



The
Magic
Candle
III

 MINDCRAFT

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Introduction

This clue book presents you with a dilemma: How can you get the maximum amount of enjoyment out of *The Magic Candle III*, solving the puzzles with intuition and cleverness as your only weapons, and yet not get completely frustrated because you can't find the magic sword?

In the pages ahead, many of the solutions to the puzzles of *The Magic Candle III* will be revealed. The first few sections explain the mechanics of the beginning, middle and ending sections of the game. Following this is a complete set of town maps, including detailed legends of points of interest. Maps of hostile environments, dungeons, towers and mines, are next. With them are useful hints for solving each dungeon area and where the good treasures can be found. Finally, several tables have been assembled to reveal information about potential party members, who knows what and why in the Solian lands, the locations of strongholds, gods and their temples, and, lastly, the combinations to activate Solian teleports.

Use this book carefully. Too much information can spoil the fun of discovery, too little can lead to frustration. The knowledge contained herein, judiciously applied, will help solve the mysteries of *The Magic Candle III* without spoiling the fun of a challenge well met.

Opening Strategies

The Magic Candle III presents many challenges to the gamer. Although there is no "right way" of completing the game, there are certain strategies which will set you more quickly on the path to solving the mystery of the Blight. Some beginning strategies are in the following paragraphs.

Character Generation

This new feature of the Magic Candle series gives you the opportunity to shape and mold characters into the type of adventurers you wish to take along with your hero. The mechanics of generation are explained in the rule book.

If you played Magic Candle I or II, you will notice that your completed characters are somewhat weaker than the companions with whom you journeyed in the earlier games. But you can use this to your advantage. One possible strategy is to pump up the skills necessary for companions to make money, i.e. Carpenter, Metalsmith, Gemcutter and Tailor. Then, they can be put to work gainfully in Telermain and Ketrop while your hero journeys on with the more experienced companions he or she will find in the Castle Throne Room.

Oshcrun Thorn Forest

After the opening sequences, your party will find itself deep within the confines of the blighted Thorn Forest. Head north and then west through the passage. **AMBUSH!** Yes, this is a necessary part of journeying through the forest. You will notice a lone Orc has joined your battle against the blight creatures. He will help you defeat the grotesque beings, and then introduce himself as Garzbondgur, crown prince of Kabelo. He is here to aid you in your quest and **SHOULD NOT** be immediately dismissed.

Continue down the passage, going north when possible, but otherwise weaving west, then east, then west again. When you see a small lake, walk towards it and you will find yourself suddenly out of the forest and into the large, world map.

Castle Oshcrun

In *Magic Candle III*, the Throne Room is the only accessible

part of Castle Oshcrun. Here, old friends and advisors will be found. Queen Alisha, Prince Jemil and Lord Bhardagast have advice that will start you on your way to the Solian lands south of Oshcrun Island. Tried and true companions, Sakar the Dwarf and Rimfiztrik the Wizard await you here. Marsa, skilled in the martial arts and of great use to your party, can also be found here.

Telermain

In the Eastern Breeze, Ralle awaits your summoning. This rounds out the party to six experienced adventurers. Darwein visits the Black Rooster each night. Although he will not join your party, it is important to be able to find him later in the game.

At the supply shop, buy a shovel and several picks from Terilo. Blankets are also useful for camping in the wild. If you "borrowed" money from your original companions (the ones you generated), you should also be able to afford some armor and weapon upgrades as well.

Ketrop

The trip to Ketrop is a good time to camp. Camping is a good time to learn spells and hunt for food. In Ketrop, the Lockpicking and Trading Schools are worth looking into, as your party is probably somewhat lacking in those areas.

Faranim the Wise makes his home here. He will be happy to sell you the spell book Demaro.

...And onward

At this point, you have many options. The island of Segrann is to the southeast of Oshcrun. On it, the tower of Qaldur holds remnants of the Minions of Darkness that have been driven out of Gurtex by King Rebnard and his troops. The tower itself holds a good deal of treasure and is a source of fighting and magic casting experience to get your party members ready for the more difficult challenges ahead.

The islands of Kabelo and Solihub are the homes of the Orc and Goblin civilizations, respectively. Although their cities of Urkabel and Serivu have no taverns (their religions do not allow intake of alcoholic beverages), they do have tea houses where most of the local inhabitants stop to chat and gossip. They are a good starting point for solving the problem of the Charter and Scepter, which is the chief current conflict in this part of the Solian lands.

The Charter/Scepter Switch

One of the first puzzles that confronts the party is that of the Scepter of Urkabel and the Charter of Serivu. At some point in the course of Solian history, the Goblins of Serivu ended up with the the Orcs' Scepter and the Orcs of Urkabel ended up with the Goblins' Charter. It is up to the party to figure out a way to make the switch back.

With Prince Garzbondgur in the party, journey to the Kabelan capital city of Urkabel. Talk to King Bondzagnur in the Palace Throne Room. He will tell you about the Goblins having the precious Scepter and how it must be returned. Having had this conversation, take sail to Serivu. Upon entering Mayor Lotki's office in the City Hall, Garz tells your hero to "assign" him here as a hostage. Assign Garz in Lotki's office and then talk to Lotki. Mayor Lotki decides that Garz is an acceptable hostage and gives your hero the Scepter of Urkabel. Return to the Urkabel Palace Throne Room and talk to King Bondzagnur. He accepts the Scepter and gives you the Charter. Go back to Serivu and talk to Lotki once again. He happily accepts the Charter and Prince Garzbondgur is released from his hostage status. Return one more time to Urkabel. In the throne room, you will find the Prince. Re-invite him into your party, as he is a critical element for assembling the candle in the final stages of the game.

Solia and the Blight

The group of islands known as Solia consist of many smaller outlying islands, and one large island, Tasuria, in the South. Humans primarily inhabit Tasuria, as well as the Herring Isles and the island of Illorio. Elves are also found on Illorio and in the Green Isles. As mentioned in the previous section, the Orcs dwell on Kabelo and the Goblins on Solihub. Finally, the Dwarves of Solia have delved their caverns on the island of Rastanna, to the west.

As for the other islands, some once held civilized dwellings, such as the the Outsiders and Segrann, yet others have histories lost in time. The island of Minalt with its Mines of Sora is one such.

These islands are all being inflicted with the dreaded Blight. Alvirex, the evil wizard who made his first appearance in *The Keys to Maramon*, is the force behind the Blight. From atop the tower of Hiltmos on the south shore of Lake Lapis, on the island of Illorio, he plots the ruin of Solia.

Herrington, in the Herring Isles, is a good starting place to start solving the mystery of the Blight. Stump knows the magic word to open the gates of Borhelm, which is the Dwarven settlement on the island of Rastanna.

The Dwarves have their own problems with the blight, but can be convinced to impart the word to open the magic gate of the Tarrak Mines. Kambor the Blacksmith knows the word, but must be in the right frame of mind to tell it to the party. In the mines, the party can find the Mirror of Honesty.

Back on Illorio, in the town of Elport, Sabora knows the word to open the gate of Hiltmos. When Alvirex is confronted with the Mirror ("use" the Mirror), he will admit that the blight has gotten out of hand, but also thinks that the way to solve the problem is found in a book that no longer exists. Solia seems doomed...

Assembling the Candle

But all hope is not lost! Rozimel, the Wizard of Tiara, also knows of the book that might save Solia from the Blight. She thinks that it might exist in the library in Nekros, on Tasuria. In fact, it does, but the party can only gain entrance into the library with a word they discover in the Mines of Sora.

In the capitol city of Tasur, Delpina will give the word to open the gates of Sora. In Sora, the party must find the ghost of Kinross, who will tell them the word to get into the Nekros Library. This much having been accomplished, the Librarian will allow the party to research *The Solnicon*, the magic tome which contains information on assembling the candle.

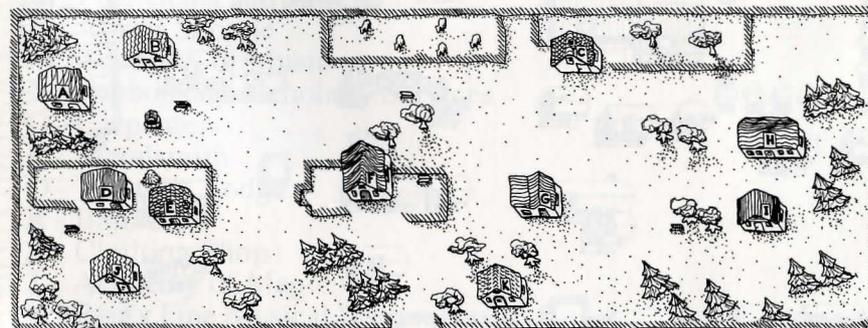
The party must find the four candle parts, the mold in which to cast it, the wax with which to form it, the wick with which to burn it, and the flint with which to light it. The mold is hidden inside the Tower of Wesgar on the Outsiders. The wax is buried in the blighted town of Voliplan. The wick is lost in the blighted (eastern) section of the city of Tasur. The flint lies somewhere in Nekros.

With the candle parts in hand, the party must find the hidden entrance to the Crowndeeep Caverns. Visiting the goddess Entas in the caverns is a VERY good idea. If she tells you that your party is not ready, then you do not have all the proper arrangements to finish the game. Go back and remedy this. To be properly prepared, the following conditions must be met: the party must be comprised of a human, an elf, a halfling, a dwarf and an orc, someone must have one of each type of gem, and all the four components necessary for constructing the magic candle must be in the party's inventory.

When Entas tells you that you are ready for her blessing, find your way through Crowndeeep. At the end is a secret entrance to the tower of Rinora, which cannot be entered by any other means. At the top of the blight infested tower, assemble the candle by the means explained in *The Solnicon*, and the world will be saved!

Ketrop

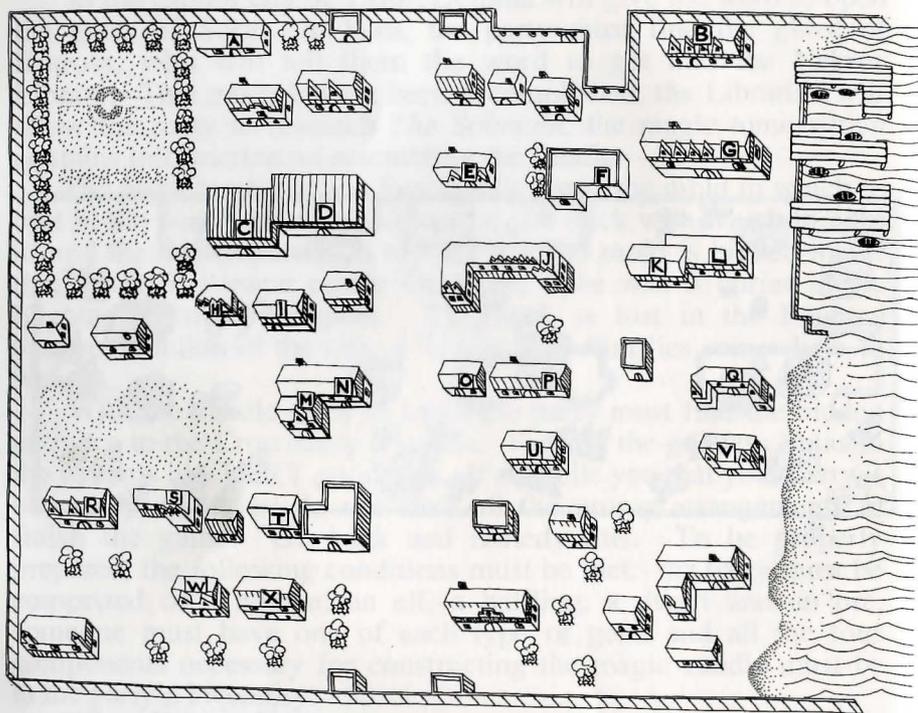
Ketrop is the home of the Halflings on Oshcrun Island. It is located at 148,19



A - Miko
 B - Tailoring School
 C - Tailor
 D - Jimbo
 E - Tuff
 F - Village Hall

G - Food Store
 H - Faranim
 I - Lockpicking School
 J - Trading School
 K - Guesthouse

Telermain

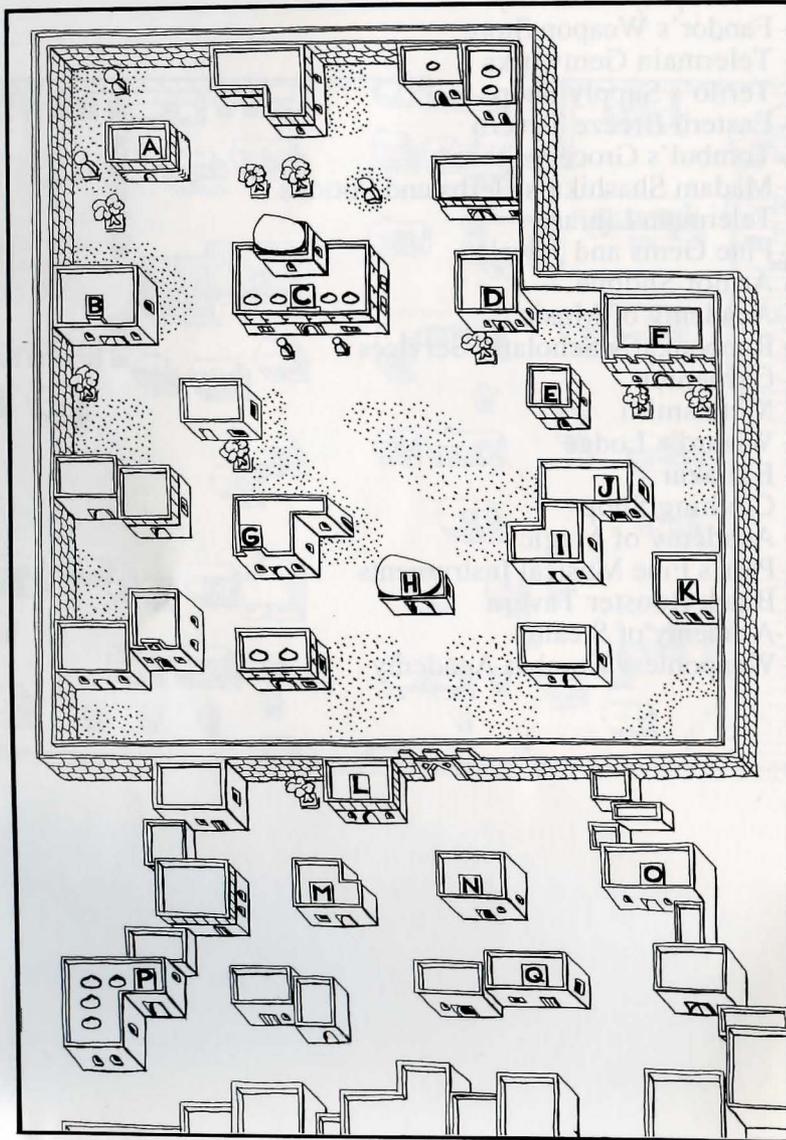


The town of Telermain on Oshcrun Island is likely to be the first city your party will visit. Its streets are crowded with useful shops, schools and workplaces.

