

REALMS[®] OF ARKANIA STAR TRAIL



Clue Book

A Fantasy Role-Playing Simulation

SIR-TECH

ABOUT THIS HINT GUIDE

Realms of Arkania: Star Trail covers a continent of adventure. With its many cities, stories and citizens, it's only natural that even the most experienced player needs a hint every now and again. You'll find all you need to know right here in this hint guide. From maps of the cities to Arkania's creatures and treasures, this guide is the perfect companion to *Star Trail*.

If you have any comments on this hint guide or *Star Trail*, we'd love to hear from you. Feel free to drop us a line at:

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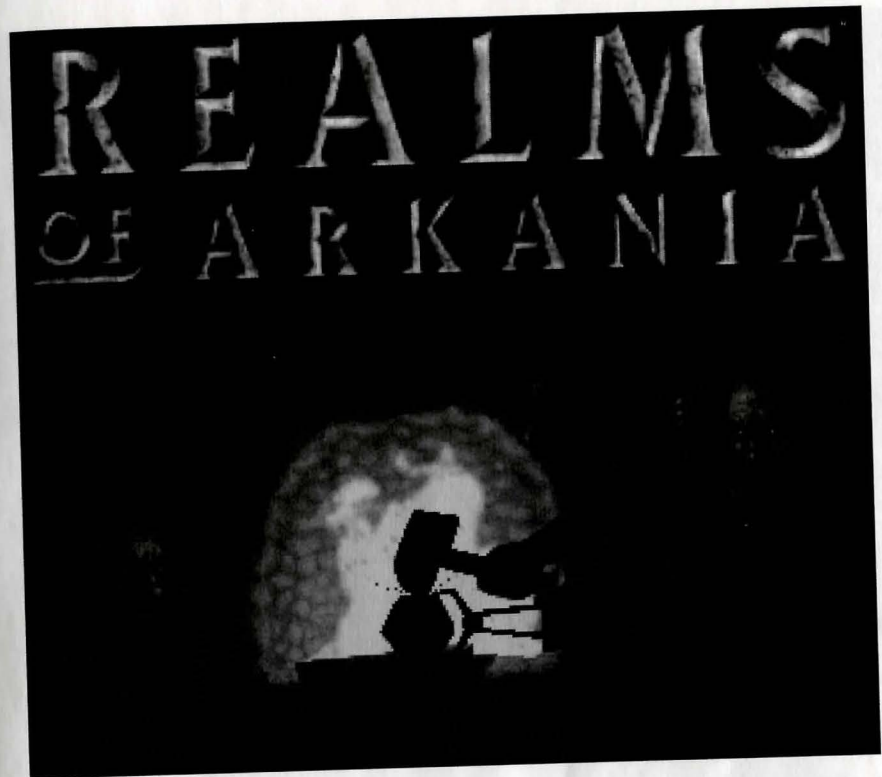
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WELCOME ALL!

Welcome to the second chapter in the Realms of Arkania gaming universe, Star Trail! You certainly have a job ahead of you . . .

After the blade of destiny was recovered in the first scenario, the Orcs didn't even wait for the vast celebrations in Thorwal to end before attacking another area of Arkania. The internal conflict between the Elves and the Dwarves has given the Orcs a chance to begin a new attack. If the Orcs are to be stopped, the feud between the Dwarves and Elves must end. The fate of their friendship is in your hands. You must recover an ancient artifact, the Salamander Stone, that was created as a sign of everlasting friendship.

How you use this book will depend on how you want to play the game. For those of you who want to wander through the game avoiding any mishaps, there is the "walk through." The walk through constantly refers to the maps in order to give a more visual effect and to make it more understandable. Since the walk through covers everything you need to know to complete the game, it can be used to solve individual problems as well. The walk through is set up to allow everyone access to the answers they need without giving everything away. Be careful though. Clues are addictive, and the temptation is always there. The maps are labeled in a way to allow anyone who owns this book to use them without getting too much or too little information. Those of you who don't want **any** help should keep the book closed.



INTRO

HOW DO I
USE THIS
BOOK?

TALKING WITH ATTIC

After the success of *Realms of Arkania: Blade of Destiny*, Attic Entertainment Software went to work creating its successor, *Star Trail*. To do so, believe it or not, they threw most everything out.

Sculpting a system from the ground up, Attic responded to gamers' requests until they had an engine, a design, that was as unique as the story itself. In this interview, Guido Henkel talks about *Star Trail*, their past and their plans for the future.



Q: In the beginning, there's a few guys with their computers and a hope to create a cool game. When did Attic come about?

A: We started Attic four years ago when another company, Dragonware, unfortunately went down the drain. When we finished up with them, we were so deep in debt that we said, "Okay we need some new concepts and new money." That was the point that we decided to create Attic, just the three of us, Hans, Jochen and me.

Q: And your first product was *Realms*?

A: No, the very first product we had under Attic was a game called

Lords of Doom. It was an action adventure in 3D for a German software publisher. After that, we did a role-playing game called *Spirit of Adventure*. However, since we got ripped off again and again, at one point we decided it was about time to protect ourselves and publish our own stuff for once.

Q: Once you got established in Germany, when did you decide to come to the U.S. and U.K.?

A: Well, the whole thing started with *Realms of Arkania*. When we started developing *Realms*, we intended to get outside of Germany with it. It was fairly easy, because it was sort of a major success to us. You know, we had raving reviews

TALKING WITH ATTIC

in German magazines and good sales. Most of the outside companies from all over Europe knew about that, and some of them even came up to us and asked us whether we were looking for distribution outside Germany. It was fairly easy to get a deal, but we wanted to go to North America, too. Even then, we had lists of companies and offers, and we just had to pick and choose. Which one would suit us the most?

Q: Why did you go with Sir-tech?

A: Sir-tech was known as a specialized company in fantasy role playing games with a real good game [the *Wizardry* series] and a real good reputation compared to a couple of competitors, which were known for role playing games as well. But, they didn't have the name that Sir-tech had. I'd been playing *Wizardry* for some time, and I was playing *Crusaders* at the time we were negotiating.

Q: From the very beginning, when you first sat down and thought, "Let's make a company, and let's make computer games," did you ever think you'd be this big?

A: In the beginning, you know, when you start programming, and you're sitting there all by yourself, you think, "Wouldn't it be nice to have some people help me out?" Of course, you can't afford them. So, you're always having this kind of dream about 10 or 15 people who work for you. We got there eventually and knew we would, but it was just a matter of time.

Q: How many people are in the company now?

A: Somewhere around 18, I think, but most of them are playtesters at this stage. The real core of the company is seven people. There are four programmers, two graphic artists and one guy to coordinate all that stuff.

Q: Do you remember the first time that you went into a store and saw your product or heard someone talking about it?

A: Yeah. It was one of the first big moments in my developer's career. When my first game was out, I went into a shop and just took a look at the shelves. My own program was standing right there, up for sale. The funny thing was right at that moment, somebody stepped up and grabbed one from the shelf and went over to the counter to pay for it. It's really an amazing feeling.

Q: What kind of edge do you think smaller developers like Attic have over the companies who can devote millions of dollars to a single product?

A: Well, I think the first difference is the creativity. It's really a lot easier to react to the market, because you can react a lot faster than the big companies. Also, I really believe that the people working for small companies are more involved. For example, if you were working for a gigantic company, and you're on the payroll there, you know your day starts at 9 and ends at 5.

TALKING WITH ATTIC

But, you don't if you're working for Attic. We really want you as a person and not just as a craft, and we'll adjust to the way you like to do things. I think that's a major difference; you're putting a lot more effort into what you do. And that shows.

Q: Who are the people of Attic?

A: Let's start with our project director, Hans. Well, actually, he's from the University. He studied computer techniques, and he's quite experienced on the theoretical side. He knows a lot about the background and how to approach the problem, more than I do, actually, because I've never been trained in that. Everything I know is self-taught.

Then, we have Jochen, who is basically the financial guy in our company... the one who always drags us down to earth when we tend to fly, which happens quite often. You really think about doing this and doing that, and, you know, he will just drag you down and tell you there is no way you can afford it or whatever. He also does all the coordination inside the company like hiring people.

Then there is me, of course. I am sort of the marketing person, sales person, press person, spokesman, programmer, graphic artist, sound artist. [Laughs] Basically, I'll do almost anything. Whatever needs to be done, it's up to me to do it.

Then, we have two programmers and two graphic artists. One of the artists is highly specialized in the 3D isometric view things, the little animations you see in combat and things like that. The other

mainly concentrates on animations, those facial close-ups, settings and backgrounds. He also does a lot of rendering work for us and all of that kind of stuff.

Q: Overall, where do you see the industry going?

A: I think the industry will split in the next couple of years. A lot of companies are concentrating on the showbiz side of computer software, interactive movies and things like that. They don't hold so much game play, and actually, they have nothing to do with real games. Still, I think that kind of game, or whatever we're going to call it, might appeal to a mass audience. No doubt about that. But, I think that there still will be the true gamers who are gamers at heart and who want to do more than just sit back and watch a movie. So, I think that there will be companies that will create in-depth games, and that is probably the point that will eventually split the industry. Probably, Attic will belong to the part that does real games.

Q: What kind of emerging technology do you plan to use in upcoming games?

A: Voice recognition. It's probably one of the most important things to cope with right now for future products... that you don't need a keyboard anymore, nothing like that, just some kind of a headset that allows you to go through the game. Maybe it's even virtual reality, but I don't really believe in that kind of helmet thing or the glove thing. I don't think it works, because it's too distracting.

TALKING WITH ATTIC

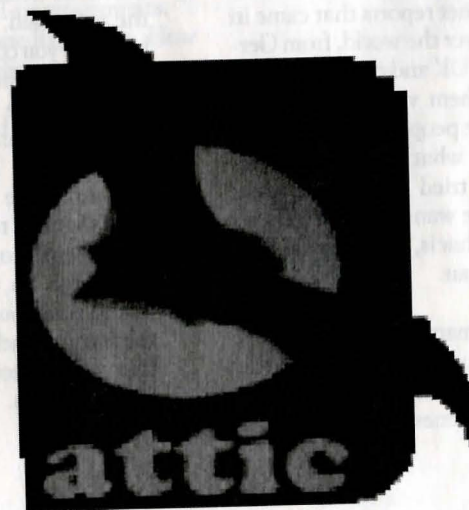
Q: How did you come to do the Realms' series?

A: We were playing role-playing games for a very long time, especially Hans, and even five or six years ago we thought about converting Realms to computer. It's the favorite fantasy role-playing game in Germany. So, we thought about doing it, but we were kind of afraid to get in touch with the people who had the license to it. We thought it would be out of our price range. Eventually, a couple of years later, it just turned out that the company instead came to us. That was one of the great moments within Attic, being offered a conversion of a paper and pencil game. We got in touch with the original authors who wrote the paper and pencil games and thought about how we could best translate the game to computer.

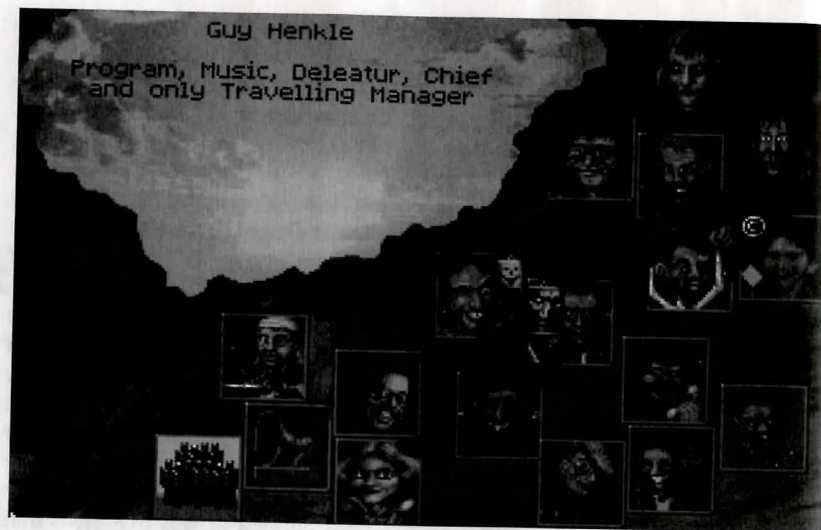
They did all the storyboarding on the game, we used our technology and our background to make the conversion as good as possible. That's basically how it all started.

Q: How do you think that your first installment of Realms has done in Germany, the UK and the States?

A: Well, since the whole thing was sort of a calculated success, it didn't come as a surprise to us. We knew there was a big fan club out there in Germany, and the probability that they would buy the computer game was pretty high. What really astounded us was the affect that we had on the foreign markets. When we offered the game to foreign companies, they were really pleased with the program. But, from today's standpoint, I think that it was an okay game. It had its flaws and its good points, too.



TALKING WITH ATTIC



Q: So, how do you feel about Star Trail?

A: Well, that's a completely different story. We took all those flaws from Blade of Destiny and tried to improve Star Trail from the ground up. We did, I think. We took all the customer reports that came in from all over the world, from Germany, the UK and the States, read through them very carefully and listed what people liked about the game and what they didn't like. Then, we tried to create a game that people wanted, requested, to see. And that is, I think, what Star Trail is about.

Q: Like the mapping, for example. The automap has a lot of little touches that aren't present in other computer games. The diary, too.

A: Well, all those things come out of the team spirit that we have at Attic. For instance, we say we have to improve the automap. How do we do that? We said, "Okay. Let's use a lot more detailed graphics." So, we started creating the overhead detail. Somebody from the team said, "Well, wouldn't it be nice if you could make a note on all those occasions?" Yep, no problem, let's have that, and we put it into the game. Then, when we actually were playing the game and using the automap, we noticed that in a really big town, you can't keep the overview. The scale is too large. So, we added the zoom in and zoom out feature. Most of the features and most of the details that went into Star Trail came about like this.

