



ANVIL *of* DAWN™



Manual

ANVIL of DAWN™



NEW WORLD COMPUTING, INC.®
ENTERTAINMENT SOFTWARE

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Anvil Of Dawn™

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Anvil Of Dawn™

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Table Of Contents

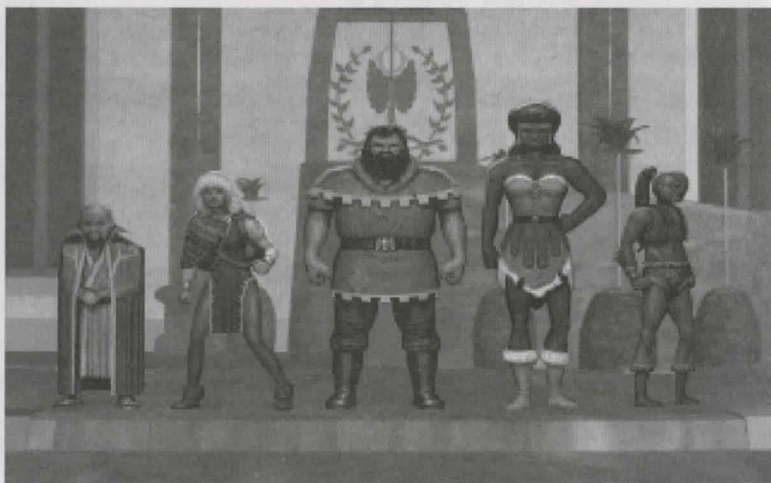
Introduction	6
Beginning Quickly	6
Help	7
Interface	7
Making the Interface Invisible	9
Quitting	9
Enter the World of Tempest	10
The History of the Anvil Of Dawn	10
Basic Play	13
Movement	13
Encounters with the Inhabitants of Tempest	13
Combat	14
Spells of Elemental Magic	16
Details, Details, Details	18
Modifying Your Player Character	18
Advanced Player Character Information	20
The Character Sheet	26
Things You Can Do from the Gaming Screen	33
Dungeon Devices	36
Save, Load, Pause, and Quit	39
Automapping	40
Spells	42
Earth Magic	42
Wind Magic	43
Fire Magic	44
Water Magic	45
Lightning Magic	47
Flesh Magic	48
Void	49
Deadly Denizens	51
Index of Spells	64

Introduction

Beginning Quickly

Check the contents of your game box. It should contain this rule book, a CD-ROM, and an installation card. The rule book explains how to play **Anvil of Dawn**. It also contains information on the world of *Tempest*, its many monsters, how to select one of five Player Characters, as well as a list of spells and their effects. To play **Anvil of Dawn**, install your CD-ROM according to the instructions on the installation card.

An opening cinematic introduces the game and sets the stage for the plot to come. At the end of the cinematic, you may pick the Player Character of your choice. Five Player Characters present themselves for your approval. Each steps forward when clicked on, and a wise sage, Azariah, gives a brief review of the Player Character's abilities. To begin quickly, click on the Player Character of your choice and then on the **Accept** option at the bottom of the screen.



If you wish to change your Player Character's name or alter their ability levels, see the section "Modifying Your Player Character," beginning on page 18.

Anvil of Dawn requires the use of a mouse. Wherever the term "click" is used, it means to move the mouse cursor over the indicated area on the screen and press the left mouse button.

"R-click" means move the cursor to the indicated area and press the right mouse button.

Help

Anvil of Dawn's Help system enables you to learn game play quickly and easily. It is unobtrusive and can be used effectively by both beginning and experienced players.

The **F1** key on your computer keyboard toggles **Anvil of Dawn's** Help system on and off. When Help is on, a short text description appears in the upper left hand corner of the Gaming Screen whenever the cursor is placed over an area of the Gaming Screen where an action can take place. In most cases, clicking completes the action displayed. For a few actions, an R-click is required. (Note: On the Character Sheet, help messages appear in the text bar to the middle right of the screen).

Interface

The Interface for **Anvil of Dawn** is to the right of the Gaming Screen. The Player Character's portrait appears in the upper right-hand corner. Clicking on the Character Portrait takes you to the Character Sheet, which includes the Player Character's inventory, status, game options, and disk options.

Clicking on the health and spell statistics bars will display your character's current Hit Points and Spell Points.



The boxes beneath the portrait show objects, such as weapons, which are in the Player Character's hands. You must click on an in-hand object or weapon to use it.

In the area beneath the object boxes, spell icons appear. Click on a spell icon to cast the spell. Spells are successfully cast only if enough Spell Points exist to cast them. Your Player Character does not begin with any spells in his or her spell book, but acquires spells throughout the game by finding scrolls and meeting with NPC's willing to pass on spell knowledge.

While exploring dungeons, a compass and Local Automap appear in the bottom right-hand corner of the Gaming Screen. The compass indicates which direction the Player Character is currently facing. The Local Automap shows what is in the immediate vicinity of the Player Character.

While exploring exterior maps, no Local Automap is available. However, clicking over the parchment on the bottom right-hand side of the Gaming Screen brings up an overall game map of the world of *Tempest*.

Making the Interface Invisible

By selecting various options on the Options Screen, the interface can be made either partially or completely invisible, adding to the full screen enjoyment of the game. To choose which interface icons appear on the right side of the screen, bring up the Options Screen. Pressing **F3** will present the Options Screen. Or, click on the Character Portrait in the upper right hand corner of the Gaming Screen to bring up the Character Sheet, and from the Character Sheet, click on the Options Icon to go to the Options Screen.

On the left-hand side of the Options Screen is a column of choices including Hands, Spells, Automap, and Icons Visible. A ☒ in the box to the left of the choice indicates the choice will be visible on the Gaming Screen during play. Clicking on the box to remove the ☒ removes the associated icon from the Gaming Screen.

When playing with all or some of the interface invisible, a movement of the mouse cursor into the upper or lower right-hand corner of the Gaming Screen temporarily brings up the interface for use.

Quitting

Pressing the **ESC** Key from the Gaming Screen (while exploring dungeons or outside scenes) brings up the Main Menu. The choice in the lower right corner is **Return to DOS** (your operating system).

The Main Menu can also be accessed from the Save/Restore Screen, where one of the selections is a **Main Menu** button.

ENTER THE WORLD OF TEMPEST

The History of the Anvil of Dawn

Long before the creation of man, before the heavens formed, there was the Eternal Storm, a void in which nothing and everything existed at once. Within this darkness the Ancient Immortals resided. Known as the children of the Void, or the gods, they embodied both good and evil. In time, the Void endowed these gods with the secret of "making."

In the center of the darkness, the Void brought forth a shaft of light. This was the **Anvil of Dawn**. It became the essence of light, and about it the gods gathered to use the secret of making. First came the elemental forces, forged by the gods using the **Anvil of Dawn**. Earth, Wind, Fire, and Water; these were bound by lightning into the shape of a world, into the land known as *Tempest*. To this day still, the **Anvil of Dawn** appears to fall from the heavens, a shaft of light plunging into the very depths of the world.

In its early days, the world writhed in chaos. Fire battled ice, as did the earth fight the waters, while mighty winds raged across both land and sea. Each of the natural forces struggled to claim *Tempest* as its own.

The gods intervened. Working together, they forced a pact, an unstable peace, to keep the warring elements apart. Man himself became this pact. He was the gods' final creation, one forged from a piece of all the others. Man became a living contract among the elements comprising his form. The Earth became his flesh and organs, Fire his blood, the Wind his breath, and Water his body's fluids. Lightning provided movement and thought, while from the Void came the spirit of man.

With the essence of the Void forged into his being, man possessed the innate ability to control and speak with the ele-



ments. From this relation, a language formed, one composed of various symbols. In this way, the discipline of magic came into being.

To man's delight, he found the surface of *Tempest* covered in green grasses, trees, and many wondrous forms of life, all a gift of the Void. Man and the elements lived an age and more in peace. In time, this peace fell before the schemes of a dark god. Knowing that his brothers and sisters were elsewhere, the dark one cast his shadow upon the world, placing evil in the hearts of men and giving birth to the dark races of *Tempest*. The age of innocence came to an end, with *Tempest* forever locked into a battle of light and dark. Never again could the gods agree on their creation. Their deeds came one by one, age by age, as each attempted to tip the balance between the warring forces.

So it is in this age. A great lord of battle has arisen, a paragon of ruthless evil. Behind him rally the dark races. Storming out of their traditional lands, across the great chasm known as the Scar, they threaten everything. No

champion can stand against them. No army can defeat them.

The Warlord stands at the head of his armies, absolute and invincible.

It is said the dark gods have gifted the Warlord with a mysterious magic, one well able to grant him victory against the peaceful inhabitants of *Tempest*. This source of the Warlord's power lies in the land of Desolation, far across the Scar in a wasteland few men have ever seen.



In desperation, a last few adventurers have pledged their skills and their lives to defeat the evil of the Warlord. They are the light's last hope of destroying the source of the warlords power and defeating the warlord himself. One of them must succeed.