- A - Guesthouse
- B - Casino
- C - Swordplay Academy
- D - Fandor's Weapon Store
- E - Telermain Gemworks
- F - Terilo's Supply Shop
- G - Eastern Breeze Tavern
- H - Tombul's Grocery Store
- I - Madam Shashika's Herbs and Potions
- J - Telermain Library
- K - Fine Gems and Jewels
- L - Armor Shoppe
- M - Academy of Music
- N - Rabbonkar's Scholarly Services
- O - Carpenter
- P - Metalsmith
- Q - Wizard's Lodge
- R - Baltazar
- S - Clothing Shop
- T - Academy of Magic
- U - Parr's Fine Musical Instruments
- V - Black Rooster Tavern
- W - Academy of Stealth
- X - Weaponless Combat Academy

Urkabel

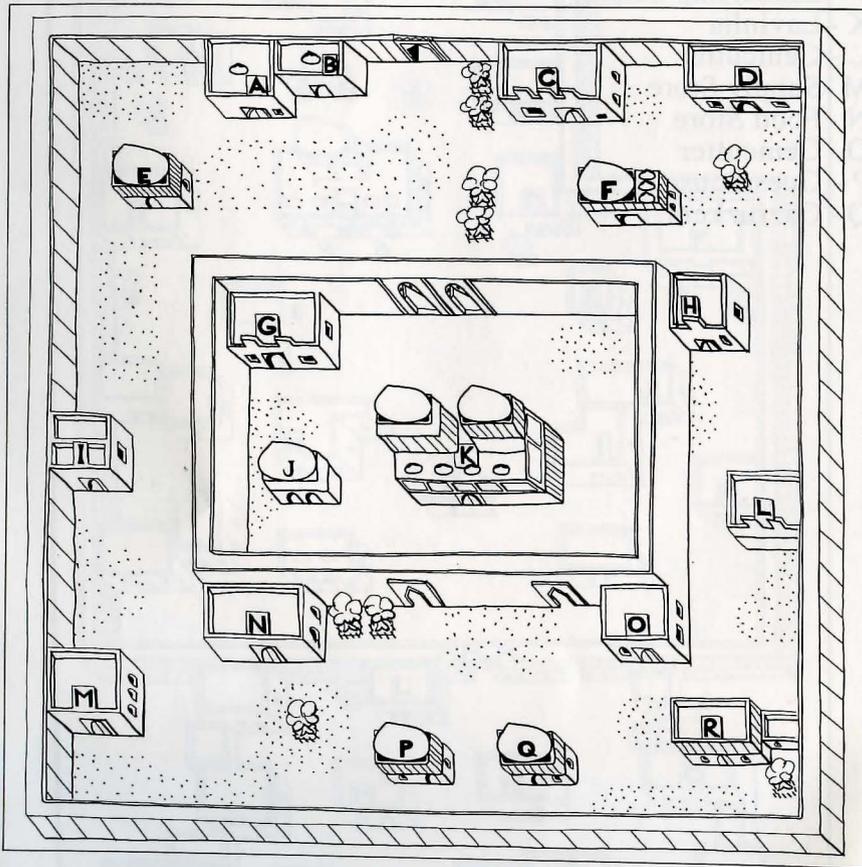
Urkabel, capitol of the Orcs on Kabelo, is located at 118,74.



- A - Wizard's Lodge
- B - Armor Store
- C - Palace
- D - Research School
- E - Gem Store
- F - Library
- G - Tea House
- H - Temple of Kaznur
- I - Tokbargor
- J - Leadership School
- K - Lavinha
- L - Gemcutter
- M - Supply Store
- N - Food Store
- O - Gemcutter
- P - Guesthouse
- Q - Gazruzkem

Serivu

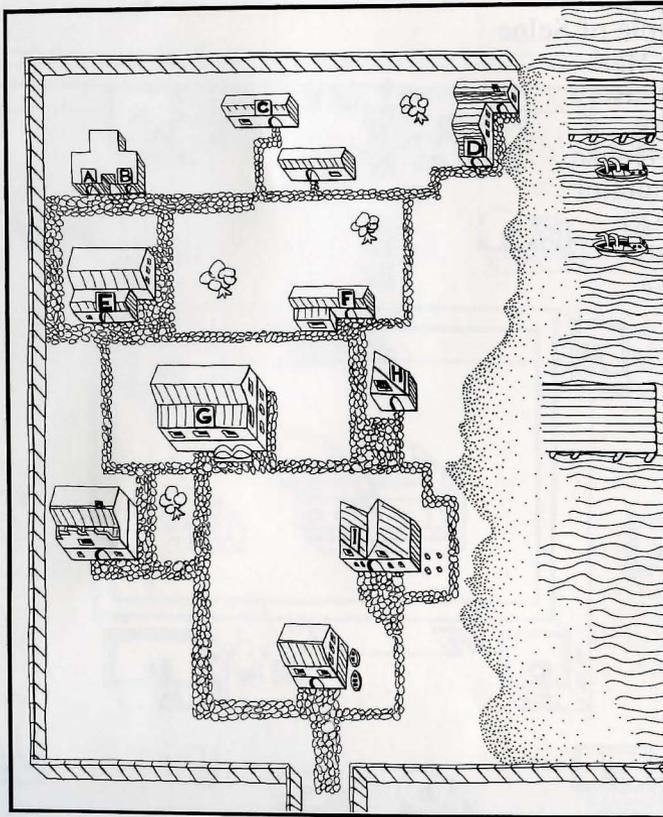
On the island of Solihub, South of Kabelo, the Goblins make their home in the city of Serivu. It is located at 135,105.



- A - Weapons
- B - Smith School
- C - Guesthouse
- D - Arennik
- E - Wizard's Lodge
- F - Soulreading School
- G - Mayor Lotki
- H - Food Store
- I - Supply Store
- J - Temple of Selne
- K - City Hall
- L - Herb Store
- M - Serto
- N - Tea House
- O - Gemcutter
- P - Evixa
- Q - Evista
- R - Nissa

Herrington

The town of Herrington, located at 55,87, is the chief port of the Herring Isles.

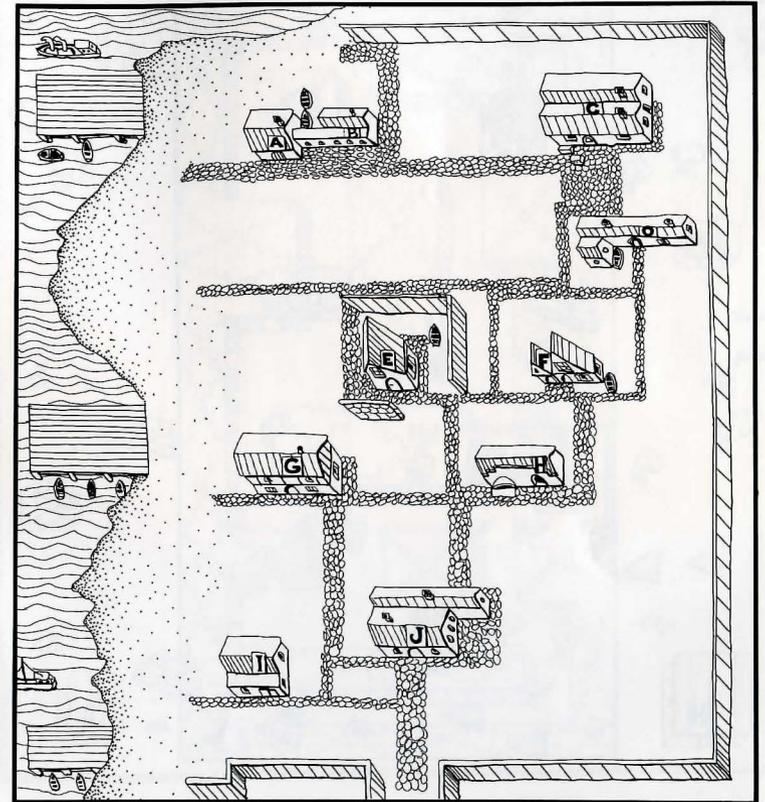


A - Food Store
B - Supply Store
C - Kenneth
D - Casino
E - Tailor

F - Barbedos
G - Guesthouse
H - Enfala
I - Net & Gaff

Elport

The town of Elport has been heavily stricken by the Blight. Although unhappy, the residents of this fishing town on Illorio will help the party on its way. It is located at 178,129.

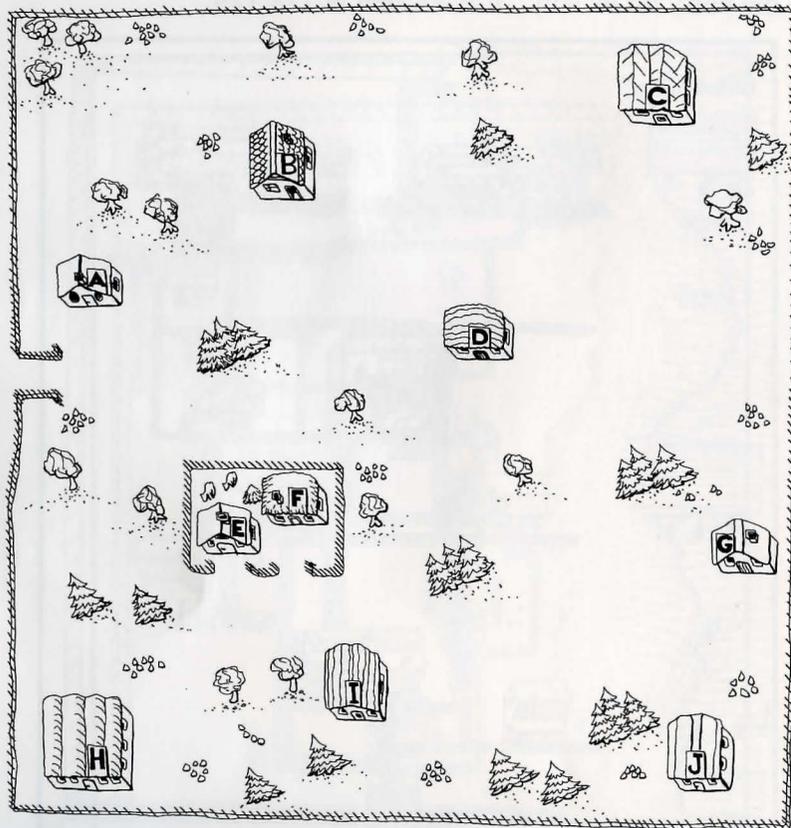


A - Staphron
B - Sabora
C - Casino
D - Temple of Bohar
E - Guesthouse

F - Food Store
G - Portside Tavern
H - Supply Store
I - Swimming School
J - Weapon Store

Tiara

Tiara is originally a human town, but with the onset of the Blight, many woodland elves have relocated to its confines. It overlooks the north shore of Lake Lapis on Illorio at 197,125.

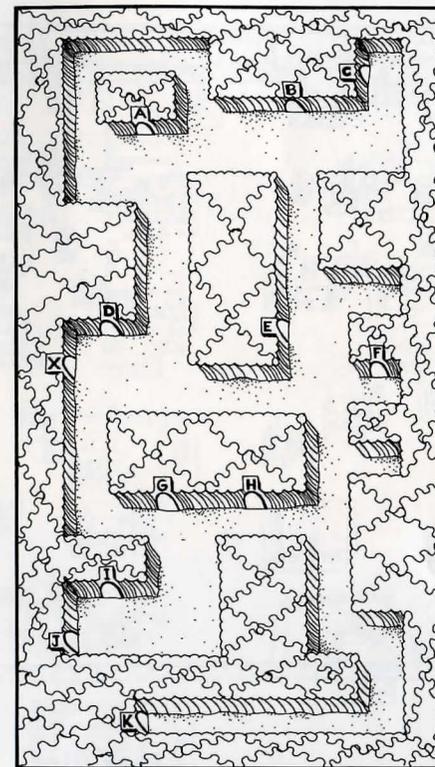


- A - Tracking School
- B - Herb Store
- C - Shandra
- D - Rozimel
- E - Dainfalti

- F - Tesephone
- G - Music Store
- H - Carpenter
- I - Clothing Store
- J - Temple of Prillila

Borhelm

The Dwarves have delved beneath the earth on the Island of Rastanna. Their town gate can be found at 18,102.

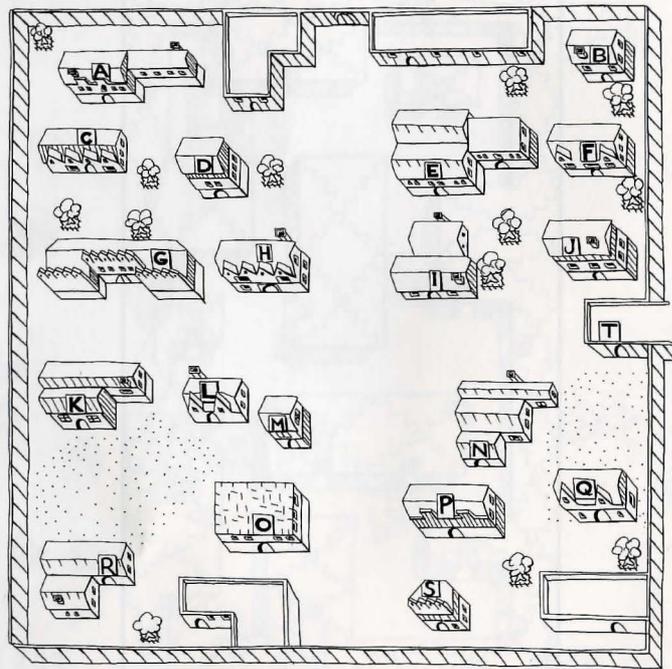


- A - Gem Store
- B - Supply Store
- C - Rocky
- D - Gemcutting School
- E - Rough Diamond Tavern
- F - Weapon Shop

- G - Smith
- H - Axe School
- I - Kambor
- J - Casino
- K - Shoka

West Tasur

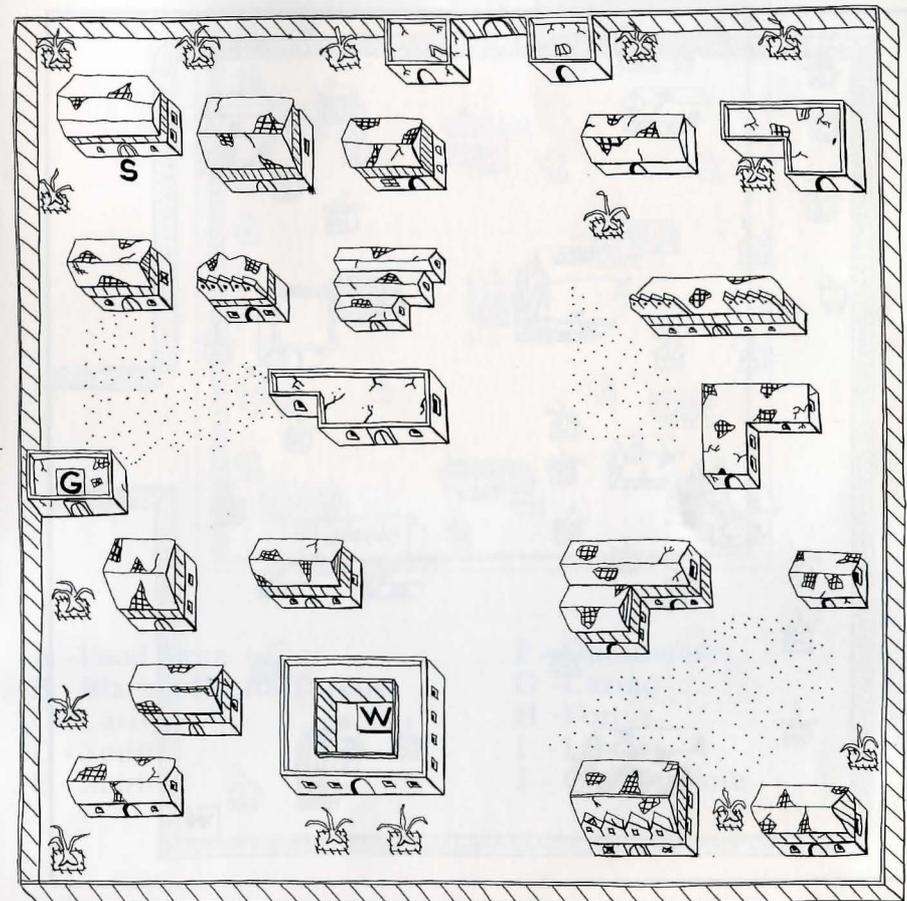
Tasur is split into East and West Tasur. The Blight has totally taken over East Tasur. West Tasur is still inhabited and can be entered at 114,130.