TALKING WITH ATTIC

Q: When you're test driving the engine of the game, does it affect development quite a bit?

A: Yes, a lot of features have actually changed during development. We come up with the basic idea of how to do it and improve it over and over again. I think, basically, that will keep us competitive in the long term. We all like to add these little details to the game. In fact, comparing the development of Star Trail to the development of Blade of Destiny, we looked at Star Trail from the gamer's point of view more than from a developer's point of view. Since there are more people working on the game, we have more time and we can experiment with each other's work a bit more. For example, if I was programming the 3D part, somebody else might do the diary. However, I don't know how he's doing the it, so I will sit down and start fiddling around with it. I might come up with ideas and improvements. "I would have done it like this. How do you feel about it?" That is basically how we improved the game over and over again.

Q: What's your favorite thing about Star Trail from a gamer's standpoint?

A: The diary. It's definitely the diary, and the search option in the diary. Having a diary is not so new. However, since the game takes notes all by itself, and lets you enter comments too, the whole data explodes. You can have tons of stuff in there and have no idea where any of it is. So, we created a sophisticated search option that lets you search by topics, like people for example. You get this list of all the people you met in the game. That gives you useful information, not just a bunch of text. I think that's one of the neatest features in this. You can also define your own key words, you know. More than anything, though, it's the overall feel of the game. We've really tried to make it the gamer's game, and I think we've succeeded.

STRATEGIC PARTIES

The party a person creates usually determines how well he or she is going to play the game . . . a party of magicians is not going to go around beating on its enemies with its wands. However, there is no one perfect party or perfect character. The parties suggested in this section are selected because of their abilities and usefulness. Almost any party should be able to finish the game.

This party is designed for those who yearn for physical combat. They may not be the brightest band of characters, but you wouldn't want to be the group of Orcs to tell them that.

Warrior: Master of armed combat, any party is at a loss without one of these characters. They are proficient in all kinds of weapons and know how to keep their cool in combat.

Thorwalian: They have a lust for battle and are as strong as Warriors. Unlike Warriors, they like to decorate their weapons with a little poison.

Dwarf: Short and strong are two well-known qualities of the Dwarf. A nice thing about starting an adventure with a Dwarf is the money they bring with them.

Huntress: They are the "snipers" of Arkania. Their ability to use missile weapons is as good as the Silvan Elf, and they have a knack for using this skill to add to a party's food supply.

She-Rogue: They can give any party a steady income with their *unseen* ability to pick pockets. Also, they begin an adventure with lock picks and the know-how to use them.

Magician: One may think a hack and slash party, such as this, should not have a Magician. However, what's better than having the ability to summon demons to fight along side your characters? To do so, choose the arcane lore of Demonology.

This party is for the magically inclined player. It is a party of brains and very little brawn. If you like to keep your enemies at a distance or under the control of your spells, then this is the party for you.

Green Elf: This type of elf is the best at fighting, whether it be at a distance or up close and personal. They specialize in nature spells.

Ice Elf: This group of elves is known for being, well, unknown . . . in fact, they use spells that puzzle most spell casters. A party of magic users wouldn't be the same without one these elves.

STRATEGIC PARTIES

Silvan Elf: This race of elves is almost entirely self sufficient. They are the true masters of the bow and have spells to insure that they stay that way.

Druid: They are professionals at gathering herbs, replenishing supplies and healing the wounded and the sick. Fully equipped with spells and an obsidian dagger, great for cutting spiderwebs, they can really clean up.

Magician: They are excellent magic users. Who could have guessed? Combat can be quite a pain for a party of spell casters, though. So, a magician of combat will be able to lighten the burden of battle.

Magicienne: You can't have just one . . . well, you could if you wanted to try to complete the Dwarven Pit with one character. The arcane lore of transformation can be very helpful for immobilizing your enemies and ending combat quickly.

This party is a combination of wizardry and weaponry. Anybody who likes to have the power to fight and still cast spells may enjoy a party like this one.

Warrior: They are the best at wielding weapons for physical combat. Besides, what party couldn't use their strength to carry equipment?

Dwarf: They can swing axes with the best of warriors. As they advance in levels, their lock picking and pick pocketing skills become quite advanced, too.

Green Elf: No matter where on the battlefield he is, you will be glad he's on your side.

Silvan Elf: The elf's bow skill is enough to wipe out an orcish army from a distance, and there is no one better at keeping food in your mouth and water in your drinking horn than a Silvan Elf.

Druid: Their ability to find herbs and treat the ill could save a party ten times before the end of its adventure. Profit is often easily gained by selling the herbs recently gathered, too.

Magician: Whatever spell proficiency you choose, no party should be without a Magician. The Magician's wand alone could save a party a lot of hassle.

For all the above parties, characters of either gender in a class will do. Arkania is an equal opportunity world. So much for "women and children first."

FIGHT!
FIGHT!
FIGHT!

HOCUS-
POCUS

BRAINS &
BRAWN

GENDER

NON-PLAYER CHARACTERS

Throughout the game, you may have the opportunity to pick up a traveling companion. These characters are called NPCs, or non-player characters, because the player doesn't control everything about them. You can't control the way these characters fight or act. In fact, most NPCs will not enter an obviously dangerous situation, like an Orcish encampment or the Swamps.



He seems innocent enough, and, when you first meet him, he is. First impressions are not always right, though. And, this NPC is no lost puppy. He is a lot like his brother Gavron, who will eventually try to take something very valuable from you. You will meet this charming Rogue just north of Lowangen. He will tell you he wishes to accompany you through the Orcish encampment and into Lowangen. If he can keep his wits about him, he will most likely leave your party to find his brother.



Her scarred face is proof of her experience in battle. She is a sword master who moves weapons for money. She is willing to aid you and your party for a certain price and will stay with you as long as you are willing to pay her. A party can encounter her northwest of Gashok, near a settlement called Rorkville. She is carrying a two-handed sword that may interest your party.



He is a translator who doesn't know the meaning of "courage." While he could be quite helpful when you are trying to decipher certain documents, he doesn't carry any weapons and won't help your party if they get in a fight. Dragan Escht, who lives near the western wall in Old Town Lowangen, asks you to fetch him.

You have 30 hours to escort him from his home near the water to where ever you want. If he isn't delivered to Dragan within this time, he will leave your party without so much as a good-bye.



He is the key to getting your entire party out of Lowangen. Four of your characters will have to go into the Swamps to find him. Sounds easy, but if it wasn't for his distinctive ring, there would be no way to identify him. He has been turned into a Swamp Rantzy! In order to change him back, you will need some Heather, the Noctrox document and the Swamp Rantzy document.

Don't turn him into a human right away unless you think you can keep him alive in his weakened state.

NON-PLAYER CHARACTERS

This twelfth-level warrior could help you through some sticky situations. He has the unique ability to change his shape but only does so when he is no longer wanted. The Arkanian Board of Health says "he is one NPC you don't want to get rid of." When you force him out of you party, he shakes a character's hand and takes a little something with him (a real hand buzzer!).



You can find this ninth-level warrior in a prison cell in Blood Peaks near Praiodan. He will accompany your party until you leave the dungeon, or you decide you don't want to look at his ugly face anymore. He is very helpful in combat, unlike any other Orc you'll ever meet.



You think getting frostbite is bad? Wait until you meet this NPC. She is encased in a block of solid ice in the final dungeon. She will fight alongside your party as a reward for freeing her by casting the Transmutation spell "Melt the Solid."



This Dwarven prince is being held hostage in the final dungeon by a magician and his dragon. He is a little too stiff to help you battle the dragon, but once you win his freedom, he will loosen up. Freeing him will lead to the successful completion of the game.



PRAIODAN

THURAZZ

HELEN

INGRAMOSCH

WHO'S WHO

This section explains the role of certain characters you will encounter throughout your journey. Not everyone you meet will be in this section, though. The characters who give minor hints, normal shopkeepers and NPCs will not be part of this list. However, they can be found on the maps. This list is arranged by city and in alphabetical order.

IN KVRASIM

Elsurion Starlight: Claims to be an Elvish Ambassador. He will send you on a mission to find the Salamander Stone, which is harder than it sounds.

Sudran Alatzter: This merchant will offer you 1000 Ducats to deliver the Salamander Stone to a lady in Lowangen.

IN GASHOK

Artherion: At one time, this elf lived in the mill in the south west of the city. He has since moved to the woods northeast of Gashok. It was a bit too hot for him in the city. He will give any party that avenges him a gift of two weapons.

Deregorn: If you are interested in avenging Artherion, you will want to kill this man. This foreigner is from Thunderbrook and has possession of a document containing information about the Anathematizers.

Erholt: This stranger came from Tiefhusen and is also a target of Artherion's revenge.

Gerlanje: This herbalist knows more than most. It must be due to the thin walls of her tent. She will tell you where to find Artherion and Valpor of Kuslik.

Valpor of Kuslik: It's not a wise idea to kill him. He will tell you where to find Deregorn and Erholt.

IN LOWANGEN

A. Sevensprings: This elf is in cahoots with Gavron and will eventually try to keep you from reclaiming the Salamander Stone.

Black Jandor: Dragan will tell you to go to her to learn about the secret exit from town. Talk is cheap, unless you're planning to actually leave town.

Brin Vaskendantz: You can talk to this blond-haired fellow, but he doesn't have much to say. So, there isn't much to write.

WHO'S WHO

Dragan Escht:

He is well-known for his knowledge of the city and everything in it. By doing errands for Dragan, your party can find out all kinds of information. "I will tell you where pumpkin man is if you tell the fat man to leave me alone." (Yeah, that's an inside joke.)

Falkert Duberwin:

Dragan will tell you to go to this armorer's home to look for weapons.

Gavron:

He is the brother of an NPC, Antharon, but he is not quite as friendly. He will greet you when you enter Lowangen by relieving you of the Salamander Stone.

Master Derigorn:

Dragan will ask you to deliver a package to this "friend" of his.

R. Rotenegger:

Dragan Escht will refer you to this merchant if you ask him about food.

Pagon Droler:

You may get a chance to speak with this man. Plan on it being a long conversation.

V. Leechbronn:

You were offered 1000 Ducats to deliver the Salamander Stone to her.

Zaskia Angrod:

She is often recommended to your party if you ask a healer about lodging.

Hensger:

He will lead you to the Phex Dungeon where you will learn more about the Star Trail... for a price.

Jandor:

Without his referral, Hensger will not deal with you. So, be nice, and treat the man to a few rounds.

TIEFHUSEN

WALK THROUGH

Any and all questions relevant to the completion of the game will be answered in this section. Everything that is mandatory to finishing the game is **bold**. All other tasks that are not necessary to completing the game are included as normal text. If you prefer to solve things on your own, refer to this section only when absolutely necessary.

KVIRASIM

1. **Exit the Temple of Peraine (you will receive information about your quest).**
2. **Exit "Lovely Meadow" Tavern.**
3. Go to and spend a night at the "Rest" Inn.
4. **Pack your bags and leave the city.**

TRAVEL

5. **Plan your route as follows: south, southwest, south, south, and continue along this route until you reach Gashok.**
6. Along the way, you may want to stop and aid the priestess. It will be a difficult fight, but the reward is well worth the effort. For hints on how to fight this battle turn to the "Hints and Tips" section.

GASHOK

7. Search the ruins of Artherion's Old Mill.
8. Ask Gerlanje, the herbalist, about the "Mill" and then "Artherion."
9. Leave the city to the northeast and commence marching.
10. When you come to the dirt path, follow it to the north. If you are lucky, you will reach Artherion on your first try.
11. Tell him that you have come to avenge him, and you know what he must have gone through.
12. Return to the city and stay the night at the "All Roads" Inn.
13. Visit Gerlanje again and ask her about "foreigners" and "Valpor of Kuslik."
14. Find Valpor of Kuslik and ask him where you can find the honorable newcomers.
15. Find and kill Erholt of Tiefhusen.
16. Execute Deregorn of Thunderbrook and search his home for evidence.
17. Return to Artherion to be rewarded with two magical weapons.
18. Return to city once again.
19. Spend another night at the "All Roads" Inn.
20. Exit town to the south.

TRAVEL

21. **Commence marching south, east, northeast, south, south, southwest, southwest, west, southwest, southwest, west, and enter Finsterkoppfen.**

FINSTER-KOPPEN

22. **Split your party, removing all Elves, Druids and Witches.**
23. **Ask Inradon Xermosch at the Temple of Ingerimm about the Dwarven Pit three times (Get Rich Golden Key).**
24. **Climb down stairs to the Dwarven Pit.**

WALK THROUGH

DWARVEN
PIT

25. Take Runish document from the skeleton and read it.
26. Pull the Asthenil Ring from brazier and equip it.
27. **Climb up the shaft and take a look around (get Double Bearded Key)**
28. Get document from chest at B13.
29. Get document from chest at B15.
30. **Get torches and tinder box from pile of rusted tools.**
31. **Get a shovel, crowbar and chain from a pile of junk.**
32. Approach Stone Alter, and address character who appears to be in a trance.
33. **Light torches near the relief of Ingerimm.**
34. **Go down stairs to level 2.**
35. **Get Crank and Cart Grease from the chest at D9.**
36. **Examine crank hole closely. (Bolt traps can be turned off at F9 and G6)**
37. **Answer Gnome's riddle "MOOSE". (Get Rich Silver Key)**
38. Since the Gnome will more than likely split your party, you will now want to reunite them.
39. **Go down stairs to level 3.**
40. **Find the Big Copper Key at B12.**
41. Kill skeleton and read parchment.
42. Grease and ride the Dump Car, but don't forget to bail out.
43. Pull the lever at K7 to close the pit. That's a real help since you must cross the pit to get to the lever.
44. **Go down stairs to level 4.**
45. **Get Stone Medallion from encounter at G16.**
46. **Give the wheel a spin. Who knows? Maybe you'll hit the jackpot.**
47. **Go up stairs to level 5.**
48. **Attempt to lift the stone slab. When that gets tiring, try using the crowbar.**
49. Get and read the parchments at R16.
50. **Take only the necessary amount of leather equipment from the chest at S10 and equip it.**
51. **Light a torch and hold it up to the picture.**
52. **Wait to meet the Golem and pledge the Stone Medallion.**
53. **Pick up Ikosahedral Stone, otherwise known as the Salamander Stone, from the chest at S1. Don't be greedy, trade your artifact for it.**
54. **Return all of the leather equipment to the chest.**
55. **Leave the Dwarven Pit through the main exit.**
56. **Return the Rich Golden Key to the Temple of Ingerimm.**
57. **Reunite your entire party and leave the city.**
58. **Plan route: east, northeast, northwest, east, northeast, north-east, north, north and west. Once you reach the end of this route, commence marching south, west, west and west.**

FINSTER-
KOPPEN

TRAVEL

WALK THROUGH

59. From New Lowangen commence marching south. Somewhere along the way you should split your party, leaving one or two characters to hold all your non-magical equipment. Since you will be passing an Orcish encampment to enter Lowangen, you won't be able to keep any items that are not magical.

