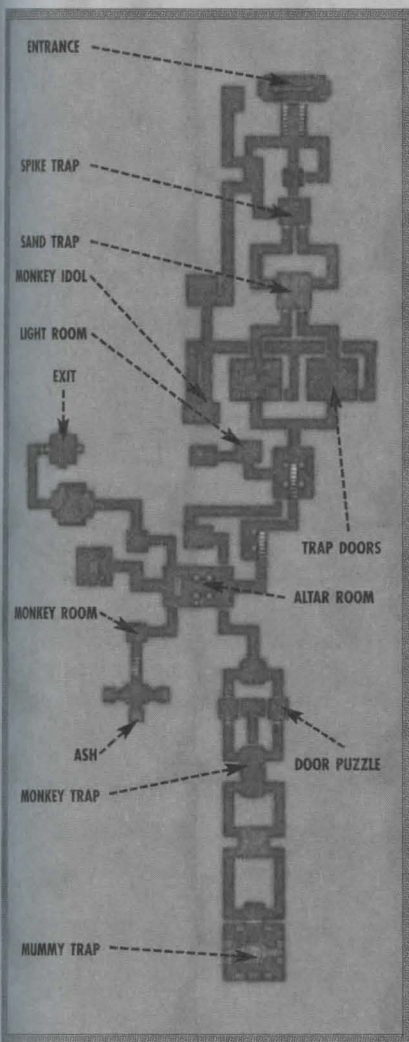
## **MADA MABBIG'S LAIR**

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Use the Staff of Death on the gargoyle to open the door to Mada Mabbig's lair. Inside is a treasure chest containing the "Scroll of Banishing" to give to Adrianna.

Your task here is done; it is time to return to the lands of the living.

# DUNGEON: SHRINE OF ANEPHAS



The Shrine of Anephas is where the body of Anephas was carried after he made the great sacrifice and defeated Lord Cet over a millennia ago. His body lay in the sleep of ages, watched over by Kerah until it was accidentally destroyed when G'Zztered Ra broke into the chamber. Since then, the Dark Lord's power has been waxing, and even the Shrine has been corrupted.

You come to the Shrine to see if anything can be done to restore Anephas or if your quest is doomed.



*Within the Shrine of Anephas you will finally meet your guardian angel.*

Foes	Temple Guardians (Golems), Snakes, Monkeys, Scarabs
Bosses	The Darkened One, Guardian of Isis
Special Loot	Relic of Isis

## ENTRY ROOM

To enter the Shrine you will need to use the Staff of Death on the mystical barrier. Once you have entered the Shrine, jump down into the pit, then exit through the secret passage to the east. Circle around and attempt to head north. This will take you into a room with a treasure chest that contains the Relic of Isis. Once you have this, head into the Spike trap.

## SPIKE TRAP

This room looks empty, but has suspicious holes in the ceiling and floor. As you enter, spikes will appear from the holes and try to skewer your heroes. Dodge your way past them and take the exit to the southeast.

## SAND TRAP

As you enter this room, the floor collapses, thrusting your party into a deep pit. There are several buttons here. Pressing the one to the south will open the door, pressing any other button will release a scorpion to attack you. If you feel tough and need the experience, keep on killing the scorpions! When you're finished, head out through the southeastern door.

## TRAP DOORS

This room appears to have a smooth marble floor. However, the floor is riddled with trap doors that drop you down into a sand-floored room. The first time you enter this room, simply fall through one of the trapdoors. As you fall deep into the lower chambers, you may confront the Shrine's most powerful guardian—a red dragon as the guardian of Isis.

Leave the sandy room through the secret passage to the southeast and fight your way past the scarabs into the monkey idol room. Open the chest you find and grab the monkey idol. From here, you will need to work your way back through the starting rooms into the Trap Door room. Cross the room without falling through the floor and enter the Altar Room.

## ALTAR ROOM

In the northeast and southeast corners of this room are large statues. Use a strong character to drag these statues out of the way to reveal two secret passages. Go through the southeast passage until you come to the Door Puzzle.



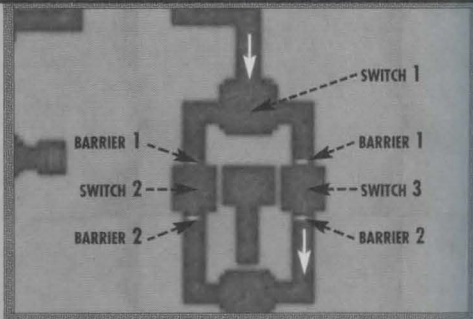
*Many strange and powerful beings guard the Shrine of Anephas.*



## DOOR PUZZLE

Follow these instructions to solve this puzzle, then head down to the monkey trap:

The player enters from the north and sees a medium chamber with a lever in it and two side corridors. Down each side corridor is a smaller room with a lever in it, as well. As you throw the levers, doors one and two on each side open and close in airlock fashion.



## MONKEY TRAP

As soon as you enter this room, a small door pops open and a hoard of fanged monkeys swarms out! You might seal them off by throwing the lever on the south wall, but most, if not all, of the little critters will have already escaped. Slaughter your way through the simian menace and head down to the Mummy Trap.

## MUMMY TRAP

As you enter this room, the columns will rise and the door will slam shut behind you! Mummies will pour out of the corners and attack—they are quite deadly and this is an opportunity to show off some high level undead-busting magic. Once the dead are laid to rest, open the chest in the southeast corner of the room. Take the statue of Kerah from this chest and place it on the altar. When you do this, a column of water will rise up like an elevator! Get into the water column and head up toward the ceiling. Throw the lever in the room and zone, then swim up to the surface.

## KERAH'S SHRINE

Here you will finally meet your guardian angel, Kerah, in the flesh. After talking with Kerah, go over to the Portal of Isis on the east wall. Touch it and the Obelisk of Light will appear; take this item.

You should swim outside of the Shrine. (It is divine power that keeps the water back, so simply walk out into the ocean!) Head to shore to find the leprechaun's gold before you return to the Shrine. Once you are done, swim back down, then proceed to the Light Room.

## LIGHT ROOM

Place the Obelisk of Light on to the pedestal in this room—it will reflect down the darkened hallway. Now follow the beam of light into the Shrine itself, dragging the ornamental obelisks into its path to reflect the beam deeper into the Shrine. You will need to move several obelisks out of the adjacent rooms to complete this puzzle. Once it's complete, take the southwest passage into the Monkey Room.



*Anephas' very existence hangs on less than the thread.*

## MONKEY ROOM

Place the Balancing Baboons idol on the pedestal in this room to stabilize the stairs (attempting to climb the stairs before doing this will cause them to collapse, dropping you into a pit). Climb the stairs and go into the south room, then take the Ash (Anephas' remains) from the chest you will find there. (Don't forget to loot the other two chests while you're there!) Return to the Altar Room.

## ALTAR ROOM AGAIN

With the light beam shining on to the altar, place the Ash upon it. Anephas will rise from the dead and explain the rest of the adventure to you—go to the Sunken City and find the three tablets, activate the Portal of Isis in the Pyramid, and enchant the Mavin Sword with the Black Fire. Once he is resurrected, the door to the exit chamber is open and you can proceed.

## EXIT CHAMBER

You can pass through this area only after Anephas has been resurrected. Zone out and get ready to challenge the Sunken City.

# DUNGEON: SUNKEN CITY

When Cet and Anephas fell into the sleep of the dead, Kerah sealed off the Pyramid of Cet from the world and bound that spell into three stone tablets. Anephas ordered her to take these tablets to the city of Collasium, and then to sink that vain city beneath the ocean waves. Kerah did Anephas' will and since then Collasium has been lost to mortal eyes. However, the merfolk have taken over the ancient ruins, including one secretly dedicated to Lord Cet.

Our heroes come to the Sunken City to find the three tablets so that they can enter the Pyramid of Cet and end his dark reign.



*The ocean depths claimed Collasium in ages long past.*

Foes	Crabs, Sharks, Nixies.
Boss	Vemoura, Mother of Crabs.
Special Loot	Prophecy of the Age
Warning	Most of this level occurs underwater. If you attempt to fight your way through it without breathing gear from the shipyard, your characters will most likely perish. Make sure that they are all properly equipped before venturing into the depths of the sea!
Note	The normal merfolk are quite friendly toward you and perfectly willing to trade. Merfolk treasure the strangest things, so you may get a good deal on things you might not expect!

## ENTRY ROOM

To succeed in this dungeon, you will need a scuba mask and tank for all your characters. Without them, you will almost certainly fail here.

## SARELLIA

As you enter this room a young mermaid, Sarellia, swims by. A school of fish prevents you from following her immediately, but once you have dealt with the aquatic menaces, follow the mermaid's trail to the west.



*Some of the inhabitants of the Sunken City are friendly toward you.*

## SEWER GATE

You find Sarellia floating in the center of this room. She is scared and afraid of you. Reassure her of your good intentions (it is an evil act to attack her) and she will open the grate in the floor and give you a glowstone key. Before you swim down into the opened grate, go west.

## TREASURE VAULT

Open the chest in this room to get a second glowstone key, then go back the way you came. There are other treasures to loot also, so make sure that you do not miss any!

## RETURN TO THE SEWER GATE

Swim down through the grate and follow the sewer until you come upon a room with a treasure chest. Open it to get a book of creation, then swim up into the Library.

## THE LIBRARY

You need to do two things in the library. First, get the tablet from the library balcony, then talk to Ala-Shakahn. She will tell you much of what has been hidden from you and give you a copy of the prophecy. After talking with her, swim east toward the crab den.

## CRAB DEN

Several crabs live in here. Kill them and throw the switch that will open the south door. Go through it and head over to the Circle Room.



*Though ungainly on land, they can be deadly beneath the waves.*

## CIRCLE ROOM

As you approach this room you will see a lock on the wall. Place one of the glowstones into this to open the door directly across from you (you cannot see the door at this point). Now walk up to the door in front of you, which will open automatically. Enter the Circle Room and wait for it to rotate and bring you to the door you opened. (This is the only other door open at this point.)

## CRAB CAGES

There are four switches in this room. Throwing each switch will bring up a Crab Cage and a crab for you to fight. The southwest cage is broken, so when that cage surfaces you will be able to swim into it and go down into the secret tunnel. Swim down the tunnel, kill the crab, then surface into the secret room. The chest here contains the second tablet needed for Cet's Pyramid.

## CIRCLE ROOM AGAIN

Place your second glowstone in the south lock mechanism, then travel through the room and take the western exit. Reclaim the first glowstone you used (you will not need to use the eastern door again), then enter the Circle and use the north exit. Keep going into the Shark Trap.

## SHARK TRAP

As you enter this room, a trolley crashes into the water and releases the sharks. They attack you in a feeding frenzy. Fight your way into the northwest passage and claim the final glowstone key from a chest. After acquiring your prize and killing all the sharks, head east to the Gemstone Puzzle.

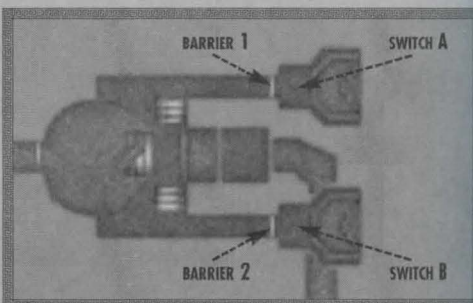


## GEMSTONE PUZZLE

The Gemstone Puzzle guards the last tablet of Cet. Follow these instructions to solve the puzzle and claim the tablet, then take your glowstones back out of the mechanism:

This door puzzle involves two switches. There is a socket next to each door (blue line with squiggle). Putting a glowstone in here opens the door. However, to throw the switches you must have both sides open simultaneously.

To do this, open one door, then go back to the other door and open it. Next, throw the switches in each room and the section in the middle opens up.



## VEMOURA

Initially Vemoura appears to be sweet and attractive, and will try to cajole the tablets from you. When this fails, she transforms into a monstrous water serpent and attacks! Either kill her or flee her wrath into the collapsing chambers.

## COLLAPSING CHAMBERS

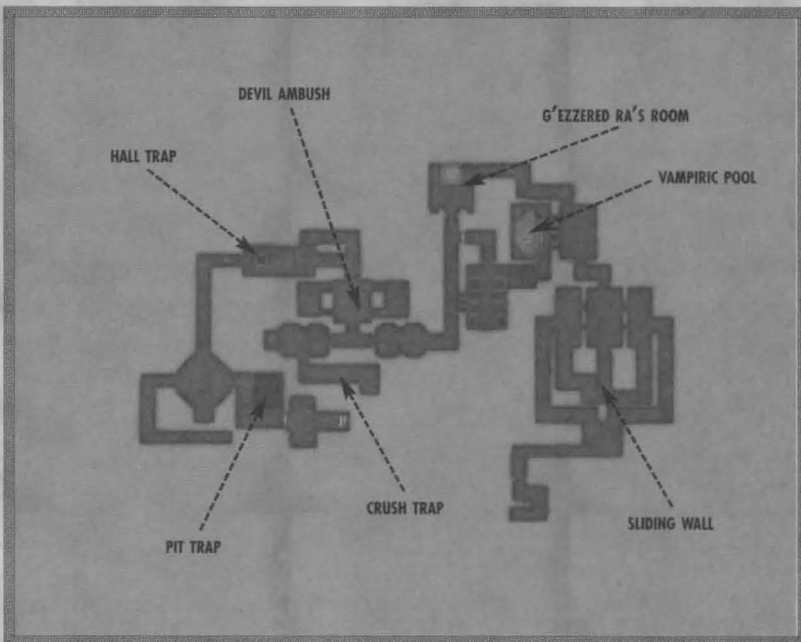
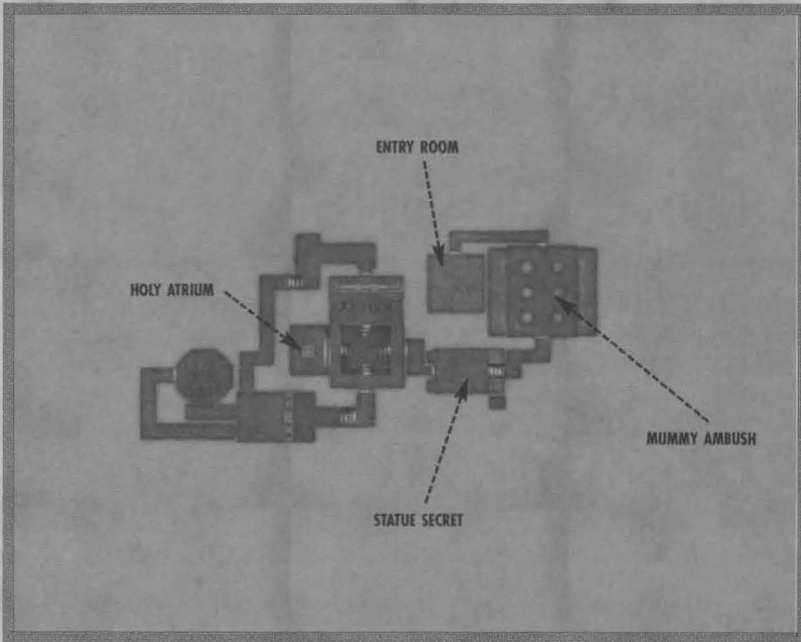
As you enter these rooms, the Sunken City begins to collapse about you. Hurry into the Circle Room.