- | | |
|----------------------|----------------------------|
| A - Guesthouse | K - Tailor |
| B - Pogar | L - Bentagor |
| C - Temple of Entas | M - Delpina |
| D - Temple of Tas | N - Weapon Store |
| E - Gemcutter | O - Bull's Horn Tavern |
| F - Shalama | P - Music Store |
| G - Wizard Lodge | Q - House |
| H - Carpenter School | R - Food Store |
| I - Armor Store | S - Renidalis |
| J - Supply Store | T - Gate House to E. Tasur |

East Tasur

East Tasur is now a haunt of Blight monsters. It can only be entered from the gatehouse between East and West Tasur. The magic candle wick is buried in a small courtyard at 30,59.

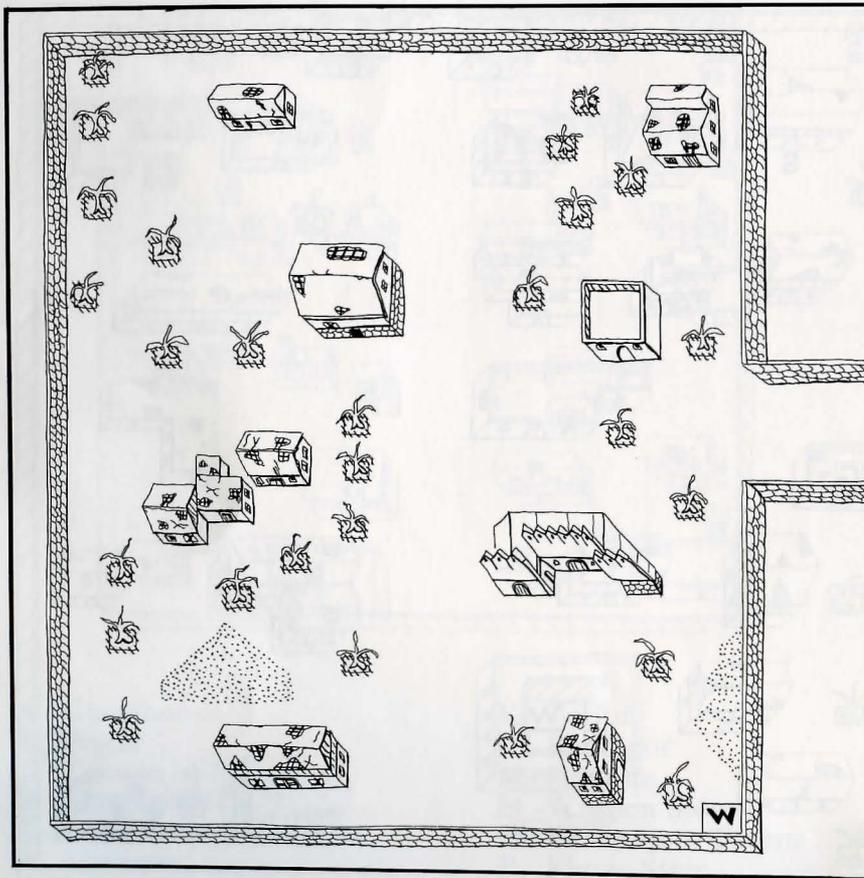


- G - Gatehouse to W. Tasur
W - Magic Candle Wick

- S - Buried Scroll

Voliplan

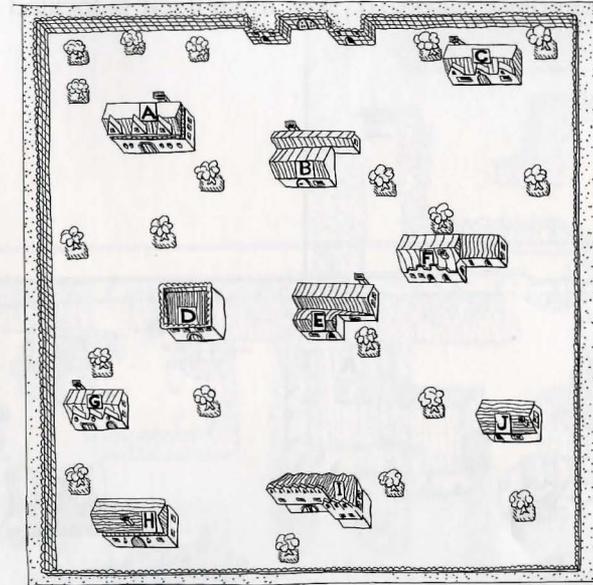
Voliplan, like East Tasur, has been rendered uninhabitable by the Blight. The town gate is located at 60,131. The magic candle's Wax is buried inside of the town walls at 62,71.



W - Magic Candle Wax

Eisheim

Eisheim is an ancient seat of learning. It is also very cold and the inhabitants don't lead very exciting lives. It is on the southern shore of Tasuria at 113,168.

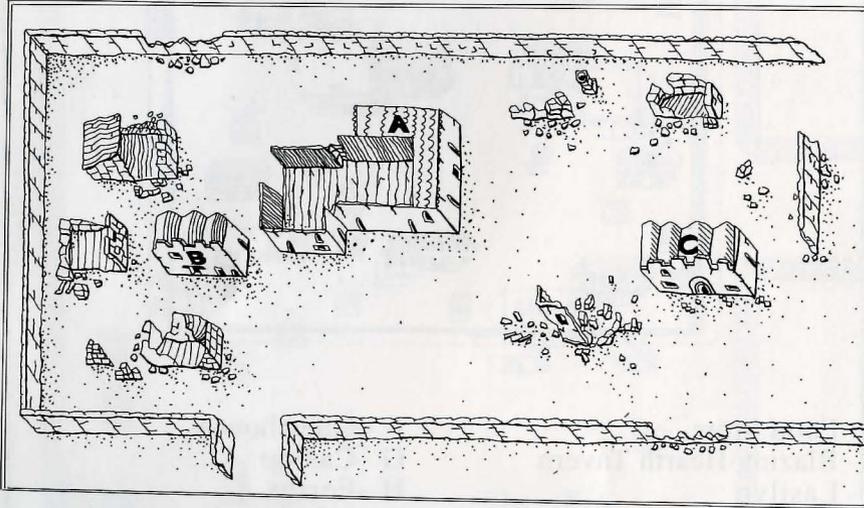


A - Food Store
 B - Blazing Hearth Tavern
 C - Lasilyn
 D - Smith
 E - Martok

F - Guesthouse
 G - Casino
 H - Fortus
 I - Library
 J - Clothes Store

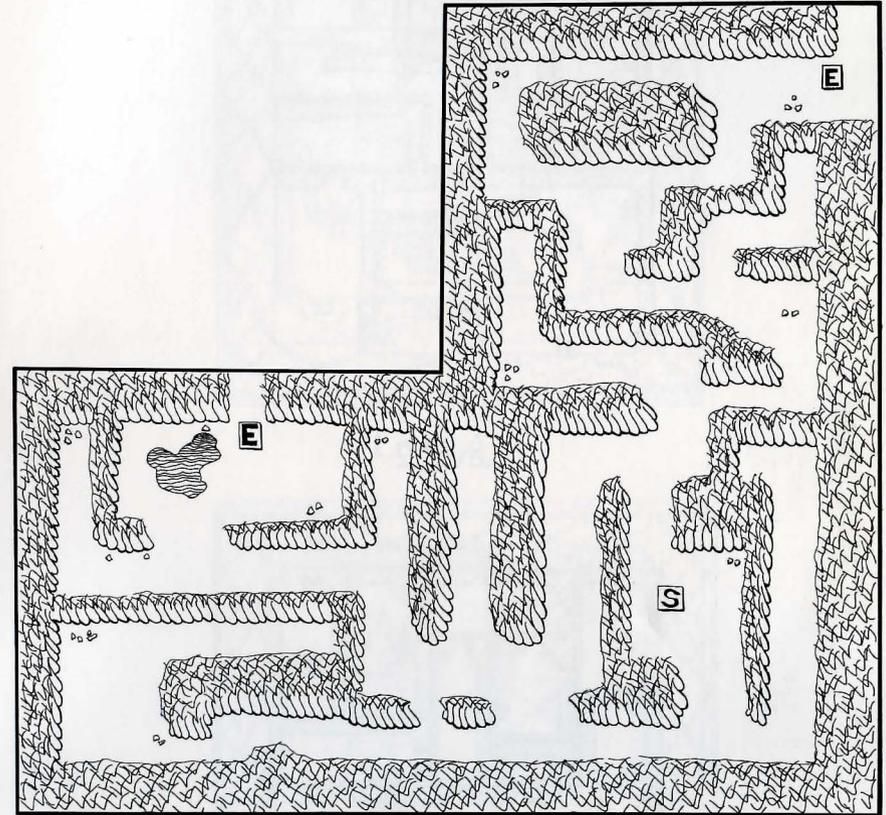
Nekros

Nekros was once known as Archos. It was, along with Tasur, the co-capitol of Tasuria. Now it is little more than a haunt of ghosts, blight beasts and other foul creatures. However, the library contains information vital to the party. The magic candle's flint is buried in a fireplace, at 63,16. The town itself is located at 151,151.



- A - Library
- B - Temple of Tas
- C - Teleportal

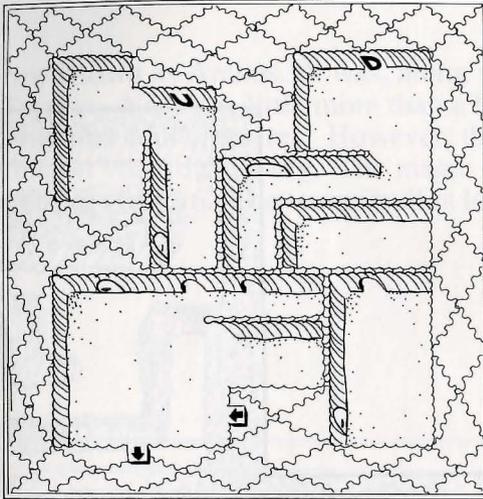
Oshcrun Island Thorn Forest



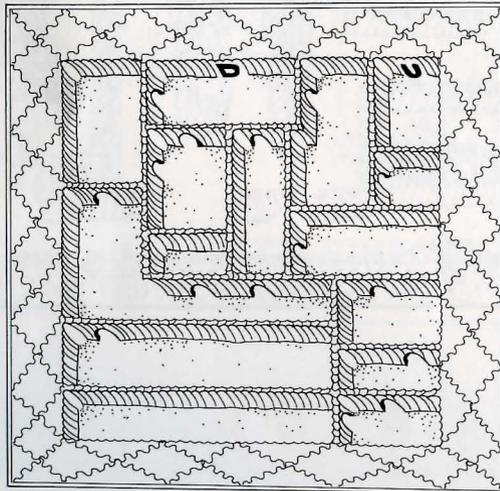
- E - Exit points
- S - Starting point

Tower of Qaldir

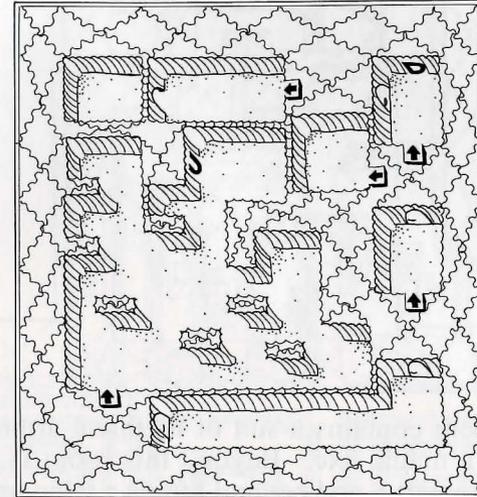
Level 1



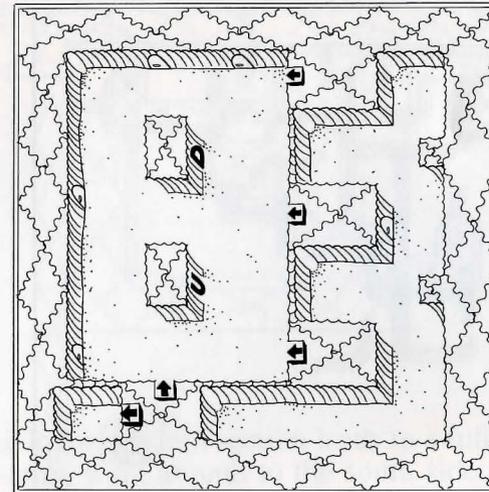
Level 2



Level 3

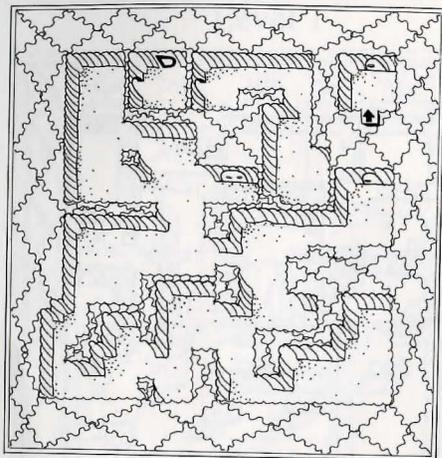


Level 4



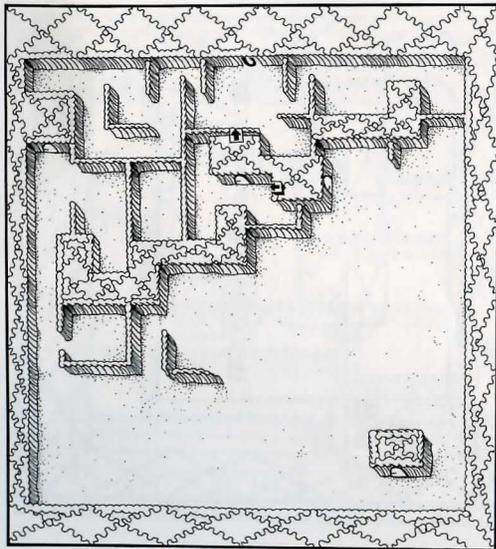
To get to the stairway to level 3, use the teleportal in the central chamber located at 15,20.

Level 5



The western room contains a suit of methreal armor. The eastern room contains a magic axe. Beyond this room is a halfling thief who will join the party, and beyond him is a teleportal chamber.