BASIC PLAY

Movement

On the Gaming Screen, when the mouse cursor is an arrow, a click moves the Player Character in the direction of the arrow. As you move the cursor about the Gaming Screen, the cursor changes into whatever directional arrows are available. Holding the mouse button down continues movement in the chosen direction.

When the Player Character is outside, roaming the hills and plains of *Tempest*, movement takes place in steps, from node to node. At some nodes, you have the choice of moving forward or turning around to reverse direction. On some others you will have a choice of three directions, and, on a few, four directions.

Encounters with the Inhabitants of *Tempest*

Dialogue

Place the cursor over a Non-Player Character with whom you can speak and the cursor becomes a dialogue bubble. Click and one or more Key Words appear below the Player Character's portrait (replacing the statistic bars, object boxes, spell icons, etc).

Click on a Key Word and a short exchange of dialogue occurs. All encounters share the Key Word **Greet**. Choosing **Greet** often results in the appearance of another Key Word. Subsequent Key Words may activate the appearance of more Key Words.

After a Key Word has been chosen, it grays out. A grayed-out Key Word can be picked a second time.

The dialogue activated by a Key Word may change depending upon circumstances in the game. Certain Key Words themselves may appear only if the Player Character has taken specific actions or achieved specific goals.



Choosing **Good-bye** ends the encounter, as does a R-click during the encounter. Clicking during an encounter skips through dialogue you may have already experienced. (Note: not all encounters have a **Good-bye** keyword, but may end with some dialogue or action taken by the NPC).

Objects

Choosing certain Key Words, such as **Trade**, results in an object being taken from or given to the Player Character. In the beginning of the game, during the encounters with the Weapon Smith and Court Magician, choosing the Key Words representing various weapon and magic types results in the Player Character acquiring that type of weapon or magic.

Combat

A host of dangerous creatures roam the dark corners of *Tempest*. Beasts such as the Cacofiend, Blood Spawn, Murk Elemental, and the Devourer of Souls await any hero who sets out to defeat the Warlord.

To fight, the Player Character must have a weapon in-hand. In-hand weapons appear in the boxes below the Character

Portrait on the Gaming Screen. Clicking on the box containing a weapon uses the weapon.

Weapons may also be used by placing the mouse cursor over the target creature. When the mouse cursor becomes an attack cursor, a click uses the weapon in the left box (right hand) and an R-click uses a weapon in the other hand.

Weapons appear in various dungeon locations or are given to the Player Character by Non-Player Characters (NPCs). When the Player Character explores the Palace at the beginning of the game, he or she encounters the Weapon Smith and is given a choice of weapons to start.

Like any object, weapons may be picked up by placing the cursor over the object and clicking. This places the object on the cursor. There are two ways the object can be placed into Inventory.

1. R-click while the object is on the cursor. The object is placed in Inventory.
2. Move the cursor holding the object over the Character Portrait in the top right hand corner of the Gaming Screen and click. The Character Sheet appears, replacing the Gaming Screen. The large red box to the right of the Player Character figure is the inventory box. Place the cursor containing the object over this box and click. The weapon or other object is now in Inventory.

Place weapons in hand from the Character Sheet. Taking a weapon from the Gaming Screen or from Inventory, place it over the Player Character figure and click. Weapons (or any object) can be placed into the Player Character's hand from the Gaming Screen by picking up the object, moving it over the in-hand box, and R-clicking. The object will move into the in-hand box. If an object was already in the in-hand box, it will be traded out for the new one.

Thrown and Ranged Weapons

Some weapons can be thrown or fired at opponents, keeping a greater distance between the Player Character and dan-

ger. Examples of these weapons are throwing knives and crossbows.

When using ranged weapons, be careful of running out of ammunition. Throwing knives must be retrieved after each use. It is wise to retrieve any crossbow bolts fired against attacking creatures.

Ammunition for ranged weapons is automatically drawn from inventory, even if the ammunition is contained in a sack or chest.

Attacking Opponents

Characters most often engage in "melee combat," which is face-to-face battle using weapons such as swords and battle axes. Other options include casting spells and ranged combat using a crossbow.

Combat Strategies

A Player Character who uses thrown weapons should carry them in-hand. Be sure to recover your character's ranged weapons after each battle. It is best to collect all the ranged weapons your character finds, for they are used quickly in battle.

Prepare your Player Character for battle before opening doors, climbing or descending stairs, or pushing any button that might open a door or secret wall. Monsters often wait behind closed doors and secret walls.

Pay attention to the compass on the screen to help with mapping.

Spells of Elemental Magic

Magic in *Anvil of Dawn* is steeped in the history of *Tempest*, drawn from a culture which emphasizes mystic forces, gods, the powers of light and dark, and relationships among specific elemental forces.

There are twenty-four spells belonging to the disciplines of Earth, Flesh, Fire, Wind, Water, Lightning, and Void.

When a spell is available for use, an icon for that spell appears below the Player Character portrait and statistics bars on the Gaming Screen. Clicking on the icon casts the spell.

The Player Character must have sufficient magical energy, or the attempt to cast the spell may fail. Magical energy is restored over time or via special magical means.

During the game, the Player Character acquires spells by encountering the various Non-Player Characters (NPCs) in the game or by finding scrolls which convey the knowledge of the spell.

For more information on spells, see the section "The Spells of Tempest," starting on page 42.



Details, Details, Details

Modifying Your Player Character

After the opening cinematic of **Anvil of Dawn**, when the Character Selection Screen appears, you will need to choose a Player Character. Each Player Character has the same abilities. However, each Player Character's proficiency in these abilities is different.

Click over a Player Character and the character steps forward. A wise sage speaks a short line of text related to the Player Character's abilities, and at the bottom of the screen, the following buttons appear:

Accept

More Detail

Choose an option by clicking over it. If **Accept** is chosen, the Player Character steps back in place and the game begins. If **More Detail** is chosen, a new screen is displayed.

More Detail

When **More Detail** is chosen, a screen displaying the Player Character's name and a pre-assigned pool of attribute points is displayed. The attributes are: Strength, Stamina, Agility, and Power. At the bottom of this screen the following buttons appear:

Accept

Reject

Edit

Accept and **Reject** are self-explanatory.

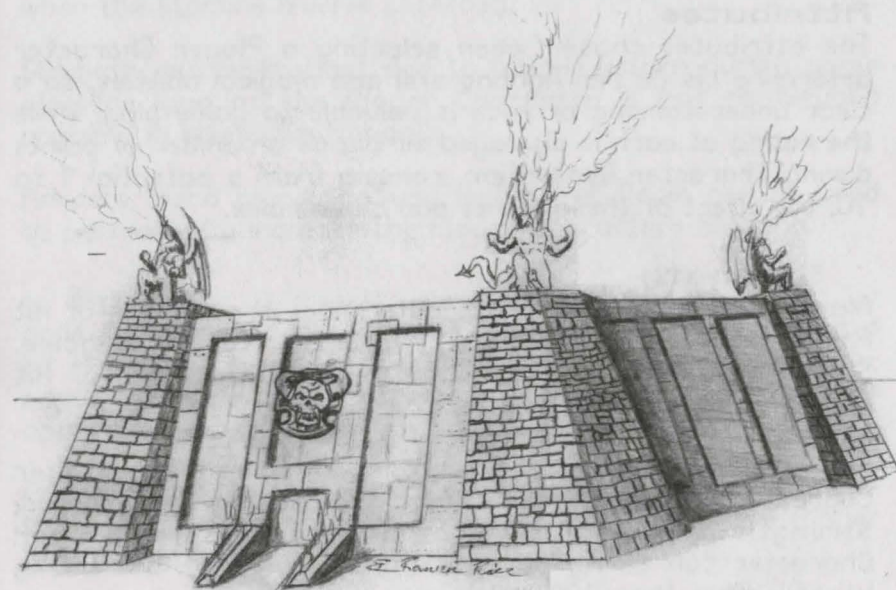
When **Edit** is chosen, a new screen appears on which some attribute points are pre-assigned, but others can be distributed from an available pool as you wish. Placement of attribute points is done by clicking over the attribute in

which you wish to place an available point. If you make a mistake when allocating attribute points, you can R-click over the attribute to return the point to your allocation pool. All attribute points must be assigned before the choice **Done** appears next to the **Reject** button at the bottom of the screen.

Done

Reject

Clicking on **Done** brings up the Player Character's name. Press **ENTER/RETURN** to keep the default name, or type in the name of your choice. When the new name has been entered, pressing **ENTER/RETURN** ends the Player Character generation process.



Advanced Player Character Information

Armor

In *Anvil of Dawn*, the armor worn by the Player Character reduces damage done by the opponent's attack whenever the opponent makes a hit.

Level of Armor Protection	Damage Reduced
Unarmored	0%
Protected	1-10%
Lightly Armored	11-30%
Well Guarded	31-40%
Moderately Armored	41-60%
Stalwart	61-70%
Heavily Armored	71-90%
Formidable	91-99%
Impervious	100%

Attributes

The attributes chosen when selecting a Player Character determine his or her fighting skill and magical abilities, so a clear understanding of each is valuable to game play. While the rating of each is displayed simply as a number of points during Character Generation, ranging from a potential 1 to 10, the effect of these points can be complex.

