

PRIMA'S OFFICIAL HINT BOOK

Might and Magic[®] VII

FOR BLOOD AND HONOR[™]



NEW WORLD COMPUTING

3DO[™]

THE FIRST REGION: EMERALD ISLAND

WELCOME TO ADVENTURE



As your adventure begins, your freshly created party has just disembarked from a boat onto Emerald Island. Your team is about to take part in a contest run by Lord Markham. Margaret the Docent, a guide assigned to you by Markham, meets you at the docks. Before you lies a small village. What next?

Well, what's next is really up to you. Do you run rampant through the village, slaying all the peasants in sight? Though this isn't recommended, you could do it. The best course of action is to explore the island, find out the rules of the contest, win it, and collect the prize. Your party's destiny is in your hands.

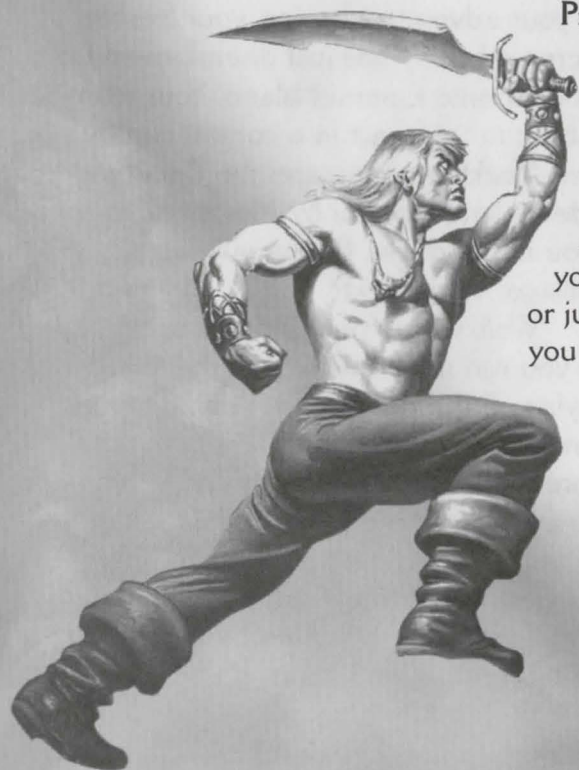
This hintbook, with its quest walkthroughs and detailed maps, is here to help beginning players learn the game by giving them a step-by-step method for completing and winning Lord Markham's contest.

GENERAL ADVICE

Save the game often. It can be disheartening to complete the game and then accidentally run your party off a cliff. Avoid this situation by saving your game periodically.

Spend your gold wisely. There are a lot of great things to buy on in the Emerald Island Village—fancy weapons, sturdy armor, the time of wise teachers, magic spells, and much more. Unfortunately, you can't afford to buy it all. Be sure to keep enough gold on hand to pay for food and training hall fees.

Pick up items even if you don't intend to use them. You should search any slain bodies you encounter. Often you'll find gold or other items. Also, get any item you find as part of treasure or just lying around, even if you don't see how you can use it or if you have better equipment. You can always sell unwanted items at shops for gold.



Train when you can. Keep aware of how much experience each of your characters needs to gain the next level. When they get enough points (their experience total will be green), go to the training hall and advance their levels. Having those extra Hit Points, Spell Points, and Skill Points can often make the previously insurmountable, surmountable.

Remember to rest and heal. Resting for eight hours restores used Spell Points and heals lost Hit Points. Also, characters become weak if they don't sleep. The village is a reasonably safe place to camp, but if you want to be absolutely secure, go to the tavern (area 2) and rent a room. Food is used up over time and when you rest, so make sure you stock up at the tavern.



BEFORE YOU CONTINUE...

Because you're just starting out, familiarize yourself with your party members' inventories, spell books, and skills. Open up your characters' personal screens by double-clicking on their portraits. If you look on their Inventory screens, you'll see that they are carrying around their equipment in their backpacks. Equip your characters by dragging items from the backpacks onto the full-figure images then click. Characters with magic skills will have Learning Books in their backpacks. Drag the book over to the character's face and click to teach him or her the spell contained in that book.