LOWANGEN

60. Ask Dragan Escht about "Gavron", and agree to do him a favor.
61. Go to the Vinsalter and tell him that Dragan sent you, and that it is important that he goes with you. He may need a day to think about it, but if you tell him your sorry situation, he'll go with you.
62. Take the Vinsalter to Dragan.
63. Ask Dragan Escht about "Gavron" and then about "travel". Once again, you will have to agree to do him a favor to find out what you want to know.
64. Go to the "Orc Death" tavern and wait for Gavron. Attempt to follow him.
65. If you can't keep up with Gavron, reunite your party and go to the "White House" Inn. While there, ask about "Ingramosch" and "A. Sevensprings".
66. Go to A. Sevensprings home and reclaim the Salamander Stone.
67. Go to the "Exhibition of Art in Craftsmanship" at night and break in to get the brooch.
68. Take the brooch to Dragan and ask about "travel".
69. Go to Black Jandor and ask about the "secret exit".
70. Go to the "Castle of Grey Staves" and ask for Master Eolan. Be patient. Tell him you want to sweep the yard and then ask about the secret exit. You must agree to do what he asks, or you will be stuck in Lowangen. You should leave the Salamander Stone in Lowangen until you return. (Get Key)

TRAVEL

71. Commence marching northwest and then northeast. Reunite with the party members you left outside the city, continue traveling, and cross the river via the ferry.
72. Turn west and head into the swamps.

SWAMPS

73. Offer to help the Lizard Men.
74. Kill the Engulfer.
75. Go back to talk to the Lizard Men.
76. Go to speak to the old woman.
77. Enter the Tower and tell the Fire Elemental any three of the following: life, help, protection, refuge, shield, indulgence, mercy, grace, benevolence, pity, assistance, cover, guarding, security, compassion, love or justice.
78. Get Crystal Ball and Noctrox Document. Read Document.
79. Attempt to give the Crystal Ball to the witch.
80. Open chest and get the Swamp Rantzy Document and a net. Read the document.
81. Use net to capture the Swamp Rantzy and take it with you.
82. Pull out the 18th heather plant.
83. Leave the Swamp to the southeast.

WALK THROUGH

Commence marching south, west, south, southeast, east, east, north, east and northeast.

At some point in this journey, you will want to change the Swamp Rantzy into Agdan. You can do this by using the heather on the Swamp Rantzy. Enter the ruins and use the secret passage again.

You've been reunited with your companions and can now leave the city feeling complete once again.

Commence marching south (to the southeast around Lowangen for those of you who are only doing the bold text).

Give up the Salamander Stone once again to a group of mages.

Commence marching northwest, southwest, west, northwest, west, west, northwest, north, west, west, north, west, southeast and northwest.

Climb up the path and take a look inside the cave.

Open chest at I30, on western level 1, to get Copper and Cast Iron keys. Take Copper Disk from K23 in eastern level 1.

Go down stairs at J29 to level 2.

Win battle at A26 in eastern level 2 to get Pliers key.

Open chest at B26, on eastern level 2, and take the Lynx key.

Open chest with Pliers key and get the three "phials."

Get spear from shelves at O25 in western level 2.

Move shelves at A16 in western level 2 and use spear to open secret door.

Equip your front two characters with swords or an Obsidian dagger to cut through the spiderwebs.

Split your party, near the spider eggs, sending three people to destroy the eggs. Before destroying the eggs, your characters will each need to drink the contents of a phial.

Go down the stairs at E36, in eastern level 2, to level 3.

Exit Blood Peaks via the eastern exit at P27.

Commence marching: southeast, east, southeast, east, southeast, **north, northeast, north and north.**

Plan route north, cross at the fjord, and continue along route to Tiefhusen.

Once inside Tiefhusen, visit a tavern and bribe Jandor into telling you about the Star Trail by buying him a few drinks.

Go to speak with Hensger.

After you pay him the money he wants, you must wait until morning to be taken to the Phex Dungeon. Be sure you have at least 80 Ducats before you enter the dungeon.

Answer "NIGHT" to the riddle plaque.

Match up the three foxes at the puzzle plaque.

Approach the sign at C22 and do battle to receive the Blue key.

Donate 80 Ducats at the Altar.

Listen to what the priests have to say and feel free to bounce the traitors off the walls.

Leave the dungeon and exit the city to the north.

TRAVEL

BLOOD
PEAKS

TRAVEL

TIEFHUSEN

PHEX
DUNGEON

WALK THROUGH

TRAVEL

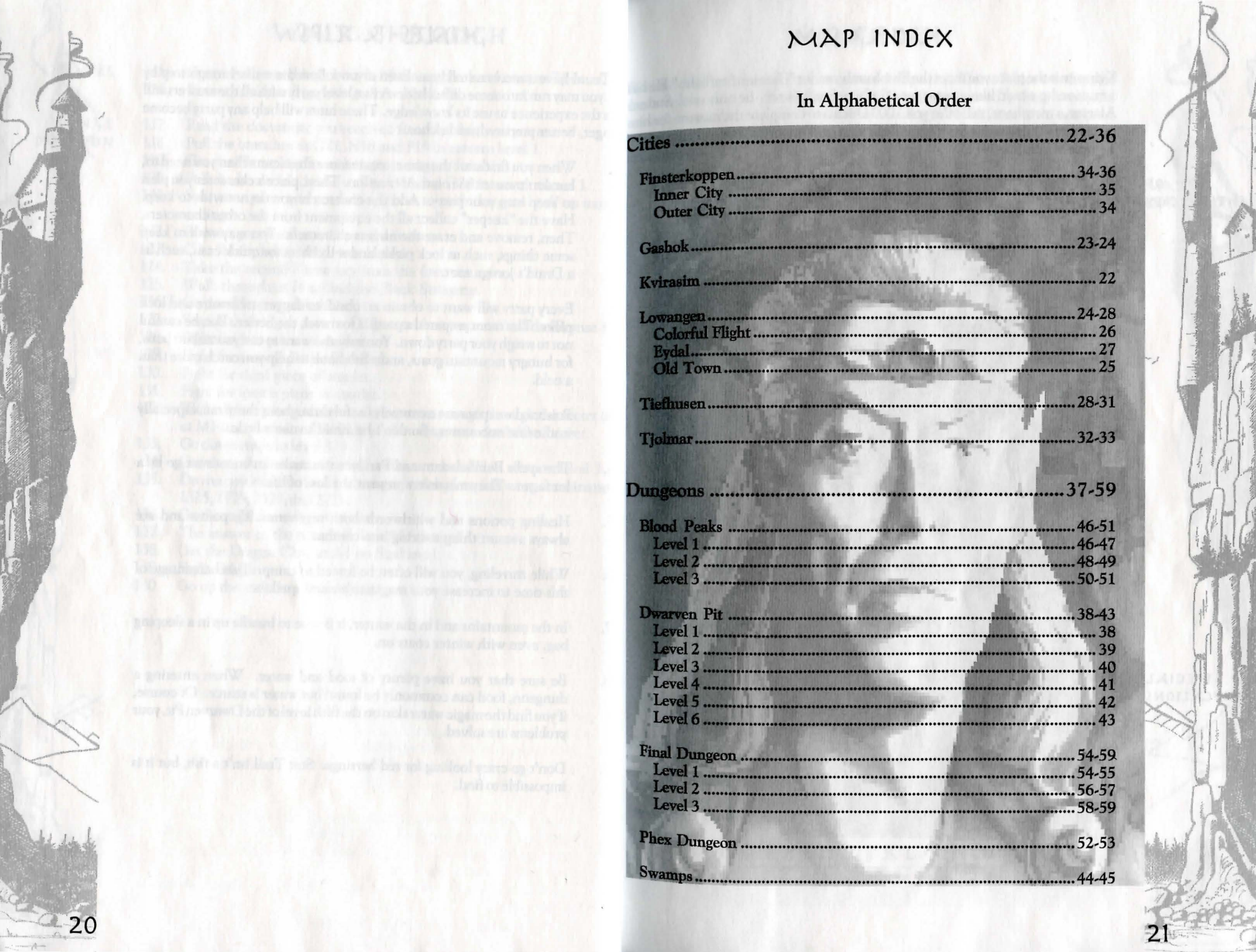
FINAL
DUNGEON

115. Commence marching north to Norhus, then head west to Tjolmar.
116. Enter the city and go to Ingramosch's house.
117. Read the document you received from the first encounter.
118. Pull the branches at O21, N18 and P19 in eastern level 1.
119. Get the Flame key from the tree in eastern level 1.
120. Pull the hooks inside the wall at O18 and O20 in western level 1.
121. Split your party and send one person to push the gate back up into the ceiling.
122. Reunite party and exit the caged-in room.
123. Cast "Melt the Solid" to free Helen.
124. Take the second Flame key from the fountain.
125. Walk through at I4 to find the Black Statuette.
126. Go down stairs to level 2.
127. Search shelving at eastern O28 more than once to find the Bronze Key.
128. Fight for first piece of amulet.
129. Fight for second piece of amulet.
130. Fight for third piece of amulet.
131. Fight for fourth piece of amulet.
132. With all four pieces of the amulet, you can now go through the secret door at M5 in eastern level 2. Hurry! Amulet pieces don't last forever.
133. Go down stairs to level 3.
134. Get the cult document from the encounter at N2 in western level 3.
135. Do the combination lock with any one of the four following combinations 1325, 1725, 2325, and 2725.
136. Go through the wall to the east.
137. The answer to the name riddle is "Arkandor".
138. Get the Dragon Claw at A1 on final level.
139. Fight Dragon.
140. Go up the stairs to win the game.

HINTS & TIPS

PSST... I have a secret to tell you. Even if you follow the walk through step by step, you may run into some difficulties. A first level party with all the answers still lacks the experience to use its knowledge. These hints will help any party become stronger, better prepared, and richer.

1. When you first start the game, create more characters than you need to, but don't waste time on their creation. Then, place a character you plan to keep into your party. Add the characters you do not wish to keep. Have the "keeper" collect all the equipment from the other characters. Then, remove and erase the useless characters. You may wish to keep some things, such as lock picks, and sell others for quick cash, such as a Druid's joruga root.
2. Every party will want to obtain an obsidian dagger, tableware and lock picks. The more prepared a party is to travel, the better. But, be careful not to weigh your party down. You may also want to carry some bon bons, for hungry mountain goats, and a fish hook to help you catch more than a cold.
3. Poisoned weapons are extremely useful throughout the game, especially in the first encounter. So don't be afraid to use a little.
4. The spells Bambaladam and Paralyze can make an encounter go by a lot faster. They may even prevent the loss of life.
5. Healing potions and whirlweeds both regenerate life points and are always a smart thing to bring into combat.
6. While traveling, you will often be forced to camp. Take advantage of this time to increase your magician's wand spell.
7. In the mountains and in the winter, it is wise to bundle up in a sleeping bag, even with winter coats on.
8. Be sure that you have plenty of food and water. When entering a dungeon, food can commonly be found but water is scarce. Of course, if you find the magic water skin on the fifth level of the Dwarven Pit, your problems are solved.
9. Don't go crazy looking for red herrings. Star Trail isn't a fish, but it is impossible to find.