Strength

Along with Stamina, Strength determines the number of Hit Points with which the Player Character starts the game. $\text{Strength} + \text{Stamina} \times 10$ determines the number of Hit Points, up to a maximum of 200.

Strength determines the amount of weight the Player Character can carry before he or she becomes encumbered. $\text{Strength} \times 10 =$ the weight in kilograms the Player Character can carry, up to a maximum weight of 100 Kg (slightly more than 200 lbs).

Strength increases the amount of damage inflicted with hand-to-hand attacks. Add +1 damage for every 2 points of

Strength possessed by the Player Character, up to a maximum of +5 damage for hand-to-hand attacks.

Amulets found along the way in *Anvil of Dawn* can be used to permanently increase the Player Character's Strength.

Stamina

Along with Strength, Stamina determines the number of Hit Points with which the Player Character starts the game. $\text{Strength} + \text{Stamina} \times 10$ determines the number of Hit Points, up to a maximum of 200.

Stamina determines how quickly the Player Character tires from continuous action. Each time a weapon is swung, a moveable block or ball is pushed, or if the Player Character is encumbered, Strength and Agility are adjusted, based on Stamina.

A hidden counter measures continuous action against the Player Character's Stamina, adjusting Strength and Agility when the Stamina level is exceeded.

Strength and Agility lost due to fatigue return during game play (as long as the Player Character is not continually engaged in strenuous action).

Amulets found along the way in *Anvil of Dawn* can be used to permanently increase the Player Character's Stamina.

Agility

Agility determines the Player Character's odds of making a hit in battle. In combat, a Player Character's Agility is compared to that of his or her opponent and bonuses to hit are applied.

Opponents in *Anvil of Dawn* possess their own Agility ratings. If an opponent has a higher Agility than the Player Character, the bonus to hit goes to the opponent.

Power

Power determines the number of Spell Points with which the Player Character begins the game. $\text{Power} \times 100 =$ the

Player Character's starting number of Spell Points.

Power determines the effectiveness of the Player Character's spells. For every 2 Power Points, the damage caused by a spell cast by the Player Character increases by 20%.

Power determines the rate at which the Player Character regenerates his or her Spell Points.

Encumbrance

Encumbrance occurs whenever the Player Character carries more in weight of objects than his or her Strength allows. The result is that the Player Character tires in much the same way as if engaged in continuous action, such as swinging a weapon or pushing against a moveable block. If the weight being carried is reduced, the Player Character begins to recover. For more information, see the section "Stamina" on page 21.

Experience Points

Experience is broken into two different types: weapon and magic experience. Whenever the Player Character inflicts damage with a weapon or a magic spell, a number of Experience Points equal to the damage value is added to the appropriate Experience Point type.

Upon leaving a dungeon, if the Player Character has acquired sufficient Experience Points to advance a level, an Experience Screen is displayed, showing a pool of Experience Points which can be distributed among the various weapon and spell classes.

For weapons, distribute the available pool of Experience Points among Hacking, Thrusting, Slashing, and Ranged Weapons.

For spells, distribute the available pool of Experience Points among the Elemental Disciplines of Magic, such as Earth, Wind, Fire, Water, Lightning, Flesh, and the Void.

Experience in a particular weapon or spell type indicates the Player Character's proficiency with that class of weapons or

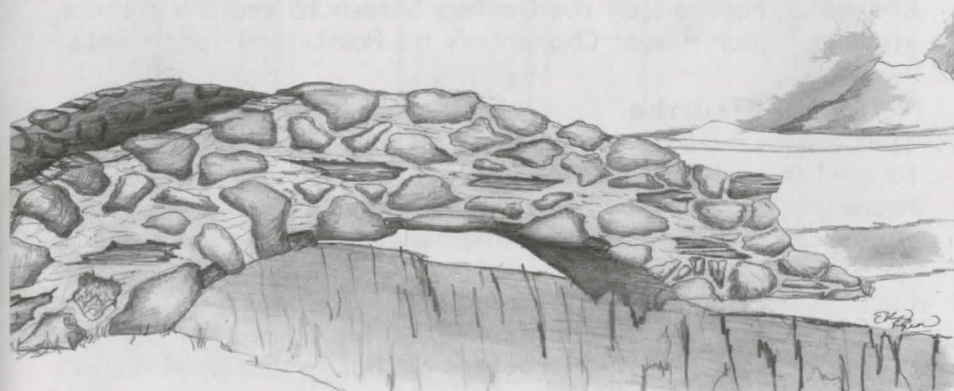
spells. For example, a crossbow used by a Player Character strong in Ranged Weapon skills does more damage than one used by a Player Character weak in that skill. The spell Deadly Spores of Earthen Rot cast by a Player Character strong in Earth Magic does more damage than the same spell cast by a Player Character weak in Earth Magic.

Once the earned Experience Points are distributed, clicking on the **Done** button in the lower right of the Experience Point screen returns you to game play. Experience points must be assigned to Weapon and Magic classes before you can continue game play.

There are a maximum of ten levels for each Weapon and Magic Class.

Weapon Experience Levels

Level	Name of Level
1	Novice
2	Competent
3	Trained
4	Proficient
5	Experienced
6	Accomplished
7	Skilled
8	Seasoned
9	Expert
10	Master



Magic Experience Levels

Level	Name of Level
1	Initiate
2	Neophyte
3	Apprentice
4	Talent
5	Transcendent
6	Accomplished
7	Maren
8	Adept
9	Maestro
10	Archmage

Hit Points

The Player Character's ability to withstand damage before dying is measured in Hit Points. Together, the attributes of Stamina and Strength determine the number of Hit Points with which the Player Character starts the game. $\text{Strength} + \text{Stamina} \times 10$ equals the number of Hit Points, up to a maximum of 200.

The base Hit Points with which the Player Character starts the game can be added to during play by acquiring potions called Draughts of Heightened Mortality. These potions increase the Player Character's permanent Hit Points during play.

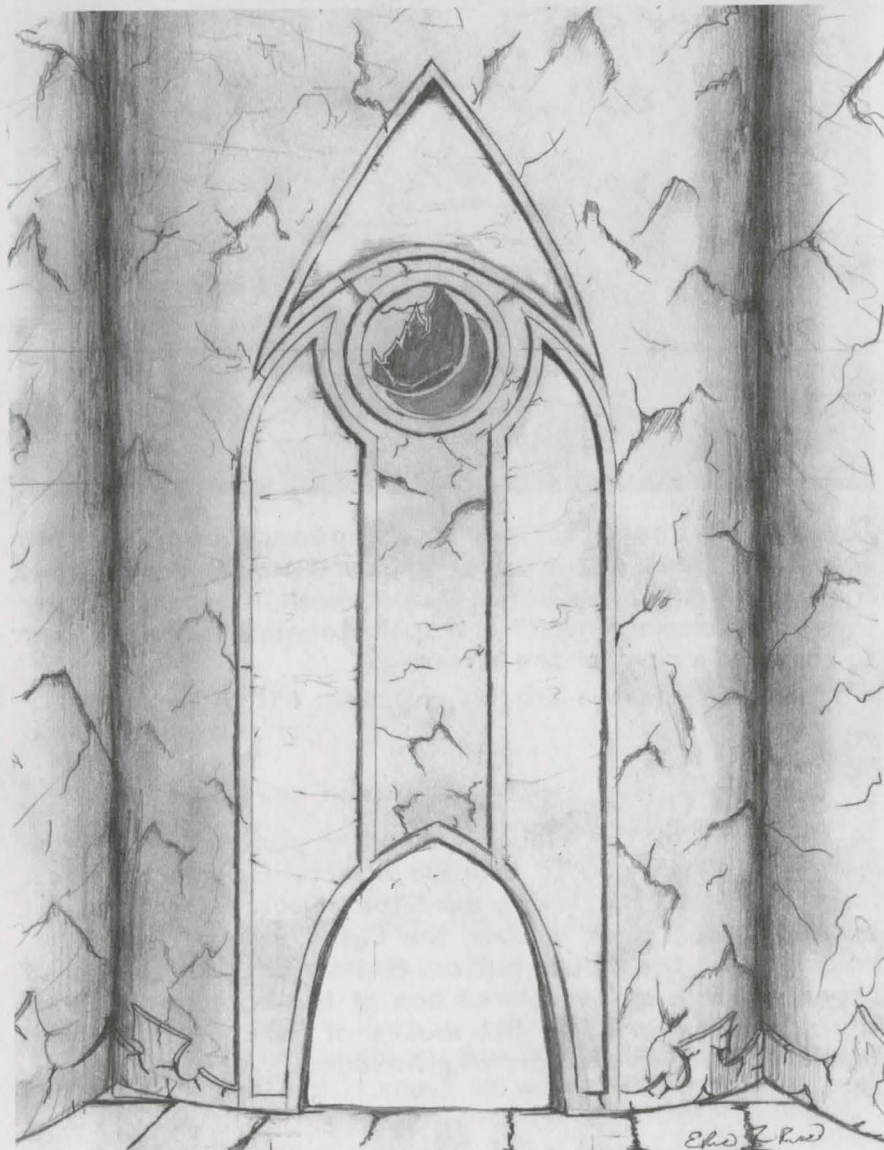
Click over the Hit Point and Spell Point bars below the Character Portrait on the Gaming Screen to see the current status of your Player Character's Hit Points and Spell Points.