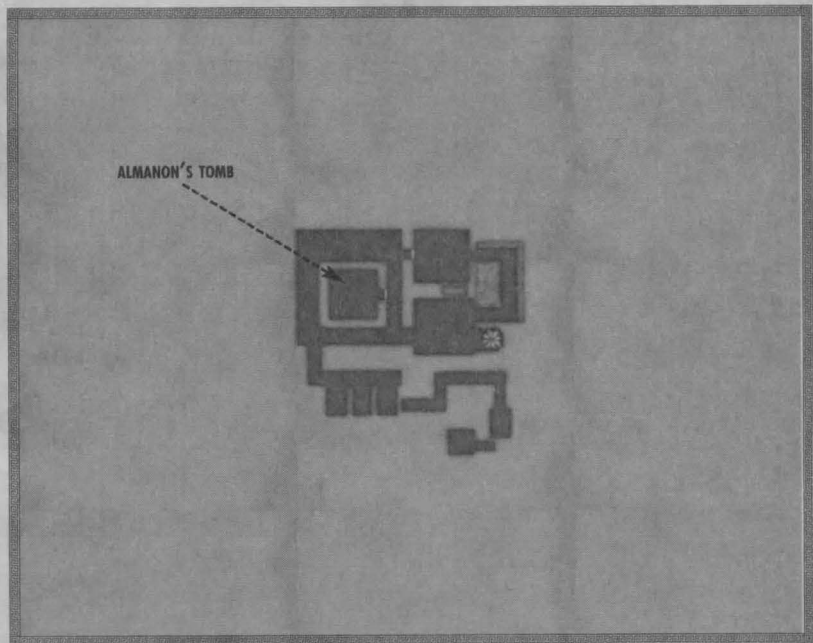
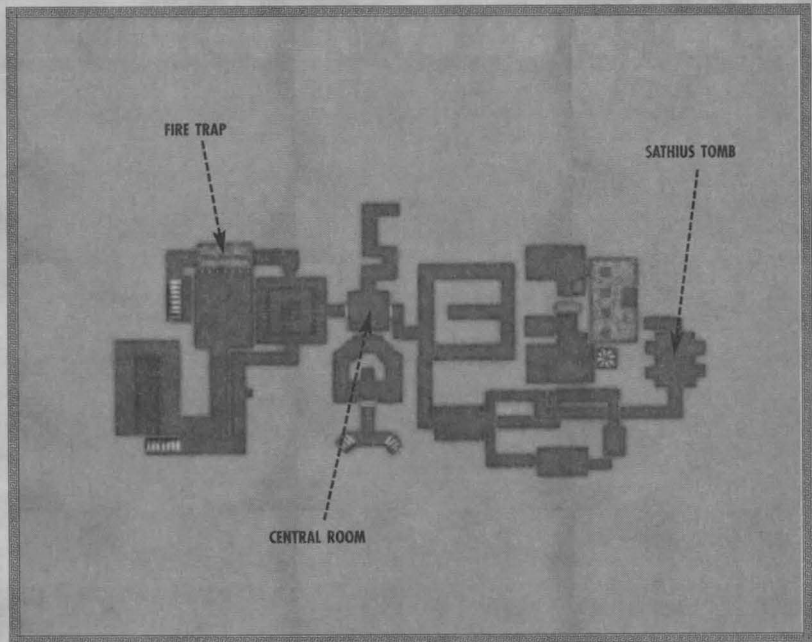
## CIRCLE ROOM AGAIN

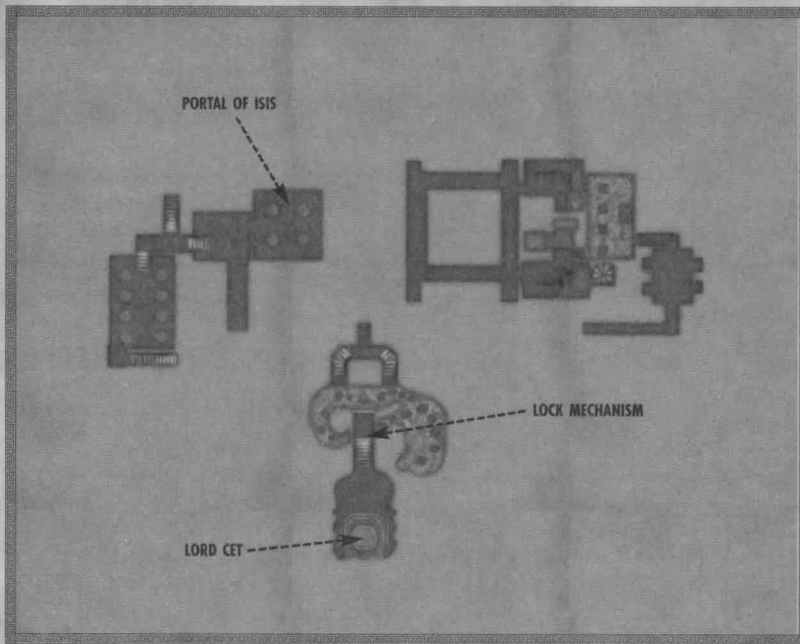
You can exit the Sunken City the way you came in by going west out of this room. Instead, exit to the south by placing a glowstone in the north lock mechanism. This exit will take you outside to Talrik's treasure, lost on the ocean floor a short way away from the main city ruins.



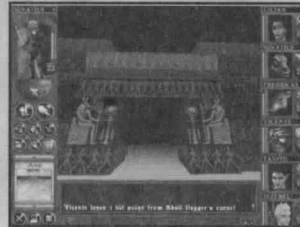
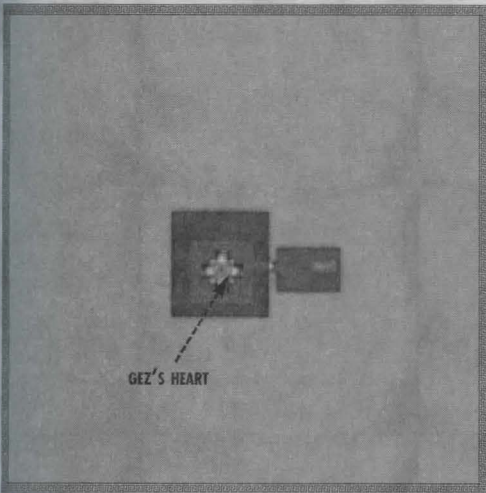
## DUNGEON: PYRAMID OF CET







This is the last dungeon in the game, the final battle against the Lord of Evil. Here you meet his most powerful minions, but also get the chance to empower your weapons with the Black Fire and ascend to the two final roles: Zenmaster and Valkyrie.



*Rising up above the desert sands, the pyramid is a monument to death and insanity.*

Description	A buried Egyptian tomb, swarming with the forces of Hell.
Foes	Powerful undead and demons
Bosses	Almanon, Sathius, and Lord Cet.
Bonuses	The last two elite roles can be won here. Also, every other monster drops an Ankh as

## ENTRY ROOM

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You will need the three Tablets from the Sunken City to enter the Pyramid of Cet. Once you have them, enter the Pyramid and go toward the Mummy ambush.

## MUMMY AMBUSH

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When you reach the center of this room, the walls slide back and a shambling horde of mummies assaults your party. The doors to the chamber will only open once all the monsters are dead. After this is done, head south out of the room.

## STATUE SECRET

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In this room are four treasure chests. Open the chests and take the flasks out. Then head west into the Holy Atrium. (The secret of the statues is that they have no secret! I thought it was a more exciting name for the room than Flask Room.)

## HOLY ATRIUM

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This strange room is where the evil denizens of the pyramid wash the goodness out of their souls. The good that was washed away has remained in the water. Walk up to it and use one of the empty flasks on it. This will create a flask of holy water! (You will need this later to defeat the converted Kerah.) Once you have the holy water, leave the Atrium and head down the stairs.

## PIT TRAP

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The pit trap guards nothing essential, but it is fun to fall in and fight the demon beast! As you walk on the ledge it crumbles, dropping you into the pit containing a demon beast that hides in the dark. Kill the monster and then climb out by following the thin ledge at the perimeter of the pit. Once you are back up top, head north.

## HALL TRAP

---

This is an annoying trap. There is a hole in the center of this room, and if you move to either side to avoid it, the floor collapses and drops you down. Simply follow the corridors back upstairs and you will be on your way to the Crush Trap.

## CRUSH TRAP

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This is a dangerous little puzzle you must solve to progress further. Just north of the Crush Room itself there are two symmetrical rooms; the wall to the east here is 'unstable' and will collapse once you activate the trap. Mark its position well.

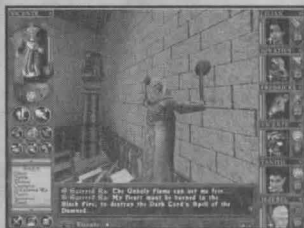
Go to the end of the hallway in the crush room and throw the lever. Sprint out to avoid being crushed by the ceiling, and then face down the minions of Cet that are coming to kill you! Fight your way past them and go through where the unstable wall was to meet with G'Ezzered Ra again.

## G'EZERRER RA'S ROOM

The poor Lich is chained to the wall in front of the pool of black fire—this is where you will enchant the Mavin Sword. Talk to G'Ezzered and he will send you on a quest to fetch his heart.

### More Powerful Weapons

Although you do not know this information yet, you can use the Staff of Death and the Mavin Sword on the Black Fire to make them far more powerful weapons. You may want to do this now rather than later!



*G'Ezzered pays the price for betraying his master.*

Head south again and go into the first door in the east wall. Destroy the creature here and the bookcase will open. Follow the new passage to the Vampiric Pool.

## VAMPIRIC POOL

This pool will heal your characters, but at the cost of their permanent hit points! Use it only if you are truly desperate, otherwise avoid its waters and continue onward.

## SLIDING WALL

As you enter this area the wall slides shut behind your party, forcing you to fight a group of mummies. Fight your way past them and head south into the central room.

## CENTRAL ROOM

This room has nothing special in it—it is mentioned here only for ease of reference so you can navigate this section of the Pyramid! Head west out of it, then jump down when you see the Portal of Isis.

## PORTAL OF ISIS

You may want to avoid this room and scene until you have completed all the other tasks in the Pyramid (and perhaps even returned to Town). Once the events in this room have taken place, there is no escape from the Pyramid and you are simply hurrying toward the final battle.

Once you are in the room with the Portal of Isis, click on it to activate it. Lord Cet will appear and seal off the room. (He also seals the Pyramid, making it impossible for you to leave until he is slain! It's do or die time!) As Cet taunts you, Kerah appears to confront him. She is easily overpowered and Cet transforms her into an evil monster before disappearing. You must fight your guardian angel!

After inflicting 200 points of damage to her, she will transform back into her true form and ask for the Holy Water. Give it to her and she will be saved. Realizing she cannot beat Cet, she disappears to summon Anephas to the battle. At this point, the main entrance to Cet's room is open; however, two bars still need to be removed to get in for the final showdown.

## FIRE TRAP

The Fire Trap is a simple, if damaging puzzle. You must simply throw both switches to stop the platforms from moving. Try not to get burned too badly!



*Perhaps you can summon the forces of good to aid you[el]*

## CENTRAL ROOM AGAIN

Return to the Central Room and head through the east door. Climb the small pyramid following the ledges until you come to the door to Almanon's Tomb, then enter.

## ALMANON'S TOMB

As soon as you enter the Tomb, you will meet a feisty little demon called Almanon. Slay him and he will drop a key (one of the two keys you need to enter Cet's chambers). When the demon dies the altar will slide away, revealing a secret passage. Jump down into the passageway and follow it to the edge, then jump out onto the far ledge (east and below you). Be careful, it's a tricky jump! Ride the stone pillar elevators to the top of the pyramid where you will find G'Ezzered's heart impaled on a spike. Take it (yuck!) and head back to the Central Room.

## CENTRAL ROOM YET AGAIN

Take the eastern door, but then head south. This leads to Sathius' Tomb.

## SATHIUS' TOMB

Another of Cet's demonic servitors guards the second key. Kill him and take the key, then go back and visit the Lich.

## G'EZZERED RA'S ROOM AGAIN

G'Ezzered has some final information for you. Listen carefully and then throw his heart into the flames. (Make sure a female character does this, as they will then be eligible for ascension to the role of Valkyrie!) When the lich has found peace, head back to the Central Room and head south toward your destiny! If you did not do it before, follow G'Ezzered's direction and use both the Mavin Sword and the Staff of Death on the Black Fire. Now both weapons are capable of harming immortals, and you are ready for the final battle.

## LOCK MECHANISM

The doors to the fiery pit were opened when you touched the Portal of Isis. Use the two keys you took from the demons on the locks and the bars will slide back.

Take a deep breath and walk into the room. Once inside, the door will seal and the final battle will begin!

## CET'S FINALE

Cet will appear before you and the battle is joined. Only Black Fire enchanted weapons can damage the evil pharaoh, this is goodbye if you failed to complete this task earlier!

After taking a certain amount of damage, Cet will pause and offer you an alliance—you can join the side of evil! If you take this path, Anephas will appear to fight you and your new master. Expect to be consumed in this battle of immortals.

If you refuse, the fight continues until Lord Cet is defeated. Anephas and Kerah will finally appear and ask for the Mavin Sword. The game has slightly different endings depending on whether you give the angel the sword or not.

After this event, Anephas and Kerah disappear and the game is over.

CONGRATULATIONS! You have saved the Gael Serran from the Lord of Death, the Immortal Pharaoh Cet Ude D'ua Khan!