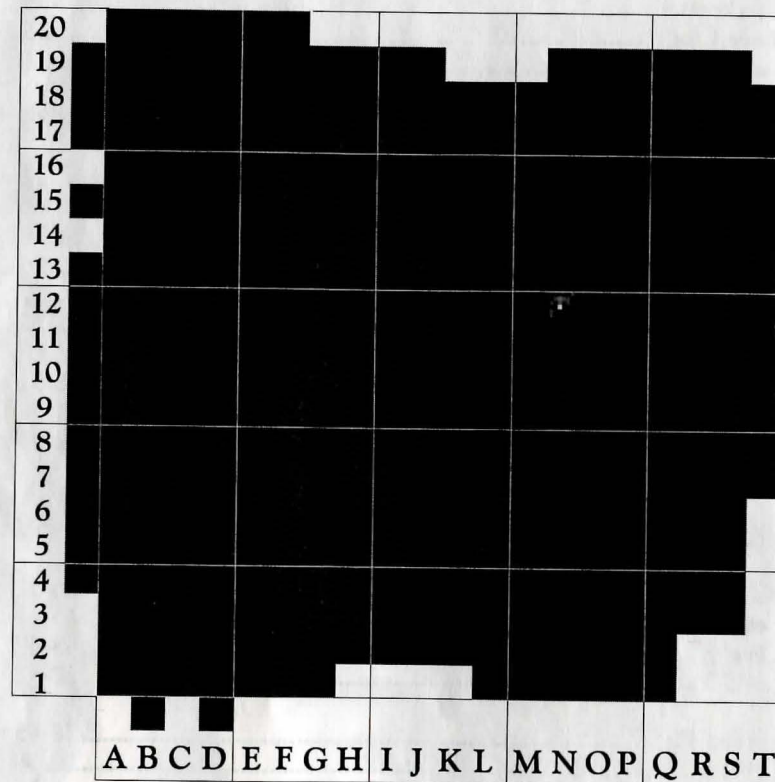


In Alphabetical Order

Cities	22-36
Finsterkopen	34-36
Inner City	35
Outer City	34
Gashok	23-24
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KVIRASIM

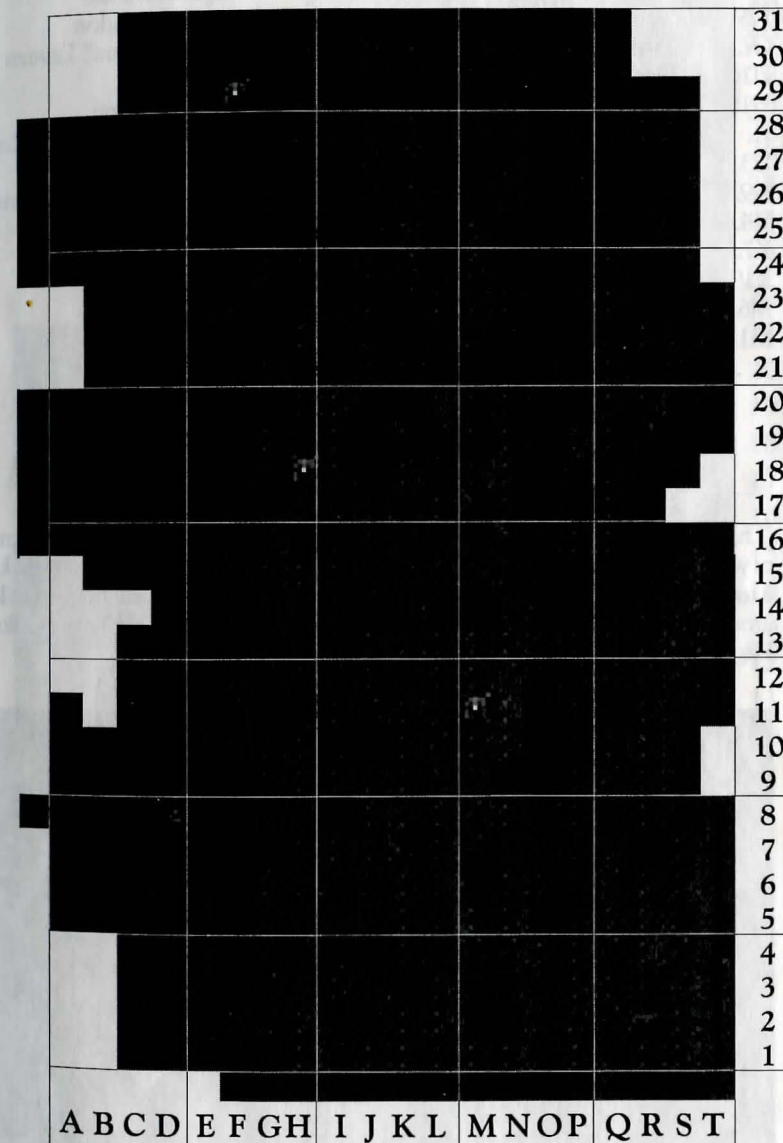
Kvirasim is the place you meet the Elvish ambassador "Elsurion Starlight." He has a mission he would like you to go on for him, but he's not the only one. Sudra Alatzter, a merchant, will offer you 1000 Ducats to complete the mission for him instead of Ambassador Starlight. Both new and imported games begin at the Temple of Peraine (N12).



- SPECIAL LOCATIONS
- | | | | |
|------|-------------------------|------|---------------------------|
| B16. | Rumhild Rohalsdottir | L4. | "Rest" Inn |
| C7. | Herbalist: Ancoron | L13. | Market: Herbalist |
| C16. | Heralja Olafasen | N3. | Exit |
| D18. | Eida Matjus | N6. | Marje from Thorwal |
| G9. | Ingrim, Son of Utzlesch | N11. | "Peraine's Table" Tavern |
| G16. | Fladim Peterman | N12. | Temple of Peraine |
| H11. | "Lovely Meadow" Tavern | P6. | Hjore from Beilank |
| J7. | Merchant: Jadwina | Q16. | Asgrim Kollberg |
| J13. | Market: Armorer | R9. | Healer: Jadwina Greenston |
| K11. | Market: Merchant | | |

GASHOK

Watch out for crossbow bolts when you enter this city. These Praios worshippers don't welcome elves. Just ask Artherion! His mill was burned to the ground, and he barely escaped with his life. He now lives in hiding in a small forest to the northeast of the city. Any band of adventurers who choose to avenge him will not go unrewarded.



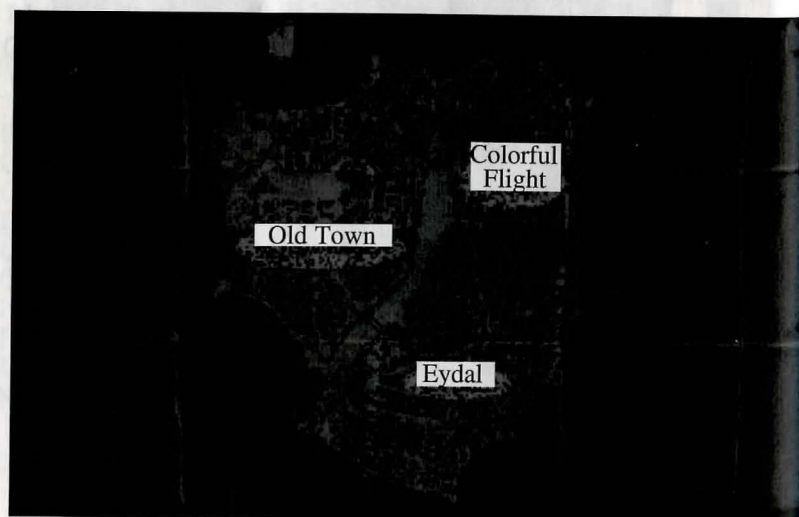
SPECIAL LOCATIONS

D2.	Artherion's "Old Mill"	M17.	Market: Merchant
D8.	Smith: Rowena Pauspiarken	M19.	Market: Herbalist
E14.	Tronde Ismanson	M30.	Exit
E25.	Merchant: Praiadne Oldenstein	N16.	Tent Herbalist: Gerlanje
F25.	Dietgel Fridgard	N21.	"Safe Shelter" Inn
F29.	Temple of Boron	O5.	Valpor of Kuslik
G7.	Erhild Hesindel	O24.	Grabosch Guidon
H16.	Deregorn of Thunderbrook	O27.	"Second Home" Tavern
H18.	Temple of Praios	O28.	Urja Naloth
I1.	Exit	P17.	"All Roads" Inn
I23.	Merchant: Raul Zumendick	P18.	Healer: Ernbrecht Trallop
I29.	Moria the Wise	P24.	Erholt of Tiefhusen
J14.	"Svellt Thaler" Tavern	R2.	Herbalist: Ginya Ingborn
K7.	"Night and Day" Tavern	R7.	Heroja Inhar
K19.	Market: Armorer	R13.	Exit
M6.	Rohel Gumbaldson		
M11.	Temple of Phex		

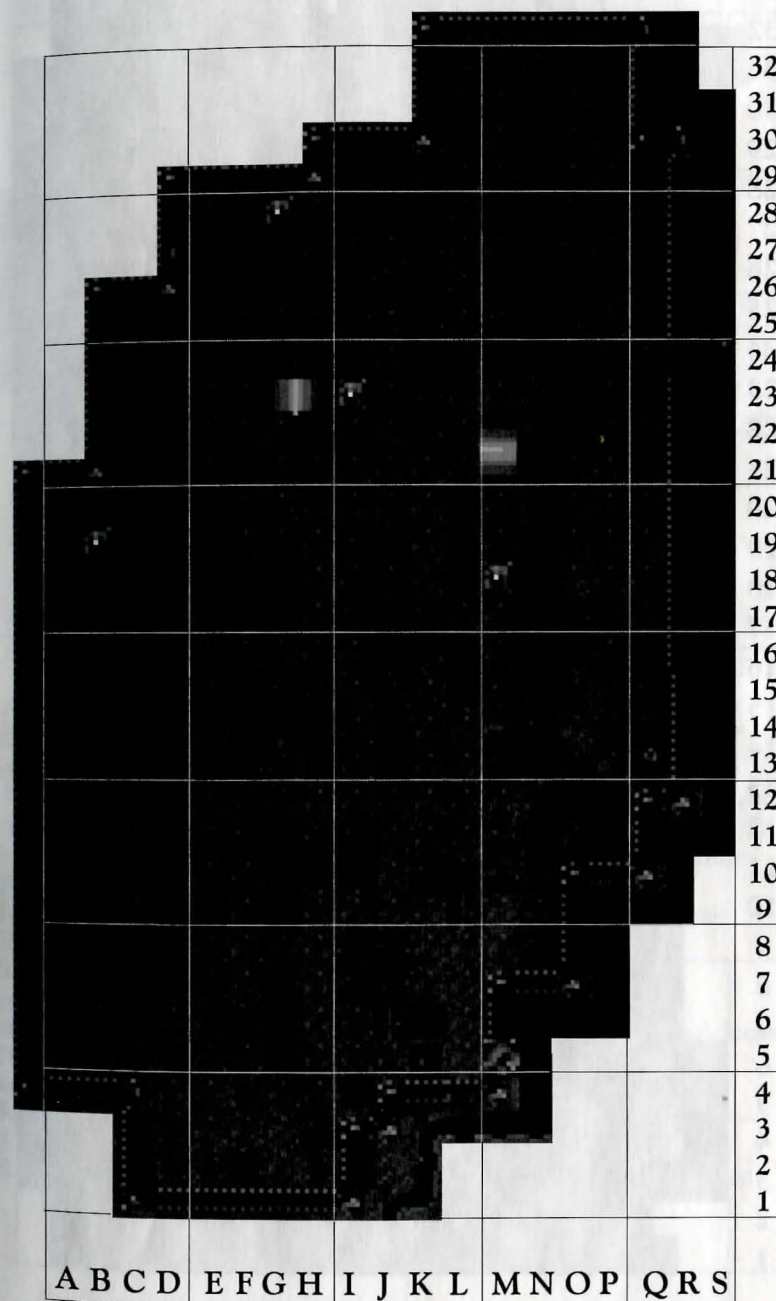
LOWANGEN

This city has been surrounded by Orcs for some time now. So, if sacrificing more of your weapons and equipment to enter the city brought a tear to your eyes, keep a towel ready when it's time to leave. Before you leave, though, you'll need to look around and learn how the city is divided. There are three parts: Old Town, Colorful Flight, and Eydal.

OVERVIEW



LOWANGEN



MAP OF OLD TOWN

MAP OF
COLORFUL
FLIGHT

[illegible]

MAP OF
EYDAL

[illegible]

- | | | | |
|--------|--------------------------|---------|-----------------------------|
| A10. | Dragan Escht | K6. | Armorer: Duridanya |
| B14. | “Wonderland” Brothel | | Zornbrecht |
| B19. | Temple of Travia | K16. | Merchant: Desdira |
| C21. | “Little Fox Den” Tavern | | Falconbrook |
| D9. | Armorer: Eilit Yasmasson | K22. | Market and Trade Office |
| D10. | “Orc Death” Tavern | L10. | Brin Vaskendantz |
| D16. | Healer: Parinor Vormtann | L16. | “Bit and Ducat” Hotel |
| D18. | “The Inn” Inn | L20. | Beggars Market |
| G6. | “Little Prince” Inn | L32. | Master Deringorn |
| G14. | “Dark Eye” Tavern | M5. | Guard House |
| G18. | “Hammes and Anvil” Pub | M14. | Herbalist: Dimiona Adington |
| G28. | Temple of Boron | M18. | Temple of Phex |
| G&H23. | Academy of Deformation | M21&22. | Magistracy |
| I19. | “Happy Mouse” Warehouse | N28. | “Klonballa’s” Tavern |
| I23. | Temple of Hesinde | Q28. | Falkert Duberwin |
| J26. | Merchant: Ugo Plotz | Q13. | Smith: Thovin Bromkop |

SPECIAL
LOCATIONS
IN
OLD TOWN

SPECIAL
LOCATIONS
IN
EYDAL

- | | | | |
|---------|---------------------------------|------|------------------------------------|
| G1. | Merchant: Jandor Ungert | L4. | Merchant: Vistella |
| G2. | Smith: Berman Helmisch | | Ebenborn |
| G7. | Zaskia Angrod | L8. | "Water and Wine" Tavern |
| G14. | The Vinsalter | L15. | Temple of Rahja |
| G27. | Herbalist: Farmion of the Kvill | L18. | "Thousand Desires" Brothel |
| | | L26. | Exhibition of Art in Craftsmanship |
| G28. | "The White House" Hotel | M1. | "Trenchbog" Inn |
| H24. | "Colorful Flight" Hotel | N11. | "Great Freedom" Inn |
| I11. | "Svelltje Palace" Inn | N31. | Castle of the Order of Grey Staves |
| I17. | "Salamander Stone" Tavern | | |
| I26. | Temple of Tsa | O8. | "The Rod and the Mare" Brothel |
| I32&33. | "Hall of Power" Academy | O12. | Black Jandora |
| J23. | Alan Sevensprings | | |
| J29. | Healer: Jhaell Startrail | | |
| | | | |
| D17. | Merchant: Thorescha | N12. | Smithery of Ingerimm |
| F17. | "Eydal House" Pension | N15. | Temple of Peraine |
| J5. | "Last Hour" Tavern | P11. | "At the Canal" Tavern |
| L12. | Temple of Ingerimm | Q8. | V. Leecbronn |
| L17. | Merchant: Jandor Ungert | S11. | Healer: Kysira |
| N1. | Raisha Rotenegger | T12. | Smith: Roglima the Great |
| N5. | Pagon Droler | U17. | "Trenchbog" Inn |
| N11. | "Hammer and Anvil" Tavern | | |