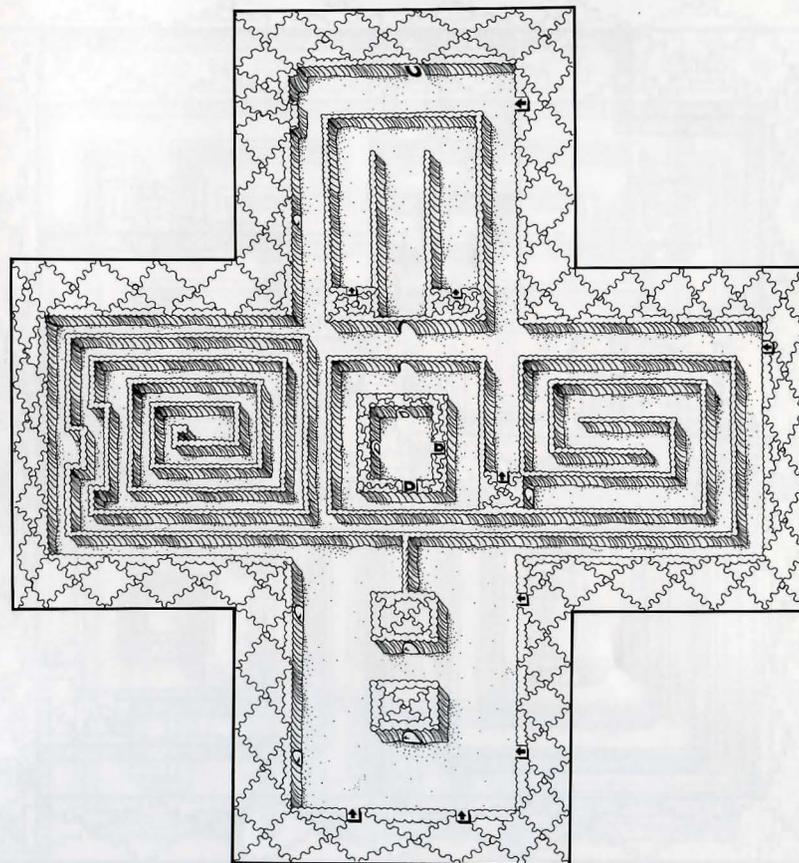
Basement



The god Kaznur sleeps in the chamber in the southeastern corner of the basement.

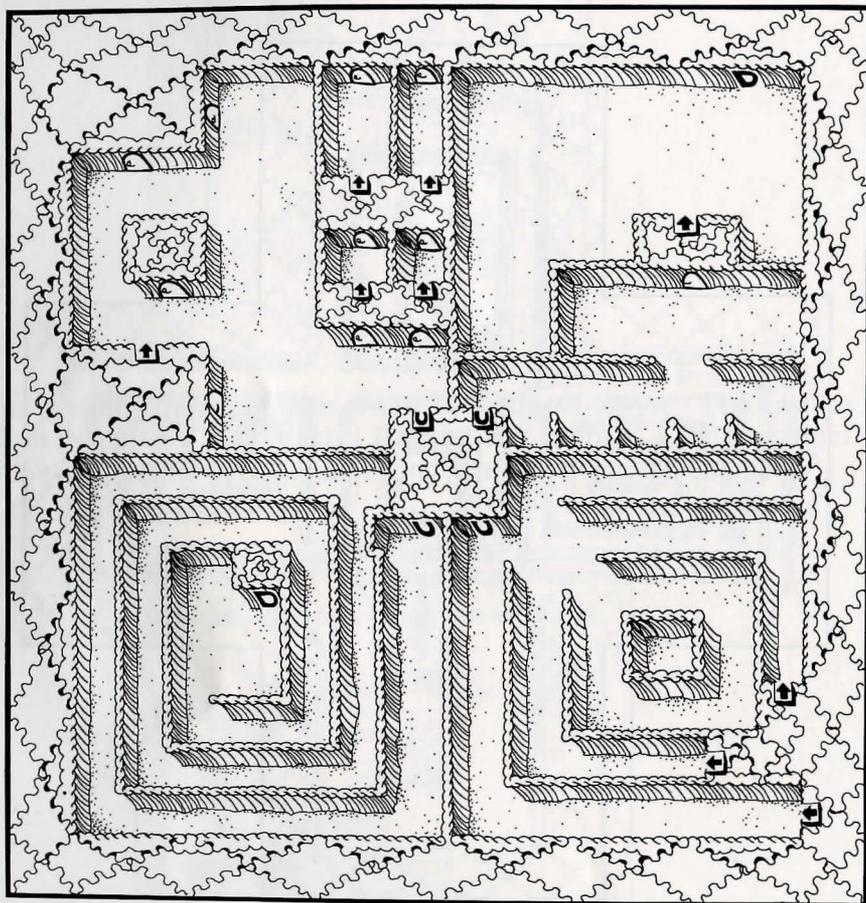
Tarrak Mines

Level 1



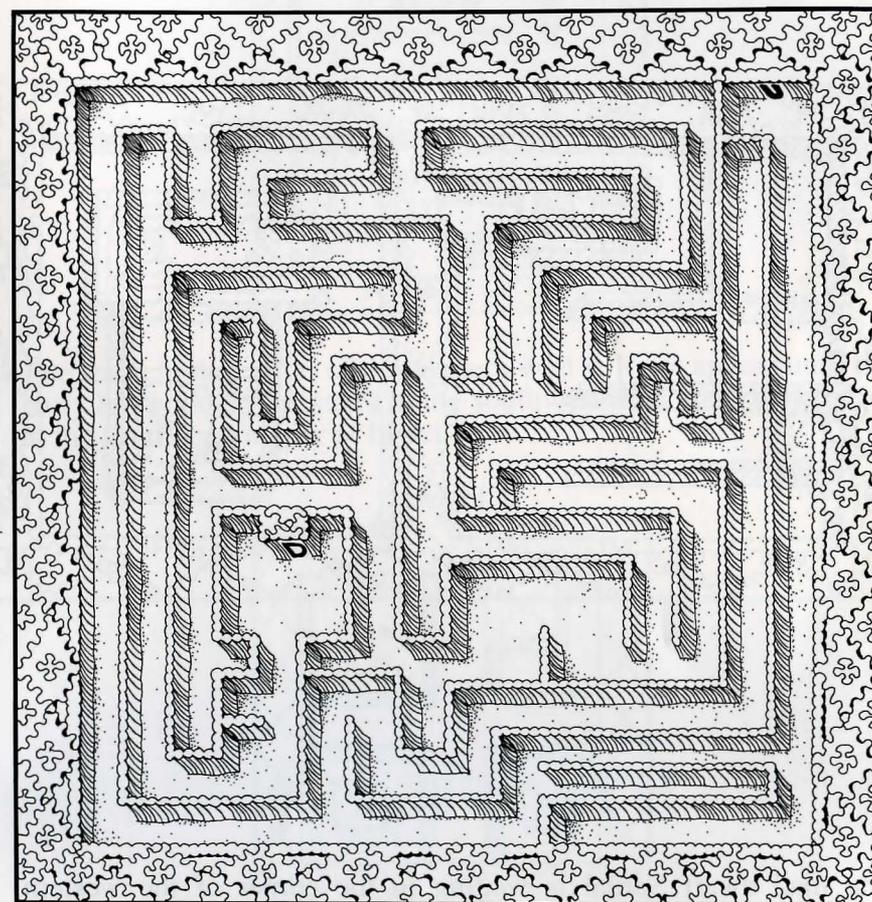
The spiral maze in the western section leads to a full treasure chest. To get to the stairs, walk around to the south side of the box that has the stairways. The northern staircase leads to the northwestern section of level 2, the western staircase to the southwestern section, the southern staircase to the southeastern section and the eastern staircase to the northeastern section.

Level 2



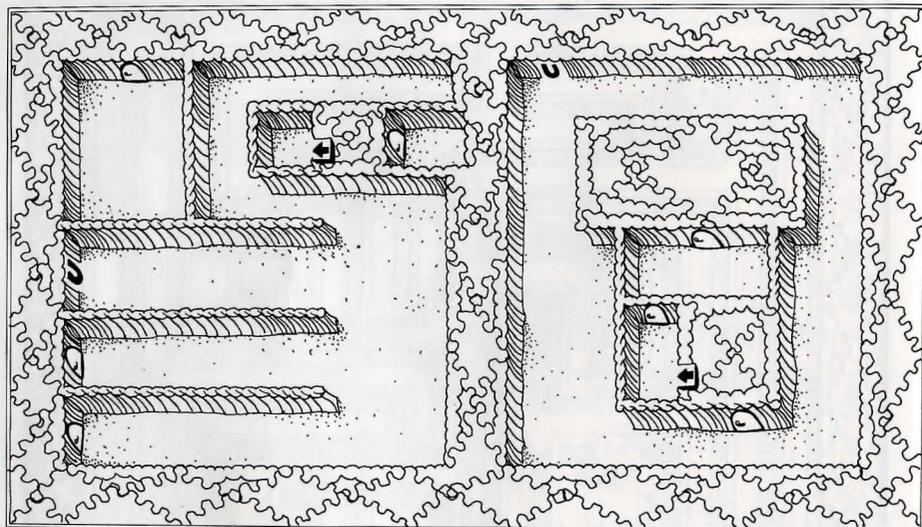
The northeastern section has 5 alcoves. The third alcove has a teleportal to the treasure chest in the southeastern section. The platinum key is buried in the fourth alcove. The stairs from this section lead to the eastern portion of level 4. The southwestern section has the stairs down to level 3.

Level 3



The downward stairs lead to the western section of level 4.

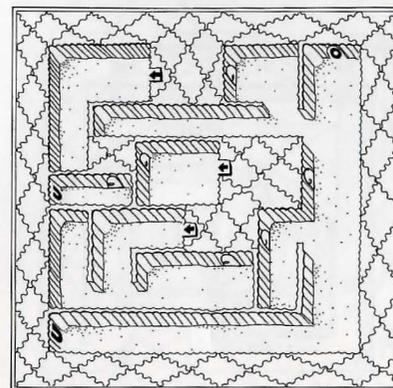
Level 4



The mad dwarf Sardal is waiting in the corner of the western section. For 200 coins, he will tell you that the Mirror of Honesty is buried 1 step south of the sign in front of King Daglar's burial chamber. The burial chamber is the interior room of the eastern section of level 4. The King's magic axe is within the chamber itself. One step south of Sardal is the teleportal which puts the party on the path to the goddess Olkanis, who is in the far northwestern room.

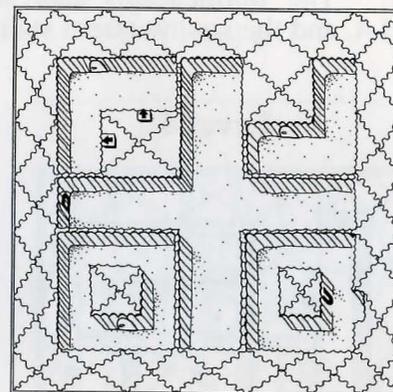
Tower of Hiltmos

Level 1



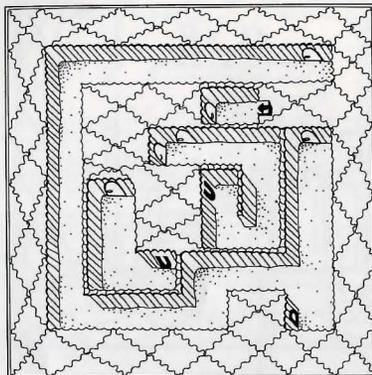
The stairs in the center of the western wall will not appear until the party has gone up the stairs in the southwestern corner, which lead to the southern corridor of Level 7.

Level 2



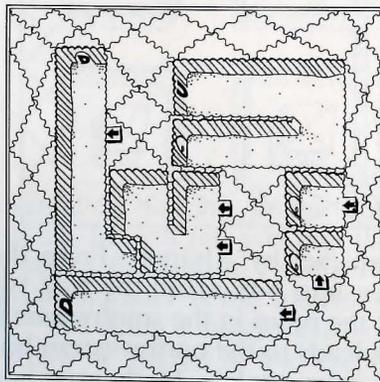
Level 2 is full of traps set by Alvirex. From the skull, head due south. In the northeastern box avoid the first two teleportals, but take the third. Enter the room in the southwestern box and exit out the other side, which leads to the northwestern box. There, take the middle of the three teleportals. In the southeastern box move towards the southwestern corner, which will teleport you to the staircase.

Level 3



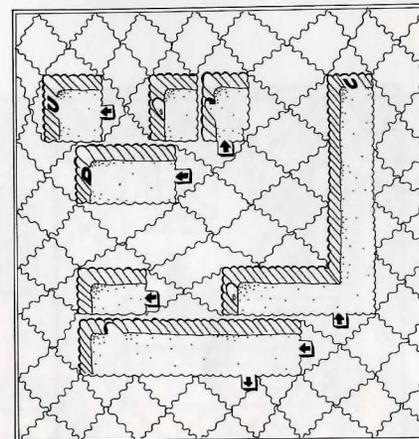
A female elf, Toriala will join your party, but only after you confront and defeat Alvirex. There is a teleportal chamber in the northeastern corner. The northeastern staircase leads to the western part of level 4, and the southwestern staircase leads to the eastern section.

Level 4



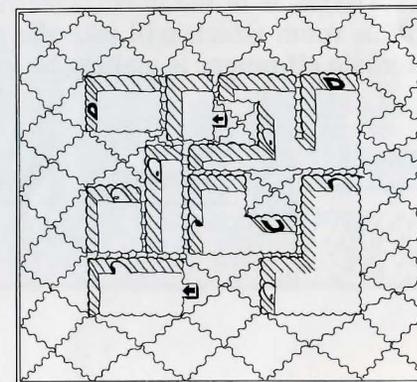
The western and eastern sections are completely separated.

Level 5



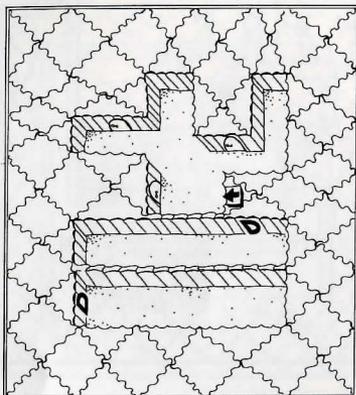
Again, the western and eastern sections are separated. The far east corridor is one way; when the party walks down it, which they must to continue, a door will slam shut behind them (it will be open again after Alvirex).

