

Legends OF Valour™ Clue Book



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INTRODUCTION

Now here's a lucky break. Just when you thought you'd have to play through the **Legends of Valour** unaided, up pops the definitive guide to adventuring in the fair city of Mitteldorf, written by that same wise sage who brought you the best-selling *Monstrum Horrendum*.

To recap, the *Monstrum Horrendum* was written by Erik the Wolf, a grizzled (whatever *that* means) old adventurer who came to Mitteldorf to pass his declining years. Three things conspired against him. First, he lived longer than he had a right to. Second, he developed a passion for Roach Racing. Third, his life savings were invested in the Bank of Con-Men and Clerical Illusionists, and his fortune was lost when it crashed.

Too old to compete with the young blades, Erik decided it was more prudent to make a living off their adventures than to gallivant around dungeons himself. So, he wrote the *Monstrum Horrendum*, selling copies at 10 groats a time to foolish young men who thought it might make the difference between being a skewerer and a skeweree.

As it turns out, this was not his only foray into consumer journalism. On the following pages we present his second work, the aptly named *Surviving In Mitteldorf - Where There's A Were There's A Way*, a.k.a. *The Wereways*, which provides more sage advice and guidance to those who

would walk the streets alone. It shows how much Erik had learned - for example, he increased the cover price to Groats 19.95...

What is even more fascinating, we have discovered a copy of *The Wereways* annotated by the famous guildmaster, Lord Sven, who - legend says - arrived in Mitteldorf with no more than the clothes on his back, a terrible literacy problem and a burning hunger for adventure. The legend continues that Sven wrote to his cousins to come join him, and that they perished one by one. Pity they never bought Erik's book, huh?

Anyway, what you have here is a Guide Book of two halves. On each right-hand page, we present the original text and maps from *The Wereways*. This will give you an edge as you work your way through the game, without spilling all the beans. On the reverse left-hand page are Lord Sven's annotations, which go into much more detail, not so much spilling the beans as dumping a truckload on the floor.

On the center spread (pages 32-33), there is also a completely annotated map of the city. Transfer the details to the map you were provided with when you bought the game, and you will have a clear reference guide to every part of the city.

So, boot up the game, and let's commence our journey through the mysteries of *Legends of Valour*...

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Foreword

Welcome, brave adventurer! My name is Erik The Wolf. Once, I was a young warrior like you, full of great passion and courage. Once, men trembled at the mere mention of my name, but it has never sounded the same since I lost my teeth.

Several years ago, I gave up my adventuresome life to retire here in the great city of Mitteldorf. Since then, I have been asked many times to pass on the great wisdom I have accumulated. And, after a while, I did compose a small pamphlet describing the many dark creatures

who inhabit the Undercity 'neath Mitteldorf. It was well-received by my peers (the **Mitteldorf Post** called it "A triumph!", while the Mercenaries' Guild annual newsletter **Axeman** said "If you buy no other bestiary this year, you have to own a copy of "*Monstrum Horrendum*").

After this modest success, I felt compelled to write another book, one which would finally expose the great mystery that lies behind the welcoming face of our city.

And here it is. I trust it illuminates your way, and guides you to fame, riches and honor!

A Word from Lord Sven

So, the old fool has written another book, eh? I see his writing style hasn't improved since the first! How long ago was it that I bought a copy of **Monstrum Horrendum**? It seems like decades, but then time passes infinitely slowly when you are...

I'm sorry, I didn't intend to start talking about myself.

I don't pretend to be a literary man myself, although things have changed since I made my fortune in the dungeons beneath Mitteldorf, and was ennobled by my lord, King Farley. However, one of my earliest memories of being in this great city is sending a copy of the **Monstrum Horrendum** to my cousin. Well, actually I bought several copies, and had them sent to all my cousins. You have to realize that I was quite lonely my first few weeks in the city.