# Come Devils, Come Darkness

—in which we meet the friends and foes as well as fiendish  
beasts our heroes will face on their journey across the  
Gaol Serran—

This chapter is divided into two sections. The first details some of the most important characters you will meet on your journey. If these are your enemies that you must fight, we have included hints and tips on how to overcome them. If they are friends and you choose to attack them, you are on your own!

The second section details all of the beasts, horrors and monsters you will face on your travels.

## MAJOR CHARACTERS

### ANEPHAS

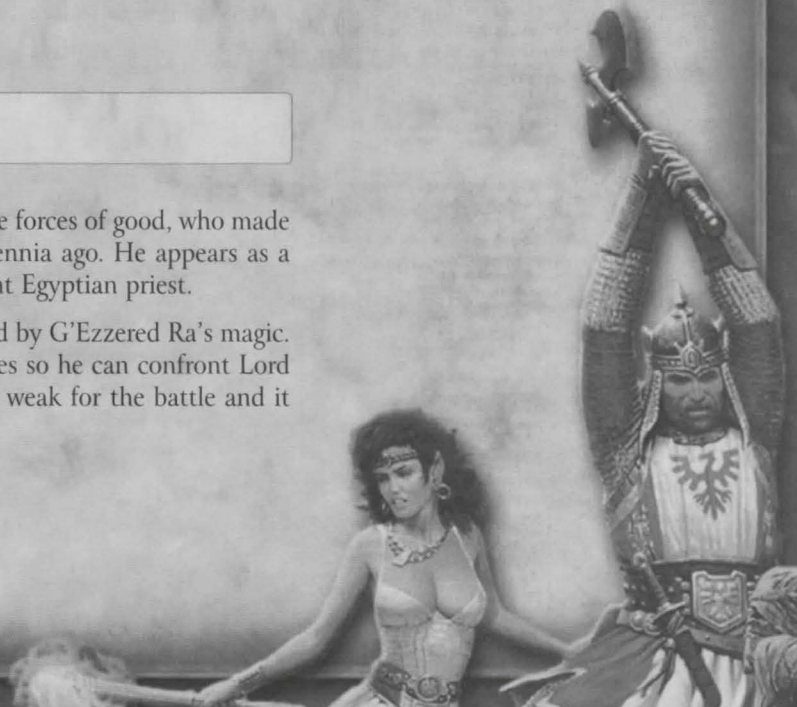
Anephas is the Great defender, champion of the forces of good, who made the great sacrifice to contain Cet's evil a millennia ago. He appears as a mature man dressed in the regalia of an ancient Egyptian priest.

As the game begins, Anephas is dead, destroyed by G'Ezzered Ra's magic. Our heroes seek to resurrect him from his ashes so he can confront Lord Cet once more. Unfortunately he remains too weak for the battle and it is up to the Mortal Hope to define the future.

Chapter

7

The  
Bestiary



## FIGHTING ANEPHAS

Should you choose to side with Lord Cet, you will have to fight Anephas. As an immortal, he is vulnerable only to weapons enchanted with the Black Fire (the Mavin Sword and the Staff of Death.) As such, all other weapons and magics are useless against him.

In combat, he will call upon his great sorcery (he can cast all spells), happily using area effect spells, such as Firestorm, to which he is immune. The only way to beat him is to inflict an extreme amount of damage to him, hopefully hitting him hard enough that he has little chance to invoke his magic.

## ARDIBREN

Ardibren was D'Soto's court wizard. A wise and powerful man, he made the mistake of looking for a way for himself and his lord to escape death. In doing so he opened a gate to Hell from which the demon Haleabus emerged and seized their souls. Since the fall of Shurugeon Castle, Ardibren has been fighting against the demon in an attempt to free the soul of his master.

Ardibren appears as a short, elderly man. It is possible that there is Gnomish blood in his family, but he is reluctant to answer questions about his heritage. It is only when our heroes bring the Masque of Death into the haunted castle that he has a chance to finally set things to right and defeat the demon.

## BLOODBEBARD AND HIS PIRATES

The Enchanted Sea is home to many pirates, and the most feared amongst them all is the pirate Bloodbeard and his mate, Pierre. These bloodthirsty rogues make a living preying on merchant ships from the east and are cruel and rapacious to the extreme.

Bloodbeard makes the mistake of trying to excavate the Shrine of Anephas and he is unprepared for the emergence of our heroes from beneath his dig. Luckily, he leaves a ship in good condition for them to sail in.

## FIGHTING BLOODBEBARD

This pirate is a strong fighter and will be surrounded by his men. The best way to take him down is to blast him and his crew with magic from range (I suggest *Meteorstorm* and *Firestorm* here). Such destructive spells should scatter his crew and First Mate and allow you to fight Bloodbeard one-on-one.



## CET UDE D'UA KHAN

No one knows of Cet's early life, what demons drove him to greatness and evil. What is known is that a thousand years ago he rose to prominence as the greatest of all evil magicians and made war on the world. He was opposed by Lord Anephas and at the climax of their battle both fell into the sleep of the dead.

Now he awakens from slumber and calls his evil children to arms. He aims to drown the world in blood and fire and instigate a reign of darkness that will never end.

His mortal body continues to rest deep beneath his Pyramid Tomb, but Cet can walk the world in his astral form, seeking a new host for his evil. This form, the concentration of his magical and spiritual energies, appears as a skeletal floating head, wearing the crown of evil.

### FIGHTING LORD CET

The incarnate Pharaoh of Evil is invulnerable to everything except for the Black Fire. You have only two weapons that can harm him, the Mavin Sword and the Staff of Death, and these both need to be bathed in the Black Fire before they can harm him. Before you face the Dark One, you should cast every buff spell you have on the two characters wielding these weapons. Haste is especially important, as is Heroic Might.

Because you cannot use magic, the only way to defeat is to keep pounding on him. While you do so, he will cast spells of great destruction attempting to rip your party apart.

## D'SOTO

The noble knight D'Soto was the last wielder of the Mavin Sword, one century ago. Now his spirit is trapped within the walls of his ruined castle, tortured by the demon Haleabus.

His tortured spirit appears as a translucent knight, dressed in full armor.

## ELYSSA

Elyssa is a victim of the Prophecy of the Age. She believes it is her destiny to be the Chosen One and so seeks to gather power to herself. She founded the Serpent Cult to gather power as she waited for the call of destiny and attempted to unlock the secrets of the Masque of Death.

She is a short woman dressed in fine robes. She wears the Masque of Death at all times, giving her the appearance of a monster with its horns and skull-like visage.

### **FIGHTING ELYSSA**

Elyssa is remarkably strong Priest for all that her cult is false. She can cast the highest level spells from the Book of Vines, enveloping your party in poisons and disease.

It is fairly futile to engage her in direct combat until you have weakened her with magic. When you confront her, you should immediately flee from her line-of-sight and then strafe into her chamber, hurling your most powerful spells down into the room. I found Burning Haze to be the most effective as it would not only disrupt her spell casting but also envelops her and her cohorts in sheets of flame.

## **ERATHSMEDOR**

The last of the Great Dragons, holder of the Mavin Sword, Choose of Heroes, Erathsmedor is one of the most powerful beings you meet in the game. He has watched over the Gael Serran for millennia and will still be watching millennia later.

He is a huge red dragon, scales like gemstone and teeth like knives. He dwells in his lair atop the Dragonspire Mountain, swooping into the lowlands below to short-sightedly hunt.

### **FIGHTING ERATHSMEDOR**

Are you crazy? DON'T!

## **FLOKAS RA**

Flokas is a minor servant of Lord Cet punished for his disobedience by being locked deep within the Bersault Crypt. He appears as a tattered mummy wearing the headdress of his religious order.

### **FIGHTING FLOKAS**

Flokas is the first major opponent you face. He can invoke divine punishment against you in the form of Locust Swarm and Burn spells. The best way to overcome the weakened mummy is to pound him in melee combat, as his spells can easily tear your party apart at your low level. There is very little room to dodge inside his tomb, but you may be able to evade his spells by hiding in the far corners of the room.

## **FREYEDIES**

King Freyedies is the king of the Stouts. Like his predecessors, he is troubled by the burden of the office and by the strange beasts that plague both his dreams and the lower reaches of his vast mines.

## G'EZZERED RA

G'Ezzered Ra is perhaps the most powerful servant of Lord Cet, an ancient Lich he fought alongside his lord a thousand years ago. G'Ezzered now seeks redemption for his awful crimes and rebels against his master, looking for a way to destroy him.

Unfortunately he accidentally destroys Lord Anephas, leaving the way open for the return of the Dark pharaoh.

## GORTHIUS AND THE HIDDEN CIRCLE

Gorthius is the 'Robin Hood' of the Gael Serran, organizing a gang of thieves to fight injustice and right wrongs. Unfortunately he has made some powerful enemies, and shortly after meeting our heroes he is killed by agents of the Brotherhood.

It is hoped that the last survivor of the Hidden Circle, H'Thark, will follow in his leader's footsteps and recreate this gallant band.

## HALEABUS

Hell has its nobility and Haleabus is one of its dukes. Summoned into the material world through a botched ritual, Haleabus rules over the ruins of Shurugeon Castle and tortures the souls of its inhabitants.

Haleabus appears as a huge bull-headed man burning with flames. He is irredeemably evil.

### FIGHTING HALEABUS

As a demon, Haleabus has control over elemental fire and can cast spells from the Book of Sun. He is equally dangerous in physical combat where he can easily crush the life from his opponents.

The best way to confront the demon is to close to melee combat so that the fighters in the party can hurt him and disrupt his spells while the spellslingers cast spells from the Book of Zone (he is vulnerable to electricity).

## HEPHAESTUS

Hephaestus is a gnome inventor, the companion of the dragon Erathsmedor. He dwells within the caverns of the Dragonspire Mountains building wonderful clockwork devices and larger automatons to protect himself and his friend. He is blind, but otherwise an unremarkable gnome.

## KERAH

Kerah is a guardian angel, one of the warrior Seraphim. It was she who brought the Mavin Sword down from the heavens and she has been assigned to watch over Lord Anephas for these thousand years.

Her beautiful form conceals her vast power—she sunk the city of Collasium when Anephas needed a safe hiding place for the Tablets of Cet.

## KREUG

Kreug is the High Wizard of the Serpent Cult. It is rumored that he was a Wyr Mystic in his youth but he rebelled against the group and sought darker power. Now he inducts initiates into the mysteries of the serpent and enjoys rooting out unbelievers from the flock. (The punishment for apostasy is to be turned into a monkey and fed to the Temple Serpents!)

### FIGHTING KREUG

Kreug is a powerful spellcaster and a weak combatant. As such, it is to your advantage to hammer on him with melee attacks as fast as possible. If you can prevent him from casting his spells, you have won the fight.

## LYSANDRA

Lysandra is a lonely and beautiful vampire trapped within the Shurugeon Ruins. She was the lover of both D'Soto and Ardibren and knows many techniques of pleasure. Trapped without company in the ruined castle tower she has been able to relieve her loneliness using the Tusk of Lust that Ardibren left with her for safe keeping.

Lysandra appears as a tall, beautiful woman who favors revealing clothing. However, like all noseferatu, her skin is blue and she has lost all her hair. She pencils in her eyebrows each night as she rises from her coffin.

### FIGHTING LYSANDRA

Should you refuse to let Lysandra kiss you, you must fight her. She is not a strong fighter but her vampire powers can be deadly; she can breathe forth a cloud of numbing cold vapor as well as bite her foes. Your best hope in fighting her is to quickly overwhelm her using a combination of physical force, fire spells, and dispel undead.

#### *Sneaky Hint*

If your Rogue has a high enough Pickpocket skill, it is possible to take the Tusk of Lust from Lysandra without initiating combat or being bitten!

## MORTAL HOPE

Also known as the Chosen One, this is the term the Prophecy of the Ages uses to refer to our heroes, your characters. To you has been given the choice between good and evil and the ability to create the destiny of the Gael Serran.

Choose wisely, for Destiny is the fate we make for ourselves.

## NIVIUS

Nivius is the first watcher of the Mavin. He was buried along with the Signet of Mavin deep within the Bersault Crypt, and his spirit waits patiently to pass his burden on to the next wielder of the sword.

## OAKENMIR

Oakenmir is the oldest of the treants, walking, talking trees that watch over the green world. He was once the keeper of the Mavin Sword but, unsuited for that duty, the sword was passed to the dragon Erathsmedor. He will be able to tell much of the past history of the Gael Serran for he has been there.

He appears as a tall, stout tree with a humanoid face beneath its branches.

## ORACLES OF ISHAD N'HA

The Three Sisters who dwell in darkness watch the fate of the world from beyond their fire. Some legends say they have always been there, others say that a secret order chooses three from amongst its number each century to hold the post. Whichever story is true there have always been oracles within the caves and the prophecy of the Age is within their keeping.

## S'KESER DA AND PRIS'KIELA

The Boogre Queen and her adoptive daughter are hideous creatures. Warty and deformed like all who suffer the boogre curse, they dwell deep beneath the surface, away from the light of day in the Boogre Prison. S'Keser is a vicious hag whose magic keeps the Boogre curse alive and entraps all within her dark domain. Pris is more vivacious and dreams of the surface world and all its delights.

### FIGHTING S'KESER

S'Keser is powerfully built and a minor witch to boot. As with all spellcasters, your main aim is to prevent her from spellcasting, which can be done by hitting her hard and fast enough or by dodging her spells.

## SCABBAN

Scabban is an example of what happens when a magician loses control of his magics. Once an up-and-coming necromancer, Scabban is now a hideous and putrid creature, a monstrosity of disease and excrement.

He dwells within the Bersault Asylum deep beneath the crypts where his experiments on the dead brought him to his messy fate.

### FIGHTING SCABBAN

Scabban is a dangerous opponent even though his old magics have deserted him. The blows from his undead form are powerful and he can breathe forth noxious clouds of poisonous gas. He is slow moving and you can use this to your advantage, dodging through the narrow corridors of the asylum to avoid his attacks.

## SCANTHRIL AND THE BROTHERHOOD

Scanthril is the leader of the Brotherhood, the local rat Mafia. An unprincipled rogue, he accepts assassinations, murder, and child kidnapping with equal glee. He sees himself as an up-and-coming Ratling, an example to the young.

### FIGHTING SCANTHRIL

Once you have completed all the tasks he has set for you, you should kill this vermin. Because he will not be expecting the attack, use surprise to your advantage. Back away from him and his gang and unleash your most powerful attacks. Before the rat can react, he will likely be on his way to judgement!