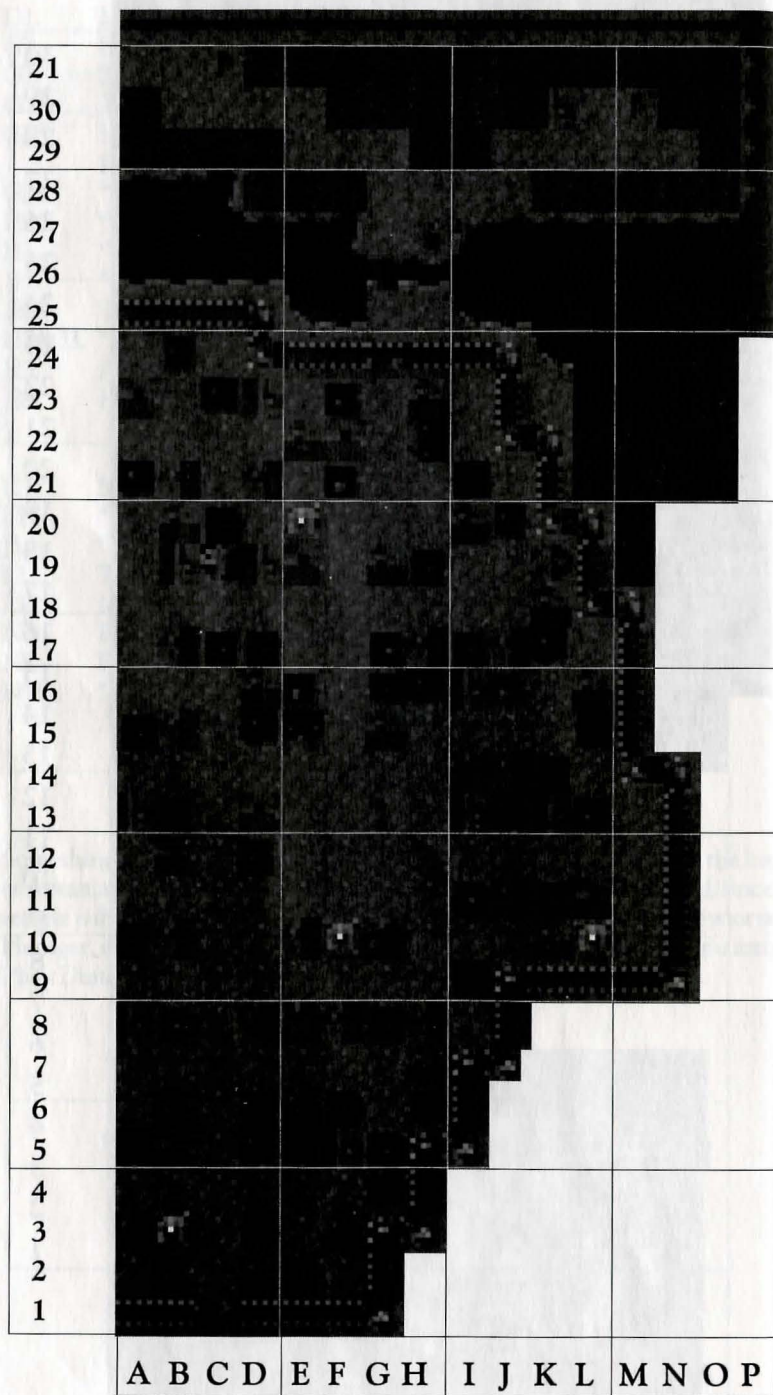
Something has happened in this city that has never occurred before in the history of Arkania. A temple has closed—the Temple of Phex to be exact. And, since this temple is the only exit from the Phex Dungeon, its closing is important to your party. Hensger, a man who sits by a tree on the outskirts of town, will lead you into the Phex Dungeon provided you have a recommendation.



MAP OF
WEST SIDE

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TIEFHUSEN



TIEFHUSEN

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|------|----------------------------|------|-----------------------------|
| A17. | Temple of Firun | K5. | "Wide World" Tavern |
| D30. | Exit | K20. | "Pile o' Gold" Tavern |
| G14. | "At the Duck's Beak" | L1. | Herbalist: Ariona Silverdew |
| | Tavern | M12. | Temple of Ronda |
| G21. | Tiefhusen Castle | N16. | "At the Mistuned Lute" |
| I27. | Exit: Prevented by Orcs | | Warehouse |
| J9. | Armorer: Runhild Hermertal | O7. | Temple of Phex (Closed) |
| B3. | Temple of Travia | G10. | "The Dagger and the |
| C1. | Exit | | Sword" Tavern |
| C19. | Smith: Tjall Hovensson | H22. | "Northern Lights" Inn |
| C31. | Exit | H31. | Hensger |
| E8. | Merchant: Royal | I14. | Merchant: Meldavia Gosht |
| | Gernerbsen | K19. | Healer: Jasper Elkensiepen |
| E15. | "Firin's Hall" Inn | L10. | Temple of Boron |
| E20. | Temple of Hesinde | M30. | Exit |
| F10. | Temple of Rahja | | |

SPECIAL
LOCATIONS
IN WESTERN
TIEFHUSEN

SPECIAL
LOCATIONS
IN EASTERN
TIEFHUSEN



TJOLMAR

This city may seem unimportant at first glance, but it won't appear so frivolous toward the end of the game. It is home to Ingramosch, a Dwarven prince.

MAP OF
WEST SIDE

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SPECIAL
LOCATIONS
IN WESTERN
TJOLMAR

- D5. Temple of Firun
E10. Ingramosch's House
F19. Temple of Ifirn
H14. "Bridge Guard" Tavern
L11. "The Cosy" Inn

- L14. Merchant: Halina Druffin
M2. Exit
M8. Temple of Ingerimm
M16. Healer: Irion

TJOLMAR

MAP OF
EAST SIDE

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- B6. Smith: "Halrima, Daughter
of Jorma"
B10. "Dreaming Mummy"
Warehouse
D11. Merchant: "Reglom, Son of
Radresch"
D18. "Carriage Yard" Inn
D19. Exit
F2. "Red Lotus" Tavern
F13. Temple of Rahja
G7. "Alebeard" Tavern
J10. Herbalist: "Ugdalf Abelmin"
K16. Smith: Dugobalosh

SPECIAL
LOCATIONS
IN EASTERN
TJOLMAR

FINSTERKOPPEN

Welcome to the Dwarven city of Finsterkoppen. From this city, you could see most of Arkania, if it wasn't for the side of the mountain.

This section of Finsterkoppen is contained within the mountain and has restricted access. No Elves, Witches or Druids are allowed to enter. It doesn't hurt for a party to be a little pushy in this section of the game. Don't be afraid to knock more than once or ask about the same subject two or three times. Of course, there are those residents who won't answer their door no matter how many times you bang on it.

MAP OF OUTER CITY

MAP OF INNER CITY

34 35

FINSTERKOPPEN

Welcome to the Dwarven city of Finsterkoppen. From this city, you could see most of Arkania, if it wasn't for the side of the mountain.

This section of Finsterkoppen is contained within the mountain and has restricted access. No Elves, Witches or Druids are allowed to enter. It doesn't hurt for a party to be a little pushy in this section of the game. Don't be afraid to knock more than once or ask about the same subject two or three times. Of course, there are those residents who won't answer their door no matter how many times you bang on it.

MAP OF OUTER CITY

MAP OF INNER CITY

34 35

[illegible][illegible][illegible][illegible]

FINSTERKOPPEN

SPECIAL
LOCATIONS
IN OUTER
CITY

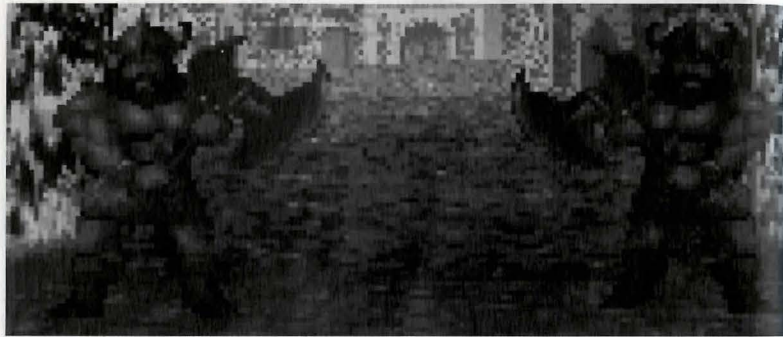
NO SPACE
FOR GUESTS

THE SHED IS
ALL YOURS

- D2. Smith: Orgim, Son of Olgosch
- D23. "Red Earth" Tavern
- F21. Entrance to Inner City
- G10. "Blackbeard's" Tavern
- P19. Exit

E1, F2, H2, H4, H6, I1, J2, K9, K25, L26, M11, N12, N26, O27, P12, P24 and P

C7, D6, D22, F8, G25, G27, G29, H8, H26, J26, K27, K29, L10, L30, M15, N16, O
P4, P16 and P20



SPECIAL
LOCATIONS
IN INNER
CITY

NO SPACE
FOR GUESTS

THE SHED IS
ALL YOURS

- B32. Entrance to Dwarven Pit
- E26. "Hammer and Anvil" Tavern
- F9. Merchant: Gundgrima
- J4. Smith: Xangula, Daughter of Xebrima
- N23. Smith: Arombolosch Ironarm
- T15. Temple of Ingerimm
- T21. Exit from Inner City
- X14. Healer: Thoram, Son of Cadrima

A14, A30, C4, C14, D17, D21, F17, F19, G2, G4, G8, I10, J23, K8, K26, L23, L25
N25 and P15

A6, A22, C22, C24, D7, D9, D13, G10, J1, K14, K32, M22

DUNGEONS

On the following pages are the maps of the dungeons you will enter throughout Star Trail. These maps are set up in the same manner as the city maps. Any and all important information can be found in the walk through. Dungeons are not as friendly as most cities, but you can't hide in the safety of the cities forever.

Before entering any dungeons, make certain you have some sort of light, a lantern or a wand of spell level 2. Although your characters may not be afraid of the dark, they will need help to see. Otherwise, that first step could be their last.



[illegible][illegible][illegible][illegible][illegible]

- [illegible]

[illegible]

This page contains two maps of the Dwarven Pit dungeon. The left map is the First Level Map, showing a grid from 1 to 18 on both axes. The right map is the Second Level Map, showing a grid from 1 to 18 on both axes. Both maps are labeled 'DWARVEN PIT' at the top. The left map has a small illustration of a tower on the left side. The right map has a small illustration of a tower on the right side.

DWARVEN PIT

This dungeon is located below Finsterkoppen and is full of "treasure." The treasure consists of weapons, armor, herbs, magical items and lots of junk to sell. The more room you have to carry stuff the better.

FIRST LEVEL MAP

SPECIAL LOCATIONS ON FIRST LEVEL

- A5. Stairs to second level
- B12. Trapped chest
- B13. Chest
- B15. Chest
- B16. Chest
- B18. Shaft
- D7. Rusted Tools
- H7. Old Junk
- J14. Secret Door, opened from inside only
- J19. Stairs out of Dwarven Pit
- M12. Skeleton
- MN15. Main Entrance/Exit
- N1. Stone Carving
- OP10. Stone Altar
- Q1. Hammer and Anvil
- R12. Sculpture of Ingerimm
- R18. Brazier that contains a ring

DWARVEN PIT

SECOND LEVEL MAP

SPECIAL LOCATIONS ON SECOND LEVEL

- A6. Stairs to first level
- B14. Chest
- B18. Shaft
- D9. Chest
- D14. Chest
- F9. Disables a bolt trap
- G6. Lever: Disables a bolt trap
- L12. Lever: Drops you in to an encounter
- M7. Stairs to third level
- O13. Chest
- O18. Chest
- T9. Lever & Crank Hole

[illegible]

- [illegible]

DWARVEN PIT

This dungeon is located below Finsterkoppen and is full of "treasure." The treasure consists of weapons, armor, herbs, magical items and lots of junk to sell. The more room you have to carry stuff the better.