The point is I added a few notes and thoughts of my own to the book. Erik The Wolf may have been one of the most famous adventurers of the last century, but he had become a daft old bird long before he wrote the book. So, I thought I'd spice up the **Horrendum** with a few choice comments of my own.

It was all such a long time ago. Since then, I have discovered just about all there is to know about Mitteldorf - life, death and unlife. So, when I saw the old buzzard hawking copies of this new book by the East Gate, I just had to buy it. And, once I had read Erik's rather vague

guidance, I thought to myself "I know more about the true mysteries of the Under-City than anyone!" So, I had the book copied so that I could add my own ideas.

You'll have to judge whose work is more usable, dear reader. Certainly, old Erik has some useful tips at the more general level, but I think it's my advice which is more likely to save your life in those dark moments when you come face to face with a wild troll.

Or look at things this way. Erik still lives in squalor down by the harbor, stewing in cheap wine. Me? I live in quarters at the Palace, with liveried servants attending to my every whim. Who you gonna call?

It's A Mystery

The streets of Mitteldorf run red with blood. And sewage. Sometimes they run with strange and rather sticky substances left behind by foul beasts best unmentioned.

As you commence your journey, you may wonder if there is not some greater purpose which has brought you here. Perhaps. Mitteldorf is a city with a history, as they say, and there are many strange puzzles to be unravelled.

Such as: in the not-so-distant past, the city - and the whole island of Wolfbrood, of course - was governed by King Wilf. Wilf was a good King, by which I mean he kept taxes low, his name out of the papers and a tight rein on the unlicensed practice of dark arts.

But, 10 years ago, good King Wilf vanished. The official word is that he was destroyed by the demons he had struggled so long to contain. No trace of his body was ever found.

He was succeeded by King Farley - hurrah! - as fine a monarch as ever licensed the production of this book. Farley left no stone unturned in his search for the body of his predecessor, but to no avail. Eventually, all hope was abandoned. Even Wilf's loyal, loving and dedicated Queen, the lovely Jocasta, gave up the search, becoming Farley's reluctant consort.

Persistent rumors remain that the mystery of Wilf's demise may yet be uncovered, provided one man (or woman) can gather enough power. By which I mean that any individual who was able to reach the highest level in each of the major Guilds and Temples would have access to the greatest secrets of the land.

A humble adventurer such as I never aspired to such heights. You, on the other hand...



The Politics of Treachery

(Is there any other kind?)

You can divide the adventurers of Mitteldorf into three broad categories: those who have been divided into broad categories by varied sharp implements; those who plunder the dungeons for treasure and retire (a club of which Erik is Chairman, Treasurer and 100% of the membership); and, finally, those who arrive full of hope and ambition, but who skulk back to more traditional adventuring pursuits, like slaying demons and crushing the world 'neath their sandled feet.

What breaks the spirit of the members of this latter category is that they can't see those goals which are considered obligatory in standard adventuring circles. "What," they cry, "No princesses to rescue from high towers? No dark cults to be destroyed? No foul tyrants to overthrow?"

Well, no, not really. Except, maybe, the last one. Erik's quite right about the Guilds and Temples, and you will have to rise high in the ranks of at least four before you come to understand Mitteldorf's grim secret. Unless you read on, that is.

Far be it from me to cast stones in Farley's direction, but the man is a usurper. Not just your common dagger-in-the-back or poison-in-the-cup usurper either. For he has kept Wilf alive for some dark purpose, hidden in a dark dungeon cell beneath the Castle.

To uncover this secret, and to find the means to release him, you must rise to

the highest rank in at least three Guilds (a warrior Guild, a Magicians' Guild and the Thieves' Guild) and one Temple. Once you achieve the fifth level, you will be given access to the Guildmaster's Room, in which lies a scroll and a skull.