## VEMOURA

When you first meet Vemoura, she appears as a pretty young mermaid. This is a disguise for she is a servant a Lord Cet—a hideous sea monster! She has been promised immortality if she can secure the Three Tablets for her lord. Fortunately, she is to be proved wrong.

### FIGHTING VEMOURA

Vemoura transforms into a giant sea serpent to fight you. She is not, however, terribly effective and you should be able to take her down with little or no difficulty. If you find her to be challenging, retreat into one of the narrow passageways in the collapsing chambers to heal or hurl ranged spells (not Sun or Stone spells!) at her until she is dead.

## XYDUSA THE NAGA QUEEN

Xydusa is the foul product of a relationship between a Naga and a medusa. These two serpentine monsters gave birth to a child more monstrous than either of them, a fiend with the power of both parents.

Xydusa appears as a great serpent with a roughly humanoid head and face. She is worshipped as a goddess by the cultists of the Serpent Temple, which may be an acceptable response to a creature of such awesome power.

### FIGHTING XYDUSA

Xydusa is the most difficult fight in the game. At the level at which you meet her, you do not have the resources to easily kill such a monstrous creature. She has an immense store of hit points, can spit poison at range, and her bite can poison, turn to stone, or even kill instantly! She is also very resistant to all forms of magic, so the only way to defeat her is to fight her directly.

There is no subtle way of overcoming the Naga Queen. Simply cast all your buff spells and have the party Priest ready to heal, and then go into combat with her. Do not run away from her, as her ranged attacks are perhaps more deadly than her bite!

# BESTIARY

There are many strange creatures in the Gael Serran. They range from humanoids with which the human race shares the world, through creatures out of myth and the walking dead, to the nightmare beings of other planes!

For each type of creature there are many different forms, each more powerful than the last. So, instead of describing each one, I have created a template that provides details of the type of being the monster is and what threat you are likely to face. Assume as you travel that the monsters will keep pace with your characters so that the simple zombie you meet at level 3 becomes a plague lord or ghoul as you face them at higher levels. Because of this parity between your characters and the foes you face, the monsters remain challenging yet familiar as you progress deeper into the Gael Serran.

Beware though! For each type of creature there may be named individuals who are far more powerful than the common breed! These are not only champions of evil (such as the target for a quest) but also paragons of each species. For example, ruling all spiders is Queen Tarantula, and more powerful than any other longtooth is the Longtooth King. Each of these beasts is one threat level higher than its common kin and may have special powers besides.

Template	
Name	These are the most common names by which a monster of this sort is known.
Type	The sort of thing the creature is.
Threat Level	<p>A summary of how difficult you will find it to overcome the beast.</p> <p>Negligible: Should not present a threat.</p> <p>Easy: A threat only in great numbers.</p> <p>Medium: Equal to your heroes; you should win through guile or skill.</p> <p>Hard: Dangerous to your heroes; expect casualties</p>
Description	A description of what these monsters look like.
Special Notes	<p>Notes on the beast's powers and how to overcome it.</p> <p>If a monster is resistant to something, it is hard to damage it with an attack of that sort.</p> <p>If a monster is immune, it is virtually impossible to do so (though a critical hit will still take effect).</p>







# HUMANOIDS

In this first section, we meet the intelligent races native to the world.

## Outlaws, Thieves, and Rogues

Name	Outlaws, Scoundrels, Bandits, Scourge o' the Sea	
Type	Humans and Ratlings	
Threat Level	Easy	
Description	These are men who have turned to a life of crime, whether on the High Seas as Pirates or on land as brigands. Generally organized by a powerful leader, they fall apart into bickering and squabbles when they have no target.	
Special Notes	Such thieves as these have no talent for magic but almost all of them will have a ranged attack, from throwing knives and shuriken, all the way up to bombs! Rogues will steal from their opponents in combat, so make sure that you pick up everything after a fight with one to avoid losing anything important!	

## Serpent Worshippers

Name	Serpent Priest, Inquisitor, Dowager Priest, Torturer, Serpent Protector, etc.	
Type	Reptilian Humans	
Threat Level	Medium	
Description	Once human, the serpent venom they introduce into their bodies has warped the cultists into strange reptilian hybrids.	
Special Notes	All of the serpent cultists are priests of varying ability specializing in spells that inflict pain and poison damage. You never want to get into a prolonged fight with a group of them, as their poisons will quickly incapacitate your party. It is best to launch spells at them and then close quickly to cut them down with melee weapons.	

### Boogres (Witch, Murderer, and Maniac)

Name	Boogre Witch, Boogre Murderer, Boogre Maniac
Type	Cursed Humans
Threat Level	Easy
Description	The Boogre curse has affected these poor souls not only with the physical transformation but also addled their wits so that they attack all around them. It is a mercy to put them out of their misery.
Special Notes	Boogres have a lot of hit points, so any fights against them are drawn out affairs. However, they are clumsy and do not hit you that often; simply continue to beat on them until they are dead.



### Centaur

Name	Centaur
Type	Animalistic Hybrid
Threat Level	Medium
Description	These are not the noble creatures of legend but rather twisted beasts that feed on human flesh. There is nothing that these four-legged monsters love more than a good roast, especially when the main course is man-flesh.
Special Notes	Centaur are tough opponents that travel in packs (herds? Groups?). They are vicious fighters, but they do not use magic, and that gives you an edge in battle. They leave excellent loot, often carrying magical weapons and armor!




### Merfolk


Name	Merfolk, Mermaid
Type	Aquatic Humanoids
Threat Level	Easy
Description	With the upper bodies of beautiful women and the lower bodies of fish, little is known about the society of these peaceful beings. It is not known if there are mermen or if their society has evolved along a purely matriarchal route.
Special Notes	Mermaids love trading for surface goods; you can make a killing selling trash to the finny maidens.




## Nymphs

Name	Lake Nymph, Gypsy Gwyll, Twisted Nixie	
Type	Fae	
Threat Level	Easy	
Description	Nymphs are minor fae of the lakes and shallow seas. They appear as prepubescent girls with the hindquarters of a goat. Nixies are an exception in that they appear as merfolk, dwelling deep with the oceans.	
Special Notes	Though no great threat in combat, Nymphs will use sleep magic to incapacitate their opponents and then steal from them.	

## Stouts

Name	Dwarves, Stout Guard, Stout Miner, etc.	
Type	Dwarves	
Threat Level	Medium/easy	
Description	Though the normal Stout is honest and law-abiding, a few have gone crazy from their life in the depths of the earth and now wander the darkened caverns in insane gangs.	
Special Notes	Dwarven miners will throw bombs at your party that are very damaging. Get close to them as soon as possible so that they will switch to melee weapons.	

## Toads

Name	Toad Warrior, Toad Guard	
Type	Humanoid Toads	
Threat Level	Easy	
Description	The Toads have made war on the warm-skins (mammals) in ages past and may do so again. Toad Society is split between the peaceful toads, led by the shaman Shinwiki, and their more wild brethren.	
Special Notes	You should only fight against Toads that attack you first so as not to anger the more peaceful members of their society. Mekdawa and Shinwiki can help you on your quest, so it is pointless trying to fight them!	

## Trolls

Name	Trolls
Type	Bestial Humanoids
Threat Level	Easy
Description	It is said trolls have an ancient and rich culture with many shamanic traditions stretching back for millennia. If so, no outsider has ever seen it.
Special Notes	There are many different types of trolls, all named in their own language. It is known that they can follow many roles, so you will meet troll Wizards, Warriors, Berserks, and Rogues. However, trolls are generally stupid and poorly equipped, so you should have no trouble fighting off groups of them. (Some people assign regenerative powers to trolls, this is a fiction not worthy of repetition here.)



## Wyr Mystics

Name	Wyr Mystics
Type	Elven Wizards
Threat Level	Medium/High
Description	A group of Elven mystics who wander the lands in their distinctive robes seeking enlightenment.
Special Notes	It is better to trade with mystics than to attack them. If you do fight them, prevent them from ever casting spells—all of them are powerful spellcasters. Their nastiest trick is to cast Reflect damage on themselves and on any other monsters in the area.



# UNDEAD

The Undead are humanoid beings that have been bought back from the grave to serve evil purposes. The basic undead, such as skeletons, are stupid automatons, while powerful undead retain all the skills and abilities they had in life. All undead are vulnerable to the Spirit spells that target undead.

## Mummies

Name	Mummy, Royal Mummy, Scarab Mummy
Type	Undead Priest
Threat Level	Medium
Description	Tall figures in tattered bandages and rotting funeral finery.
Special Notes	All mummies are created through Cet's will and were, in life, his devoted Priests. As such, they can cast a variety of spells preferring those that invoke divine punishment, such as Locust Swarm. All mummies are vulnerable to fire because of the bitumen used in the mummification process.



## Skeletons

Name	Skeleton, Crypt Skeleton, Plague Lord, Undead Ronin, Skeletal Archer, etc.
Type	Basic Undead
Threat Level	Easy
Description	Walking bones, often carrying the weapons they fought with in life.
Special Notes	The more powerful skeletons, such as Skeletal Samurai, has a wider range of powers and can even cast basic spells. The most powerful skeletons (those with 'Lord' in their name) can cast spells and summon other undead to their aid.



## Vampire

Name	Vampire, Vampiress, Nosferata, Succubus
Type	Beautiful Dead Ladies
Threat Level	medium/High
Description	Tall, slim, beautiful women who happen to be blue and dead!
Special Notes	All vampires can bite and breathe forth clouds of frozen vapor. The most powerful of their kind can also cast death spells, so be very careful when fighting them. Succubi are not truly undead, but rather demons that have taken the form of the vampire to seduce mortal men. They are more powerful than their purely undead cousins.



## Zombies and Ghouls

Name	Zombie, Ghoul, Plague Ghoul, Contagious Zombie
Type	Shambling, rotting undead.
Threat Level	Medium
Description	Raised from the grave before the flesh had rotted from their bones, Zombies are more powerful than skeletons. However, they are stupid and slow.
Special Notes	The most powerful zombies can cast spells relating to poison and disease, and those with 'Lord' in their name can summon other undead to aid them. Luckily, Zombies can be simply hacked apart and you do not need to target their heads!



# SPIRITS

Spirits are a special form of undead that have no physical form—you can walk right through them! In exchange for this immateriality, they are highly resistant to normal attacks and virtually immune to fire.

## Banshee

Name	Banshee, Howling Spirit
Type	Spectral undead
Threat Level	Medium
Description	Dark cowed figure floating some way off the ground, still wrapped in their burial shroud to conceal their skeletal features.
Special Notes	All banshees can unleash a terrifying scream. Weaker banshees can only paralyze with their howl; more powerful ones can kill. The best way of fighting these horrors is to use the Spiritcraft spells, <i>Dispel Undead</i> and <i>Dust to Dust</i> , to banish them to hell!



## Ghost

Name	Spirit, Tormented Spirit, Restless Dead, Spectre, Wraith
Type	Spectral undead
Threat Level	Medium
Description	Ghosts have a wide range of appearances, from tattered rags floating on the wind to armored warriors.
Special Notes	Simple ghosts are little threat, as they have only basic abilities. More powerful ghosts can call upon a wide range of powers, up to and including death magics. Like Banshees, it is best to open with powerful Spiritcraft spells to destroy them.



## FORCES OF HELL

The Forces of Hell are those beings summoned from the dark places that lie beyond the world. They are all creatures of irredeemable evil and should be destroyed without mercy or remorse. All demons are at least resistant to fire and many are immune. Likewise, all of the major demons are resistant to most mortal magic!

### Imps

Name	Demon Imps, Imp
Type	Minor Demons
Threat Level	Medium
Description	Shockingly, imps look like boiled-red babies with small, bat-like wings protruding from their backs.
Special Notes	These nasty little creatures travel in packs and can be dangerous, as they enjoy torturing their prey. Like all demons, they have mastery over fire and love to cast Burn and Elemental blast at their foes.



### Hell Hounds

Name	Lava Hound, Hell Hound
Type	Hellish Dogs
Threat Level	Medium
Description	Thin, dog-like beings with bone spur protrusions and fire burning in their eyes.
Special Notes	Hell hounds are immune to fire and enjoy gamboling in lava pits. They can exhale clouds of sooty fire and it is said their blood ignites on contact with air.





## Demons

Name	Demon
Type	Demons
Threat Level	High
Description	Huge bull-headed beings ringed in flame, Demons are the aristocracy of hell.
Special Notes	Demons are the aristocracy of hell, torturers of the damned. Bound into Lord Cet's service, they are extraordinarily powerful both in physical and magical combat. The only way to beat one is to inflict an incredible amount of damage on it.



## Elementals

Name	Elemental, Fire Elemental, Ice Elemental
Type	Elemental demons
Threat Level	High
Description	Huge bull-headed beings surrounded by crackling auras of fire or ice.
Special Notes	Elementals are natives to the planes of Hell, rather than fallen celestials like their demonic cousins. They are totally immune to their native elemental and call upon massively destructive spells (such as Firestorm and Meterstorm) at a whim. They are vulnerable to the reverse element and you should take them down with spells that exploit this weakness.



# BEASTS

Beasts are the creatures of the natural world. They are not evil and follow the simple rules of predator and prey.

## Bats

Name	Night Bats, Crypt Bats, Fire Bats, Vampire Bats, Bloodsuckers
Type	Bats
Threat Level	Easy
Description	Winged rodents that strike fear into the hearts of criminals and children.
Special Notes	Though generally little more than a distraction, a few bats can spit fire or have poisonous bites. The best way to clear a swarm of these vermin is to use an area effect spell to scatter them.



## Crabs

Name	Soft-Shell Crab, Cage Crab,
Type	Giant Crabs
Threat Level	Medium
Description	Giant crabs—little more need be said.
Special Notes	Crabs are not great combatants but they do a great deal of damage when their pincers connect.



## Dartha Eels

Name	Eels
Type	Giant eels
Threat Level	Easy
Description	Sleek underwater swimmers with a spiky mane behind their head.
Special Notes	Where I come from in England, there is a delicious delicacy involving boiled eels. Perhaps there is a similar recipe in the Gael Serran, for these creatures are not particularly deadly.



## Flies

Name	Swampflies, Dragonflies
Type	Giant flying bugs
Threat Level	Easy
Description	Giant versions of the common dragonflies, their iridescent wings hide deadly intent.
Special Notes	Dragonflies can spit fire at your party, so a group of them can be annoying. I suggest a couple of blasts of ice magic to clear the air.