FIRST LEVEL MAP

SPECIAL LOCATIONS ON FIRST LEVEL

A5. Stairs to second level
B12. Trapped chest
B13. Chest
B15. Chest
B16. Chest
B18. Shaft
D7. Rusted Tools
H7. Old Junk
J14. Secret Door, opened from inside only

J19. Stairs out of Dwarven Pit
M12. Skeleton
MN15. Main Entrance/Exit
N1. Stone Carving
OP10. Stone Altar
Q1. Hammer and Anvil
R12. Sculpture of Ingerimm
R18. Brazier that contains a ring

DWARVEN PIT

SECOND LEVEL MAP

SPECIAL LOCATIONS ON SECOND LEVEL

A6. Stairs to first level
B14. Chest
B18. Shaft
D9. Chest
D14. Chest
F9. Disables a bolt trap
G6. Lever: Disables a bolt trap

L12. Lever: Drops you in to an encounter
M7. Stairs to third level
O13. Chest
O18. Chest
T9. Lever & Crank Hole

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	A	B	C	D	E
	F	G	H	I	J
	K	L	M	N	O
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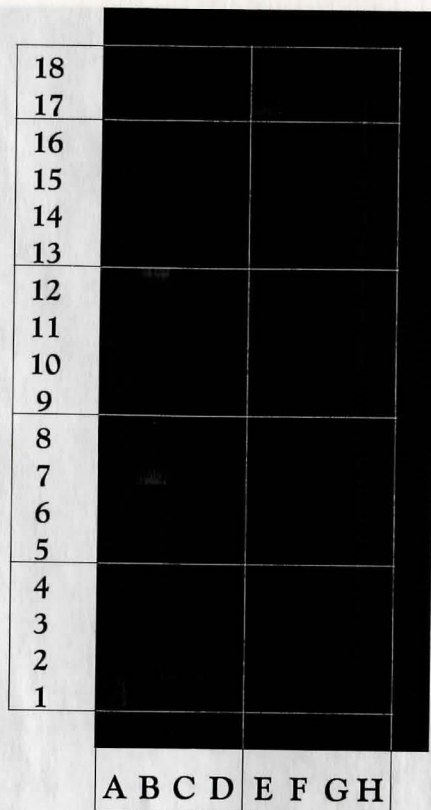
K7.	Lever that closes the pit
L5.	Pit, must be crossed to be closed
M1.	Chest
M3.	Chest
M7.	Stairs to second level
O1.	Chest
Q1.	Forge
R14.	Encounter Skeleton

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K16. Wheel
L1. Stairs to fifth level

SPECIAL
LOCATIONS
ON
FOURTH
LEVEL

FIFTH
LEVEL MAP



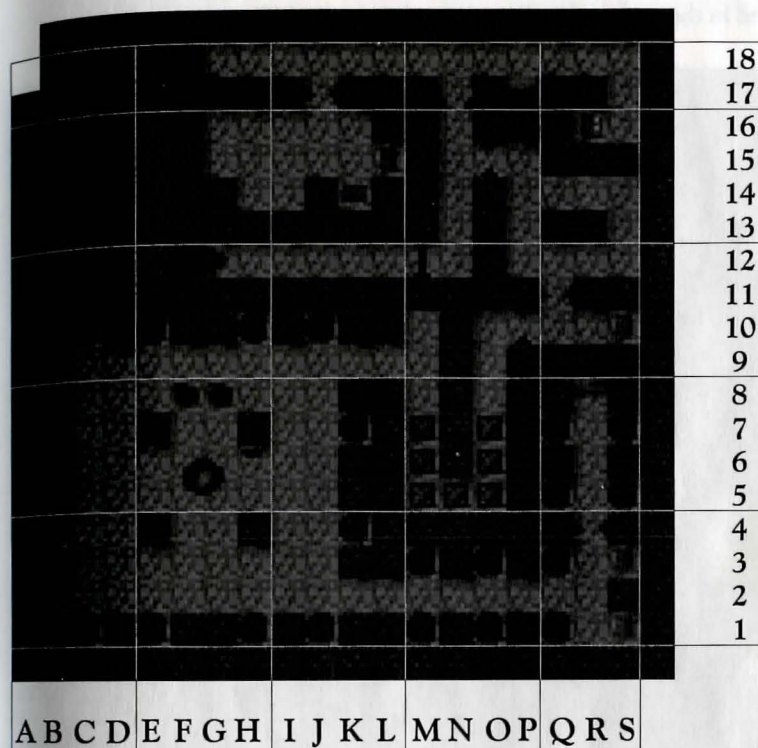
IMPORTANT NOTE

SPECIAL
LOCATIONS
ON
FIFTH LEVEL

Until you pull the plug on this level, it will be filled with water preventing you from reaching the stairs to level 6. Feel free to take a swim before you drain the pool.

- A1. Stairs to fourth level
E17. Stairs to sixth level

SIXTH LEVEL
MAP



- A16. West exit from pit
- B18. Shaft
- G12. A good place to get wet
- H6. Forge: Speak with Golem
- K14. Chest
- L15. Chest

- | | |
|------|-----------------------|
| N5. | Square of Magic Fire |
| P17. | Stairs to fifth level |
| R16. | Chest |
| S1. | Chest |
| S3. | Chest |
| S10. | Chest |

SPECIAL
LOCATIONS
ON
SIXTH LEVEL

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

SWAMPS

Located in the center of it all are the infamous Svelt Swamps . . .

MAP OF WEST SIDE

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
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SPECIAL LOCATIONS IN WESTERN SWAMP

- A16. Exit
- A26. Exit
- B3. Bushel of herbs
- B5. Home of a witch
- D1. Exit
- L2. Cart
- L29. Heather
- P16. Meet Lizard Men

MAP OF EAST SIDE

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
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SPECIAL LOCATIONS IN EASTERN SWAMP

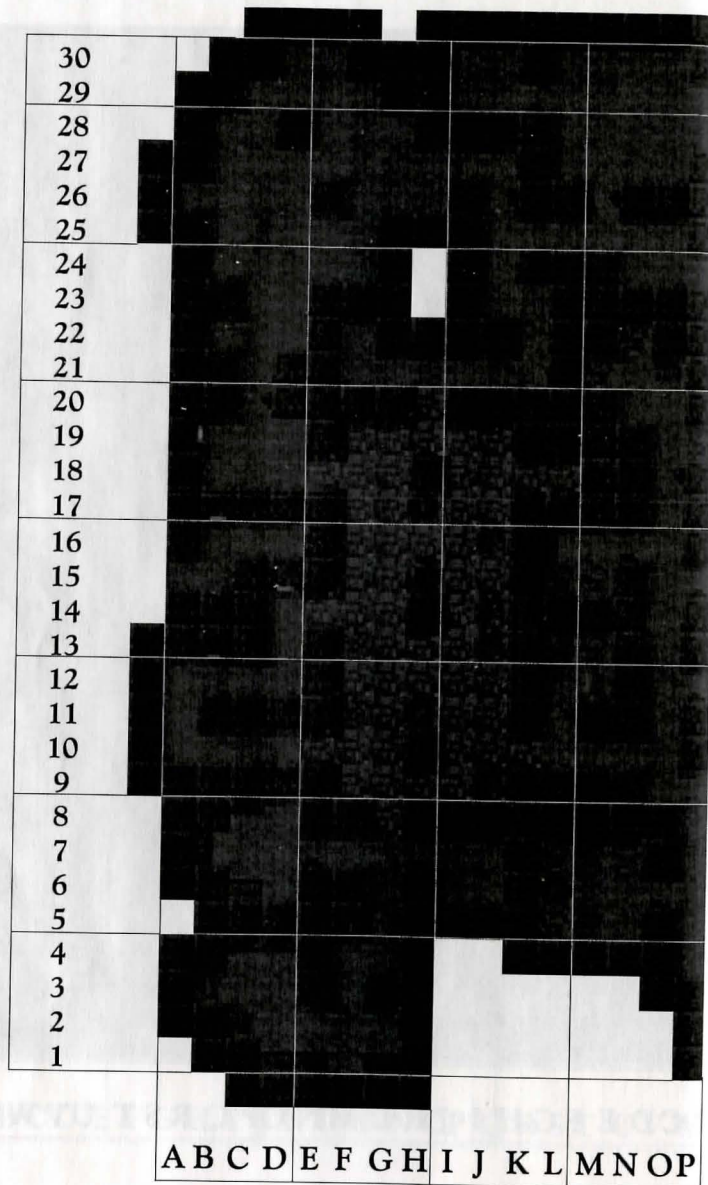
- A1. Exit
- F15. Encounter Engulfer
- G24. Agdan as a Swamprantzzy
- L32. Exit: inaccessible
- R1. Exit
- R25. Tower
- S9. House of Zombies
- T4. Chest
- X16. Exit
- X26. Exit

[illegible][illegible][illegible][illegible][illegible]

BLOOD PEAKS

You can find the opening to this cave in the far west . . . or be dragged to it by C

WESTERN
MAP
OF LEVEL 1



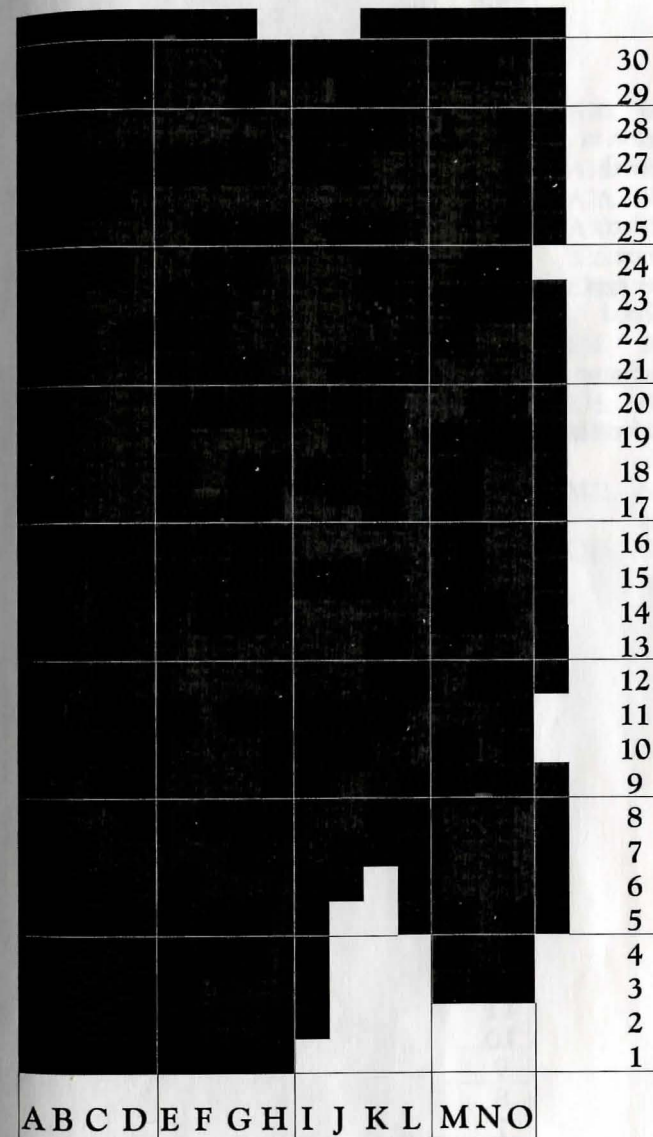
SPECIAL
LOCATIONS

A15. Entrance/Exit
A19. Lever
B3. Chest
B13. Lever

B17. Secret Door
C2. Chest
D15. Secret Door

BLOOD PEAKS

EASTERN
MAP OF
LEVEL 1



A9. Secret Door
B28. Chest
B30. Chest
E14. Chest
F17. Stairs to M21, eastern level 2
J29. Stairs to L31, eastern level 2

K22. Chest
K23. Hand & Copper Disk
L25. Chest
M28. Chest
N9. Illusionary Wall

SPECIAL
LOCATIONS

LEFT SIDE:
WESTERN
MAP
OF LEVEL 2

LEFT SIDE:
SPECIAL
LOCATIONS

- A6. Skeleton in spiderweb
- A20. Well
- A27. Praiodan
- A33. Thurazz
- B9. Spider eggs
- D17. Orc Food
- E43. Chest
- I43. Gold Statue
- J28. Chest
- J33. Fight for a key
- O25. Shelf

[illegible]

RIGHT SIDE:
EASTERN
MAP OF
LEVEL 2

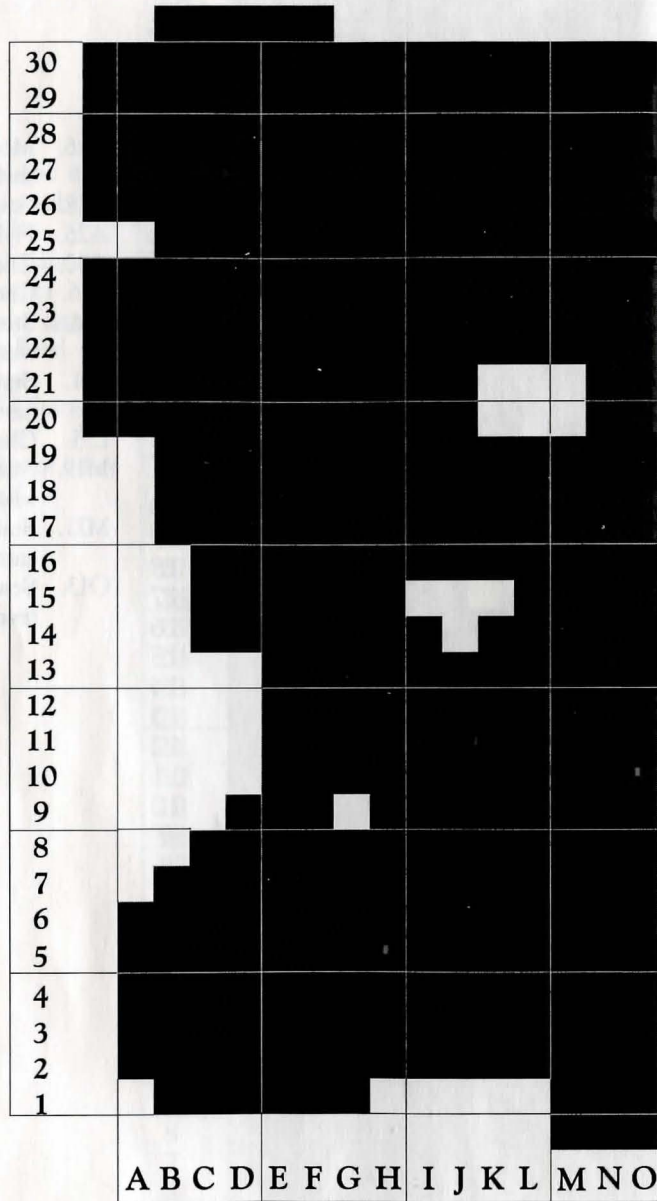
RIGHT SIDE:
SPECIAL
LOCATIONS

- A16. Moveable shelving
- A18. Empty chest
- A26. Fight for a key
- A30. Chest
- B26. Chest
- E36. Stairs to A30, west level 3
- L31. Stairs to J29, east level 1
- L35. Chest
- M19. Stairs to I13, west level 3
- M21. Stairs to F17, east level 1
- O13. Sewer shaft to level 3.