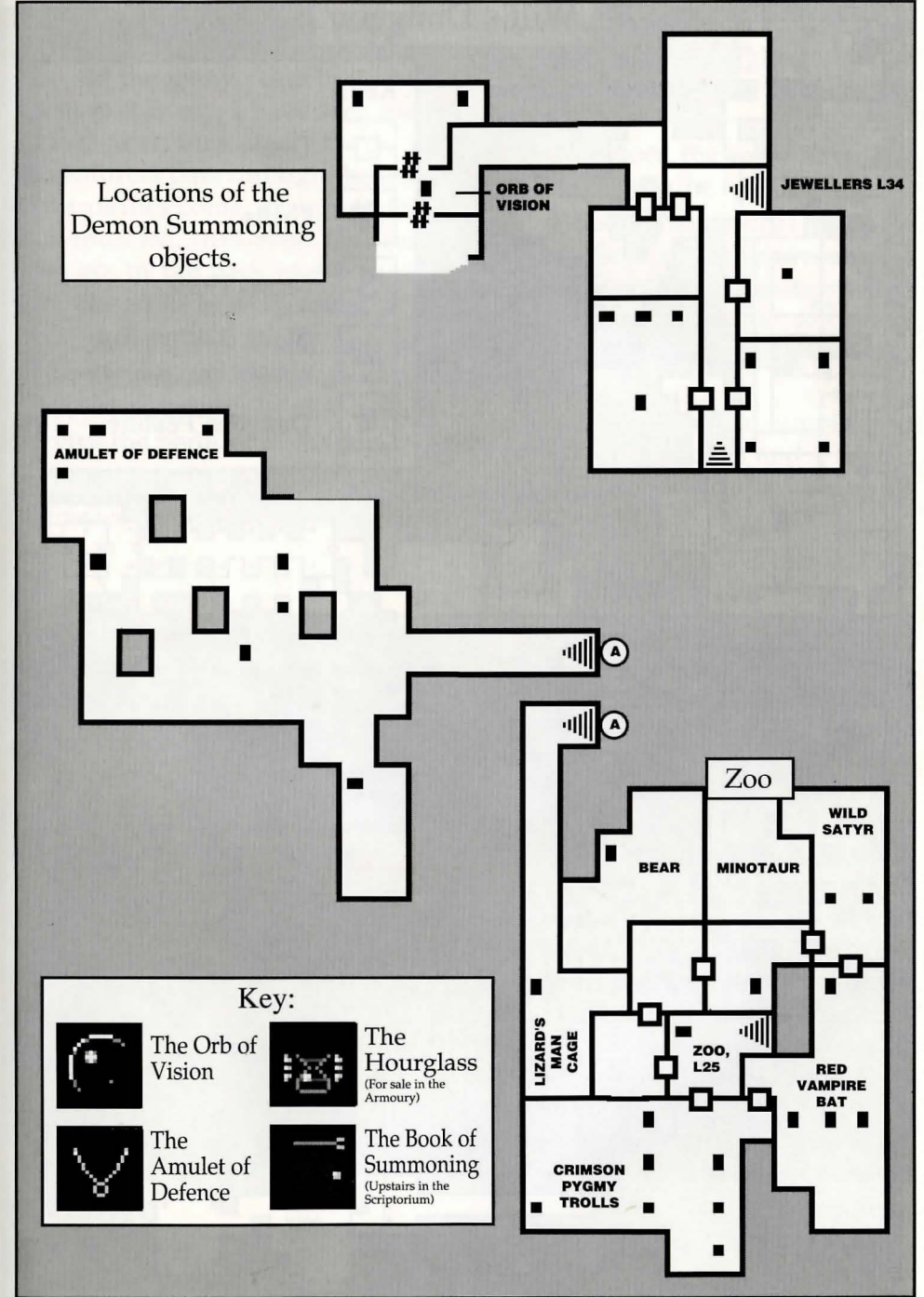
The scrolls unravel the secret, piece-by-piece (to read the scroll, place it in your right hand and click the 'Use' icon). Wilf's gaol (jail) is locked by magical means, and the only key lies in the possession of a Guardian Spirit, which you must summon.