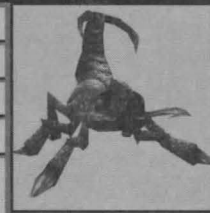
## Monkeys

Name	Wild Monkey, Temple Monkey, Fanged Monkey
Type	Monkeys
Threat Level	Easy
Description	Small monkeys with a vicious bite
Special Notes	If you can't beat up on a pack of monkeys, I suggest that a career of adventuring is too tough for you.



## Crawlers

Name	Crawler, Pit Crawler, Sand Crawler
Type	Giant Bug (Scorpion)
Threat Level	High
Description	Giant scorpion-like bugs that wander the wastelands.
Special Notes	Crawlers are a viscously mutated form of scorpion. Magic means they can still breathe despite their giant size (the square-law prohibits giant insects in a non-magical world) and they are immensely strong and wield a poisonous sting. The best way of fighting these beasts is to get into a narrow space where they cannot follow and pepper them with spells and arrows until they die



### Sabretooth Tiger

Name	Longtooth
Type	Giant cat
Threat Level	Medium
Description	Sleek jungle predators, the longtooths are relatives of the great sabretooth tigers of the ice ages.
Special Notes	These great cats can be quite vicious.



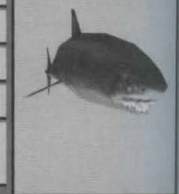
### Scorpions

Name	Golden Scorpion, Scorpion
Type	Scorpion
Threat Level	Low
Description	Normal sized scorpions
Special Notes	All scorpions are poisonous but their size and low hit points means they present little threat.



### Sharks

Name	Bone Shark
Type	Giant Shark
Threat Level	Medium
Description	Giant sharks—you remember that movie, don't you?
Special Notes	Giant Sharks seem able to sniff out blood and will attack the weakest member of your party.



Snakes	
Name	Temple Viper, Taipan, Ring Cobra
Type	Snakes and serpents
Threat Level	Easy/Medium
Description	A variety of poisonous snakes, slithering through the warmer dungeons.
Special Notes	All snakes are poisonous and so are dangerous to fight unless you have the Cure Poison spell or potions. Snakes have very low hit points so do not present too great a threat unless your characters are already weak. Be careful though, the most dangerous of vipers can spit their poison over short distances!



Spiders	
Name	Nesting Spider, Giant Spider, Mountain Spider, Tarantul
Type	Giant spiders
Threat Level	Easy/Medium
Description	Again, giant bugs in violation of the square-law...creepy though.
Special Notes	Spiders are poisonous, and an extended fight against one of the more powerful types can be deadly. Your characters should be faster than the



Worgur	
Name	Worgur, Mongrel Worgur, Mastiff Worgur
Type	Crossbred rats and wolves
Threat Level	Easy
Description	Someone's bad idea was to create a wolf/rat crossbreed as guard dogs. These vicious beasts travel in packs, bringing down even large prey.
Special Notes	Hack and slash until they are all dead.



## MONSTERS AND CHIMERA

These are the things of legend and the stuff of nightmare. Many of these creatures represent the last survivors of ancient kith long gone from the world.

### Bark Horrors

Name	Bark Horror
Type	Treant
Threat Level	Medium/High
Description	Δ gigantic walking tree with a vaguely humanoid face concealed amidst its branches.
Special Notes	Bark Horrors are natural masters in the Book of Vine and will often use Locust Swarms on their foes. They can resist a great deal of damage but are vulnerable to fire. It is easier to burn them from a distance than it is to chop them down in melee combat.



### Colanth

Name	Sea Serpent, Colanth
Type	Sea serpent
Threat Level	Medium
Description	Δ huge, snake-like underwater predator.
Special Notes	The largest of the breed may have special powers, such as poison, electrical shocks, and even the ability to turn a foe to stone. Still, they are ineffective combatants and can be dispatched with relative ease.



## Dragons

Name	Red Dragon
Type	Dragon
Threat Level	High
Description	A huge lizard propelled through the air on bat-like wings with a breath hot enough to melt steel.
Special Notes	These are common dragons, not Great Dragons, like Erathsmedor, but still are dangerous foes. They prefer to never land, instead flying overhead breathing on their prey. You will have to use missile weapons or a spell to bring them down, which puts you at a disadvantage. It is fairly simple to dodge their fire breath, but a single misstep in this dance can be deadly.



## Golems

Name	Temple Guardian, Stone Golem, The Darkened One
Type	Living stone
Threat Level	Medium
Description	Animated statues, golems are made of solid stone.
Special Notes	Golems are resistant to all forms of damage and their fists inflict tremendous crushing damage. It is always a hard fight to kill a golem, but they will eventually be destroyed by mundane damage.




## Cyclops


Name	Cyclops, Doshi Gin, Goshin
Type	Giants
Threat Level	Medium
Description	Giant, two-headed humanoids with but a single eye on each head.
Special Notes	Cyclopes can inflict savage wounds with their great axes, and a few will throw missile weapons at you. Their main threat lies in their great hit points and huge damage, so be prepared to dodge when you fight on of these monsters.



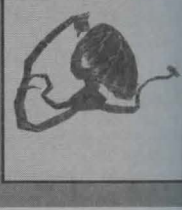
## Gryphon

Name	Gryphon, Roc, Sphynx	
Type	Strange hybrids	
Threat Level	Medium/High	
Description	With the body of a lion, the head of an eagle, and powerful wings, Gryphons are amongst the strangest beasts of the Gael Serran.	
Special Notes	Supposedly, Griffins love horsemeat but it seems they will settle for human flesh as well. In addition to sharp claws and a rending beak, they can often spit forth blasts of freezing air or poison. Strangely for a creature with wings, they do not seem to like flying	

## Hydra

Name	Three-Headed Hydra	
Type	Hydra	
Threat Level	High	
Description	A vast lizard's body with three heads perched atop sinuous necks.	
Special Notes	The Hydra can breath a different concoction of doom from each of its heads: Fire, Poison and Ice. Fighting this beast is an exercise in endurance, though you can use your greater maneuverability to strike at it from a distance while avoiding its blasts. I would not recommend getting too close to this monstrosity, as you would no longer be able to dodge its breath weapons.	

## Man-Eating Plants

Name	Amazoni Maneater, Jungle Lily	
Type	Giant mobile plants	
Threat Level	High	
Description	Like a mobile Venus Flytrap, the large 'mouths' of these horrible creatures rises above a tangle of roots and tentacles.	
Special Notes	These flesh-eating plants can spit forth clouds of poison and acid, quickly disabling your entire party. The only way I have found to fight them is to onstantly retreat, firing powerful spells at them as they come into view. If you are surprised by a group of these monsters, run until you can safely make a stand. [Of all the beasts in the game, these are the ones that have most consistently torn my party apart. Consider yourself warned!]	



## Squix (Mimic)

Name	Squix
Type	Mimics
Threat Level	Easy
Description	Squix are strange sedentary life forms that camouflage themselves within boxes and chests waiting to leap out at unwary children on Christmas Day.
Special Notes	Larger Squix can spit poison but they cannot move, so the words "sitting duck" do spring to the forefront of my mind.



## Slime Beasts!

Name	Ooze, Cave Ooze, Acidic Ooze, Infectious Spore
Type	Deadly goo
Threat Level	Easy/medium
Description	Animated puddles of goo that ripple across the floors of deep caverns. The largest oozes have actually evolved a protective shell, appearing rather more like snails than puddles of slime.
Special Notes	Common oozes are no threat, the larger ones can spit acid and poison at your party, making them more dangerous. All are vulnerable to magic, so it is fairly simple to burn out a cluster of these things.



## Werewolf

Name	Werewolf, Man Beast
Type	Werewolf
Threat Level	Medium
Description	Half man and half wolf, these cursed souls suffer from bestial impulses and transformations.
Special Notes	Werewolves prefer to be called therianthropes, however they are still evil monsters. Luckily, they are vulnerable to all weapons and magic, not just silver, so strike them down!



## Wisps

Name	Guardian Scarabs, Mytharian Wisps
Type	Fairies
Threat Level	High
Description	Wisps appear as flying blue children surrounded by an uncanny light. On close inspection, it is obvious that they are not human but creatures from the astral spaces beyond the world.
Special Notes	These tenacious beasties are fast moving and powerful spell casters. Normally they cast Reflect Damage on themselves and any nearby monsters for protection, and then open up with elemental blasts upon your party. They can be difficult to kill (the reflect damage effect really slows your party down) but persistence and lots of healing spells will usually prevail.



# Wizards & Warriors - Master Monster List

This list contains all the monsters, creatures, foes and friends you can meet and fight if you choose. The level of the creature represents the threat it poses to your heroes and is directly comparable to your characters' levels. Hit Points is the range of hit points that this type of monster has and EXP is how much experience your characters will earn for slaying this foe.

These will obviously vary if you alter the difficulty level of the game!

## WORGURS

Name	LEVEL	HitPoints	Exp
Worgur	2	2-6	26
Rabid Worgurs	4	12-20	402
Worgur Mongrel	4	8-16	145
Worgur Mongrel	4	8-16	145
Worgur Mastiff	6	24-30	624
Cave Hound	8	32-48	2021

## TROLLS

Name	LEVEL	HitPoints	Exp
Troll Guni	2	4-8	49
Troll Mangu	6	30-36	537
Troll Haju-Li	3	5-8	123
Troll Snik	4	14-22	263
Troll Juba	10	66-86	2545
Troll Guni-Ma	4	16-24	258
Troll Haju-Ma	5	15-20	600
Juba Thobers	10	66-86	2545

## SKELETONS

Name	LEVEL	HitPoints	Exp
Graveyard Skeleton	2	4-10	87
Undead Henchmen	6	24-42	804
Plague Horde	6	24-42	904
Plague Skeleton	8	40-64	2187
Bone Lord	8	22-30	1639
Crypt Skeleton	2	6-12	104
Crypt Lord	8	26-34	1856
Bone Servant	6	24-42	813
Bone Archer	7	31-52	1226
Undead Bones	3	11-20	208
Samurai Skeletons	4	16-24	291
Cankorous Bones	7	39-60	1455
Bone Ranger	14	84-84	6375
Plague Lord	18	100-136	15459
Bone Watchman	2	4-10	44

## GHOSTS

Name	LEVEL	HitPoints	Exp
Ghost	3	9-24	1415
Spirit Of Rumphy	8	58-58	6954
Enslaved Spirit	5	20-30	1892
Enslaved Spirit	6	16-46	2168
Roaming Spirit	6	24-36	2531
Scathing Spirit	10	40-60	6281
Tormented Soul	8	32-48	4167
Tainted Spectre	8	32-48	5378
Razing Spectre	16	64-96	13983

## SLIMES

Name	LEVEL	HitPoints	Exp
Acidic Ooze	2	3-7	62
Slime Jelly	4	12-20	450
Slime	6	18-30	942
Contagious Ooze	9	27-45	2669

## BANDITS

Name	LEVEL	HitPoints	Exp
Bandit Rider	6	41-65	1449
Highland Rogue	3	15-18	195
Rogue Leader	6	54-60	1111
Blackloch Brigand	8	53-61	1494
Highland Raider	5	30-35	553
Whispering Bandito	8	53-61	1494
Warrior	10	70-100	3950
Scutz	8	72-80	1641

## DEMONS

Name	LEVEL	HitPoints	Exp
Incubus	18	268-268	28741
Majinn Servant	16	234-250	25123
Manon	18	818-818	92536
Fiend	16	136-184	18478
Giant	24	824-896	90363
Elemental	20	260-280	38458
Majinn Servant	16	234-250	25123
Spawn	10	70-100	8843

## mummies

Name	LEVEL	HitPoints	Exp
Pharaoh	6	54-54	1479
Royal Mummy	8	56-80	4568
Arab Mummy	10	66-96	5864
Living Mummy	8	40-56	2065
Mummy Priest	12	76-112	9283

## WRAITHS

Name	LEVEL	HitPoints	Exp
Banshee	2	12-20	1330
Spirit Of The Wizard	4	28-32	2332
Unholy Wraith	12	76-100	9623
Wailing Spirit	4	10-30	2093
Shrieking Horror	4	28-32	2910
Sinister Sentry	12	76-88	11132
Howling Banshee	7	43-50	6346
Hopeless Shade	12	60-96	11797
Wraith	8	40-64	5600
Sleeping Sentry	14	78-120	15228

## JATHIL

Name	LEVEL	HitPoints	Exp
Jathil	7	42-49	2339

## ZOMBIES

Name	LEVEL	HitPoints	Exp
Zombie	4	24-36	1271
Plague Guard	4	36-48	1775
Plague Ghoul	8	48-72	4667
Asylum Ghoul	3	11-20	411
Coffin Corpse	3	11-20	411
Swamp Zombie	4	24-36	888
Contagious Cadaver	6	30-48	1029
Zombie Master	8	58-82	4985
Zombie Ghoul	3	11-20	411

## STOUT MINERS

Name	LEVEL	HitPoints	Exp
Stout Miner	7	47-68	1546
Signeur Pastollio	8	56-80	1232
Insane Miner	6	38-56	1365

## Nymphs

Name	LEVEL	HitPoints	Exp
Lake Nymph	4	16-20	532
Gypsy	5	19-24	689
Lake Nymph	6	14-20	613
Gwyll	6	30-36	1517
Twisted Nixie	10	48-58	4029

## CHEST SQUIX

Name	LEVEL	HitPoints	Exp
Squix	6	44-56	2208
Squix	10	78-98	4256
Squix	18	146-182	9361

## NAGAS

Name	LEVEL	HitPoints	Exp
Xydusa	18	498-498	85548
Nemuziti Naga	22	662-662	124354

## SPIDERS

Name	LEVEL	HitPoints	Exp
Milking Spider	8	58-66	2970
Giant Tree Spider	6	42-48	1647
Belfry Spider	12	92-128	8557
Taranta Queen	14	234-276	30949
Taranta Larva	8	68-84	3977
Nesting Spider	8	68-76	3674
Gozira	16	296-312	36998
Mountain Spider	8	68-76	3371

## MAN-TRAPS

Name	LEVEL	HitPoints	Exp
Amazoni Mantrap	20	100-140	11609
Jungle Lily	20	200-220	19140

## RED DEVILS

Name	LEVEL	HitPoints	Exp
Demonic Imp	4	22-34	1534
Demonic Minion	6	30-48	1759
Demon Imp	6	30-48	1736
Azgorax	14	94-122	9910
Demonic Sprite	8	40-64	3007
Demon Imp	4	22-34	1499
Fire Sprite	4	20-32	1054
Wind Sprite	4	20-32	1187