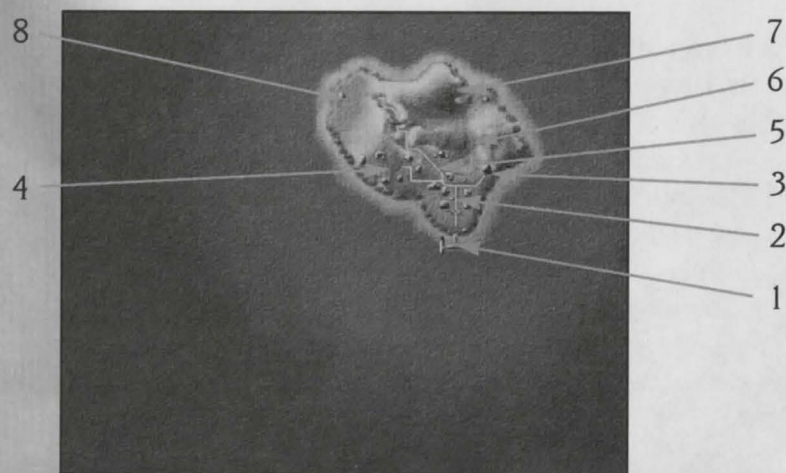


FIG. I-I. EMERALD ISLAND

EMERALD ISLAND LOCATIONS

AREA	NAME	NOTES
1	The <i>Lady Margaret</i>	Your ship. Leave the island from this point after completing Lord Markham's contest
2	The Knight's Blade	Level 1-2 Weapons. Skills: Bow, Axe, Staff, Sword.
2	Two Palms Tavern	Party's food level increased to 6.
2	Erik's Armory	Level 1-2 Leather, Shield. Skills: Leather, Shield.
2	Carolyn Weather's House	Purchase Air Guild and Fire Guild memberships here.
2	Fountain	Temporary +50 Fire Resistance
3	Lord Markham	Quest Offered: Find Lost Contestants
4	Island Training Grounds	Training to level 5. Skills: Armsmaster, Body Building.
4	Initiate Guild of Spirit	Level 1-4 Spirit Spells. Skills: Spirit Magic, Meditation
4	Initiate Guild of Air	Level 1-4 Water Spells. Skills: Air Magic, Learning
4	Initiate Guild of Body	Level 1-4 Body Spells. Skills: Meditation, Body Magic.
4	Initiate Guild of Fire	Level 1-4 Fire Spells. Skills: Fire Magic, Learning
4	Emerald Enchantments	Level 1-2 Magic Items. Skills: Identify Item, Repair Item
4	Fountain	+2 Luck. Max Luck of 15. Works eight times.
4	The Blue Bottle	Level 1-2 Potion Items. Skills: Identify Monster, Alchemy
5	Healer's Tent	Temple of healing.
5	Fountain	Heal +5 Hit Points
5	Fountain	Replenish +5 Spell Points
5	Roger Tellmar	Memberships: Spirit Guild, Air Guild
6	Temple of the Moon (map page 9)	Quest Items: Longbow, Wealthy Hat, Floor Tile
7	Dragon's Lair (map page 12)	Quest Items: Longbow, Contestant's Shield
8	Abandoned Tent	Quest Items: Red Potion, Seashell

EMERALD ISLAND QUESTS

THE CONTEST

As you step off the docks, Margaret explains her role as guide. Speaking with her further will reveal that Lord Markham's contest is a scavenger hunt. To win, you must bring to the contest judge (area 3) a Red Potion, Longbow, Seashell, musical instrument (Lute), fancy hat (Wealthy Hat), and Floor Tile from the Temple of the Moon. Before you can leave Emerald Island and continue with the game, you must finish this quest.

You should bring the items to the judge as you find them rather than deliver them all at once. This way, you can receive experience points for finding the easier items, and then use the experience to train your characters to higher levels before going after the harder items. Once you've retrieved all the items, Lord Markham gives you your prize—the deed to Harmondale Castle. After this, you may leave the island for Harmondale by way of the *Lady Margaret*. Before you go, you should stock up on food at the tavern.