Spell Points

Spell Points indicate the amount of magical energy available to cast a spell. They are used each time a spell is cast and regenerate at a given rate over time. If sufficient Spell Points are not available, the attempt to cast the spell fails.

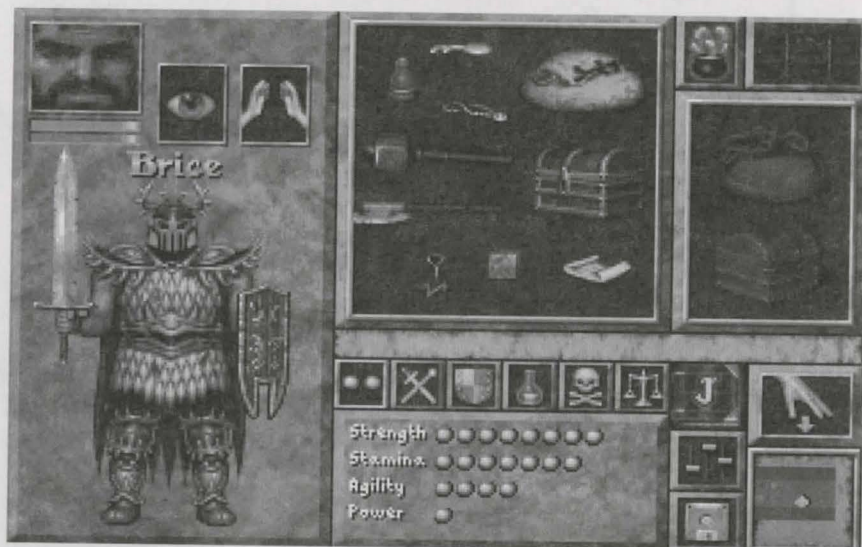
Click over the Hit Point and Spell Point bars below the Character Portrait on the Gaming Screen to see the current status of your Player Character's Hit Points and Spell Points.

The Spell Points available to the Player Character are determined during Character Selection by the Attribute of Power. $\text{Power} \times 100$ equals the number of Spell Points. Spell Points can be permanently increased during game play by using potions called Draughts of Heightened Magic Power.



The Character Sheet

From the Gaming Screen, click on the Player Character portrait to bring up the Character Sheet. Items described in this section are in the order they appear on the Character Sheet, starting in the upper left-hand corner.



The Player Character portrait appears again on the Character Sheet, in the upper left-hand corner. Below it are the health and spell bars. Clicking with the cursor over these bars displays health and spell statistics in the text bar to the middle right of the screen.



Examine Objects

To the right of the Player Character portrait is the Eye icon. This allows you to examine objects. Pick up an object from Inventory by clicking over the object. With the object on the cursor, place it over the Eye icon and click again, holding down the mouse button. A description of the object appears in the stone-colored box at the bottom center of the screen (where the Attributes of Strength, Stamina, Agility, and Power are normally displayed).



Use an Object

The Hands icon (to the right of the Eye icon) allows you to use an object. Pick up an object by clicking with the mouse cursor over the object. With the object on the cursor, click over the Hands icon. The object is used. If, for instance, the object is a suit of armor, it is placed over the Player Character figure on the lower left of the Character Sheet.

Character Figure

Below the portrait of the Player Character is the Character Figure. Armor, weapons, and objects such as sacks can be placed directly on the figure by placing the object over the figure and clicking. Sacks and chests can be placed in the figure's hands. Once a sack or chest is placed in the figure's left hand, it is considered open and its contents are displayed in the box to the right of the Inventory box.

Inventory Box

The large red box to the right of the Character Figure is the Inventory box. Objects can be placed freely within this area.

On the Gaming Screen, objects are picked up by placing the cursor over the object and clicking. This places the object on the cursor. The object can now be placed in Inventory two ways.

1. R-click while the object is on the cursor. The object is placed in Inventory.
2. Move the cursor holding the object over the Character Portrait in the top right hand corner of the Gaming Screen and click. The Character Sheet appears, replacing the Gaming Screen. Place the cursor containing the object over the Inventory box and click. The weapon or other object is now in Inventory.

Container Box

To the right of the Inventory box is the Container box. The image of a sack and a chest lie within the Container box.

Placing a sack or a chest within this box both places it in the Player Character's hand and opens it. Removing the sack or chest from the Player Character's hand closes it.



Magic Icon

Above the Container box is the Magic icon, a cauldron from which colorful energies bubble forth. Clicking on the Magic icon takes you to the Spell Book, a journal containing a short description of each spell acquired by the Player Character. Clicking opens the Spell Book. A click in the upper right corner of the Spell Book pages forward. A click in the upper left corner of the Spell Book pages backward. Clicking on the lock (or R-clicking anywhere) closes the Spell Book.

Each page of the spell book also contains an image of the spell icon, so that the spell and its icon can be easily associated.

Return to the Gaming Screen

Clicking on the Gaming Screen icon in the upper right-hand corner of the Character Sheet returns you to the Gaming Screen.

Information Icons

The six icons displayed below the text bar are:



Statistics



Experience Levels



Armor Class

Active Magics



Affliction



Encumbrance



Clicking on an information icon will display text regarding the chosen icon. The text appears in the area where Player Character Attributes are normally displayed.



Statistics shows the Player Character's current Attributes, in terms of Strength, Agility, Stamina, and Power. These are displayed as dots from 1 to 10. If one of the Attributes is raised above 10, a large dot appears to represent the number 10, while small dots continue to represent increments of one beyond 10. For more information on Attributes, see the "Attributes" section on page 20.



Experience Levels shows the Player Character's current ratings for all possible magic and weapons experience. These ratings are expressed in terms of levels, from novice to master in the case of weapon skills and from initiate to archmage in the case of magic skills. A skill level is shown for each type of weapon, from Hacking to Ranged Weapons, and for each type of magic, from Earth magic to Void magic. Click with the mouse cursor over the Experience Levels area to scroll through all of the possible levels.



Armor Class shows the Player Character's current armor rating from unarmored to impervious.



Active Magics shows whatever spell effects or potions may be currently active on the Player Character. The number of effects and their duration is also displayed.



Affliction shows whether or not the Player Character has been poisoned or is suffering from exhaustion. Great exertion, such as moving heavy blocks and continual fighting, cause exhaustion. If the Player Character is Encumbered, carrying more weight than his or her Strength allows, the rate of exhaustion in performing strenuous activity increases. When the Player Character suffers from poisoning, the Character Portrait turns green.



Encumbrance shows whether or not the Player Character is encumbered from carrying too many objects, items, or supplies.



Quest Journal

The book emblazoned with the J is the Quest Journal. Entries to the Quest Journal are made automatically as you adventure, keeping a record of major quest objectives. Clicking opens the Quest Journal. A click in the upper right corner of the Quest Journal pages forward. A click in the upper left corner of the Quest Journal pages backward. Clicking on the lock closes the Quest Journal.



Options Icon

The icon below the Quest Journal is the Options icon. Clicking on the Options icon brings up the Options Screen.

By selecting various options, the interface can be made either partially or completely invisible, adding to the full screen enjoyment of the game. On the left-hand side of the Options Screen is a column of choices including Hands, Spells, Automap, and Icons Visible. An ✓ in the box to the left of the choice indicates the choice will be visible on the Gaming Screen during play. Clicking on the box to remove the ✓ removes the associated icon from the Gaming Screen. See the section "Making the Interface Invisible", starting on page 9.

Below the interface options on the Options Screen are options to send Automap output to the printer or to disk.

In the middle column of the Options Screen are sound and volume choices. Click and drag the appropriate slider up or down to adjust volume, or balance music and sound. By clicking on Voices and/or Subtitles, you choose whether you want to hear the Characters speak, read their dialogue, or both.

In the upper right hand column of the Options Screen are icons to return you to the Character Sheet or Gaming Screen. Also on the right is a brightness slider control to adjust the game palette brightness.



Save/Restore

The disk icon below the Options icon is the Save/Restore icon. Clicking on this icon takes you to the Save/Restore Screen. (The F2 key also takes you to the Save/Restore Screen)

Ten save game slots are available. Click on the scroll arrows to scroll through the save game slots. By moving the mouse cursor and clicking, highlight the save game slot desired. Click on the **Save** button and you may rename the highlighted save game. Press the **ENTER/RETURN** key to save the game.

To restore a previously saved game, highlight the saved game you wish to restore. Press the **ENTER/RETURN** key to restore the game, or click on the **Restore** button.

You can bring up the Main Menu from the Save/Restore screen by clicking over the **Main Menu** button. On the Main Menu screen the choices are:

Restore an Old Game
Continue Current Game*
Start a New Game
Return to DOS

*appears only if Main Menu is accessed during game play.

You may also return to either the Gaming Screen or Character Sheet by clicking on the appropriate button in the upper right corner of the Save/Restore Screen.