As well as the skulls, you need the **Orb of Vision** (which lies under the Jewellers), the **Amulet of Defence** [sic] (which is in the secret lair behind the Lizard Man's cage in the Zoo), the **Hourglass** (for sale in the Armoury) and the **Book of Summoning** (which can be found in the Scriptorium).

One of the scrolls will provide a map to guide you to the crypt in which the Summoning must take place. The Orb of Vision shows you how to proceed. Place the skulls on the four pedestals of the Inner Chamber, then await the hour of Midnight. Use the Book of Summoning, and the Demon will appear.

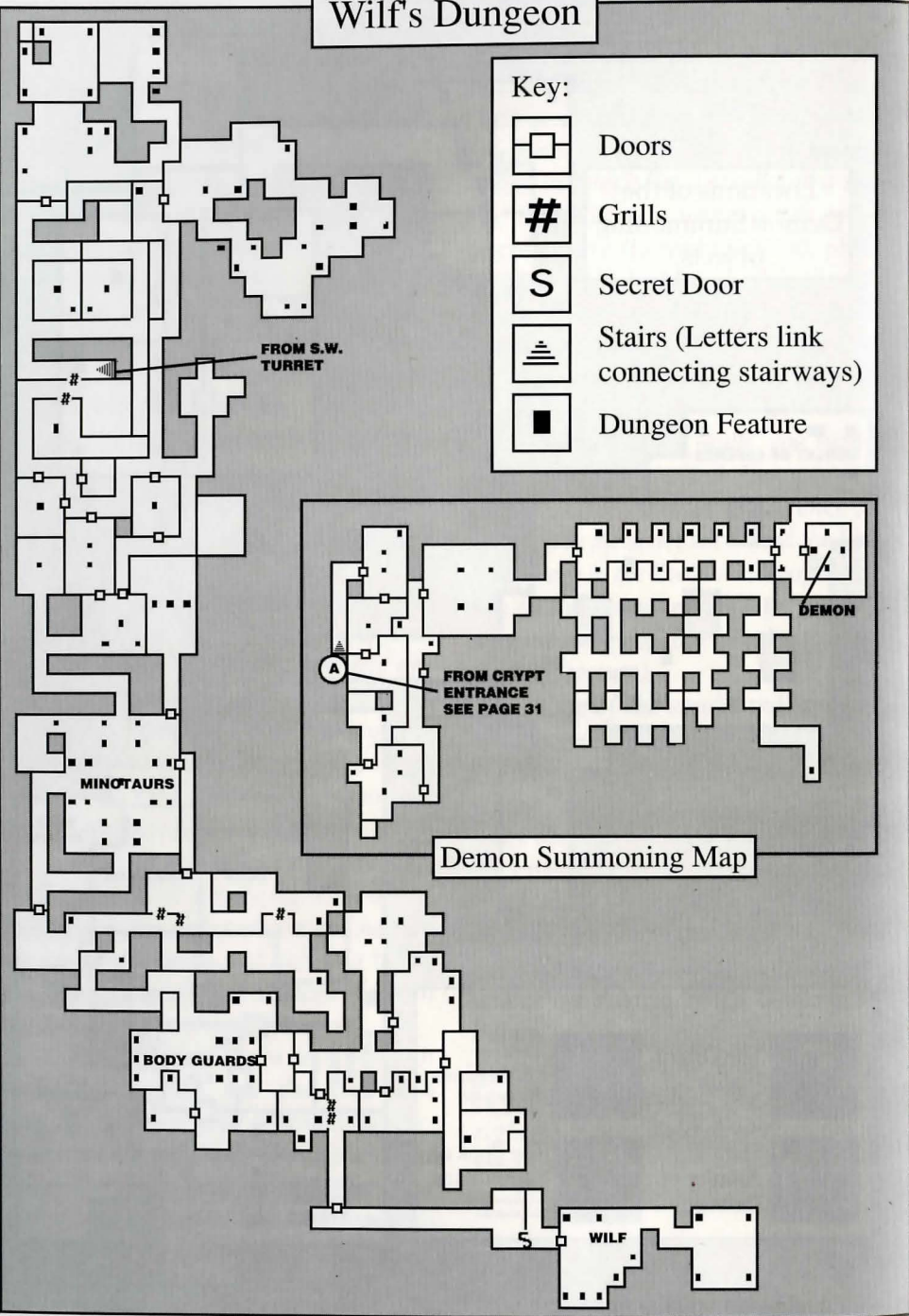
He will give you a key, which can unlock the door to Wilf's Underground Palace.