The Red Potion

You should have no problem finding a Red Potion. In fact, you might find one, or the ingredients to mix one, in your party's inventory. To mix a potion, you need an empty Potion Bottle and a Red Potion Reagent like Widowsweep Berries or Crushed Rose Petals. These items are available all over the island. Widowsweep Berries grow wild on the island's shores and hillsides. To mix the potion, get the berries or petals and an empty bottle into one character's inventory. Click on the reagent to pick it up, and then right-click over the bottle.

The Longbow

There are two Longbows on the island. One is in the possession of Sal Sharktooth, a tough fighter located in the Temple of the Moon Barracks (area 6). The other is on the floor just inside the entrance to the Dragon's Lair (area 7). Though both bows are perilous to recover, you should get both—one to give to the judge and one to keep.

The Seashell

You'll find Sally wandering around near the Dragon's Lair (area 7). If you talk to her, she'll offer to sell you a Seashell for 100 gold. You also can find a Seashell in one of the boxes located inside an abandoned tent. This task is made difficult by the swarm of hostile Dragonflies guarding the tent.

The Musical Instrument

You will find Ailyssa the Bard wandering around in front of the Two Palms Tavern. Talk to her and ask her about her Lute. She'll offer to sell it to you for 500 gold. Buy it.

The Hat

A Wealthy Hat can be found in the Temple of the Moon's Barracks (area 6).



The Floor Tile

A Floor Tile is located in the secret Library chamber in the Temple of the Moon (area 6).

FIND THE MISSING CONTESTANTS

A group of contestants is missing on the island. Lord Markham will offer you a reward for finding out what happened to them. This quest is optional, but you should complete it for the gold and experience you'll receive. To complete this quest, you must bring Lord Markham the Contestant's Shield located just inside the Dragon's Lair (area 7).

EMERALD ISLAND LOCATIONS

EMERALD ISLAND VILLAGE

The group of small buildings you see in front of you when you start the game is the Emerald Island Village. While exploring the island, you'll return here to take advantage of its many services. Before you begin looking for contest items, check out the village and its many shops and houses. As you walk around, Margaret will tell you what she knows about each of the buildings.

Talk to the people you meet. Although many will have little to say, many others will have interesting information. Some will offer to hire on as party followers—an offer you probably want to decline at this point given your lack of surplus gold.

The Lady Margaret

You arrive on the island via this ship. The ship won't travel until you complete Lord Markham's contest.

Armorer, Weapon Shop, and Tavern

The south end of the village (area 2) contains an armor shop and a weapon store. At Erik's Armory, your characters can learn the Leather and Shield skills and can purchase some basic helmets, shields, gauntlets, and armor. The smith at the Knight's Blade can teach basic Bow, Axe, Staff, and Sword skills and sells a range of basic weapons. At the Two Palms Tavern, your characters can learn the Perception and Disarm Trap skills. It's also the only place you can buy food on the island.

Lord Markham's Headquarters

Visit Lord Markham (area 3) and talk to him and the contest judge. They'll give you full information about the contest. When you find contest items, you give them to the judge, who rewards you with experience points. You should bring contest items in as you find them rather than waiting to bring in a bunch at once. Levels gained through the experience you receive will help you retrieve further items. Be sure to get the Find Lost Contestants quest from Lord Markham.

Island Training Grounds and Healer's Tent

Check your characters' experience frequently. As soon as they can advance a level, return to the Island Training Grounds (area 4) for training. You should be able to get your characters up to level 4 by the time you're ready to leave the island. Don't use the Healer's Tent (area 5) to cure lost Hit Points or replenish Spell Points. Drinking from the fountains next to the Healer's Tent will accomplish both these things. Save your healing money for reviving dead characters or removing disease effects received from Rat and Bat bites.

TIP

Disease is the only lingering ill effect you can receive from monster attacks on Emerald Island. Although the Cure Disease spell can't be gained by your party at this point, a character with Alchemy can make Orange Cure Disease Potions by mixing Red and Yellow Potions. Just be sure to keep one Red Potion to give to the contest judge.