Drop Objects

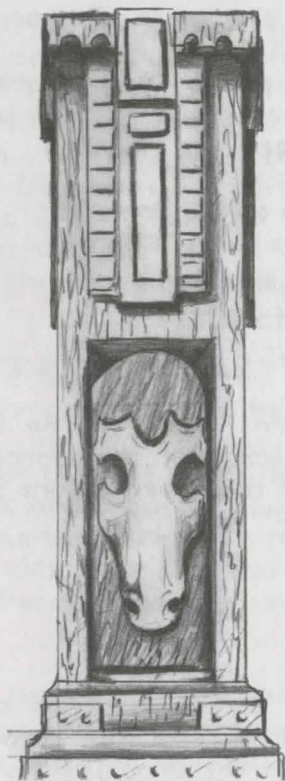
The open hand with the down arrow allows you to drop objects on the Gaming Screen. With an object on the cursor, place the cursor over the Drop Objects icon and click. The object is dropped on the Gaming Screen. Objects dropped on

the gaming screen appear in the square directly in front of the Player Character, unless that square is occupied by a wall, exit, or other mass which might prevent the object from being dropped. If the square directly in front of the character is occupied, the object is dropped in the same square in which the Player Character is standing.



Automap

The icon in the bottom right-hand corner is the Automap icon. Clicking here brings up the Automap. See the "Automapping" section on page 40 for more information.



Things You Can Do from the Gaming Screen

All combat, spellcasting, and exploration in *Anvil of Dawn* takes place from the Gaming Screen. When other screens are activated, they overlay the Gaming Screen. Examples are the Character Sheet and the Automap.

Access the Character Sheet by clicking over the Character Portrait.

Acquiring New Spells

Throughout the game, spells are acquired either from encounters with various NPCs or from scrolls which convey the knowledge of the spell. Scrolls must be placed in the Player Character's hand. Clicking on an in-hand scroll displays a blow up of the scroll. After it has been read, the scroll disappears and a description of the spell is added to the spell book.

Attack Opponent

Refer to the instructions in the "Combat" section, beginning on page 13.

Cast Spells of Elemental Magic

To cast a spell, you must click on a spell icon. Spell icons are displayed below the Character Portrait on the right-hand side of the Gaming Screen. When more than eight spells have been acquired, left and right arrow buttons appear below the spell icons, allowing you to scroll between columns of displayed spells by clicking on the appropriate button.

Drink a Potion

Pick up the potion place the potion in one of the in-hand boxes and click. A potion can also be used from the Character Sheet by clicking with the potion over the Hands icon.

Fire a Ranged Weapon (Crossbow)

The crossbow must be placed in one of the Player Character's hands. Clicking on the in-hand weapon from the Gaming Screen fires the weapon. Bolts for the crossbow must be in the Player Character's inventory. It is a good idea to recover expended ammunition after using the crossbow.

Read a Scroll

Scrolls can be read from the Gaming Screen by placing them in-hand and clicking on them. They can also be read from the Character Sheet. With the scroll on the mouse cursor, place it over the Examine Icon (the eye) and click. Another click returns you to the Gaming Screen or Character Sheet.

Navigate

Watch the local Automap in the lower right-hand corner of the Gaming Screen to maintain your orientation and use the full Automap selection to view your progress throughout the game. Automap can be selected by clicking over the local Automap icon at the bottom right of the Gaming Screen. More information on the Automap is available in the section on "Automapping," starting on page 40.

Open Doors

Doors open by the use of various buttons and levers, as well as by pressure plates (both visible and invisible). Some doors may require a key or the use of special puzzle pieces to open, while others open after the correct object is placed in a nearby object hole.

Open Chests

In various locations throughout *Anvil of Dawn*, the Player Character comes across chests. These chests are immovable, but may contain valuable objects. Clicking on the chest will open the chest. The presence of an object within the chest causes the mouse cursor to take on the form of a green gauntlet. Another click places the object on the mouse cursor, to be placed in inventory as described in the section "Inventory Box" on page 27.

Some chests contain multiple objects, some one object, and some none.

Pick Up and Drop Objects/Add Items to Inventory

When the mouse cursor is moved over an object which can be picked up, the cursor takes on the appearance of a green gauntlet. By clicking when the gauntlet is over an object, the object is picked up. Another click drops it. To keep the object and add it your character's inventory, pick up the object and R-click. As an alternative, move the cursor with the object on it over the Character Portrait, click to bring up the Character Sheet and clicking again with the item over the Inventory Box will place the item in Inventory.

Each object in *Anvil of Dawn* has its own weight, in this way one or more objects can be used to weigh down a pressure plate. The weight of objects also counts toward a Player Character's encumbrance. Some objects, such as scrolls and keys, are considered light weight and neither count toward encumbrance nor can they be used to weigh down pressure plates. For more information on encumbrance, see the section "Encumbrance" on page 22.

Using Keys

Place the appropriate key over a keyhole on the Gaming Screen and click to open the lock. Keyholes in *Anvil of Dawn* are found on pedestals which are always located near the doors they activate.

Use an Object in a Character's Hand

Click on the object or weapon where it appears below the Character Portrait on the Gaming Screen.

Dungeon Devices

Dungeons in *Anvil of Dawn* contain various traps and devices, such as spikes and teleporters, the natures of which are explained below:

Balls

When encountered, some balls are moving while others remain stationary. The Player Character takes damage if hit by a moving ball. Stationary balls can be moved to weigh down pressure plates, providing a clear path exists for the ball to move. Stationary balls can be pushed by attempting to have the Player Character walk through them.

Blocks

Blocks can be moved to weigh down pressure plates, provided a clear path exists for the block to move. Blocks can be pushed by attempting to have the Player Character walk through them.

Blocks can be destroyed by inflicting weapon or spell damage upon them. All blocks do not have the same number of Hit Points, making some blocks harder to destroy than others.

Buttons

Buttons are often used to open doors or perform some other action, such as activating a teleporter or a slider. Buttons themselves can be active or inactive. Inactive buttons can be toggled to active by the use of another nearby button, lever, or pressure plate.

Illusionary Walls

Illusionary Walls look like regular walls. They are not triggered by any action, but, by their very nature, the Player Character can walk through them without difficulty.

Pits

The Player Character can be injured by falling down a pit. Pits can be open or closed when encountered and can be toggled open or closed by using nearby buttons, levers, or pressure plates.

Pressure Plates

Pressure plates perform a variety of actions, from opening doors to launching spell traps. Pressure plates can be visible or invisible. They may be active or inactive, and may be toggled on or off by using a nearby button or lever.

Pressure plates have both an up and a down action. For example, the down action of a given pressure plate may be to open a door, while the up action closes the door.

Pressure plates may be weighed down by a variety of means, including moveable blocks or any number of inventory items whose combined weight is sufficient to keep the pressure plate down.

Secret Doors

Secret doors look like walls, but they open and close by some action. Secret doors may be opened by a nearby button, lever, or pressure plate.

Sliders

When the Player Character steps into a square containing a slider, it moves the Player Character in a certain direction for a certain distance. Sliders can be active or inactive, and may be toggled on and off by nearby buttons, levers, or pressure plates.

Spell Reflectors

Spell Reflectors are permanent and stationary magic barriers which operate in the same way as the spell Reflections of the Lake. A rippling barrier hurls any spell cast its way back in the direction from which it came.

Spikes

Spikes are positioned as traps in the various dungeons of *Anvil of Dawn*. The Player Character takes damage by stepping on or even attempting to turn within a square containing spikes.

Spinners

When the Player Character enters a square containing a spinner, it spins the Player Character to face a different direction. This dungeon trap attempts to disorient the Player Character.

It is possible to turn normally within a space occupied by a spinner once the spinner has spun the Player Character to a new facing.

More difficult to deal with, continual spinners spin without stopping until the Player Character manages to step off.

Teleporters

Teleporters move the Player Character instantaneously from one location to another. Some teleporters have two destination points, and these always alternate. For example, the first time a teleporter is used it teleports the Player Character to the first destination, the next time used to the second destination, returning upon the third use to the first destination.

Teleporters can be active or inactive. If inactive, they can be toggled on by a nearby button, lever, or pressure plate.

Zones

Various magical zones exist in the world of *Tempest*. Depending upon the nature of the zone, they:

Temporarily reduce the Player Character's Strength

Temporarily reduce the Player Character's Spell Points

Block the casting of magic

Magnify the damage of fire-based spells

Magnify the damage of lightning-based spells

Cause confusion, making walking and turning difficult

Save, Load, Pause, and Quit

Save Game

The game can be saved from the Character Sheet by clicking on the Save Game Icon (disk). For more information, see the section "Save/Restore" on page 31.

Restore Game

Restore a previously saved game from the Main Menu by choosing **Restore an Old Game**. This can be done upon starting the game, or from the Save/Restore screen. For more information, see the section "Save/Restore" on page 31.

Pause Game

Pause the game at any time by clicking on the Character Portrait to display the Character Sheet.