Level 6

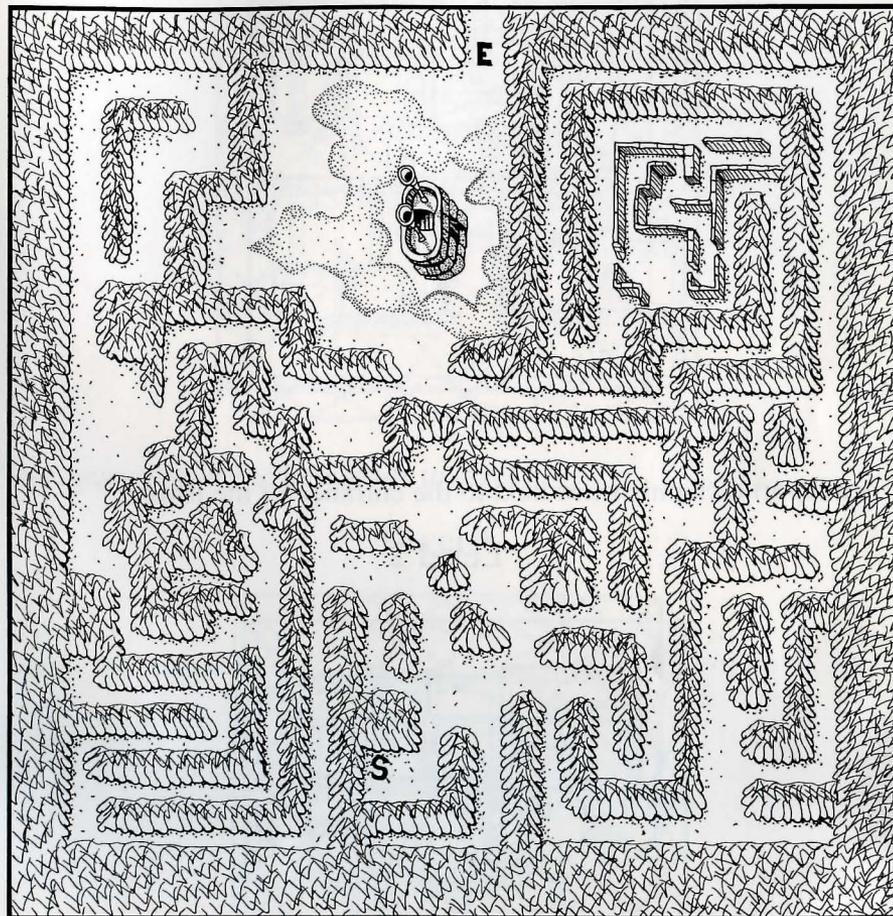


A magic bow is in the chest in the northwestern corner. To reach it, the party must step on a trap which will teleport one party member to the other side of the wall, which can only be reached by taking the other staircase on level 3.

Level 7



The southern corridor can only be reached from level 1. The party must trigger the trap in order to reach level 2. In the central corridor, the doorway will swing out from the wall, then shut behind the party. Alvirex is in the northwestern room. There is a teleportal next to this room which will take the party back to level three, where the female elf ranger is waiting to join the party.

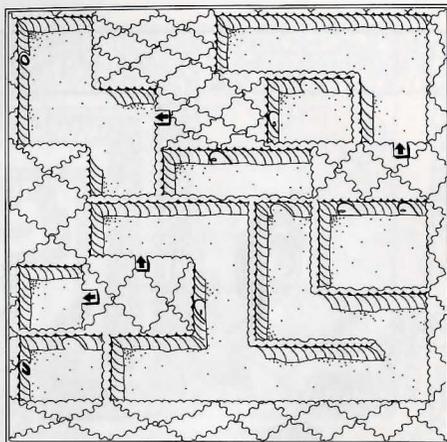
Green Islands Thorn Forest

S - Starting point
E - Exit point

The structure in the middle of the lake is the temple of the goddess Prillila.

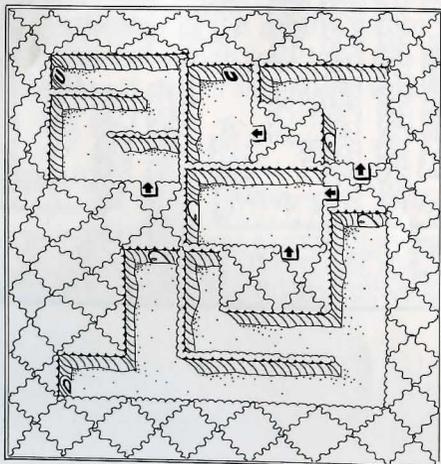
Tower of Wesgar

Level 1



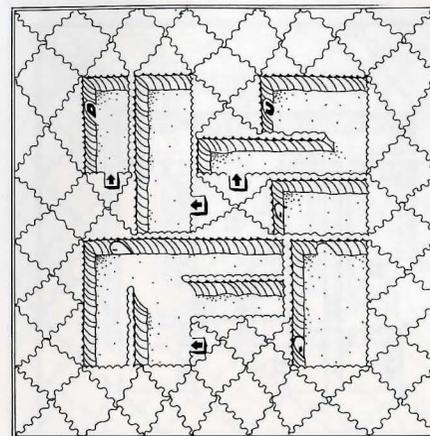
A teleportal chamber lies next to the entrance of the tower.

Level 2



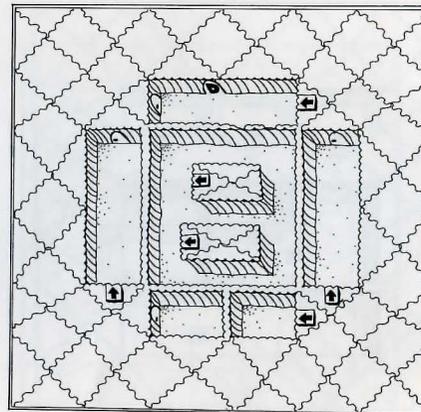
The northwestern staircase leads to level 3, the north central staircase to level 4.

Level 3



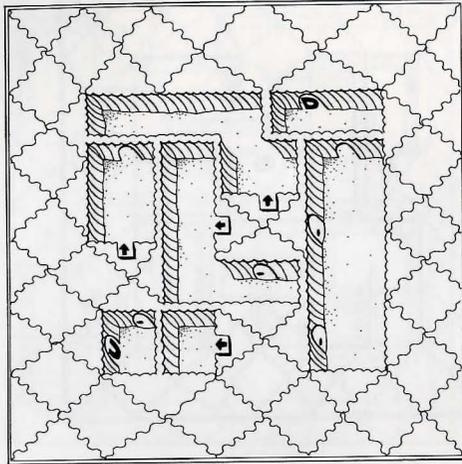
The upward staircase here leads to level 5.

Level 4

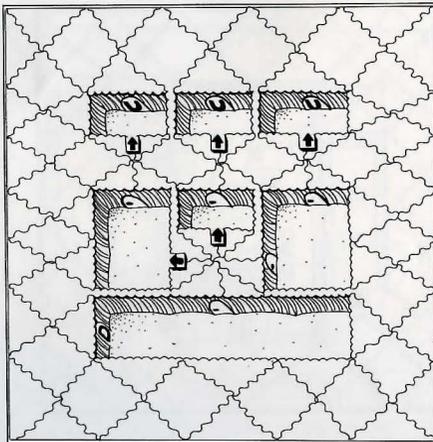


The southern corridor has a teleportal leading from the west side of the wall to the east side, but not vice versa. In the center section, the magic candle mold is in the southern room. The teleportal back to level 1 is one square west of the signpost.

Level 5

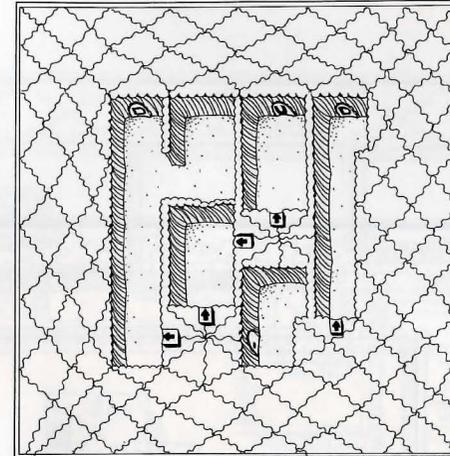


Level 6



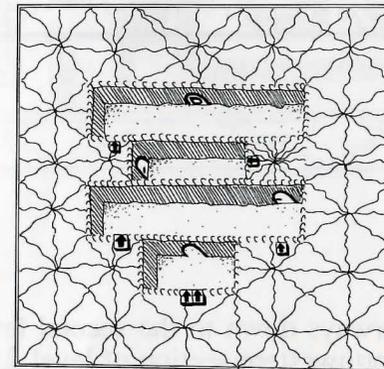
There are three staircases here. The central one is a trap leading back to level 1. The eastern one leads to a treasure on level 7. The western one will continue towards the top of the tower.

Level 7



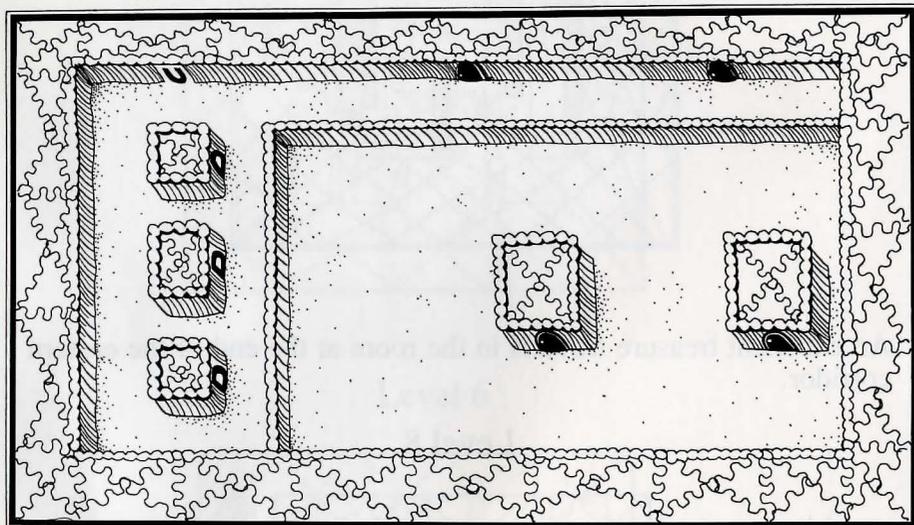
An excellent treasure trove is in the room at the end of the eastern corridor.

Level 8



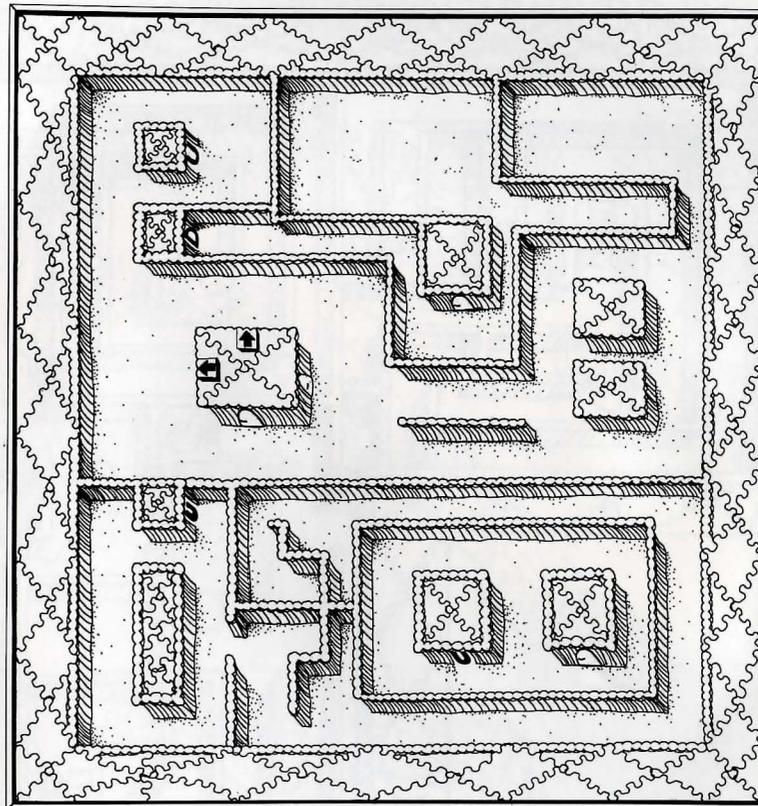
The second room the party goes through contains a magic sword. To get to level 4 and the magic candle mold, walk through the archway at the south end of the level and the party will fall through a chute leading to it.

Mines of Sora Level 1



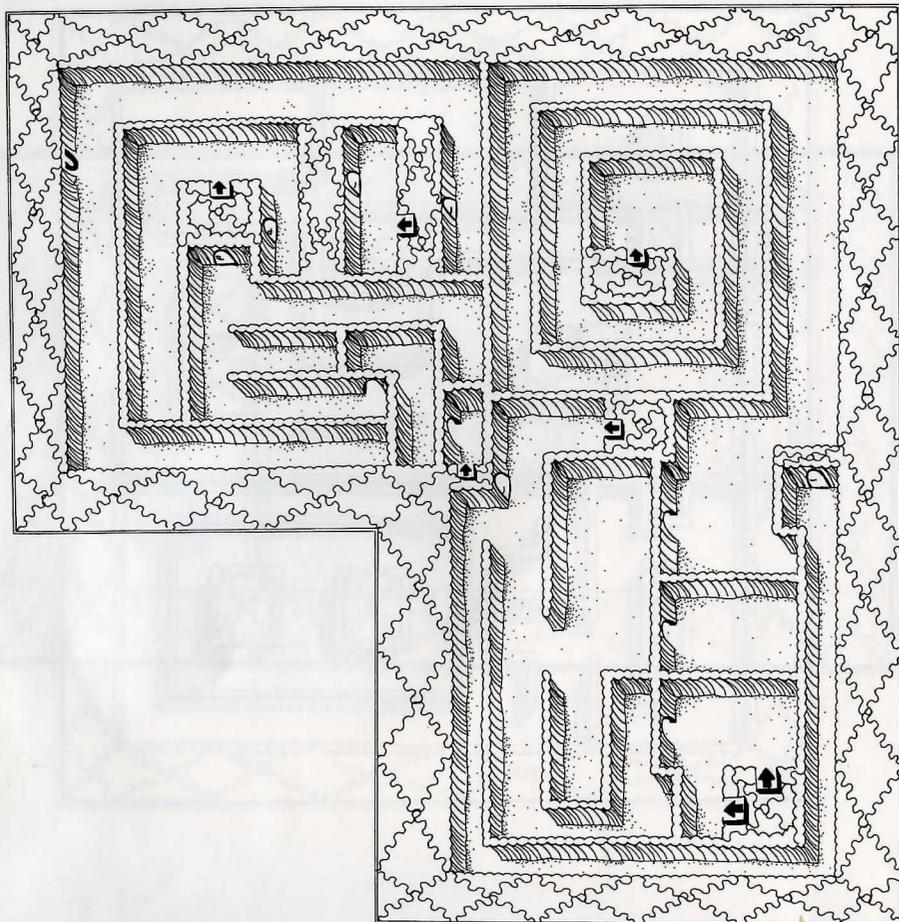
There are three stairways down to the second level. The farthest north leads to the northwestern section of level 2. The central one leads to the southwestern section of level 2. The southern one leads to the southeastern section of level 2. The eastern part of level 1 is accessible only from level 3. The god Vorhamme rests in the west room of the eastern section. Cast 'soulspeak' on the ghost here to learn a vital clue.

Level 2



The southwestern section of level 2 has a region with four adjacent corners. A party member must touch each of the corners, in no particular order, to slide open the secret door in the northwestern section which leads to the stairs down to level 3. The northeastern corner contains two treasure chests.