## MONKEYS

Name	LEVEL	HitPoints	Exp
Temple Monkey	2	4-8	100
Monkey With Object	4	22-22	426
Fanged Monkey	8	32-40	2000
Wild Monkey	2	4-6	52
Monkey Chi-Chu	6	24-30	1207

## MUSHROOMS

Name	LEVEL	HitPoints	Exp
Fuming Fungus	12	47-71	1985
Mollipoddi	18	78-114	4207
Creeping Spore	8	32-48	1142
Crawling Puffer	16	71-119	3856

## SERPENT PRIESTS

Name	LEVEL	HitPoints	Exp
Serpent Priest	4	12-20	621
Serpent's Keeper	6	18-30	1117
Dowry Priest	8	32-48	2463

## ELYSSIA

Name	LEVEL	HitPoints	Exp
Elyssia	14	146-146	12838

## TOADMEN

Name	LEVEL	HitPoints	Exp
Woodsavage Tadpole	3	13-16	172
Woodsavage Tadpole	3	13-16	158
Woodsavage Tadpole	4	16-20	367
Woodsavage Tadpole	8	56-56	3265
Wood Guard	4	20-24	310
Wood Villager	3	9-12	60
Wood	8	56-56	1430
Wood	5	48-48	515
Woodsavage Tadpole	4	19-35	639

## ORACLES

Name	LEVEL	HitPoints	Exp
Oracle	1		
Silent Oracle	1		

HIGH SERPENT  
PRIESTS

Name	LEVEL	HitPoints	Exp
Traveler	18	218-236	31293
Inquisitor	8	56-56	2274
Serpent Master	10	72-72	4339
Grue Morde	18	198-198	28622
Serpent's Chosen	6	26-32	1126
Serpent's Caretaker	8	32-48	2285
Torturer	6	30-36	939
Tevik Tepom	12	76-76	3649

## LAVAHOUSES

Name	LEVEL	HitPoints	Exp
Lava Hound	12	164-200	16237
Dragon Hound	10	90-130	7913
Pup	8	68-92	5440
Adult Hound	10	118-148	12418
Young Hound	6	46-64	2781

## BRAHMAR

Name	LEVEL	HitPoints	Exp
Brahmar Bandit Ring	18	268-286	19468

## CENTAURS

Name	LEVEL	HitPoints	Exp
Centaur	8	56-80	3088
Centaur Gothius	32	332-332	47526
Centaur Cronie	10	70-100	4553
Centaur Meleng	24	264-264	24008

## TREES

Name	LEVEL	HitPoints	Exp
Oakenmir	482	8482-8482	10338538
Tree O' The Grove	24	424-496	68541
Bark Horror	20	220-280	35890

## CRABS

Name	LEVEL	HitPoints	Exp
Crab	14	214-256	22061
Crab	18	198-270	37206
Shell Crab	8	88-120	5505
Crab O' The Sea	12	112-160	14211
Crab Mother of Crabs	32	2032-2640	763382

## 2-HEADED CYCLOPS

Name	LEVEL	HitPoints	Exp
Gos'hin	36	636-636	68958
Doshi-Gin	24	424-424	56636
Dumdee Oleoh	18	178-214	14772

## SWAMP MUCKS

Name	LEVEL	HitPoints	Exp
Scabban's Evil	5	37-42	1981
Scabban	8	86-86	5193
Urthdala	1	1000-1000	2000
Swamp Muck	9	67-76	4255
Shambling Slag	9	67-76	4217

## ERATHSMEDOR

Name	LEVEL	HitPoints	Exp
Erathsmedor	36	6036-6036	1849578

## 3-HEADED HYDRA

Name	LEVEL	HitPoints	Exp
3-Headed Hydra	30	2030-2900	259960

## BOOGRES

Name	LEVEL	HitPoints	Exp
Boogre Grunt	8	88-160	3744
Boogre Grunt	10	110-200	5760
Boogre Guard	12	192-192	7027
Vargul	18	298-316	18257
Malgrim	18	278-296	15119
Blubarb	12	192-204	6813
Enraged Boogre	8	108-164	4090
Boogre Maniac	14	214-312	12857
Boogre Murderer	8	88-160	3948

## PIRATES

Name	LEVEL	HitPoints	Exp
Pirate	8	48-64	1434
Scourge O' The Sea	16	116-148	8477
Captain's Mate Pierre	18	138-174	10137

## RING FREYEDIES

Name	LEVEL	HitPoints	Exp
Ring Freyedies	16	256-256	25792

## SWAMPFLIES

Name	LEVEL	HitPoints	Exp
Giant Swampfly	4	16-24	533
Kreug's Familiar	5	42-42	2064
Dragonfly	7	31-45	1838

## MERMAIDS

Name	LEVEL	HitPoints	Exp
Water Nixie	10	50-80	4104
Sarellaia	12	82-82	4980
Mermaiden	8	40-64	3211
Vemoura	18	268-286	38539
Mermaiden Avenger	12	62-98	5702

## BOOGRE HAGS

Name	LEVEL	HitPoints	Exp
Boogre Hag	10	100-180	5490
Pris'kiel'a	14	234-234	11083
Boogre Witch	10	100-180	5490

## SPIRIT OF NIVIUS

Name	LEVEL	HitPoints	Exp
Spirit Of Nivius	1		

## RAPTORS

Name	LEVEL	HitPoints	Exp
River Raptor	4	52-60	2042
Forest Raptor	7	75-96	4110
Desert Raptor	4	44-56	2658

## ROCS

Name	LEVEL	HitPoints	Exp
Blackstone Griffin	12	62-86	6300
Magician Roc	24	264-312	43022

## SABERTOOTH

Name	LEVEL	HitPoints	Exp
Longtooth	12	76-112	10813
Longtooth King	22	202-246	43845

## GIANT SCORPIONS

Name	LEVEL	HitPoints	Exp
Scorpion Crawler	12	512-524	81714
Scorpion Angster	12	412-520	83147
Scorpion Thidon	12	132-168	22045
Scorpion Crawler	10	310-400	52640
Scorpion Guardian	16	216-328	61767

## SPHYNX

Name	LEVEL	HitPoints	Exp
Mystical Sphinx	36	3036-3036	970914

## WEREWOLVES

Name	LEVEL	HitPoints	Exp
Manbeast	12	72-108	6407
Werewolf	12	192-192	17545

## VAMPIRES

Name	LEVEL	HitPoints	Exp
Countess of Yur	14	154-154	16529
Countess	18	302-302	36316
Countess	14	154-182	17317
Countess	10	78-98	7306
Countess	24	244-316	51017
Countess	16	114-146	14252
Countess	16	156-156	15261

## KERAH

Name	LEVEL	HitPoints	Exp
Kerah The Angel	24		

## LORD ANEPHAS

Name	LEVEL	HitPoints	Exp
Lord Anephas	32	2032-2032	772036

## SEA SERPENTS

Name	LEVEL	HitPoints	Exp
Sea Serpent	8	48-72	4780

## SKESER DA

Name	LEVEL	HitPoints	Exp
S'Ker Da	24	324-324	26212

## GEZERRED RA

Name	LEVEL	HitPoints	Exp
Gezerred Ra	56	8056-8056	2427995

## SCARABS

Name	LEVEL	HitPoints	Exp
Scarab Guardian	8	40-64	6303
Scarab Of The Shrine	12	60-96	18146
Mytharian Wisp	8	40-64	6303

## LORD CET

Name	LEVEL	HitPoints	Exp
Lord Cet	24	2024-2024	389972

## SHARKS

Name	LEVEL	HitPoints	Exp
Bone Shark	6	30-60	3024
Sea Shark	8	48-88	6371
Bone Shark	6	30-60	3024

## ARDEBRIN

Name	LEVEL	HitPoints	Exp
Ardibren	18	218-218	21625

## HEPHAESTUS

Name	LEVEL	HitPoints	Exp
Hephaestus	18	198-198	8949

## SPECTRAL KNIGHTS

Name	LEVEL	HitPoints	Exp
Spirit Of The Warrior	4	28-32	2685
Spectral Knight	4	28-40	1735
Spectral Warrior	4	28-32	3066
Undead Blacksmith	10	60-80	5622
Deathwatch Elite	7	35-49	2598
Dark Legionaire	12	60-84	8434
Ghost of Gliebott	12	160-160	14144
Ethereal Knights	12	60-84	8434

## BATS

Name	LEVEL	HitPoints	Exp
Crypt Bat	1	2-4	43
Night Bat	1	2-3	20
Vampiric Bat	4	12-20	355
Fire Bat	4	16-24	586
Venomous Bat	6	24-36	1147
Cave Bat	4	16-24	426
Bloodsucker	8	32-48	3083

## SCORPIONS

Name	LEVEL	HitPoints	Exp
Gold Scorpion	6	30-48	3454
Pit Scorpion	3	4-10	553
Rock Scorpion	4	16-24	2700

## ELF WIZARDS

Name	LEVEL	HitPoints	Exp
Kreug	8	58-58	2186
Wyr Mystic	8	40-64	3124
Wyr Wizard	12	60-96	6465
Ramakamil of Wyr	12	212-248	18794
Wyr Mystic	8	40-64	868

## RATLINGS

Name	LEVEL	HitPoints	Exp
Scanthril	8	62-62	2909
Scoundrel	6	30-48	1113
Ratling Sneek	8	33-65	1216
Scoundrel Redleg	4	20-32	500
Scoundrel Blackleg	7	35-56	1553
Shrew Chishi	14	126-126	5115

## GREATER DEMONS

Name	LEVEL	HitPoints	Exp
Sathius	18	818-818	113101
Alababa Of The Lamp	34	2434-2434	838451
Demon Lord	32	312-312	66212
Ice Elemental	20	260-280	38756
Air Elemental	20	260-280	41748



## FISH

Name	LEVEL	HitPoints	Exp
Boon Piranha	2	4-8	47
Spot Barracuda	1	3-5	33
Spot Piranha	4	12-20	289
Shifish	4	20-32	919
Spot Gill	5	15-30	664
Boon Barracuda	4	10-18	295
Spot Gill	8	26-42	1193

## KOL THE HERETIC

Name	LEVEL	HitPoints	Exp
Rol The Heretic	11	131-131	8477

## MALE CITIZENS

Name	LEVEL	HitPoints	Exp
Arcane Prisoner	4	22-22	141
Jade Thief	4	16-28	374
Forest Ranger	7	35-56	1925

## BLOODBEAR

Name	LEVEL	HitPoints	Exp
Bloodbear	34	334-334	43726

## BLACK DEVILS

Name	LEVEL	HitPoints	Exp
Pit Devil	8	40-64	4636
Stone Sprite	4	20-32	1131
Ice Sprite	4	20-32	1274
Baalixian Fiend	12	60-96	9312

## STOUT GUARDS

Name	LEVEL	HitPoints	Exp
Stout Guard	9	61-88	2755
Stout Guard	9	61-88	3173

## ALA-SHAKAHN

Name	LEVEL	HitPoints	Exp
Ala-Shakahn	32	332-332	115244

## RETHPIAN

Name	LEVEL	HitPoints	Exp
Rethpian	5	35-35	624

## TALRIK

Name	LEVEL	HitPoints	Exp
Talrik	22	202-202	8525

## BILBUMP

Name	LEVEL	HitPoints	Exp
Bilbump	6	42-42	711

## D'SOTO'S GHOST

Name	LEVEL	HitPoints	Exp
D'Soto's Ghost	18		

## RASKALION

Name	LEVEL	HitPoints	Exp
Raskalion	10	98-108	3768

## FEMALE CITIZENS

Name	LEVEL	HitPoints	Exp
Rerielle	8	72-72	4709
Erzebette	6	42-42	1048

## LEPRECHAUN

Name	LEVEL	HitPoints	Exp
Leprechaun	24	1224-1224	389682

## GOLEMS

Name	LEVEL	HitPoints	Exp
Temple Guardian	24	524-740	144679
Earth Elemental	20	260-280	33016
Stone Golem	24	524-740	146899
The Darkened One	24	824-1040	202529

## SAMURAI

Name	LEVEL	HitPoints	Exp
Grunaxe's Ghost	18	198-198	32393
Torin	9	97-97	4529
Spirit Of The Samurai	6	54-60	1841
Hatamoto	6	30-48	1145
Samurai	8	40-64	2444
High Daimyo	18	138-192	23361
Undead Ronin	5	25-40	824
Samurai Spirit Guard	12	60-96	7332

## HARESPIA

Name	LEVEL	HitPoints	Exp
Harespia	7	44-44	3026

## GORTHIUS

Name	LEVEL	HitPoints	Exp
Gorthius	8	32-40	811

## SNAKES

Name	LEVEL	HitPoints	Exp
Temple Viper	3	3-9	177
Ring Cobra	5	20-30	1728
Diamond Viper	6	24-36	2512
Taipan	8	32-48	2832
Gypetian Asp	4	16-24	1157

## RED DRAGONS

Name	LEVEL	HitPoints	Exp
Guardian Of Isis	20	1220-1300	126620
Red Dragon	20	820-900	70560

## GREATER SEA SERPENT

Name	LEVEL	HitPoints	Exp
Crystal Colanth	14	154-196	20959

## GIANT CRUDS

Name	LEVEL	HitPoints	Exp
Unholy Filth	8	56-64	3068
Cavern Crust	8	56-64	3068
Crust Cween	14	112-126	17427

# Inventory and Armamentarium

—in which we are introduced by the implements of destruction, erudition, and protection used by our heroes—

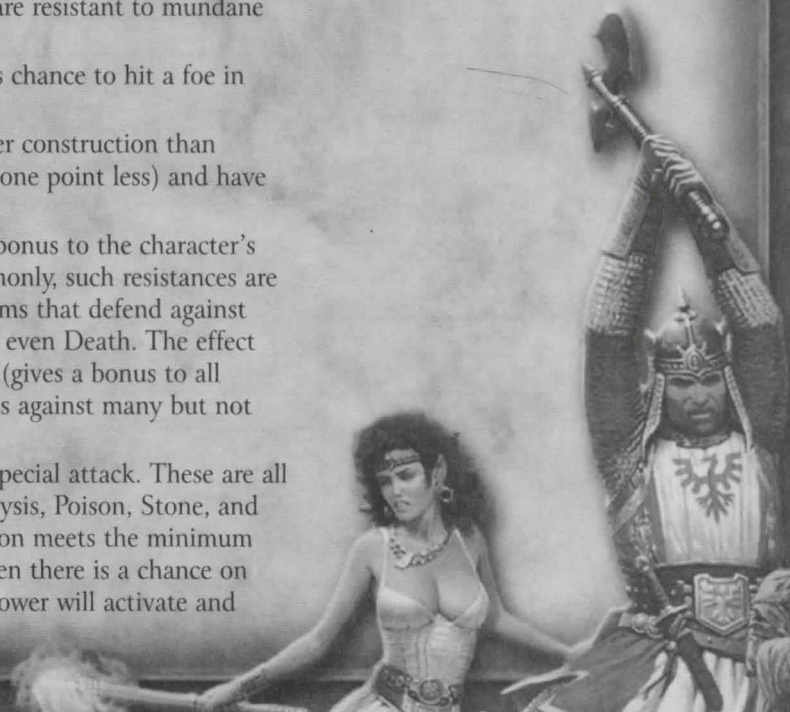
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Inventory &  
Armamentarium

## GENERAL MODIFIERS

The various items you find may have some general modifiers, which effect its use. The most common are:

- ✦ **Cursed:** Cursed items have been affected by malicious magics. Not only can they not be removed once they are equipped, but they will often drain the wielder's life (inflict hit point damage). Many cursed items give penalties as well. Cursed items may only be removed by visiting the temple in Town.
- ✦ **Enchant +X:** Enables the weapon to bypass mystical protections on the enemy, thus striking them if they are resistant to mundane attacks.
- ✦ **Hits +X:** Grants X bonus to the wielder's chance to hit a foe in combat.
- ✦ **Rusty/Primitive:** Such items are of weaker construction than normal and inflict less damage (generally one point less) and have a penalty to hit.
- ✦ **Protection from X:** These items grant a bonus to the character's resistance to a specific attack. Most commonly, such resistances are those of Fire and Ice but you also find items that defend against such esoteric attacks as Magic, Light, and even Death. The effect of are listed as having General Protection (gives a bonus to all resistances) or Various Protection (protects against many but not all of the elemental and magical attacks).
- ✦ **Special Attacks:** Many weapons have a special attack. These are all listed by their type, including Sleep, Paralysis, Poison, Stone, and Death. If the character wielding the weapon meets the minimum Strength requirement for that weapon, then there is a chance on each successful strike that the weapon's power will activate and strike the foe with its effect.