[illegible]

BLOOD PEAKS

WESTERN
MAP
OF LEVEL 3



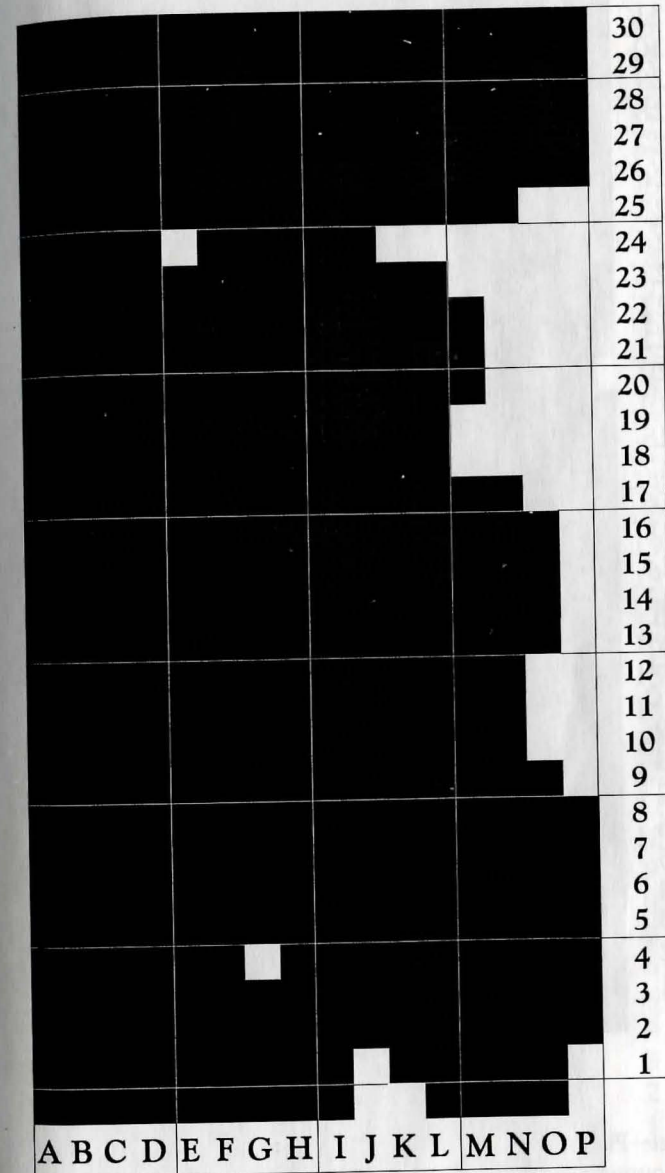
SPECIAL
LOCATIONS

- A30. Stairs to E39, east level 2
- E8. Chest
- E29. Chest
- I3. Well
- I13. Stairs to M19, east level 2

- I27. Chest
- J11. Secret Door
- K17. Secret Door
- K18. Chest

BLOOD PEAKS

EASTERN
MAP OF
LEVEL 3



- E22. Crates
- H20. Well
- I24. Catapult

- L17. Chest
- P6. Entrance/Exit
- P27. Entrance/Exit

SPECIAL
LOCATIONS

FINAL DUNGEON

WESTERN
MAP
OF LEVEL 2

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SPECIAL
LOCATIONS

- C28. Put member with highest perception in front of party. Attempt to open several times.
K8. Illusionary Wall

- F1. Chest
L5. Chest
L14. Chest
L17. Chest

FINAL DUNGEON

EASTERN
MAP OF
LEVEL 2

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A B C D E F G H I J K L M N O P																	

- B8. Chest
B11. Chest
C14. Secret Door
D4. Stairs to level 3
D17. Piece of Amulet
G8. Piece of Amulet

- J24. Well
M5. Secret Door
N8. Piece of Amulet
O18. Piece of Amulet
O28. Shelf
P20. Stairs to Level 1

SPECIAL
LOCATIONS

WESTERN
MAP
OF LEVEL 3

[illegible]

A1. Find Dragon Claw
D3. Secret Door. Opens after solving riddle at F8.

K9. Secret Door
K12. Teleporter
L20. Secret Door

SPECIAL LOCATIONS

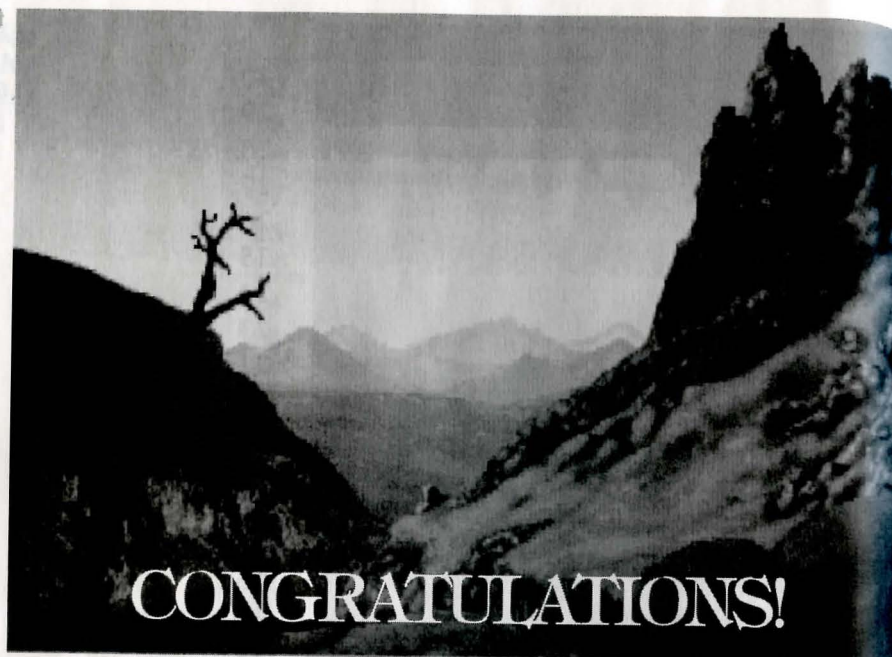
EASTERN
MAP OF
LEVEL 3

[illegible]

A10.	Secret Door
B17.	Secret Door
C9.	Teleporter
D4.	Stairs to Level 2
G2.	Secret Door

O6. Teleporter
I5. Secret Door
P28. Stairs to End Game

SPECIAL LOCATIONS



CONGRATULATIONS!

Thanks to you and your band of adventures, the Salamander Stone has been returned to its rightful owners. Once again, the Elves and the Dwarves are allies, and plans to drive the Orcs back in to their own lands have already begun.

When ideas turn into realities, there will once again be an opportunity for a group of adventures to gain wealth and recognition. The choice will be yours... have your brave heroes return to aid the alliance once again, or begin a new party willing to gamble with fate for fame and fortune...

WHAT DOES IT SAY?

There are two documents in the game that you must try to "decode." Both of these documents can be found on the first level of the Dwarven Pit. The first is found in a chest at B13, and the second is found in a chest at B15.

"Dehsil pmoc cayl isae ebl liwssec cusah tla etsdna erac eurth tiwtub. Et afu oylsa es dna, ecno tauo yts niaga sdraug eh tllanrut nac dnuo syras secen nuh cae. Llew seido brieth dnase vles meh tlort nocote vah lliw, tipsih tepa cse ottna woh wyna. Ti awn inik namt snia gas cro foder ta heh tsei lereht: htpe dsrey a lyna mfofi peno..." You can figure this document out by reading it backwards (right to left, from bottom to top).

"One pit of many Layers depth: there lies the hatred of orcs against mankin any who want to escape this pit, will have to control themselves and their bodies well. Each unnecessary sound can turn all the guards against you at once, and seals your fate. But with true care and stealth a success will be easily accomplished."

"Th rc scm s nw bsgng lwngn bt th hv vrlkd n xt fnd t nd y ll b bl t lv th bsgd town t wr witht hrm." When you find this document it is missing all vowels and punctuation.

"The Orc scum is now besieging Lowangen, but they have overlooked an exit. Find it and you'll be able to leave this besieged town of war without harm."

FIRST
DOCUMENT

TRANSLATION

SECOND
DOCUMENT

TRANSLATION

THE KEY TO UNDERSTANDING

On the pages to come are the items list and monster roster. This key will help you understand all the information being given to you.

* Increases your magic resistance.

Name What you should call your enemy or item.

Weight How much an item weighs. Notice that no one has tried to call "time out" during combat to weigh their enemies, or at least no one has lived to tell about it.

Price About how much an item is worth. Monsters aren't for sale.

Damage How badly a weapon can wound an enemy. For instance, "1D6 + 1" means "roll 1 six sided die and add 1 to outcome." Of course the computer does this electronically.

A/P Attack and Parry values change according to these numbers.

AC Change in armor class due to item or monster's armor class.

Level How skilled your enemy is.

LP & AP Number of life points and number of astral points.

MR Magic resistance of your enemy.

SPECIAL ITEMS LIST

Name	Weight/Price	Special Ability or Use
Amulet (four parts)	10/2	Four yield one, a key
*Amulet Fire	10/100	Protection from magic fire
*Amulet Mirror	10/100	Protection from Ignifaxus & Fulminictus
Amulet Prais	10/150	Mild protection from magic
Amulet Stone	10/100	Pledge to Ingerimm
Black Figurine	10/200	Opens door in Final Dungeon
Bonbons	10/2	Goat Food
*Bread Bag	10/100	Always full
Brooch Dragan	5/10	Bring to Dragan Escht
Cart-Grease	50/2	Used on Cart in Dwarven Pit
Chain	50/1	To fix crank chain
*Coronet Arcano	10/100	Arcano
*Coronet Exposami	10/100	Exposami
Crank	20/3	Finsterkoppen pit
Crowbar	90/10	Uncover stairs
Crystal	5/20	Opens door
*Crystal Ball (\$\$\$)	50/500	Protection from Dominance
Dragon Claw	10/100	Opens door
*Girdle of Might	10/200	Increases ST + 5
*Gold Key	2/15	Opens every lock
Illumination Wand	15/50	Must become green
Illum. Wand, green	15/50	Must become orange
Illum. Wand, orange	15/50	Opens door
Lump of Ore	10/2	Need for receipe
Magician's Crystal Ball	50/20	from Magician for Witch
Net	35/10	Catch Swamprantzy
Package	50/1	Deliver to Master Deregorn
Ring	Varies	Protection from spells
*Salamanderstone	10/500	Original (from Dwarven Pit)
*Salamanderstone	10/500	Fake (From Lowangen)
Shovel	80/10	Used in Dwarven Pit
*Silver Coronet	10/100	Magic Armor
*Silver Jewelry	10/200	Increases Necrophobia
*Skull Girdle	10/20	Decreases Necrophobia
Swamp Rantzy	500/50	Dragenfeld bewitched
Torch	20/0,5	Burning Torch
*Water Skin	10/100	Always filled
*Wine	40/400	Always filled
*Wristband	10/100	Decreases Acrophobia or Increase, Charisma

HERBS, POISONS & POTIONS

Name	Weight/Price	Special effects
Anti - Elixir	10/400	Negative effect
Anti Disease Elixir	10/100	Remove disease
Antidote	10/160	Cure poison
Arax Poison	10/350	Poison weapons
Atmon	1/300	
Bane Dust	10/2500	
Belmart Leaf	1/120	Mental strength
Block Lotus	1/200	
Donf Sprig	1/200	
Elixir	10/400	Positive effect
Expurgicum	60/100	
Fear Poison	10/250	Poison for weapons
Festering Toadstool	1/150	
Finage Tree Sprig	1/80	
Four-Leaf Loneberry	1/7	Regenerate 1D6 LP
Four-Leaf Loneberry, dried	1/7	Regenerate 2D6 LP
Four-Leaf Loneberry, bad	1/7	Lose 2D6 LP
Golden Glue	10/300	
Gulmond Leaf	1/60	Adds 2 to Strength
Healing Potion	10/100	Regenerate 10 LP
Heather	10/10	Only for Dragenfeld
Hylailian Fire	10/100	Use in combat
Ilmen Leaf	1/110	
Joruga Root	1/180	
Kairan Stalk	1/15	
Kukris Poision	10/900	Strong poison
Lotus Poison	10/1000	Poison for weapons
Magic Potion	10/100	Regenerate 10 AP
Mandrake	1/8	
Menchal	1/200	Mental strength
Miasthmaticum	10/100	Lose 6 LP
Miracle Cure	10/600	Total healing
Olginroot	1/20	
Phials	10/10	Kill Spider Queen
Sleeping Potion	10/60	Use in combat
Shurin Bulb	1/80	
Shurin Bulb Poison	10/700	Poison for weapons
Strong Healing Potion	60/240	Gain 10 + 1D20 LP
Super Healing Potion	60/500	Regenerate 40 LP
Strong Magic Potion	10/400	Regenerate 30 AP
Tarnele	1/5	
Thonnys Blossom	1/350	
Toadstool Poison	10/150	Poison for weapons
Vomicum	60/100	
Whirlweed	1/70	Regenerate 10 LP
Whirlweed, dried	1/70	Gain 10 - 18 LP

KEYS & WEAPONS

KEYS

Name	Usage
Crude Key	Opens three doors in Final Dungeon
Bronze Key	Opens a door on level 2 of Final Dungeon
Rich Golden Key	Opens main portal to Dwarven Pit from outside
Rich Silver Key	Opens main portal to Dwarven Pit from inside
Double Bearded Key	Opens a door and removes a block in the Dwarven Pit
Copper Key	Opens a door on fifth level of Dwarven Pit
Silver Key	Opens four doors in Blood Peaks
Golden Key	Opens two doors in Blood Peaks
Arrow Key	Opens three doors in Blood Peaks
Bow Key	Opens ten doors in Blood Peaks
Spectacled Key	Opens a door in Blood Peaks
Heart Key	Opens a door in Blood Peaks
Skull Key	Opens eleven doors in Blood Peaks
Skeleton Key	Opens three doors in Blood Peaks
Cast Iron Key	Opens three doors in Blood Peaks
Copper Key	Opens three doors in Blood Peaks
Lynx Key	Opens a door in Blood Peaks
Silver Bow Key	Opens a door in Blood Peaks
Pliers Key	Opens a door in Blood Peaks
Tin Key	Opens a door in Blood Peaks
Small Golden Key	Opens a door in Blood Peaks
Small Silver Key	Opens a door in Blood Peaks
Iron Key	Opens a door in Blood Peaks
Lowangen - Key	Secret Exit from Lowangen
Blue Key	Opens a door in Phex Dungeon
Flame Key	Opens a door and a chest in the Final Dungeon