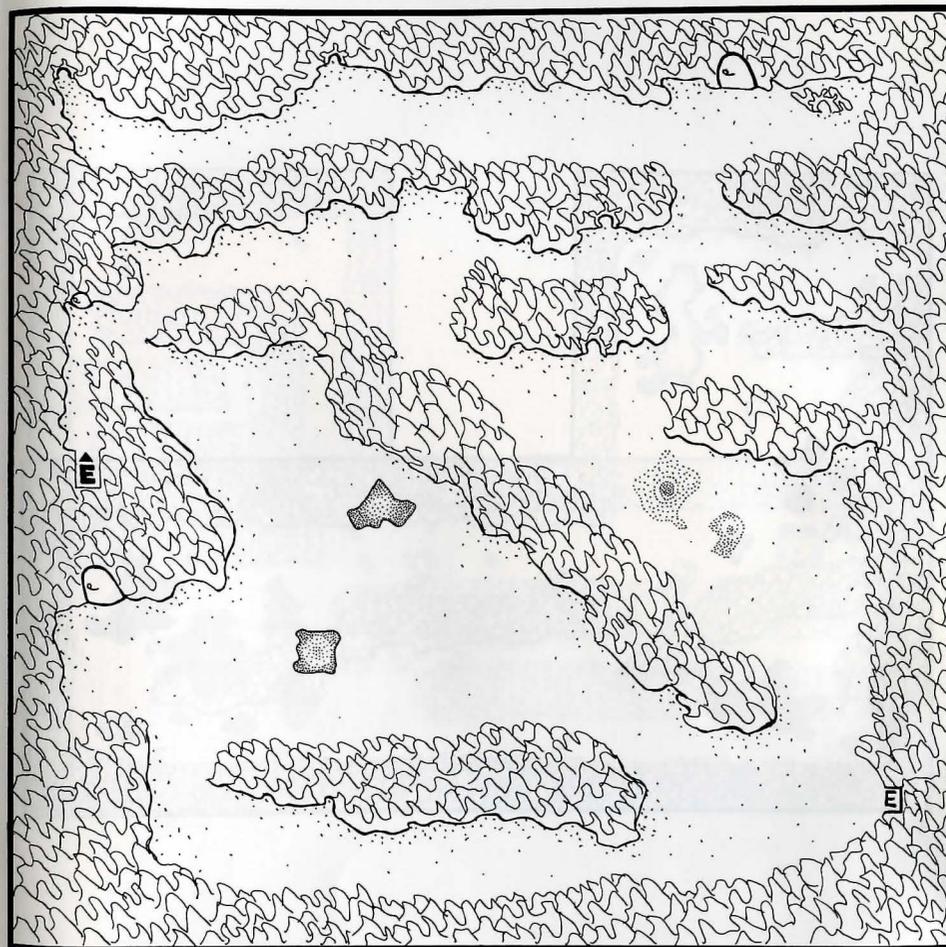
Level 3



In the northeastern room of level 3 is a magic axe. Just to the north of this room lies the teleportal to the eastern section of level 1.

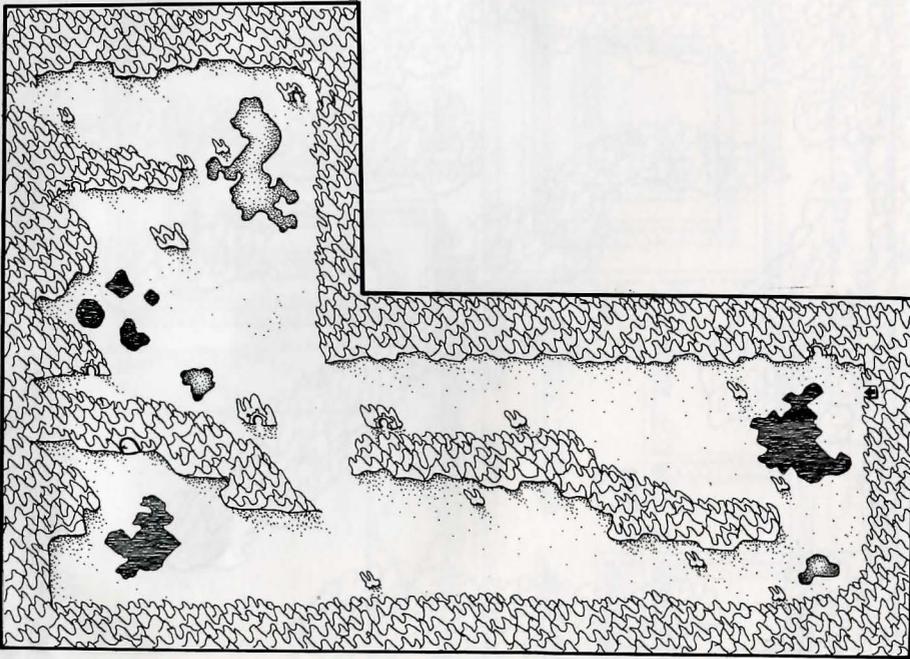
Crowndep Caverns

Section A

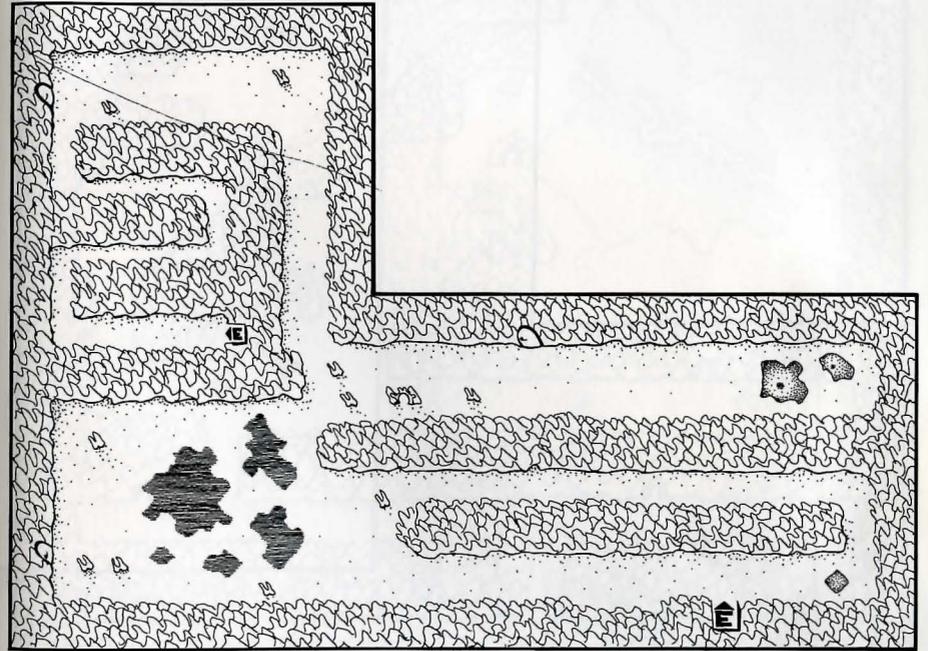


The Crowndep Caverns are "one-way", that is, once you go through a door from one section to the next, you cannot go back. The first room in Section A is the where the goddess Entas sleeps. If you do not have the proper party members and items to finish the quest, she will tell you to come back to her when you are better prepared.

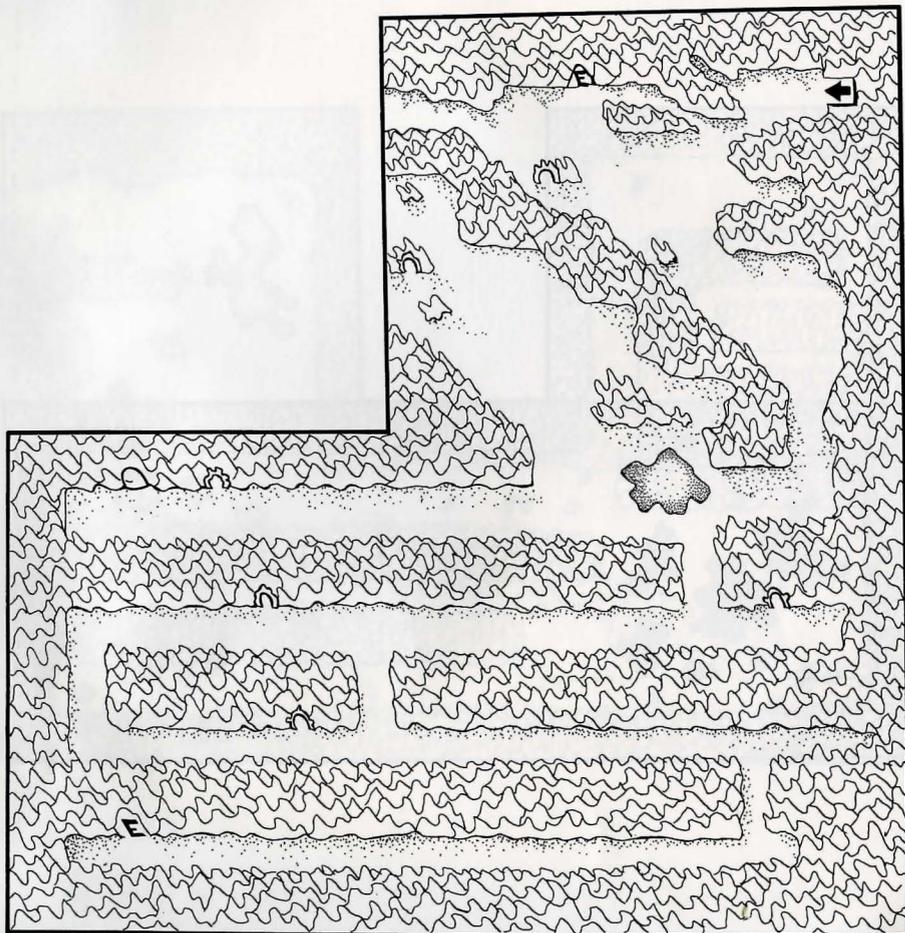
Section B



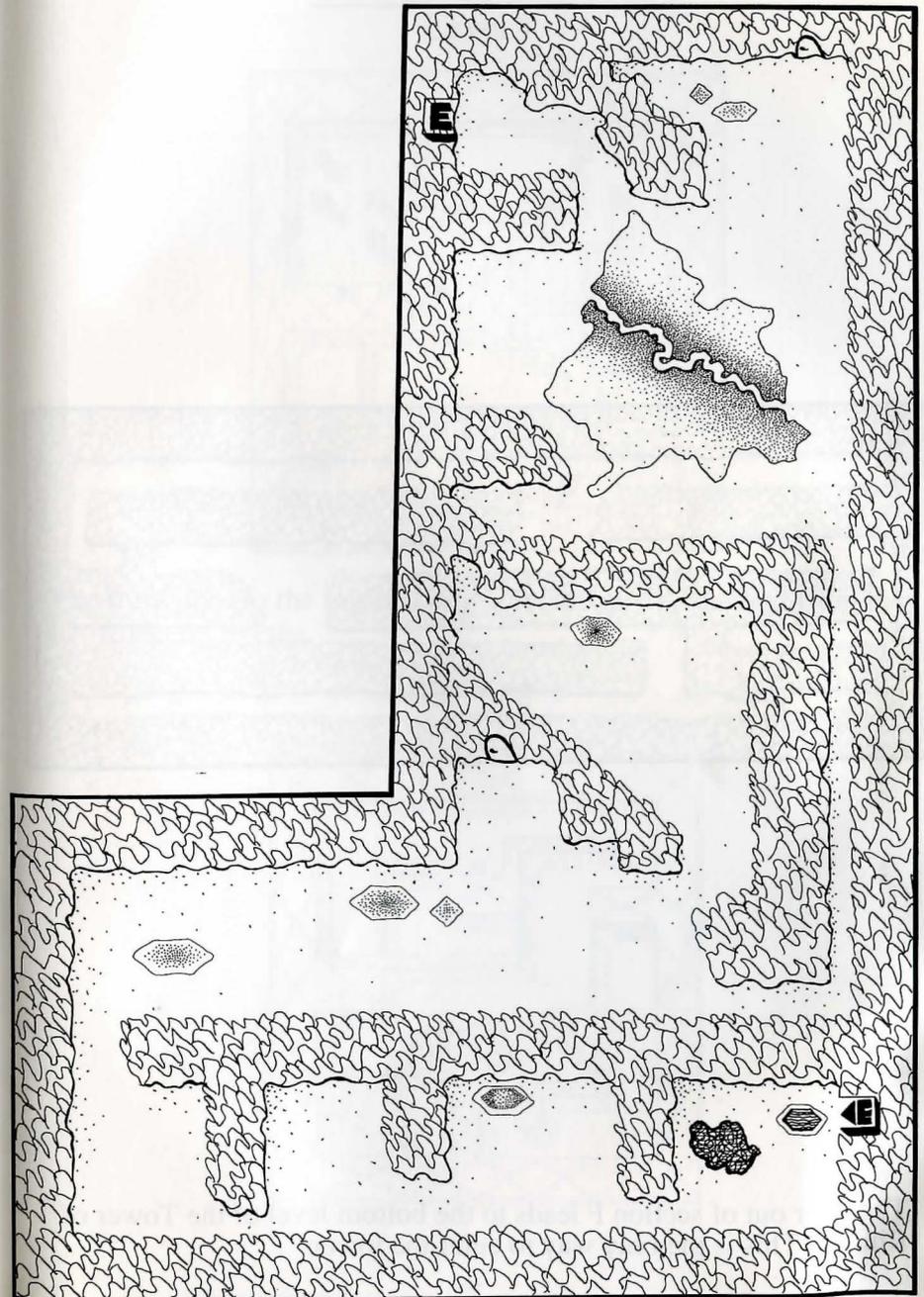
Section C



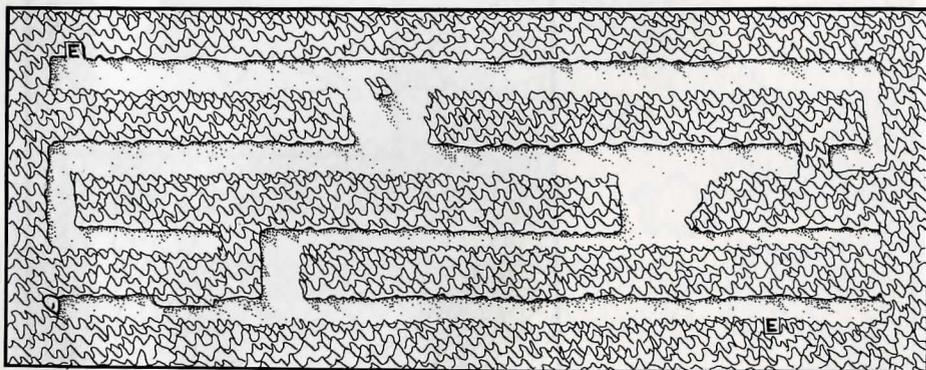
Section D



Section E



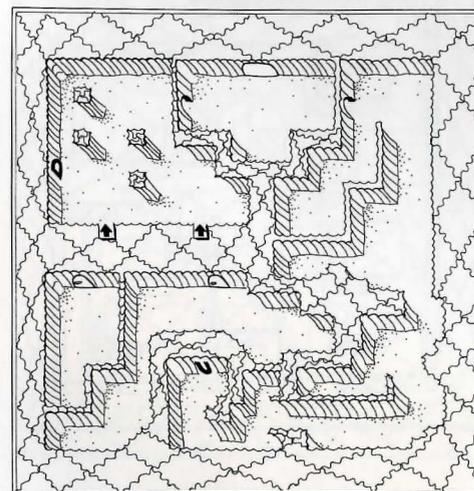
Section F



The door out of section F leads to the bottom level of the Tower of Rinora. This is the only way to enter the tower.