Quit Game

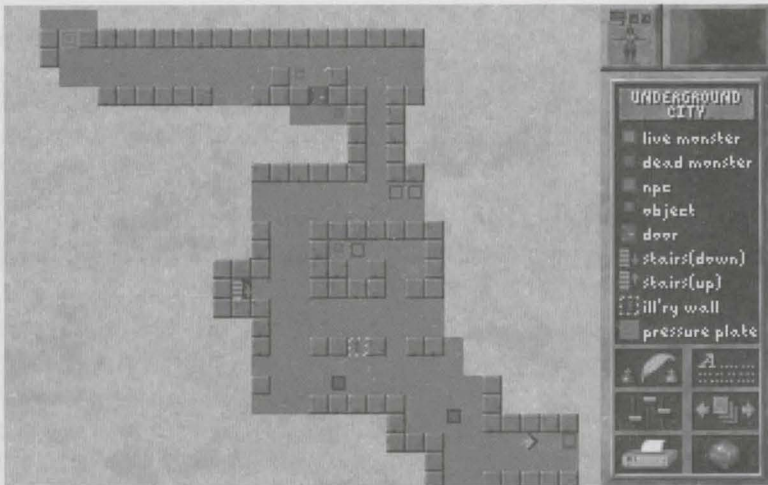
Hitting the **ESC** Key from the Gaming Screen (interior dungeons or exterior scenes) returns you to the Main Menu. The choice in the lower right is **Return to DOS**.



Automapping

As you explore the exterior locations of *Tempest*, clicking on the Automap icon in the lower right-hand side of the Gaming Screen brings up a map of *Tempest*. By clicking and holding down the mouse button, you may drag the map across the screen. As play progresses, the progress of your Player Character across the map is displayed. R-click returns you to the Gaming Screen.

When exploring an interior dungeon, the Automap displays the dungeon map.



In the upper right-hand corner of the dungeon Automap, clicking on the Player Character icon or the Gaming Screen icon returns you to the Character Sheet and the Gaming Screen, respectively.

Line of Sight

The area map is based on your Player Character's line-of-sight, so only parts of a dungeon that have been explored are shown. Everything on the map reflects the current status of the items shown. Doors are displayed open or closed. This makes automapping a very useful tool. Walls, insets, doors, floors, trap doors, rugs, pressure plates, illusionary walls, your Player Character, trees, creatures, NPCs, and furniture are all displayed on the map. Note, however, that

items and creatures of which your Player Character are not yet aware are not shown.

Write/Erase

Clicking on the quill icon enables you to write text on the Automap. To erase text, select the quill and then R-click on the text you would like to erase.

Display Text

Clicking on the A... icon toggles the display of text on the Automap.

Options

Clicking on the Options icon displays Game Options. See the section "Options Icon" on page 30.

Viewing Multiple Maps

The Multiple Maps icon allows you to scroll through available maps.

Saving and Printing the Automap

Click on the Disk icon to print and/or save the Automap. Choose whether to send Automap output to the printer or to disk from the Options Screen (see the section "Options Icon" on page 30). When sent to disk, the Automap is saved in a directory called Automaps as a text file.

Global Automap

The Global Automap icon displays dungeon levels explored in previous games that go beyond the Player Character's experience in the current game. Map areas not yet explored in the current game are shown as walls only, with legend information missing.

Returning to the Gaming Screen or the Character Sheet

In the upper right-hand corner of the Automap screen are two buttons. The button on the right returns you to the Gaming Screen, whereas the button on the left returns you to the Character Sheet.

The Spells of Tempest

Earth Magic

Iron Fist of Chaos

By the magic gestures of Iron Fist of Chaos, globules of liquid iron arise. They coalesce into the shape of a gauntleted fist which speeds forward toward its target. Some Earth-based creatures possess the ability to cast this spell, and it is known to be used in spell traps laid by powerful mages.

As the caster's experience in Earth-based spells increases, so does the damage inflicted by this spell.

Granite Ward of Tempered Skin

By means of this spell, the caster's body grows hard as stone while maintaining the flexibility of flesh. This hardened shell reduces the effectiveness of most normal weapons. It also offers protection against some spells.

As the caster's experience in Earth-based spells increases, so does the effectiveness and duration of the spell.

Deadly Spores of Earthen Rot

Deadly Spores of Earthen Rot summons large, mushroom-like puff balls. By this spell, they grow and swell, bursting to spew forth clouds of harmful spores. Lingering in the air, these spores inflict damage to any living creature that passes through them, though it is sometimes possible to run through such an afflicted area with minimal problems.

As the caster's experience in Earth-based spells increases, so does the duration, and damage done by this spell. Deadly Spores of Earthen Rot is used in a variety of spell traps.

Certain creatures of *Tempest* are known to be immune to this spell.

Wind Magic

Dance Upon the Stones of Wind

This spell allows the caster to avoid some traps such as pits and pressure plates. It forms a blanket of swirling air beneath the feet, which acts as a barrier between the caster and the ground. When in effect, the character's footfalls may carry him or her safely over traps, pits, and pressure plates.

As the caster's experience in Wind-based spells increases, so does the duration of this spell. Depending upon the caster's experience, Dance Upon the Stones of Wind may allow safe passage over a pressure plate, but not prevent the activation of another type of floor-based trap.

Shrouded Gale of Vengeful Winds

A defensive magic, Shrouded Gale of Vengeful Winds creates a powerful current of air, blowing any creature in the spell's path backwards. It's an effective spell in preventing creatures from getting close enough for melee combat. Beware, for this spell is often used in setting spell traps. The effectiveness of some spells can be blunted by casting this spell in response. If Shrouded Gale of Vengeful Winds travels through an area where Unholy Conflagration, Ash and Cinders, or Deadly Spores of Earthen Rot is present, it's force subdues and extinguishes the previous spell.

As the caster's experience in Wind-based spells increases, so does the range of the Shrouded Gale of Vengeful Winds.

Ghostly Howl of Mortal Anguish

By means of this spell, a high-pitched, ghost-like wail is generated, injuring any creature standing before you. Creatures that do not have living bodies suffer no damage from the Ghostly Howl of Mortal Anguish.

As the caster's experience in Wind-based spells increases, so does the damage inflicted by this spell.

Fire Magic

Unholy Conflagration

By the magic gestures of Unholy Conflagration, blue-hued flames erupt from the floor raging in volatile and unnatural flares. Burning in place, these flames inflict damage to any living creature that passes through them, though it is sometimes possible to run through such an afflicted area with minimal problems. The spell itself can be affected by other magics, such as the Shrouded Gale of Vengeful Winds.

As the caster's experience in Fire-based spells increases, so does the range, damage, and duration of this spell.

Ash and Cinders

Ash and Cinders brings into being hot, burning cinders. They form above and float to the ground. Any living thing within the afflicted area suffers damage from the burning presence. It is known that certain Wind-based spells may cool the effect long enough to allow safe passage, while it is also sometimes possible to run through such an afflicted area with minimal problems.

As the caster's experience in Fire-based spells increases, so does the damage and duration of this spell. This spell is often used in spell traps, and powerful mages have been known to set never-ending barriers of Ash and Cinders in

place to protect their treasures.

Fire Haven

This spell offers partial protection from Fire-based spells. It surrounds its caster in a protective aura, one which reduces the amount of damage caused by magical fires.

As the caster's experience in Fire-based magic increases, so does the duration and effectiveness of this spell. For the duration of this spell, the Character Portrait is circled by an orange glow.

Water Magic

Shackles of Ice

By means of this spell, you can hold an opponent in place for a limited time. When cast, a swirling maelstrom of frozen air circles before you, then rushes forward toward its target. A creature struck by Shackles of Ice freezes to blue and is immobilized for a time. Fire-based creatures and some other powerful beasts prove impervious to the effects of this spell.

As the caster's experience in Water-based magic increases, so does the duration and effectiveness of this spell.

Reflections of the Lake

Reflections of the Lake offers protection against magical attacks. By this magic, you shall be encased within a rippling barrier well able to hurl back an opponent's spell in the direction from which it came. Some creatures born of Water use Reflections of the Lake as an effective defense, and it is known to be used in keeps to prevent mages from effectively employing their magics.

As the caster's experience in Water-based magic increases, so does the duration of this spell. For the duration of this spell, the Character Portrait is circled by a blue glow.

Vampiric Mist of Innate Weakness

With both offensive and defensive qualities, this spell creates a wall of rolling, green-blue gas which drains life from any creature standing in it's path, transferring that life force back to the spell's caster. While wounds and other energies can be regenerated in this way, the spell cannot grant the caster a life force greater than his or her natural energies.

As the caster's experience in Water-based spells increases, so does the duration and effectiveness of this spell. Creatures which possess no natural life force of their own are unaffected by this spell.

Fountain of Scorching Vapors

When this spell is cast, the earth rumbles, splitting to release multiple clouds of searing steam. Any creature or opponent standing where the spell erupts takes damage. After angrily billowing out of the earth, the steam fades, leaving no trace of its damaging eruption behind.

As the caster's experience in Water-based spells increases, so does the damage of this spell. The nature of some creatures renders them impervious or less susceptible to the damage caused by the Fountain of Scorching Vapors.

Lightning Magic

Laughing Skull of Thunderous Might

By the magic gestures, Laughing Skull of Thunderous Might forms into a great skull forged of lightning. This apparition speeds away, generating a thunderous laugh as it surges toward it's target. When the skull strikes, it erupts in a damaging explosion.

As the caster's experience in Lightning-based magic increases, so does the damage inflicted by this spell, and it is often used in spell traps as a means to confuse and confound adventurers.