Name	Type	Weight/Price	Damage	A/P
Asthenil Dagger	Pointed Weapon	20/50	1D6 + 1	-2 / -3
Asthenil Knife	Pointed Weapon	10/50	1D6	-3 / -4
Asthenil Sword	Sword	80/200	1D6 + 4	0 / 0
Basilisc's Tongue	Pointed Weapon	25/25	1D6 + 1	-2 / -3
Bastard Sword	2-Handed Weapon	140/110	1D6 + 5	-1 / -2
Bec de Corbin	Edged Weapon	90/110	1D6 + 4	-1 / -3
Born Thorn	Thrown Weapon	30/30	1D6 + 2	-1 / -3
Brabak Bully	Edged Weapon	120/80	1D6 + 5	-1 / -2
Catchogre	Pointed Weapon	30/95	1D6 + 2	-2 / -3
Crossbow	Missile Weapon	200/123	1D6 + 6	0 / 0
Cudgel	Edged Weapon	60/5	1D6 + 1	-1 / -3
Cutlass	Edged Weapon	70/45	1D6 + 3	0 / -1
Cutting Tooth	Thrown Weapon	50/50	1D6 + 4	0 / 0
Dagger	Pointed Weapon	20/20	1D6 + 1	-2 / -3
Double Fleurs	Edged Weapon	80/95	1D6 + 3	-1 / -1
Double Kunchomer	Edged Weapon	150/125	1D6 + 6	-1 / -3
*Dragon Slayer	Pointed Weapon	150/500	1D6 + 3	-2 / -4
Epee	Pointed Weapon	35/55	1D6 + 3	0 / -1
Foil	Pointed Weapon	30/50	1D6 + 3	0 / -1
Francesca	Thrown Weapon	60/35	1D6 + 3	-1 / -3
Golden Throwing Axe	Thrown Weapon	120/40	1D6 + 3	-1 / -4

MORE WEAPONS

Name	Type	Weight/Price	Damage	A/P
Goupillon	Edged Weapon	240/110	3D6 + 3	-3 / -4
Grain Flail	Edged Weapon	100/15	1D6 + 2	-2 / -3
Gruuf Shark	Edged Weapon	180/120	1D6 + 6	-2 / -4
Halberd	Axe	150/75	1D6 + 4	-1 / -3
Hatchet	Axe	120/50	1D6 + 4	-2 / -4
Heavy Crossbow	Missile Weapon	220/250	1D6 + 7	0 / 0
Heavy Dagger	Pointed Weapon	30/30	1D6 + 2	-1 / -2
Knife	Pointed Weapon	10/5	1D6	-3 / -4
Kukris Dagger	Pointed Weapon	30/30	1D6 + 6	-2 / -3
Kunchomer	Edged Weapon	70/70	1D6 + 4	0 / -1
Long Bow	Missile Weapon	30/50	1D6 + 4	0 / 0
*Long Bow of Artherion	Missile Weapon	30/750	1D6 + 6	0 / 0
Mace	Edged Weapon	110/50	1D6 + 4	0 / -2
*Magic Wand	Pole Arm	70/1000	1D6 + 1	0 / 0
Mengbilar	Pointed Weapon	20/110	1D6 + 1	-3 / -4
Mengbilar, Kukris	Pointed Weapon	20/110	2D6 + 4	-3 / -4
Morning Star	Edged Weapon	120/50	1D6 + 5	-1 / -3
*Obsidian Dagger	Pointed Weapon	30/50	1D6	-2 / -3
Orc Hatchet	Edged Weapon	130/90	1D6 + 5	-5 / -5
Orc Hook	Axe	120/60	1D6 + 5	-1 / -3
Orc Sabre	Edged Weapon	100/120	1D6 + 4	-5 / -5
Orcish Short Bow	Missile Weapon	20/0,5		
Pike	Pointed Weapon	150/60	1D6 + 3	-1 / -4
Quarterstaff	Pole Arm	70/15	1D6 + 1	0 / -1
Rapier	Pointed Weapon	35/60	1D6 + 3	0 / -1
Rondracomb	2-Handed Weapon	150/140	2D6 + 2	-2 / -2
Sabre	Edged Weapon	60/60	1D6 + 3	0 / 0
*Scythe	Edged Weapon	100/35	1D6 + 3	-3 / -4
Seal Slayer	Edged Weapon	70/60	1D6 + 3	0 / 0
Short Bow	Missile Weapon	20/45	1D6 + 3	0 / 0
Short Sword	Sword	40/45	1D6 + 2	0 / -1
Sickle	Edged Weapon	30/25	1D6 + 2	-3 / -4
Silver Mace	Edged Weapon	110/300	1D6 + 4	0 / -2
Skraja	Axe	90/50	1D6 + 3	0 / -2
Spear	Pole Arm	80/30	1D6 + 3	0 / -3
Sword	Sword	80/85	1D6 + 4	0 / 0
Sword of Artherion	Sword	80/850	1D6 + 5	3 / -1
Throwing Axe	Thrown Weapon	120/10	1D6 + 3	-1 / -4
Throwing Knife	Thrown Weapon	10/10	1D6	-3 / -4
Throwing Star	Thrown Weapon	15/10	1D6	0 / 0
Trident	Pointed Weapon	90/45	1D6 + 3	0 / -3
Tuzakian	2-Handed Weapon	135/200	1D6 + 6	-2 / -2
Two Handed Sword	2-Handed Weapon	160/135	2D6 + 4	-2 / -3
War Axe	2-Handed Weapon	150/110	2D6 + 4	-1 / -4
Warhammer	Edged Weapon	150/100	2D6 + 3	-2 / -4
Whip	Edged Weapon	60/30	1D6	0 / -6
*Witch's Broom	Edged Weapon	60/200	1D6 + 1	0 / 0
Wolf Knife	Pointed Weapon	50/90	1D6 + 3	0 / -1

ARMOR LIST

Name	Weight/Price	AC	A/P
Boots	75/9	0	0/0
Chainmail Armor	80/50	1	0/-1
Chainmail Shirt	320/200-400	2-4	-2/-2
*Chainmail Shirt	320/1000	5	1/-2
Golden Shield	200/250	2	0/0
Iron Helmet	180/80	3	-1/-1
Iron Shield	200/45	2	0/-1
Leather Armor	70/40	1	0/0
*Leather Boots	75/100	0	0/0
Leather Harness	180/80	3	-1/-2
Leather Helmet	90/40	1	0/0
*Leather Pants	50/100	0	0/0
*Leather Vest	120/200	2	0/0
*Magic Helmet	10/500	3	0/0
Pants	30/3	0	0/0
*Phex' Helmet	10/500	3	0/0
Plate Armor	100/60	2	0/-1
Pot Helmet	100/50	2	0/-1
Quilt Armor	120/50	2	-1/-1
Ring Armor	280/300	4	-1/-2
Robe, simple	50/5	0	0/0
Robe, sophisticated	200/200	0	0/0
Scale Armor	480/1000	5	-2/-2
Shield	140/25	1	0/0
Shirt	30/2	1	0/0
Shoes	40/1	0	0/0
Silver Helmet	180/150	3	-1/-1
Snow Shoes	40/5	0	0/0
Toadskin	150/60	3	-1/-2
Winter Coat	120/50	1	0/-1

MONSTER ROSTER

Name	Level	AC	LP	AP	MR	A/P
Arkanian	1	3	30	0	-5	10/8
	3	3	32-42	0	-3	11/9
Bailiff	3	2	35	0	3	10/11
Bandir Leader	8	3	37-72	0	5	15/12
Beggar	2	0	25	0	-5	10/7
Beggar Leader	6	0	40	0	0	13/11
Captain	4	3	32-42	0	-2	12/9
Cave Spider	1	1	15	0	6	8/8
	2	1	25	0	6	8/8
	3	1	35	0	6	8/8
Combat Dogs	3	1	20	0	0	15/5
Cultist	2	3	32-36	0	-2	11/7
	3	3	32-42	0	-1	11/8
	4	3	33-48	0	2	12/11
Dire Wolf	3	2	15	0	0	9/4
	4	2	25	0	0	10/4
Dragon	?	6	136-1126	136-1126	19	16/10
Druid	2	2	31-36	26-29	4	8/7
	3	2	42-42	27-33	5	8/7
Dwarf	4	4	60	0	6	13/11
Dwarven Veteran	10	4	80	0	8	16/15
Elf	4	3	33-48	20	4	12/9
Elf Veteran	10	3	53-68	90	14	15/15
Fire Spirit	1	3	75	0	25	15/9
Forest Gnome	1	6	22-32	0	9	14/6
Forest Lion	1	1	40	0	4	11/6
Forest Spider	1	1	16-22	0	7	9/0
Gargoyle	1	6	60	0	12	10/5
	2	8	80	0	15	9/4
Ghool	1	3	40	0	15	10/9
Goblin	1	2	11-16	0	-2	7/6
	2	2	17-27	0	1	10/7
	3	2	2-40	0	2	13/9
Golem	2	8	100	0	20	6/4
Guardsmen	2	3	34	0	-1	11/10
	3	3	32-42	0	0	10/10
	4	3	33-48	0	2	12/11
	5	3	34-54	0	4	14/11
Guard Hauptmann	9	3	37-72	0	5	15/12
Harpy	1	2	40	0	10	15/10
Heshtot	1	0	20	0	10	13/8
	2	0	30	0	10	15/9
High Priest	6	2	30-55	30-45	10	10/10
Hunter	2	2	31-36	0	-2	11/8
	5	2	41-46	0	0	13/9
	10	2	61-66	0	3	15/12

MONSTER ROSTER

Name	Level	AC	LP	AP	MR	A/P
Illusionary Daemon	1	0	1	0	10	
Knight	12	7	70	0	3	10/11
	14	8	75	0	8	16/12
Lion	1	1	50	0	4	11/6
Mage	3	2	27-37	27-33	5	8/7
	4	2	28-43	28-37	6	8/6
	6	2	30-55	30-45	10	10/10
Merchant	7	1	48	0	5	11/15
Mummy	1	2	35	0	15	7/7
	2	2	40	0	15	7/7
Nobleman	8	2	50	0	3	14/11
Oger	1	3	31-50	0	-1	9/3
Oger Master	5	2	25-50	0	0	15/11
Orc	1	2	8-23	0	-8	9/5
	2	2	14-34	0	-6	11/7
	3	2	20-45	0	-3	14/10
	10	2	24-69	0	1	15/12
Orc (Bow)	5	2	25-50	0	0	15/11
Orc Master	11	3	42	0	-3	14/12
	13	6	60	0	0	17/14
Orc (Bow) Master	12	3	50	0	-1	15/12
Pirat	1	3	30	0	-5	10/8
	2	3	30-36	0	-4	11/8
	3	3	32-42	0	-2	11/9
	5	3	34-54	0	0	12/10
	10	3	39-84	0	1	15/12
Pirat Boss	6	3	35-60	0	1	13/10
Praios Priest	9	1	45	0	12	14/12
Priest	2	2	31-36	26-29	4	8/7
	3	2	32-42	27-33	5	8/7
Robber	2	3	31-36	0	-4	11/8
	3	3	32-42	0	-2	11/9
	5	3	34-54	0	0	12/10
	6	3	35-60	0	3	13/10
	8	3	37-72	0	5	15/12
Rogue	1	3	30	0	-3	10/7
	2	3	31-36	0	-2	11/7
	3	3	32-42	0	-1	11/8
	4	3	33-48	0	-2	12/9
Schlinger Skeleton	12	3	75	0	8	14/11
	1	5	126	0	15	17/10
	1	1	15	0	12	7/7
	2	4	25	0	12	7/7
	6	1	45	0	12	9/8
	18	4	70	0	8	15/13

MONSTER ROSTER

Name	Level	AC	LP	AP	MR	A/P
Sorcerer	3	2	27-37	27-33	5	8/7
	6	2	30-55	30-45	10	10/10
	14	5	30	105-200	15	15/13
Stagga Beetle	1	3	30	0	10	8/2
Steppe Hound	1	1	6-11	0	-2	5/2
Swamprantzy	1	3	40	0	4	8/6
Thorwalian	1	3	30	0	-5	10/8
	3	3	32-42	0	-3	11/9
	5	4	34-54	0	0	13/9
	6	4	35-60	0	0	13/10
Tiger	1	1	46-65	0	-2	15/7
Troll	1	3	65	0	8	12/8
Undead Dwarf	8	3	40	0	5	15/11
Warrior	1	3	30	0	-1	9/9
	5	6	35-60	0	6	16/14
	10	4	40-90	0	7	16/14
	12	6	90	0	10	17/14
War Hound	3	3	20	0	0	15/5
Witch	10	3	50	105-200	13	15/13
Wolf	2	2	20	0	0	9/4
	5	2	30	0	0	10/4
Zant	1	3	30	0	15	15/8
Zombie	1	0	20	0	10	7/0
	8	0	60	0	15	12/4

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Star Trail Clue Book

Everything you ever wanted to know about Star Trail is detailed in this comprehensive Clue Book written by the lead tester on the project. Strategies to get you started, hints and tips to keep you going, and inside info to help you in your travels through the mysterious land of Arkania.

***Maps
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Item Listing
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And More!***

SIR-TECH

Sir-tech Software, Inc.
Ogdensburg Business Center, P.O. Box 245
Ogdensburg, NY 13669
Tel: (315) 393-6633 Fax: (315) 393-1525

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