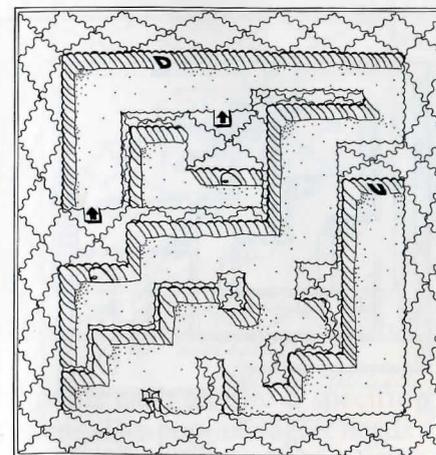
Tower of Rinora

Level 1

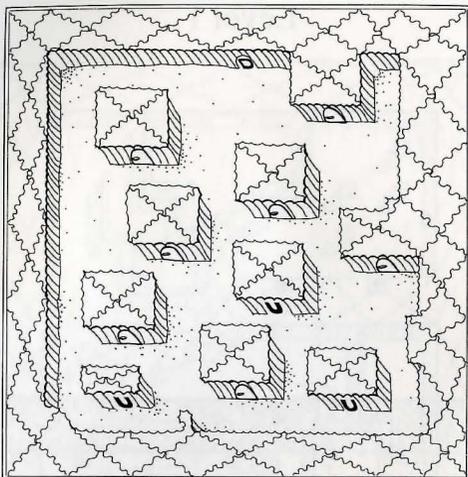


The front door to the tower is shut. It can only be entered from the Crowndeeep Caverns.

Level 2

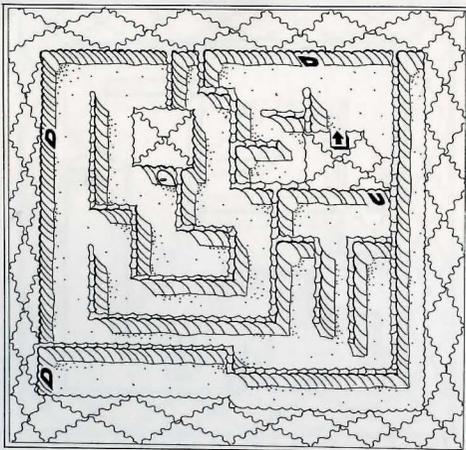


Level 3



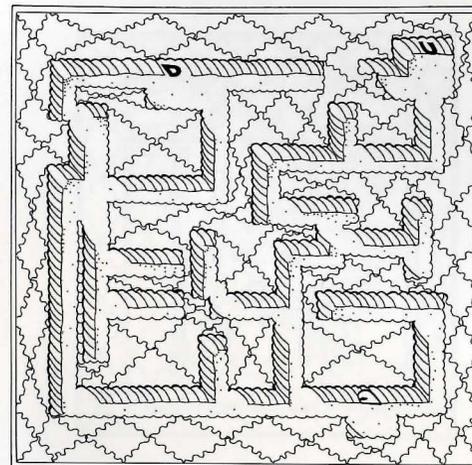
The easternmost room has a suit of methreal armor. The western staircase leads to a dead end. The central stairs lead to the western section of level 4, the eastern stairs to the eastern section.

Level 4

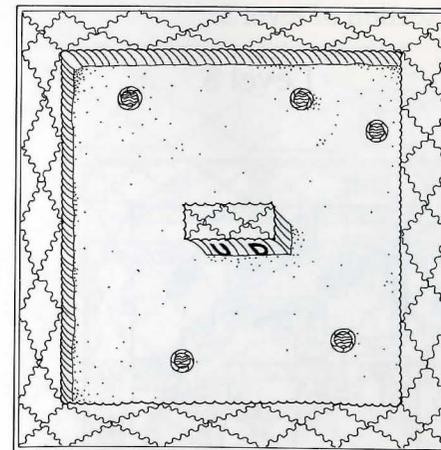


The western section contains the staircase to level 5.

Level 5

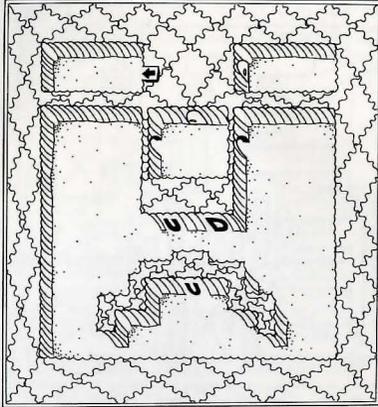


Level 6



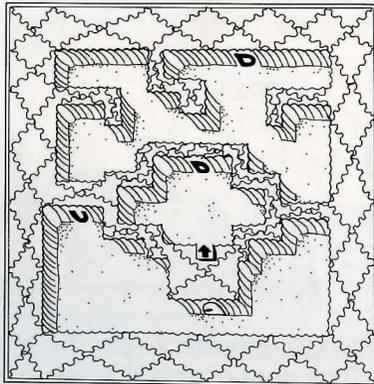
The five magic pools each require a specific gem before the door to level 7 will open. The pool of regret needs a topaz. The pool of betrayal requires a ruby. The pool of contempt needs a sapphire. The pool of revenge needs an emerald. Into the pool of greed you must sacrifice a diamond.

Level 7

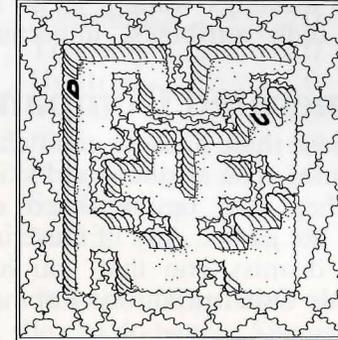


Two treasure chests lie in the northern chambers of this level. The northern staircase leads to the north section of level 8, the southern one to the southern section of level 8.

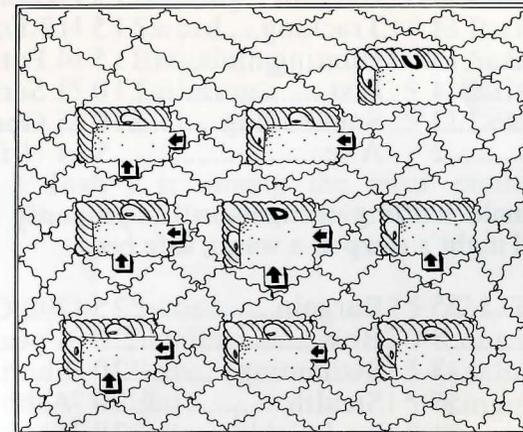
Level 8



Level 9



Level 10



The northwestern room is a teleportal chamber. The room just south of this contains a helpful fountain. The far northeastern staircase leads to the final conflict.

Party Members

There are 19 characters available to join your hero on his or her quest to quell the Blight. There are eager young companions, old friends, and greedy hirelings waiting to go adventuring. All are listed below with their attributes, important skills and partial inventories.

Generated Companions

Your hero must choose three of these eight characters for the initial stage of the adventure. The attribute and skill scores are low due to the fact that they will be enhanced during the character generation phase of the game. Any of these initial companions not chosen, or if you dismiss one that you have chosen, will be available in the Castle Oshcrun Throne Room.

Anne Cliffe (female human companion) will enthusiastically join the party.

Hit Points	43	Sword.....	25	212 Gold
Bravery.....	6	Bow.....	20	Scimitar
Strength.....	5	Swimming.....	20	Ashbow
Dexterity.....	5	Stealth.....	20	Ringmail
Endurance.....	5	Bargain.....	15	Wool Outfit
Agility.....	4	Tracking.....	15	12 Food
Loyalty.....	3	Hunting.....	15	4 Potions
Charm.....	4	Fist.....	10	3 Sermin
Intelligence.....	3	Soulreading.....	10	5 Gonshi
Resistance.....	2	Axe.....	5	4 Nift

Bollo Rin (male halfling companion) is primarily interested in getting a good night's sleep in a warm, safe bed.

Hit Points	35	Bargain.....	25	298 Gold
Bravery.....	5	Bow.....	20	4 pearls
Strength.....	3	Swimming.....	20	Short Sword
Dexterity.....	5	Stealth.....	20	Ashbow
Endurance.....	4	Lockpicking.....	20	Leather Armor
Agility.....	5	Sword.....	15	Cotton Outfit
Loyalty.....	3	Hunting.....	15	11 Food
Charm.....	6	Soulreading.....	10	5 Potions
Intelligence.....	3	Tracking.....	10	1 Shovel
Resistance.....	3	Fist.....	5	2 Blankets

Chadney ("Chad") (human male companion) has aspirations of becoming the kingdom's next great archer/magician.

Hit Points	35	Bow.....	25	149 Gold
Bravery.....	6	Stealth.....	25	Scimitar
Strength.....	4	Swimming.....	20	Ashbow
Dexterity.....	4	Tracking.....	20	Leather Armor
Endurance.....	4	Hunting.....	20	Wool Outfit
Agility.....	4	Magic.....	15	7 Food
Loyalty.....	5	Fist.....	10	3 Potions
Charm.....	3	Bargaining.....	10	5 Sermin
Intelligence.....	5	Soulreading.....	5	2 Gonshi
Resistance.....	2	Music.....	5	3 Nift

Helen Boreas (human female companion) is out to prove that anything Chad can do, she can do better. She just might be right.

Hit Points	35	Bow.....	25	163 Gold
Bravery.....	6	Stealth.....	25	Scimitar
Strength.....	3	Swimming.....	20	Ashbow
Dexterity.....	5	Magic.....	20	Leather Armor
Endurance.....	4	Tracking.....	20	Cotton Outfit
Agility.....	4	Hunting.....	20	10 Food
Loyalty.....	4	Sword.....	10	3 Potions
Charm.....	4	Bargaining.....	10	3 Sermin
Intelligence.....	5	Tailoring.....	5	2 Nift
Resistance.....	2	Fist.....	5	2 Loka

Josten Hlon ("Josh") is among the most promising young swordsmen in the realm. Just don't give him too much to think about.

Hit Points	43	Sword.....	25	224 Gold
Bravery.....	6	Stealth.....	20	Longsword
Strength.....	6	Bow.....	15	Ashbow
Dexterity.....	4	Fist.....	15	Ringmail
Endurance.....	5	Swimming.....	15	Wool Outfit
Agility.....	4	Bargaining.....	15	10 Food
Loyalty.....	4	Tracking.....	15	2 Potions
Charm.....	3	Hunting.....	15	4 Sermin
Intelligence.....	3	Axe.....	10	3 Gonshi
Resistance.....	2	Metalsmith.....	10	3 Nift

Kark b'Dang (Male Dwarf Companion) thinks Sakar is the greatest hero of all time. He is the heartiest of the initial companions.

Hit Points	51	Axe.....	25	277 Gold
Bravery.....	6	Fist.....	20	1 Ruby
Strength.....	6	Bargaining.....	20	Battleaxe
Dexterity.....	4	Stealth.....	20	Ringmail
Endurance.....	6	Lockpicking.....	15	Wool Outfit
Agility.....	3	Tracking.....	15	6 Food
Loyalty.....	3	Metalsmith.....	15	3 Potions
Charm.....	3	Hunting.....	15	2 Sermin
Intelligence.....	3	Bow.....	10	10 Gonshi
Resistance.....	3	Gemcutting.....	10	1 Nift

Silva (Female Elf Companion) is a very promising ranger. Her stealth and magicianship are also to be reckoned with.

Hit Points	35	Bow.....	30	126 Gold
Bravery.....	5	Stealth.....	25	Shortsword
Strength.....	3	Tracking.....	25	Ashbow
Dexterity.....	5	Magic.....	20	Leather Armor
Endurance.....	4	Hunting.....	20	Leather Outfit
Agility.....	5	Swimming.....	15	6 Food
Loyalty.....	2	Bargaining.....	10	5 Potions
Charm.....	5	Soulreading.....	10	2 Sermin
Intelligence.....	6	Music.....	10	2 Gonshi
Resistance.....	2	Sword.....	5	3 Loka

Vinor (Male Elf Companion) is not enthralled with the prospect of a long journey, but will prove an apt bowman nonetheless.

Hit Points	35	Bow.....	30	84 Gold
Bravery.....	5	Magic.....	20	Shortsword
Strength.....	4	Swimming.....	20	Ashbow
Dexterity.....	5	Stealth.....	20	Leather Armor
Endurance.....	4	Tracking.....	20	Leather Outfit
Agility.....	5	Hunting.....	15	3 Food
Loyalty.....	3	Sword.....	10	5 Potions
Charm.....	4	Bargaining.....	10	4 Sermin
Intelligence.....	5	Soulreading.....	10	3 Gonshi
Resistance.....	2	Leadership.....	5	5 Loka

Heroes and Hirelings

Evixa (Female Wizard Companion) is one of the renowned Twins of Serivu (the other being her sister, Evista). She lives at the south end of that city and is anxious to join the quest to quell the Blight. She is well versed in Solian lore and geography.

Hit Points	51	Magic.....	50	389 Gold
Bravery.....	5	Research.....	40	6 Pearls
Strength.....	5	Soulreading.....	35	Shortsword
Dexterity.....	6	Bargaining.....	25	Silk Robes
Endurance.....	6	Fist.....	20	12 Food
Agility.....	4	Swimming.....	20	2 Potions
Loyalty.....	5	Stealth.....	20	11 Sermin
Charm.....	4	Music.....	20	Book of Ishban
Intelligence.....	9	Leadership.....	20	
Resistance.....	5	Sword.....	10	

Garzbondgur ("Garz") (Male Orc Prince) will automatically join the party during the first Ambush in the Oshcrun Thorn Forest. He is a valiant warrior and is a necessary party member for solving the "Charter/Scepter" puzzle.

Hit Points	51	Leadership.....	60	422 Gold
Bravery.....	8	Sword.....	50	Scimitar
Strength.....	7	Bargaining.....	35	Bronze Plate
Dexterity.....	4	Bow.....	30	Bronze Helmet
Endurance.....	6	Axe.....	20	Silk Robes
Agility.....	4	Fist.....	20	10 Food
Loyalty.....	7	Swimming.....	20	4 Potions
Charm.....	6	Researching.....	20	5 Gonshi
Intelligence.....	5	Tracking.....	20	6 Mirget
Resistance.....	2	Hunting.....	10	7 Luffin

Marsa (Female Human Companion) is anxious to prove herself in combat. She is skilled in both the sword and bow, as well as being a better than average huntress. She is waiting in the Castle Oshcrun Throne Room.

Hit Points	51	Stealth.....	60	289 Gold
Bravery.....	9	Sword.....	50	Scimitar

Strength.....7	Swimming.....45	Ashbow
Dexterity.....8	Research.....40	Ringmail
Endurance.....6	Tracking.....40	Bronze Helmet
Agility.....7	Leadership.....40	Leather Outfit
Loyalty.....6	Fist.....35	10 Food
Charm.....6	Bow.....30	3 Sermin
Intelligence.....7	Soulreading.....30	4 Gonshi
Resistance.....4	Music.....30	40 Arrows

Ralle d'Bois (Male Human Companion) is always willing to join his old companion, for memory's sake, if nothing else. Although aging, Ralle is still an able bodied adventurer. He can be found at the Eastern Breeze Tavern in Telermain.