Roaring Column of Lightning Wild

Roaring column of Lightning Wild summons a tornado of raging thunder and light. Rising from the floor, it whirls in a fury as tendrils of lightning strike away from it's great, energized column. The motion of the column carries it forward, inflicting heavy damage to any creature it encounters.

As the caster's experience in Lightning-based magic increases, so does the damage inflicted by this spell. Lightning-based creatures possess the ability to cast this spell, and it makes a deadly spell trap.

Heavenly Mend of Unseen Artisans

By means of this spell, collapsed structures may be made whole, damaged monuments restored, and shattered bridges rebuilt. The effect is specific to damaged man-made structures and is not useful in treating naturally occurring disasters. Though of limited use, this special magic proves invaluable where it can be employed.

Unlike many spells, the Heavenly Mend of Unseen Artisans

works to its maximum effect, regardless of the caster's experience in Lightning-based magic.

Flesh Magic

Blessed Weave of Healing Wounds

The effect of this magic is simple and straightforward; it heals wounds.

As the caster's experience in Flesh-based spells increases, so does the amount of damage healed. It is known that some creatures are capable of casting this spell, adding to their endurance as they battle for their own lives.

Heightened Flesh of Strength and Hale

This protective spell allows wounds to heal naturally at a pace faster than would normally occur.

As the caster's experience in Flesh-based magic increases, so does the amount of damage healed, the rate of healing, and the duration of the spell. For the duration of the spell, the Character Portrait is surrounded by a flesh-colored glow.

Bane's Boiling Blood

By means of this magic, the blood of the target begins to boil, delivering terrible damage to the unfortunate creature under attack. Some of the creatures of *Tempest* have developed a natural resistance to this dangerous magic.

As the caster's experience in Flesh-based magic increases, so does the amount of damage inflicted by the spell.

The Strength of Titans

When cast, this spell temporarily enhances strength. When natural ability has been reduced by affliction or attack, The Strength of Titans can temporarily restore the strength needed to survive the battle.

As the caster's experience in Flesh-based magic increases, so does the duration and effectiveness of this spell. For the duration of the spell, the Character Portrait is surrounded by a green glow.

Rage of Fallen Heroes

Rage of Fallen Heroes is of the Discipline of Flesh. This spell temporarily enhances the fighting ability of the caster and improves the caster's proficiency with weapons. Rage of Fallen Heroes increases the likelihood of the caster landing a solid hit against his or her opponent and reduces the damage of blows received by the caster. Unfortunately, strength steadily decreases and it is impossible to launch spell attacks under the influence of this spell.

As the caster's experience in Flesh-based spells increases, so does the spell's duration and effectiveness. For the duration of this spell, the Character Portrait turns red.

Void

Ritual of Unmaking

The Ritual of Unmaking proves itself either deadly or utterly ineffective. If a creature proves vulnerable to the effects of this spell, it dissolves. The target becomes "unmade." If the target is immune to the spell, nothing happens and the creature remains undamaged. Choose your target well, for the Ritual of Unmaking is costly to use.



The Dark Cloak of Shadow

The Dark Cloak of Shadows is of the Discipline of the Void. When used, the caster takes on the form and essence of shadow. This spell provides some defense against physical attacks, and can prevent death from falling into pits and traps. It cannot protect against magical attacks.

As the caster's experience in void-based magic increases, so does the duration and effectiveness of the spell.



Soul Link

Soul Link is of the Discipline of the Void. It creates a magical buffer of life force, one which is automatically drawn upon by the caster at the moment of defeat and death. When killed by an opponent, the caster finds him or herself resurrected in the same place, but greatly weakened.

As the caster's experience in Void-based magic increases, so does the duration and effectiveness of this spell. If the caster is poisoned, diseased, or suffering some other affliction at the time of death, the affliction remains upon resurrection. For the duration of this spell, the Character Portrait is surrounded by a gray glow.

DEADLY DENIZENS

Aracinfant



Like many other creatures, aracinfants were created by the horrific powers of the Dark Slag. Combining the features of the youngest victims of war with those of a deadly spider, Aracinfants are often sent to the forefront of dungeon battles in order to instill fear in the good forces of *Tempest*.

With their heightened sense of smell, these ceiling-walkers search out their prey and attack with a whip-like tongue. Their wailing cry has been known to unnerve even the hardiest adventurer. In combat, crossbows and spears can keep the Aracinfant's tongue at a safe distance.

Beast of Trung



A natural inhabitant of the swampy areas of *Tempest*, it is most often encountered in the Quagmire. A dangerous, though not very intelligent beast, it can surprise the unwary traveler as its attack proceeds not from its great mouth, but springs up out of the warts and mounds across its back. Here lurk dangerous parasites sporting long, clawed arms. Fortunately, killing the Beast of Trung also results in the deaths of its parasites.

A direct assault with spear and axe has been shown an effective remedy for an encounter with this creature.

Blood Spawn



As warriors and creatures fall in battle, the power of the Dark Slag drains the blood from their bodies and gives birth to these foul creatures.

Blood Thorns



Blood Thorns have a reputation as dungeon weeds, underground lurkers likely to block the progress of an adventurer through what may already be a dangerous labyrinth. They are rumored to be resistant to magic, and their razor-sharp thorns can tear an unwary adventurer to pieces.

In combat, a Blood Thorn lashes out with its tentacles, and its weed-like nature makes it resistant to attacks from spear and crossbow. A direct assault on the beast often proves best.

Braid Stone



This elemental beast of stone is encountered in rocky areas, where it delivers an horrific biting attack on unsuspecting travelers. One of the living elemental creatures of *Tempest*, the Braid Stone cannot be said to be inherently evil, but its territorial instincts prove so strong that avoiding its home areas is the only way to keep out of a fight with this terrifying creature. Hacking weapons are known to be effective against the braid stone.

Cacofiend



A demon of sorts, the Cacofiend wields lightning, as the nature of its plane of existence is strong in that element. It is known that powerful magic can summon beasts and beings from other planes to the world of *Tempest*, but it is not known whether the Warlord controls such horrible beasts, or if they have joined his evil fight on their own.

Fortunately, the wings of the Cacofiend are nearly useless in the confined spaces of a dungeon and it is forced to hop in a clumsy fashion. Its nature makes it resistant to Lightning based magic.

Castellan



Known as the Warlord's most trusted warrior, the Castellan has been charged with the defense of the Warlord's stronghold, for in this evil keep rests the Dark Slag. Gifted by the Warlord with a special, magically endowed armor, it is said the Castellan is unbeatable in battle, impervious to all weapons and magic.

In combat the Castellan attacks with a massive, two-handed, bronze battle-axe with a pike blade fixed to the top of the haft.

Clansman



The Clansmen are a warrior race that live in the once wooded area near Gorge Keep. Known to trade across the Scar with the evil races who inhabit Desolation, the clansmen allied with the Warlord, their respect for the strength of his armies greater than their hesitation regarding his dark and ruthless nature.

Colossal Baboon



Huge and powerful beasts, they are native to *Tempest*. Though they fight for the Warlord, they do so only because their Lord and King has been imprisoned by the dark forces of *Tempest*. The price of his life is their unquestioned obedience to the Warlord.

In combat, Colossal Baboons attack by a straight-forward charge and pummeling of their victims.

Devourer of Souls



This creature is a blend of the Void and elements of the Flesh. When a victim is slain by the Devourer of Souls, its flesh is absorbed into the creature's form and the soul of the victim becomes trapped within the monster until the beast dies or is destroyed.

In combat, the Devourer reaches out with its massive array of mouths, seeking to suck the soul from its opponent. The Devourer has a natural resistance to magical attacks.

Drowned Sailor



These evil abominations inhabit a sunken ship, the masts of which are visible above the water, off shore near the Dark Lantern. Pirates by nature, their cargoes are known to be of even greater worth than gold and jewels, for they often trade in slaves, creatures, and it is rumored demons. Though drowned, their stubborn, greedy natures will not allow them to admit their deaths, and so they continue to protect whatever unlucky cargo went down with their ship.

In combat they lunge forward fearlessly with their swords, for terror and pain are no longer a part of their experience. The great, sweeping blows of a hacking weapon can be useful against these creatures, while their watery nature is likely to dampen the effect of Fire-based magics and enhance Lightning-based magics.

Earthbile



The Dark Slag corrupts the earth itself to produce this rancid incarnation of the element of Earth. Earthbile attacks by hurling globes of rock and an acid-like ooze capable of poisoning its victim, and in close quarters launches a spitting attack. Though risky, a quick way to dispatch Earthbile is with a well-honed battle axe.

Fungus Man



These creatures lurk in the forests of *Tempest*. Created by the power of the Dark Slag, the Fungus Man is a fused nightmare of human flesh, fungi, and various pieces of forest debris.

In combat, these creatures lash out with wooden claws. The battle axe and sword are known to be effective weapons against the Fungus Man, while the spear, crossbow, and throwing knives prove less useful.

Hagborn



These half-serpent, half-human creatures have lurked in the deep underground regions of *Tempest* for as long as the inhabitants of *Tempest* have recorded history. Though not inherently evil, they do attack anyone or anything intruding into their lairs.