Magic Guilds and Shops

The hill above area 5 has magic guilds (Air, Body, Spirit, and Fire), a magic shop, and an alchemist. To enter the guilds, you'll need to pick up the appropriate guild memberships from Carolyn Weathers (area 2) and Roger Tellmar (bottom of the area 5 hill). You won't have much gold to spend in the guilds, but if you have a magic-using character who doesn't start with a combat spell, it's a good idea to get them one as soon as possible.

Mr. Malwick

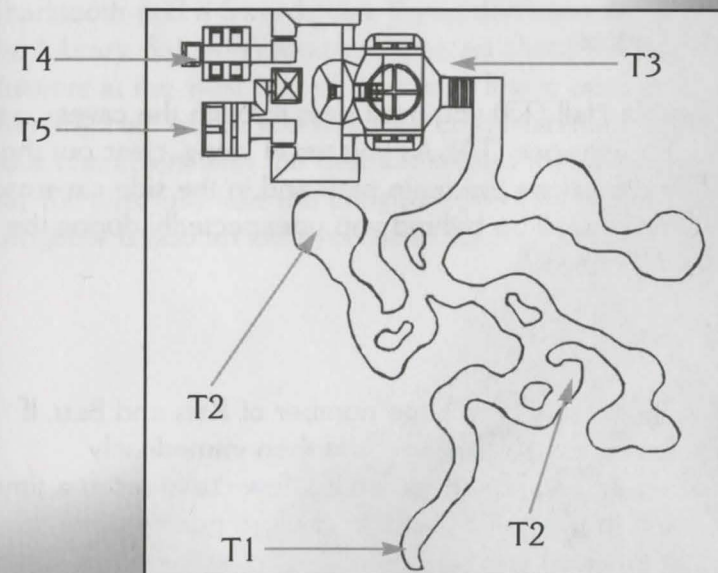
One of the peasants wandering around area 5 is actually an agent with a secret agenda. If you talk to him, he'll offer you an Alacorn Wand of Fireballs in exchange for an unspecified later favor.

If you choose to take the Wand, it gives you the ability to use Fireballs in combat. This will be one of your most powerful attacks during the game. Remember to be careful using the wand because it deals indiscriminate damage that can easily kill your characters. It's also an item that you can sell for gold.

THE ABANDONED TENT

At the northwest corner of the island is an abandoned tent. Inside are four chests which contain, among other things, the ingredients for a Red Potion and a Seashell—both of which can be used to complete Lord Markham's contest. The tent is guarded by a horde of Dragonflies. The best way to fight them is to approach the tent from the top of the area 5 hill and engage them at far range with bows and spells. If you back away from them, you can draw off a few Dragonflies from the pack so you don't have to fight them all at once.

THE TEMPLE OF THE MOON



Temple of the Moon Locations

T1: Entrance/Exit

T2: Trapped Chests

T3: Temple Hall

T4: Barracks

T5: Library

The Temple of the Moon (area 6) is a small, abandoned temple infested by Bats, Rats, and Spiders. Inside, you can pick up three items for Lord Markham's contest—a Wealthy Hat, a Longbow, and a Floor Tile.

Entrance and Caves

To reach the Temple Hall (T3) you must pass through the caves between it and the entrance (T1). As you travel along, clear out the Bats, Rats, and Spiders along the main path and in the side caverns. This way, they won't sneak up behind you unexpectedly during the big battle at the Temple Hall.

Temple Hall

The Temple Hall (T3) contains a large number of Rats and Bats. If you repeatedly run up to the entrance and then immediately backpedal, you should be able to draw out a few creatures at a time and deal with them in the hall outside. Firebolts repeatedly fire down the halls at the west end of the hall. Avoiding them is a matter of timing and running.