Both weapons and armor may also be listed as having +1 or +2 bonuses. Such bonuses increase the effectiveness of the item by one step. For weapons, this means they have a bonus to hit and damage of that level. For armor, it means the Armor Rating is increased by a set percentage. Thus, you may commonly find a Long Sword +1 or Plate Gauntlets +2 on your adventures. A secondary bonus of any such magical weapons is that they may strike creatures that are resistant to normal attacks.

Some items have powers that are invokable. This can be a spell embedded into the item that will have a limited number of charges and can be activated by using the item on a valid target. The second invokable ability is one which grants a permanent bonus to a character. The most obvious example of such ability is the various Ankh's, which permanently increases a character's Attributes, but there are others, such as the Sword of Kerah that grants the Guardian Angel trait.

## MELEE WEAPONS

Melee weapons are those wielded in the character's hands to inflict strikes at close range upon their opponents. It should be noted that though no statistic covers this, the larger a weapon, the slower a character will recover from making a strike with it.

Mundane Weapons			
Name	Type	Damage	Bonuses/Penalties
Bastard Sword	Sword	4-9	Hit-1
Battle Mace	Mace	4-10	None
Bo Stick	Pole & Staff	1-4	None
Cutlass	Sword	2-7	None
Dagger	Dagger	2-4	None
Double Battle Axe	Axe	6-12	Hit-2
Flamberge	Sword	3-10	Hit-1
Great Sword	Sword	5-11	Hit-2
Halberd	Pole & Staff	3-7	Hit-1
Ratana	Sword	2-8	Hit+1
Long Sword	Sword	3-6	None
Mace	Mace	2-6	None
No-Dachi	Sword	7-12	Hit-1
Pike	Pole & Staff	2-6	Hit-1
Rapier	Sword	3-5	Hit+1
Short Sword	Sword	2-5	None
Sledge Hammer	Mace	2-10	Hit-2
Trident	Pole & Staff	4-9	Hit-1
War Axe	Axe	2-6	None
War Hammer	Mace	4-7	Hit-1
Wooden Club	Mace	1-5	Hit-1

# OFFHAND WEAPONS

These weapons may all be equipped and wielded in the character's offhand once he possesses the Second Weapon trait and skill.

Name	Type	Damage	Bonuses/Penalties
Side Axe	2nd Wpn	2-3	None
Side Dagger	2nd Wpn	2-3	None
Side Hammer	2nd Wpn	3-5	None
Main Gauche	2nd Wpn	2-4	None
Wakizashi	2nd Wpn	2-6	Hit+1
Tanto	2nd Wpn	2-5	Hit+1



# THROWN WEAPONS

These weapons are all thrown at opponents. Most can be equipped on the ammunition slots in the character's inventory. Make sure you pick up your thrown weapons after a battle so that you can reuse them.

Name	Type	Damage	Bonuses/Penalties
Beestinger	Thrown	2-3	Poison
Black Widow	Thrown	3-6	Hit+1, Poison
Feather Dart	Thrown	2-3	None
Fire Bomb	Thrown	Special	Fire cloud, area effect
Riss of Death	Thrown	7-16	Poison, Death, Paralysis
Knife	Thrown	2-5	None
Miner's Bomb	Thrown	Special	Explosion, area effect
Paralytic Dart	Thrown	3-6	Hit+1, Paralysis
Poison Bomb	Thrown	Special	Poison cloud, area effect
Shuriken	Thrown	4-8	Hit+1, Death
Sleep Dart	Thrown	2-4	Sleep
Throwing Axe	Thrown	2-6	Hit-1
Vorpal	Thrown	5-11	Hit+2

# SPECIAL WEAPONS

These weapons all represent the masterwork of an enchanter or smith. Many of them are unique and all confer great benefits upon their wielder!

Name	Type	Damage	Bonuses/Penalties
Axe of Runes & Stones	Axe	7-16	Enchant+1, Hit+1.
BlueBeard's Blade	Sword	5-19	Enchant+1, Hit+1; Poison
Dragon's Tongue	Sword	4-18	Enchant+1; Flame Blast six charges.
Great Sword of Doom	Sword	8-24	Enchant+2; Deathstrike.
Rraokendon	Mace	8-20	Enchant+2, Hit+2; Lightning 5 charges.
Lance of the Lady	Pole & Staff	6-30	Enchant+2 Hit+3; Deathstrike.
Mace of Mangling	Mace	7-16	Enchant+1, Hit+1; Stun.
Mavin Sword	Sword	6-16	Enchant+2, Hit+2
Mavin Sword II	Sword	12-32	Enchant+5, Hit+5, Damage+5; Black Fire 25 charges. (This is the Mavin Sword once it carries the Black Fire.)
Nightblade	Sword	7-12	Enchant+2, Hit+2; Paralyze, Fear.
Robinsword	Sword	6-14	Enchant+2, Hit+3; Deathstrike.
Rod of Death	Mace	2-4	Death; Face of Death three charges.
Serpent's Staff	Pole & Staff	4-10	Cursed; Hit+1, Enchant+1; Poison; Venom Bite five charges.
Shinwiki's Spear	Pole & Staff	4-10	Enchant+1, Hit+1.
Skull Dagger	2nd Weapon	3-8	Cursed; Enchant+1, Hit+1; Poison.
Staff of Death	Pole & Staff	6-12	Enchant+1, Hit+1; Sleep, Stone.
Staff of Death II	Pole & Staff	10-26	Enchant+4, Hit+4, Damage+4; Word of Death twenty-five charges. (This is the Staff of Death once it carries the Black Fire.)
Staff of Hagery	Pole & Staff	4-10	Cursed; Hit+1, Enchant+1; Paralysis, Mana Drain, Sleep, Blind; Dazzle five charges.

*continues*

Staff of Summoning	Pole & Staff	4-10	Hit+1, Enchant+1; Paralysis; Summon Undead five charges.
Sword of Argus	Sword	6-20	Hit+2, Enchant+2; Deathstrike
Sword of Hearts	Sword	7-19	Hit+4, Enchant+3; Deathstrike
Sword of Rerah	Sword	9-24	Hit+3, Enchant+3; Invoke to gain Guardian Angel Trait.
Talons Fang	2nd Weapon	4-14	Cursed; Enchant+2, Hit+2; Stone.
Tomonari Ratana	Sword	5-21	Enchant+1, Hit+2
Trident of Tides	Pole & Staff	7-21	Hit+2, Enchant+1; Stone, Sleep.
Wand of Weakness	Dagger	1-2	Enfeeble.
Witch's Stick	Pole & Staff	2-4	Sleep.
Wizards Blade	Dagger	6-18	Enchant+2, Hit+2; Sleep.

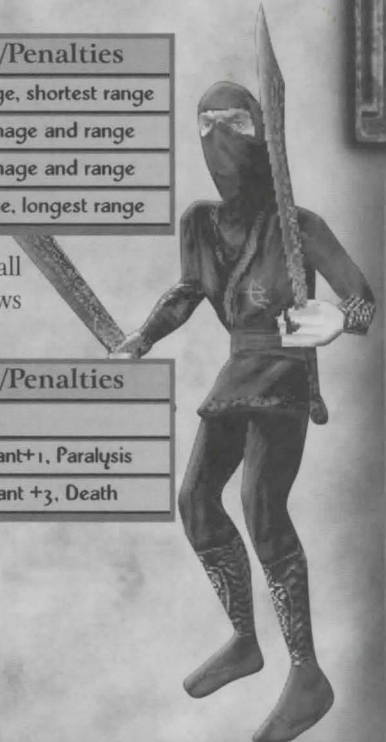
## MISSILE WEAPONS

Missile weapons rely on more than a character's strength; they need a bow or crossbow to fire. There are two broad categories of bows: Bows and Crossbows. Bows fire arrows and have a shorter range and damage potential, whilst Crossbows fire bolts and are more damaging. A basic willow arrow does 2-4 points of damage, while a bolt inflicts 2-5.

Name	Type	Damage	Bonuses/Penalties
Short Bow	Ranged	By arrow	Least damage, shortest range
Long Bow	Ranged	By arrow	Medium damage and range
Crossbow	Ranged	By bolt	Medium damage and range
Siege Crossbow	Ranged	By bolt	Most damage, longest range

There are many special arrows and bolts, most commonly those that add a small bonus to damage or the chance to hit. Some of the more spectacular magical arrows that are known include:

Name	Type	Damage	Bonuses/Penalties
Poison Arrow	Ranged	2-5	Poison
Bone Arrow	Ranged	2-8	Hit+1, Enchant+1, Paralysis
Takekatsu Arrow	Ranged	6-12	Hit+3, Enchant +3, Death



# SHIELDS

Shields are carried in the character's off hand, so you will face a choice between using a weapon and a shield, a weapon and a missile weapon, a two-handed weapon, or fighting with a second weapon. Overall, I would recommend using a weapon and shield at the beginning of the game and then developing either the character's ranged weapon skill or their second weapon skill.

A shield's rating gives that character a chance to block incoming attacks.

Name	Type	Bonuses/Penalties
Buckler	Shield	+1 Shield Rating
Wooden	Shield	+2 Shield Rating
Round	Shield	+3 Shield Rating
Battle	Shield	+4 Shield Rating
Crusader	Shield	+5 Shield Rating, Enchant+1
Dragon	Shield	+6 Shield Rating, Enchant+1

# ARMOR

Armor is worn to protect a character from damage. If an enemy successfully hits one of your characters, their Armor Rating will determine how much damage they actually suffer from the attack. If the Armor Rating absorbs all the damage from an attack, then no special effects will be generated by that attack, either.

The huge Oomphaz require specially made armor because of their bulk. The tag 'Oomphaz' precedes armor that an Oomphaz may wear. It is otherwise identical to normal armor.

Normal Clothes		
Name	Position	Armor Rating
Doublet	Torso	0.4
Trousers	Pants	0.3
Suede Boots	Boots	0.3
Robe	Torso	0.8
Leather Armor		
Name	Type	Armor Rating
Leather Armor	Torso	1.6
Leather Leggings	Pants	1.2
Leather Boots	Boots	0.6
Leather bracers	Arms	0.45

*continues*



**Chain Armor**

Name	Type	Armor Rating
Chain Mail	Torso	3.2
Chain Leggings	Pants	2.4
Chain Boots	Boots	1.2
Chain Gloves	Arms	0.9
Chain Coif	Face	1.6

**Plate Armor**

Name	Type	Armor Rating
Plate Mail	Torso	4.8
Plate Graves	Pants	3.6
Plate Boots	Boots	1.8
Plate Gauntlets	Arms	1.8

**Samurai Armor**

Name	Type	Armor Rating
Samurai Do	Torso	4.0
Haidate	Pants	3.0
Tabi-Waraji	Boots	1.5
Samurai Gauntlets	Arms	1.0
Samurai Rimono	Torso	1.6

**Ninja and Assassin Armor**

Name	Type	Armor Rating
Shitagi	Torso	0.8/1.2 (Ninja Black/Assassin Red)
Robakama	Pants	0.6/0.9 (Ninja Black/Assassin Red)
Tabi		Boots 0.3/0.45 (Ninja Black/Assassin Red)
Cowl		Face 0.4/0.6 (Ninja Black/Assassin Red)



## ARMORED BRAS

A bra is more traditionally a female item of clothing; it (ahem!) provides support. However, some men will wear a bra into combat, too.

Name	Type	Armor Rating
Cloth Bra	Torso	0.6
Leather Bra	Torso	1.2
Chain Mail Bra	Torso	1.6
Plate Mail Bra	Torso	2.4

## HELMETS

Name	Type	Armor Rating
Barbarian Helm	Head	1.0
Cloth Cap	Head	0.4
Cone Helmet	Head	1.0
Crusader Helm	Head	2.0



## SPECIAL ARMOR

These are some of the masterwork armors that you may find on your journey.

Name	Type	Damage	Bonuses/Penalties
Zunari Rabuto	Head	2.8	Hit+2; Protection from Fire and Lightning 25%
Wizard's Robes	Torso	1.6	Various Protections at 10%
Priests Robes	Torso	1.6	Various Protections at 10%
Acolyte's Cap	Head	0.8	Various Protections at 5%
Wizards Hat	Head	1.2	Various Protections at 15%
Dragon Plate Mail	Torso	5.6	Protection from fire 80%
Divine Chain	Torso	4.0	Hit+1;Regeneration+1;General Protection 20%
Plate of the Realm	Torso	7.2	General Protection 35%

## MAGICAL INSTRUMENTS

Only a Bard with the Musician Trait and the appropriate skill level in Music may use these strange and unusual instruments. These items do not have to be equipped but can rest in the character's backpack until they need to be used. Each instrument has one spell effect associated with it and this may be used over and over again, be careful though a character that plays such an enchanted instrument will lose Stamina and need to rest.