In combat, Hagborns hurl deadly spheres of lightning and

prove resistant to any Lightning-based magic used against them.

Ice Worm



Monsters immune to the magics of Wind and Water, impervious to cold, the nature of the Ice Worm is to burrow deep. Though huge in size, they are most often found in the lower levels of dungeon.

In combat, the Ice Worm lunges forward, attempting to inflict damage with its razor-sharp fangs. Spells from the discipline of Fire and the use of thrusting weapons can be used against the Ice Worm to good effect.

Infernal Bones



Although Infernal Bones take the shape of skeletons, they are comprised entirely of the element of Fire. Because of their nature, these creatures prove immune to Fire-based magic. These apparitions are not natural to *Tempest*, but are summoned into being by forces loyal to the Warlord and empowered by the evil of the Dark Slag.

When encountered, Infernal Bones are known to summon flaming swords and shields for their use in battle, as if drawing them out of the very air.

Jester

Reflections of the Warlord's warped sense of humor, the Jester would seem a whimsical creature were it not capable of wielding magical attacks that can take a man's life in an instant. In combat, the Jester juggles flaming skulls, launching them at its opponents.



Juggernaut



These monstrous forges of stone and fire do not move, yet what they lack in mobility, they more than make up for in their monumental strength and resistance to attack. It is rumored among the forces of *Tempest* that Juggernauts were once used to receive sacrifices, perhaps even human sacrifice. Now they are used by the Warlord to block the movement of scouts and even whole armies.

In combat, the Juggernaut lashes out at its opponent with a dangerous tongue of fire. Spells whose effects depend upon damaging a living target (such as Bane's Boiling Blood) have little or no effect against Juggernauts. Direct physical attacks, especially with hacking weapons can produce an effective result.

Lurking Claw



A creature of the watery depths, the Lurking Claw is said to be impervious to most Wind and Water based spells, yet by its nature has few defenses against Earth-based spells.

In combat, the Lurking Claw snaps out at its opponent with two of the great claws from which it takes its name, while its hard shell easily blunts the effects of any bladed weapon used against it.

Lurking Stench

This creature is often found in the City of the Dead, where the fallen litter the ground. The Lurking Stench is yet another abomination created by the power of the



Dark Slag. Striking fear into the hearts of the enemy, the Dark Slag brings to life the stench and disease surrounding a rotting corpse, allowing it to take on the form of the soldier from which it arose.

In combat, the Lurking Stench makes a sword attack. The creature proves susceptible to a return attack of the same sort and a powerful spell is not wasted in trying to destroy the beast.

Messengers



The primary task of the Messenger is to relay information, especially battle orders, from the Warlord to his armies in the field. Sometimes they are known to carry spell scrolls, delivering powerful magics to the lead elements of the Horde. Though quick

and agile, the fighting ability of the Messenger is not to be underestimated, for they are tough and well-seasoned battle veterans.

In combat, the Messenger fights with a staff and proves quite adept in the deadly use of such a light weapon.

Minervan Harpy



An owl-like flying creature, the harpy is legendary in its ability to guard sacred temples. In combat, it maneuvers easily within the confines of a dungeon and attacks with its razored talons. Harpys act as guardians of the Temple of the Moon

and fiercely defend the mysterious and divine Oracle.

Mirelurk



Mirelurks belong to one of the evil races of *Tempest* and needed little persuading to join the forces of the Warlord. As a race, they support the Warlord's plan for conquest, though stories are told about a small number of these lizard-men who have devoted themselves to promoting justice and the ways of good.

They are most often encountered in combat wielding swords.

Murk Elemental



The Murk Elemental is a rare type of Water Elemental found only in swamps, and especially in that dark and ominous region of *Tempest* known as the Quagmire. Taking on the vague form of a human female, it attacks by lashing out with its shapeless appendages.

Because of its nature, physical weapons do not prove nearly as effective against a murk elemental as does any type of magic. However, of the magics, Fire-based is the least useful.

Packrat



While the Packrat offers little physical danger, it threatens adventurers because of its propensity for theft. Known to steal supplies, weapons, and any object that catches its fancy, the Packrat then teleports to a lair where it can deposit its ill-gotten goods. Many travelers across *Tempest* have been delayed by the need to find a Packrat's lair and retrieve their missing supplies.

In combat, the Packrat employs a clawing and swiping attack designed to acquire any items carried by its opponent. Though no adventurer has recorded a clear reason for it, the Packrat is said to be immune to the spell Shackles of Ice.

Quivering Pool



The Quivering Pool stretches out across the dungeon floor, a pool of melted flesh created by the powers of the Dark Slag. Like every manifestation of the Dark Slag's power, the one and only purpose of the Quivering Pool is to aid the Warlord's armies in their destruction of *Tempest*, which it can best accomplish by gushing from the floor to attack any unwary scouts of *Tempest* looking for a weakness in the enemy line.

In combat, the Quivering Pool attacks by unsheathing the remains of a bone from its flesh and using it as a blunt, striking weapon.

Slog Rider



Shunned by many of the human races of *Tempest*, the Slogs reside in remote lands. Dark and animal-like, large numbers of these creatures have rallied to the call of the Warlord. Skilled cavalry, they are put to good use by the Warlord as scouts and shock troops.

In combat, Slogs ride savage, saber-toothed wolves bred for battle. Against cavalry, the only hope of the warrior on the ground is to use crossbows, spears, and powerful magics.

Slither Fist



A direct result of the Dark Slag's power, the Slither Fist exists only because of that evil gift's ability to unmake and warp the elements. They are not magical, however, and attack with knives in hand. Slither Fists can generally be found in forests and underground areas.

The agility of the Slither Fist makes it a poor target for ranged and thrusting weapons.

Swarm Maiden



Masses of swarming insects, these creatures get their name by assuming the form of a human female. In this shape, they can use various forms of elemental magic and are capable of hurling balls of swarming insects at their opponents. Swarm Maidens possess a weakness to attacks based in the elemental magics of Wind and Fire.

Sword Thane

Thanes provide the heart and backbone of the Warlord's army, and can be thought of as his elite guard. They are often found as guards of specific sites, posted as a rear guard, or in areas where the Warlord wants assurance that neither enemy scouts nor patrols will break through the flank of his moving Horde.



Thunder Demon



Summoned from the elemental plane of Lightning, Thunder Demon attacks by hurling spells from the elemental discipline of lightning at its foes. Because of its nature, Lightning-based spells are less effective against this creature.

Tormented Soul



A creation of the Dark Slag, the Tormented Soul is the spirit of a victim slain by the Horde but prevented from rejoining the Void. In being bound to *Tempest* by evil, such souls become the puppets of the Warlord. Because of their ethereal state, they have an assortment of magical resistances and prove immune to weapons forged of normal steel.

The ghostly nature of the Tormented Soul makes it slightly more susceptible to magical attacks than to a direct assault with physical weapons.

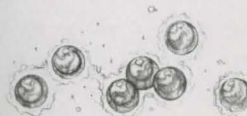
Void Monk



Void Monks are special and powerful creatures. They are beings of the Void, summoned to *Tempest* as assassins. Quick and powerful, they have a number of spells at their disposal. As agents of the Warlord, their cruel attention has but one purpose now, to destroy those champions out to steal away the power of the Warlord..

In combat, the Void Monk attacks with a leaping kick, displaying its amazing agility. Known to be resistant to magic, the Void Monk's assault is best met with direct action.

Will-O-Wisp



Known to inhabit the area of *Tempest* known as the Quagmire, these creatures attack by releasing a fiery flare that swings toward its target. If approached the Will-o-Wisp usually attempts to retreat, stopping only when its pursuer stops, then to continue its own assault.

Wither Priest



These henchmen of the Warlord are renowned for their magical abilities and greatly feared by the forces defending *Tempest*. In touch with the elemental forces of the universe, they have used their natural abilities to aid the dark forces in their escape from Desolation, and once across the Scar, to help destroy the green and fertile lands of *Tempest*.

Wyvern



Magical in nature, the Wyvern is a small flying dragon which breathes a greenish torrent of flame at its opponents. As might be expected in combating a dragon of any sort, spells from the elemental discipline of Fire have little effect against this creature.

Index Of Spells

<u>Spell</u>	<u>Page</u>
Ash and Cinders	44
Bane's Boiling Blood	48
Blessed Weave of Healing Wounds	48
Dance Upon the Stones of Wind	43
The Dark Cloak of Shadow	50
Deadly Spores of Earthen Rot	42
Fire Haven	45
Fountain of Scorching Vapors	46
Ghastly Howl of Mortal Anguish	44
Granite Ward of Tempered Skin	42
Heavenly Mend of Unseen Artisans	47
Heightened Flesh of Strength and Hale	48
Iron Fist of Chaos	42
Laughing Skull of Thunderous Might	47
Rage of Fallen Heroes	49
Reflections of the Lake	45
Ritual of Unmaking	49
Roaring Column of Lightning Wild	47
Shackles of Ice	45
Shrouded Gale of Vengeful Winds	43
Soul Link	50
The Strength of Titans	49
Unholy Conflagration	44
Vampiric Mist of Innate Weakness	46



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