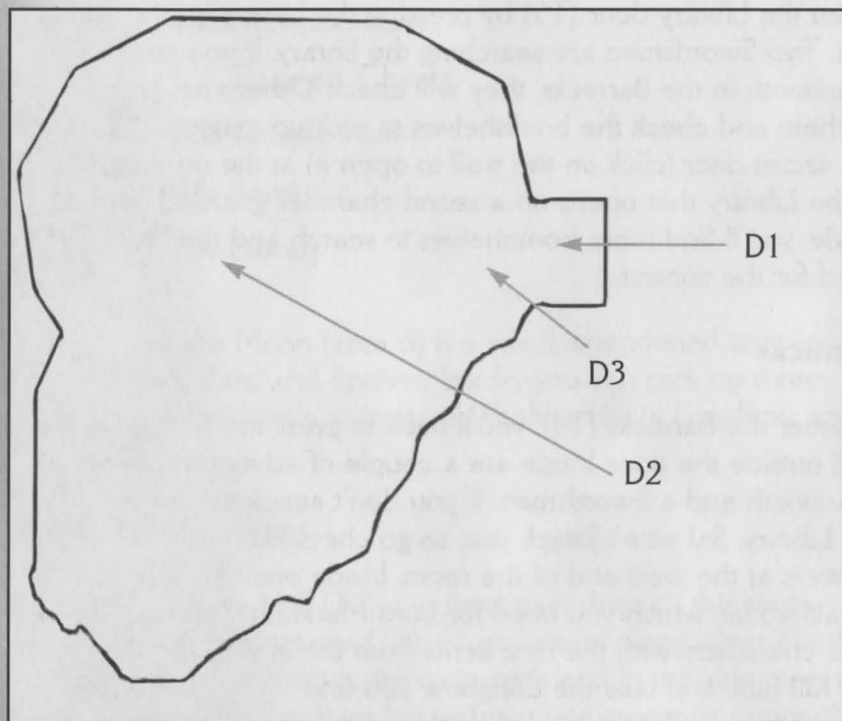
Library

Open the Library door (T5) by pressing the button on the wall next to it. Two Swordsmen are searching the library. If you attack Sal Sharktooth in the Barracks, they will attack. Otherwise, you can walk by them and check the bookshelves to pick up magic scrolls. There is a secret door (click on the wall to open it) at the northeast corner of the Library that opens on a secret chamber guarded by Rats. Inside, you'll find more bookshelves to search and the Floor Tile you need for the contest.

Barracks

To enter the Barracks (T4), you'll have to press the button on the wall outside the door. Inside are a couple of adventurers—Sal Sharktooth and a Swordsman. If you don't attack the Swordsmen in the Library, Sal won't attack you, so go check out the five chests of drawers at the west end of the room. Inside one, you'll find a Wealthy Hat, which you need for Lord Markham's contest. Re-equip your characters with the best items from the chests and then attack Sal. Kill him, and take the Longbow you find on his body. This Longbow is also an item you need for the contest.

DRAGON'S LAIR



Dragon's Lair Locations.

D1: Entrance/Exit

D2: Red Dragon

D3: Lost Contestants Remains

If you've been talking to people on the island, you know that there's a Red Dragon in this cave. The Dragon is pretty much impossible to beat with your starting party. Fortunately, you don't have to—the items you're interested in are located directly inside the entrance. If you move a couple of steps into the lair, you'll find a Longbow (fulfills a requirement of Lord Markham's contest) and a Contestant's Shield (for the Find Lost Contestants quest). As soon as you enter the cave, go into turned-based mode by pressing **Return**. The Red Dragon guarding the cave will be engaged in a battle with a pack of rats. It will kill them before coming after you, so you have a few seconds to act. During your movement phase, go forward into the cave until you can reach the bow and shield. Pick them up, turn around, and leave the cave quickly.




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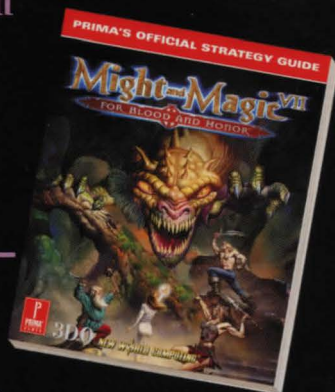
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