Hit Points 43	Hunting.....50	125 Gold
Bravery.....7	Swimming.....40	Scimitar
Strength.....6	Tracking.....40	Ashbow
Dexterity.....6	Bow.....40	Chainmail
Endurance.....5	Sword.....30	Leather Outfit
Agility.....6	Stealth.....30	6 Food
Loyalty.....4	Axe.....25	3 Gonshi
Charm.....5	Magic.....20	30 Arrows
Intelligence.....6	Research.....20	
Resistance.....3	Leadership.....20	

Rimfiztrik ("Fiz") (Male Wizard Companion), Royal Wizard of the Court of Oshcrun, is curious about the cause of the Blight. Accordingly, he would like to accompany you on your journey, but will have no trouble keeping himself occupied if not taken. He is in the Castle Oshcrun Throne Room.

Hit Points 43	Magic.....45	720 Gold
Bravery.....5	Research.....30	4 Blue Pearls
Strength.....4	Soulreading.....30	Silk Robes
Dexterity.....6	Bargaining.....20	5 Food
Endurance.....5	Stealth.....20	16 Sermin
Agility.....3	Sword.....10	5 Gonshi
Loyalty.....11	Bow.....10	Book of Felmis
Charm.....2	Fist.....10	
Intelligence.....8	Swimming.....10	
Resistance.....5		

Sakar (Male Dwarf Companion) is ready for the journey to the Solian lands. He is unsure about crossing all that ocean, but is otherwise the mighty Dwarven warrior of old. He too is in the Castle Oshcrun Throne Room.

Hit Points 59	Axe.....60	500 Gold
Bravery.....10	Fist.....40	4 Jade
Strength.....9	Stealth.....40	Battleaxe
Dexterity.....4	Bow.....30	Dwarven Chain
Endurance.....7	Tracking.....30	Bronze Helmet
Agility.....4	Hunting.....30	Wool Outfit
Loyalty.....10	Leadership.....30	12 Food
Charm.....3	Sword.....25	5 Potions
Intelligence.....6	Lockpicking.....25	15 Gonshi
Resistance.....2	Metalsmith.....25	8 Nift

Sesmi (Male Halfling Hireling) is imprisoned atop the Tower of Wesgar. He is an accomplished thief, and his services are available, for a price.

Hit Points 43	Lockpicking.....90	290 Gold
Bravery.....5	Bargaining.....65	1 Sapphire
Strength.....4	Swimming.....60	Shortsword
Dexterity.....9	Stealth.....60	Ashbow
Endurance.....5	Soulreading.....50	Chainmail
Agility.....8	Tracking.....40	Wool Outfit
Loyalty.....4	Bow.....30	15 Food
Charm.....6	Sword.....25	7 Potions
Intelligence.....7	Hunting.....20	11 Sermin
Resistance.....3	Metalsmith.....10	4 Fireglobes

Toriala ("Tori") (Female Elf Hireling) has been trapped by Alvirex on the third level of Hiltmos. After his defeat, she becomes available for hire. Her not inconsiderable skills might be of use to your hero, should he or she possess the proper means.

Hit Points 51	Bow.....65	235 Gold
Bravery.....8	Music.....65	5 Pearls
Strength.....5	Stealth.....60	Longsword
Dexterity.....8	Tracking.....60	Brombow
Endurance.....6	Swimming.....55	Elven Chain
Agility.....9	Sword.....40	Bronze Helmet

Loyalty.....6	Magic.....40	Elfspun Outfit
Charm.....7	Research.....40	12 Food
Intelligence.....8	Hunting.....35	5 Potions
Resistance.....6	Bargaining.....30	Book of Alasol

Tuff (Male Halfling Companion) is once again anxious to improve the image of Halflings worldwide. To this end, he is a willing companion on your hero's journey to Solia. He is in Ketrop.

Hit Points 35	Lockpicking.....90	218 Gold
Bravery.....7	Bargaining.....75	Shortsword
Strength.....4	Soulreading.....60	Ashbow
Dexterity.....9	Swimming.....50	Leather Armor
Endurance.....4	Stealth.....50	Wool Outfit
Agility.....9	Bow.....20	3 Nift
Loyalty.....6	Research.....20	5 Loka
Charm.....7	Tracking.....20	4 Medicin
Intelligence.....8	Tailoring.....20	6 Picks
Resistance.....1	Leadership.....15	24 Arrows

Yolik (Male Dwarf Hireling) is interested in leaving Borhelm and seeing the world. Being a dwarf, a good part of his interest lies in making his fortune while seeing the world. Borhelm's Rough Diamond Tavern is his evening haunt.

Hit Points 59	Axe.....60	466 Gold
Bravery.....8	Stealth.....50	Greataxe
Strength.....9	Fist.....45	Dwarven Chain
Dexterity.....4	Tracking.....40	Iron Helmet
Endurance.....7	Metalsmith.....40	Wool Outfit
Agility.....5	Lockpicking.....35	10 Food
Loyalty.....5	Leadership.....35	5 Picks
Charm.....3	Bow.....25	Blanket
Intelligence.....5	Bargaining.....25	
Resistance.....3	Hunting.....25	

Getting Important Information

This section details items of interest in the *Magic Candle III*, who knows it and where they live.

If, for instance, you want to find out about Borhelm, ask person 58, Stump, in location 5, Herrington.

Items

Alasol.....16	Outsiders.....4,24
Alvirex.....17,48,50	Platinum Key.....6
Blight.....28,46,50	Prillila.....55
Bohar.....24,33,57	Qaldiur..5,12,20,23,25,27 37,51,61,64
Borhelm.....58	Research.....64
Charter.....1,9,30	Rinora.....56,63
Crowndeeep.....2	Sabano.....29
Darwein.....42,46	Sailors.....43
Demaro.....18,28,29	Scepter.....9,30,41
Dwarves.....58	Segrann.....20
Eisheim.....21,59	Selne.....19,21
Enemad.....28	Solnicon.....50
Entas.....2,7,31	Sora.....14,50
Felmis.....46	Tarrak.....22,49
Flint.....28,63	Tas.....19,44
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Gorion.....26	Teleportals...17,28,29,46 48,50
Hiltmos.....50,52	Tiara.....16
Hostages.....1,41	Twins of Serivu.....3
Instruments.....47	Voliplan.....13,46
Ishban.....50	Vorhamme.....54,60
Kabelo.....8,32	Wax.....13,46
Kaznur.....10	Wesgar.....4,34,44
Khamalkhad.....53	Wick.....54
King Daglar.....6	Wizards.....3,29,39,43
Lasilyn.....14	Zoxinn.....46
Mirror.....58	
Mold.....34	
Nekros.....26,38,45,50	
Olkanis.....15	

People

1. Arrenik.....	8	33. Marticus.....	4
2. Baldura.....	3	34. Martok.....	3
3. Baltazar.....	12	35. Melgenkul.....	14
4. Barbedos.....	5	36. Misha.....	12
5. Barbruntem.....	14	37. Narbanngum.....	14
6. Bartek.....	10	38. Narkentnis.....	14
7. Bentagor.....	11	39. Nezkargit.....	14
8. Bhardagast.....	2	40. Nilkargar.....	14
9. Bondzagnur.....	15	41. Nissa.....	8
10. Borgondnur.....	14	42. Nuwar.....	12
11. Dainfalti.....	13	43. Panpelrus.....	15
12. Danggaladik.....	14	44. Pogar.....	11
13. Darwein.....	12	45. Rantorik.....	3
14. Delpina.....	11	46. Renidalis.....	11
15. Enfala.....	5	47. Riloen.....	12
16. Evista.....	8	48. Rimfiztrik.....	2
17. Evixa.....	8	49. Rocky.....	1
18. Faranim.....	6	50. Rozimel.....	13
19. Fortus.....	3	51. Rugniznek.....	14
20. Gazrukem.....	14	52. Sabora.....	4
21. Kalek.....	8	53. Sardal.....	10
22. Kambor.....	1	54. Shalama.....	11
23. Kanrunknel.....	14	55. Shandra.....	13
24. Kenneth.....	5	56. Skuli.....	3
25. Kezrankog.....	14	57. Staphron.....	4
26. Kinross.....	9	58. Stump.....	5
27. Lamdurudim.....	14	59. Tarrabar.....	11
28. Lasilyn.....	3	60. Tesephone.....	13
29. Lavinha.....	14	61. Tokbargor.....	14
30. Lotki.....	8	62. Tokka.....	8
31. Lutik.....	11	63. Vella.....	7
32. Mack.....	12	64. Zampoknel.....	14

Places

1	Borhelm
2	Castle Oshcrun
3	Eisheim
4	Elport
5	Herrington
6	Ketrop
7	Nekros
8	Serivu
9	Sora
10	Tarrak
11	Tasur
12	Telermain
13	Tiara
14	Urkabel
15	Urkabel Palace

If a character is not listed under a city map (in the cities section of this cluebook), then he or she does not have a house in that town that the party can enter. He or she will appear daily (or nightly) at the local tavern, saloon, or tea house.

Teleportal Combinations

Teleportal chambers, conveniently located throughout the Solian lands, can greatly aid the movement of your party. With the proper items, your party can be zapped from one end of the Solian Sea to the other. Below is a list of the various combinations and the destinations to which they will take you.

Skull, Skull, Skull.....	Oshcrun Island
Legbone, Spine, Skull.....	West Kabelo
Skull, Wingbone, Wingbone.....	South Kabelo
Spine, Legbone, Spine.....	North Rastanna
Wingbone, Spine, Legbone.....	South Rastanna
Spine, Spine, Wingbone.....	Herring Isles
Wishbone, Wishbone, Skull.....	Outsiders
Wishbone, Wishbone, Spine.....	Outsiders
Wishbone, Wishbone, Wingbone....	Outsiders
Wishbone, Wishbone, Legbone.....	Outsiders
Skull, Wingbone, Legbone.....	Solihub
Spine, Legbone, Wishbone.....	Segrann
Wishbone, Legbone, Skull.....	Green Islands
Spine, Wingbone, Wingbone.....	Far East Tasuria
Legbone, Spine, Legbone.....	N. E. Illorio
Wingbone, Skull, Spine.....	S. Illorio
Skull, Wingbone, Wishbone.....	Minalt
Spine, Skull, Legbone.....	West Tasuria
Wingbone, Wishbone, Spine.....	N. W. Tasuria
Wishbone, Skull, Wingbone.....	East Tasuria
Wingbone, Legbone, Wishbone.....	North Tasuria

Stongholds, Gods and Temples

A Stronghold is a safehouse where the party may rest, free from the threat of harm. They are ideal for sleeping, fixing weapons and learning new spells. One stronghold exists in each region.

Region	X	Y	Region	X	Y
Oshcrun	152	20	Kabelo	139	74
Rastanna	19	110	Herring Is.	55	87
Outsiders	31	140	Solihub	142	114
Segrann	178	98	Green Is.	172	113
Illorio	213	125	Minalt	190	174
W. Tasuria	64	142	E. Tasuria	162	149
N. Tasuria	127	132	S. Tasuria	109	159

Gods and Temples

God or Goddess	Sleeps in	Temples
Bohar.....	Outsiders X:14 Y:152	Herring Isles X:51 Y:83 Elport X:61 Y:22
Entas.....	Crowndeeep X:6 Y:23	Green Islands X:159 Y:113 Solihub X:146 Y:116 West Tasur X:24 Y:22
Kaznur.....	Qaldiur Basement X:57 Y:64	Urkabel X:39 Y:59
Olkanis.....	Tarrak 4 X:10 Y:5	Kabelo X:105 Y:74 Herring Isles X:45 Y:105
Prillila.....	Green Is. Thorn Forest X:37 Y:17	Tiara X:65 Y:72
Selne.....	South Tasuria X:128 Y:164	Serivu X:27 Y:44

God or Goddess	Sleeps in	Temples
Tas.....	Wesgar 1 X:32 Y:19	Nekros X:17 Y:22 Rastanna X:15 Y:110 W. Tasur X:24 Y:22
Vorhamme.....	Sora 1 X:42 Y:26	West Tasuria X:78 Y:146 E. Tasur X:20 Y:26

Magic Words

What follows is a complete list of the magic words that need to be whispered to accomplish various tasks in *Magic Candle III*.

Words to open locations

Borhelm.....	Gorfalion
Crowndeeep.....	Senibarat
Hiltmos.....	Uulangarum
Qaldiur.....	Melshinde
Sora.....	Kavitar
Tarrak.....	Damaldenu
Wesgar.....	Etaksbit

Words to awaken the gods

Bohar.....	Wentegal
Entas.....	Wuckawoo
Kaznur.....	Helnibor
Olkanis.....	Shibanabal
Prillila.....	Delmata
Selne.....	Brundishar
Tas.....	Pintaldi
Vorhamme.....	Komdrom

Magic Items

Candle Parts

The Mold is in the Tower of Wesgar, on the 4th level, middle section, in the northern room.

The Wick is buried in East Tasur. There is a small courtyard in the southern part of the city. The wick is buried in the northeastern corner of this courtyard.

The Wax is buried in the far southeastern corner of the town of Voliplan

The Flint is buried in Nekros. It is in a fireplace at 63,16.

Magic Swords

Your *Magic Candle III* hero will have his sword, Brennix, with him at the beginning of the adventure.

The second room after the stairs on level 8 of Wesgar tower contains the magic sword Bloodthirst.

Magic Axes

Khamalkhad, the legendary axe of King Daglar Bazar Slayer, can be found in his burial chamber. This is the innermost room in the eastern portion of Tarrak level 4.

In the Tower of Qaldiur, level 5 contains two rooms. In the western one rests the mighty axe Bonecleaver.

The far northeastern room in the Mines of Sora, level 3, is the resting place of the magical axe, Meatus.

Magic Bows

The enchanted elven bow Ladaya is being held captive by Alvirex on the seventh level of Hiltmos Tower.

Methreal Armor

Several suits of the magic armor, Methreal, can be found throughout the Solian lands. One suit is in the western room of Qaldiur Tower, level 5. Another rests on the seventh level of Hiltmos Tower. Yet a third can be found in the easternmost room of Rinora level 3. A final suit is in a chest in the northwestern portion of Rinora level 7.

Notes

Questions or Problems?

If you experience any difficulty with *"The Magic Candle III"* due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, contact our customer support hotline.

Before calling we request that you have the following information readily available:

Product Name (*"The Magic Candle III"*) and the Version Number.

Computer make, free memory, and disk space available.

Operating system's version number and memory manager.

The contents of your CONFIG.SYS file and the names of any programs you currently have loaded into memory.

You can reach us at our customer support department between the hours of 9 AM and 5 PM, Pacific Time at (310) 320-5215.

Optionally, you can write to us at:

Mindcraft Software

2291 205th Street, Suite 201

Torrance, CA 90501

If you have a modem, we operate a bulletin board system that contains product demos, upgrades, information, and playing tips. The bulletin board operates at 300/1200/2400 baud (N,8,1), 24 hours a day, at (310) 320-5196.

CompuServe: To reach Mindcraft Software customer support in the Game Publishers Forum A, type **GO GAMPUBA** at any "!" prompt. In addition to reading or writing messages, you can download demos, upgrades, and product information from the "Libraries (Files)" menu.

You may also wish to visit the Gamers forum (**GO GAMERS**) to read messages from other gamers concerning products of Mindcraft Software and many other game companies.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask for Representative #379 for your free introductory membership and \$15 usage credit. Besides online support for Mindcraft products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel and much more.

GEnie: To reach Mindcraft customer support in the Games Roundtable by Scorpia, type **M805;1** at any "?" prompt. Then select "Category 14" for Mindcraft Software. In addition to reading messages, upgrades and demos are available in the "Games RoundTable Libraries."