Name of Instrument	Spell Effect
Lyre of Illusion	Summon Creature
Lyre of Madness	Dementia
Lyre of Death	Face of Death
Lute of Tranquility	Sleep
Lute of Quietude	Silence
Lute of Grace	Blessing
Lute of Miracles	Healing Realm
Pipes of Peace	Charm
Pipes of Power	Heroic Might
Pipes of Pain	Pain
Pipes of Poison	Venom Bite
Flute of Fear	Frighten
Flute of Fumes	Stink Bomb
Flute of Fire	Burn

## BOOKS

Each book contains the essence of a magic spell; there is one book for each spell in the game! If a character is capable of casting that spell, then they may read the book to instantly learn that spell.

To read a book, right-click on it within a character's inventory screen. If the character can cast the spell contained within the book, there will be an Invoke button. Press this button for the character to learn the spell.

Book	Cost	Book	Cost	Book	Cost
Book Artifact of Fiend	10000	Book Of Exorcism	20000	Book Of Poison Breath	5000
Book Artifact of Fire	5000	Book Of Face of Death	5000	Book Of Pry	3000
Book Artifact of Ice	5000	Book Of Firestorm	20000	Book Of Rebirth	20000
Book Artifact of Spirit	20000	Book Of Flamedrop	1000	Book Of Reflect Damage	20000
Book Artifact of Stone	4000	Book Of Flamestrike	3000	Book Of Repel	500
Book Artifact of Vines	3000	Book Of Force of Mind	4000	Book Of Restore Health	10000
Book Elemental Blast	3000	Book Of Freeze	4000	Book Of Resurrect	5000
Book Merlin's Shield	5000	Book Of Frenzy	4000	Book Of Reveal	4000
Book Of Armored Realm	3000	Book Of Frighten	500	Book Of Shadow	1000
Book Of Armorplate	500	Book Of Frost Breath	5000	Book Of Shock	500
Book Of Awaken	500	Book Of Great Heal	3000	Book Of Silence	3000
Book Of Binding Force	3000	Book Of Hands Of Time	20000	Book Of Sleep	1000
Book Of Bless	500	Book Of Haste	1000	Book Of Slow	500
Book Of Blinding Flash	1000	Book Of Heal	500	Book Of Spectral Raven	3000
Book Of Blood Bath	20000	Book Of Healing Realm	5000	Book Of Spirit Eye	1000
Book Of Blood to Gold	1000	Book Of Heroic Might	4000	Book Of Stink Bomb	500
Book Of Bloodlust	500	Book Of Iceball	4000	Book Of Stone to Flesh	10000
Book Of Breath of Air	10000	Book Of Icestorm	20000	Book Of Summon Creature	3000
Book Of Burn	500	Book Of Illuminate	3000	Book Of Summon Fiend	20000
Book Of Burning Haze	5000	Book Of Incinerate	10000	Book Of Summon Undead	5000
Book Of Call of Home	20000	Book Of Invisibility	5000	Book Of Teleport	10000
Book Of Charm	1000	Book Of Lavawalk	10000	Book Of Torchlight	500
Book Of Circle of Fire	20000	Book Of Lifesteal	10000	Book Of Toughen	4000
Book Of Create Portal	10000	Book Of Lightning	5000	Book Of Twisted Master	10000
Book Of Cure Poison	4000	Book Of Locust Swarm	5000	Book Of Unbinding	4000
Book Of Cure	10000	Book Of Lure	1000	Book Of Unsilence	4000
Book Of Dazzle	4000	Book Of Magma Bomb	10000	Book Of Vanish	10000
Book Of Deadly Vapors	10000	Book Of Melt	1000	Book Of Venom Bite	1000
Book Of Dementia	4000	Book Of Meteor	4000	Book Of Vine of Life	20000
Book Of Demonic Fist	4000	Book Of Meteorstorm	20000	Book Of Voice of Terror	3000
Book Of Disarm Trap	5000	Book Of Mind Leech	3000	Book Of Whirling Dervish	20000
Book Of Dispel Unded	3000	Book Of Negate Magic	4000	Book Of Word of Death	20000
Book Of Dragon Breath	5000	Book Of Nimble	500	Book Of Zap	1000
Book Of Dust to Dust	10000	Book Of Pain	1000		
Book Of Enfeeble	500	Book Of Petrification	10000		

# SCROLLS

Each scroll contains the stored power of a spell. When that power is unleashed (by reading the scroll), the stored spell takes effect.

To read a scroll, simply 'Use' it and select an appropriate target. You will not be able to read the scroll unless you have a target. Once read, a scroll is consumed by the magical energies, unless the character reading it has the trait Scroll Lore.

Scroll Name	Spell Effect	Cost in Gold
Scroll of Annihilate	Fire Bomb	1000
Scroll of Anti-Magic	Negate Magic	400
Scroll of Armageddon	Meteorstorm	1000
Scroll of Armor	Armorplate	100
Scroll of Blessing	Blessing	100
Scroll of Burning	Burn	100
Scroll of Creatures	Summon Creature	300
Scroll of Daylight	Illuminate	250
Scroll of Death	Face Of Death	500
Scroll Of Dispelling	Dust To Dust	300
Scroll of Exorcism	Exorcism	2500
Scroll of Fear	Frighten	100
Scroll of Fire	Flamestrike	300
Scroll of Healrealm	Healing Realm	500
Scroll of Lavawalk	Lavawalk	1000
Scroll of Life	Resurrect	1000
Scroll of Magicshield	Merlin's Shield	500
Scroll of Possession	Twisted Master	1000
Scroll of Prying	Pry	200
Scroll of Rebirth	Rebirth	2500
Scroll of Recall	Call Of Home	2500
Scroll of Sleep	Sleep	200
Scroll of Sloth	Slow	100
Scroll of Stasis	Stasis	1000
Scroll of Swarms	Locust Swarm	400
Scroll of Unbinding	Unbind	400
Scroll of Unsilencing	Unsilence	400
Scroll of Wakening	Awaken	100
Scroll of Winds	Whirling Dervish	1000



## POTIONS

Potions come in vials, flasks, and bottles. To drink a potion, 'Use' it on the target character. Virtually all potions duplicate the effect of a spell or cure an affliction.

Potion Name	Effect
Bloodlust Potion	Effects the character with Bloodlust, as the spell.
Cure Poison Potion	Cures poison.
Cure Potion	Cures many conditions, such as Disease.
Great Heal Potion	A remedy for many ills, including Poison and wounds.
Heal Potion	Heals a small number of hit points.
Heroic Might Potion	Grants Heroic Might to the imbiber.
Mana Max Potion	Restores all Mana to the drinker.
Mana More Potion	Restores some Mana to the drinker.
Mana Potion	Restores a little Mana to the drinker.
Restore Health	Completely heals the drinker of all wounds.
Stone To Flesh Potion	Restores a character from Stone to Flesh again.
Toughen Potion	Grants 10 bonus hit points for a short time.

# POWDERS

Powders come in little compacts; they can be thrown at enemies to blind or otherwise confuse them.

Powder Name	Effect
Blinding Powder	Chance to blind the enemy.
Faery Dust	Causes a random effect, comparable to other powders.
Sapping Powder	Weakens an enemy like an Enfeeble spell.
Stink Powder	Creates a Stinkbomb-like cloud.

# JEWELRY

There are many types of enchanted jewelry in the Gael Serran. Some confer a bonus upon a character so long as they are worn, others offer an invokable benefit or a spell with a number of charges.

Some pieces of jewelry may be cursed and will give a penalty or even harm your hero. Such items must be removed at a Temple and then sold!



Rings	
Name	Effect
Divine Sigil	Armor Rating+3; Protection from Elements 37%
Ring Of Gedda	Armor Rating+1; Protection from Fire 15%
Ring Of Neptune	Protection from paralysis 25%; Hit+1; Regeneration+1
Ring Of the Bat	Protection from Light 15%.
Signet Of the Mavin	Armor Rating+2, General Protection 10%
Sylvan Ring	Protection from Poison 10%
Ring of Lorecca	Armor Rating+1; Protection from Mind 15%
Ring of Mariin	Armor Rating+2; Protection from Fire/Cold 20%
Ring of Mirmel	Armor Rating+1; Protection from magic 15%

### Bracelets

Name	Effect
Bracelet vs. Poison	Armor Rating+1, Protection from Poison 30%
Bracelet of Bravado	Hit+2
Cuff of Brandishing	Hit+1
Bronze Cuff	Armor Rating+1
Electrum Cuff	Armor Rating+1; Protection from Elements 6%
Golden Cuff	Armor Rating+2; Various Protections 35%
Mystic's Band	Armor Rating+2; Various Protections 25%

### Necklaces

Name	Effect
Algamesh's Amulet	Armor Rating+1; Protection from Poison 50%
Amulet Of Argus	Armor Rating+2; General Protection 20%
Amulet of Holding	Cast Binding Force three times
Amulet of Life	Cast Resurrect three times
Amulet of Silence	Cast Silence three times
Eye of Heaven	Armor Rating+5; Hit+3; General Protection 35%
Gem of The Ocean Golden Talis	Armor Rating+1; Various Protections 25%
Heart of the Dragon	Protection from Fire 50%
Priest's Stone	Armor Rating+1; Various Protections 10%
Rogue's Stone	Parry +4 (bonus to skill rating)
Ward of Elements	There are several different Ward Stones, each protecting against a different attack. For example, the Ward of Magic grants Protection from magic at 50%.
Warrior's Stone	Armor Rating+2; Hit+2
Wizard's Stone	Armor Rating+1; Various Protections 10%
Gem of the Ocean	Various Protections 25%
Gem of the Mountain	Armor Rating+2; Protection from Fire, Elements 25%

### Ankhs

The mystical Ankhs are imbued with divine power and will permanently add one point to an attribute when invoked. It is best to identify Ankhs so that you can tell which character would benefit the most from their power. There is one Ankh for each Attribute and its power will increase that Attribute by one, up to a maximum of 20.

Ankh of Strength

Ankh of Intellect

Ankh of Spirituality

Ankh of Dexterity

Ankh of Agility

Ankh of Fortitude

Ankh of Will

Ankh of Presence



# STUFF

## BAG OF GOLD

If you see a Bag on the ground or in a chest, it contains gold. Simply walk over it or click on it to pick it up, and the gold will be added to that character's reserve.

## GEMS

Gems are precious stones that can be turned into cash at any shop! Each gem is more valuable than the last.

- ⊕ Amethyst Gem (there are several colors of amethyst)
- ⊕ Emerald Gem
- ⊕ Ruby Gem
- ⊕ Diamond Gem

## LOCKPICKS

Lockpicks are used to enhance a thief's skill when opening tricky chests or locks. To use a lockpick, simply select it in the 'Use' menu and click on the target lock. The lockpick's rating will be added to the character's PickLocks skill and a chance to open the chest or lock calculated.

Beware, using a lockpick is no guarantee that the chest will be safely opened and each attempt will use up (break) a lockpick!

Lockpick	Cost
Level 1 Lockpick	100 gold
Level 2 Lockpick	250 gold
Level 3 Lockpick	500 gold
Level 4 Lockpick	1000 gold
Level 5 Lockpick	2500 gold
Master Lockpick	5000 gold

## LIGHTS

These items provide a source of light in the darkness of the night. You will soon be able to substitute magic for their presence and will scarcely ever need to carry one. These items will be exhausted as soon as their fuel runs out and so provide only temporary light.

Torch	Δ torch will shed a dim light equivalent to the night vision of a Whiskah or the Sun spell
Lantern	Δ lantern sheds greater light, equivalent to the Sun spell Illuminate.

# QUEST ITEMS AND KEYS

These items are the various quest items you will come across. While many have useful functions (for example, Ardibren's Keepsake can serve as a 'shield' for a Wizard), you will be giving up these items as solutions to the various quests and tasks set before you.

Algamesh's Amulet	Holy Water	Scroll of Trickery
Ardibren's Keepsake	H'Thark's Lockpicks	Second Tablet of Cet
Ardibren's Journal	Idol of Darkness	Serpent Idol
Ash of Anephas	Incense Cones	Serpent Key
Assassin's Contract	Incense Cones	Servant's Menu
Barrenhawk Package	Jathil's Scroll	Shroud of Elsera
Bauble Stick	Jewel Crystal	Silver Key
Boogre Brew	Rerielle's Elixir	Skull
Book Of the Servant	Key of Bone	Skull Key
Bridge Crank	Key Of the Magus	Spider Egg
Bridging Baboons	Labyrinth Key	Spider Nectar
Champion's Key	Lich's Heart	Statuette of Rerah
Clan Invitation	Lich's Key	Talrik's Treasure Map
Copper Key	Light Of Death	The Evil Eye
Dragon Ore	Longtooth Hide	Third Tablet Of Cet
Dragonshard	Master Key	Toad's Potion
Dungeon Key	Miner's Permit	Treant Seed
Empty Flask	Monkey Idol	Treasury Key
Erzebetie's Letter	Monkey Key	Trolley Lever Handle
Eye of the Serpent	Obelisk of Light	Tusk Of Lust
Face Of Corruption	Orb of Clarity	Underwater Breather
First Tablet Of Cet	Paw Of Contagion	Voodoo Doll
Giant Conch Shell	Prophetic Scroll	Warrior's Jindol
Glowstone	Raptor Egg	Warship Wheel
Gold Key	Rat Pie	Wizard's Crystal
Gold Lamp of Alababa	Rat Skull	Wizard's Jindol
Gold Serpin	Relic of Isis	Worn Stick
Grunaxe's Ring	Samurai's Baton	
Heretic's Key	Scroll Of Banishing	
Holy Relic	Scroll Of Galian	

## TOMES

There are four true Tomes of Creation, which will unlock the secrets of becoming a Zenmaster. Other false Tomes, such as the Tome of Misfortune, also exist, so remember to seek only the four true artifacts.

⊕ Tome Of Fire

⊕ Tome Of Water

⊕ Tome Of Wind

⊕ Tome Of Earth



# Wizards & Warriors™

Official Strategy Guide

## FIND THE MAVIN SWORD AND BRING AN END TO EVIL!

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