By questioning Wilf, you can find out that he is indeed the deposed and rightful King. Your Quest is over, at least for now....





Wilf's Dungeon



We Valiant Few

In the many years that I have spent in this city, I have seen many brave warriors and hardened adventurers pass through the gates. Inwards they come, straight and tall, iron-muscled, steel-eyed. Outwards they go, in the back of the funeral cart, like a pile of scrap metal.

Many have asked me, who make the greatest adventurers? And what preparations can they make to survive the perils of Mitteldorf?

Between Dwarves, Elves and Humans, in truth, there is little

discernible difference. Dwarves have the edge as fighters, while Elves are better at the spell-casting arts.

Nor does the male have any advantage over the female.

It matters more what you carry than who you are. Those adventurers who make sound preparations 'fore they ever leave home will find themselves better prepared for what follows.

Your village can supply you with armor, weapons and tradable commodities. Equip yourself wisely!

STRENGTH	40	HUMAN
INTELLIGENCE	98	DWARF
HEALTH	53	ELF
SPEED	12	
INHERITANCE	467	
MALE <input checked="" type="checkbox"/>		FEMALE <input type="checkbox"/>

We Don't Need Another Hero

Daft old fool. What's the point in saying who makes a good adventurer, and how to prepare for their journey to Mitteldorf? Can people change the way they are? And by the time they read the book, they've already reached Mitteldorf! Typical. The man just doesn't think straight.

For the record, Dwarves and Elves do make excellent citizens, provided they specialize in their employment. For example, an Elf makes a fine commodities broker, since that race has a natural advantage in Speed. You already know how to take advantage of Space to increase your normal speed? Well, try the technique known as **Forward Arrow** as well, and you will be even swifter.

Dwarves, on the other hand, are best suited for a more physical occupation - such as mugging.

Contrary to Erik's advice, there is actually an advantage in being a member of the dominant gender. By which I mean that women, provided they can tolerate the leering attentions of drunken males, have some natural advantages in dealings with Mitteldorf's citizens. They are also allowed to join the Temple of Freya, which no male can.

As for what you should bring, I'd agree with the old man about purchasing stout armor. You can't find armor for love nor money anywhere in Mitteldorf. Get the best you can afford.

Don't bother with both armor and shield. The peculiar fighting style of the average denizen of Mitteldorf means that you gain no additional advantage from greater protection, since it slows you down too much. A Shield and some ordinary street clothes might make the best combination.

When browsing through the selection, you should know that the clothing items at the right end of the rack tend to have more **Appeal** than those to their left. Since not getting into a fight is the best defense of all, purchasing these items offers more 'protection' than might seem obvious.

Weapons can be found, stolen or purchased in Mitteldorf. However, since it might be a while before you come across any, it's probably unwise to arrive unarmed. Don't overspend on fancy swords though - they're bound to be cheaper in the City.

Other than that, you're far better off stocking up with whatever Commodity is the specialty of your village. Each has a distinct advantage in the production of one kind of merchandise - it will be half the price here than in even the cheapest of Mitteldorf's shops. Buy as much as you can, then sell it for cash as required once you reach the City.

Body & Soul

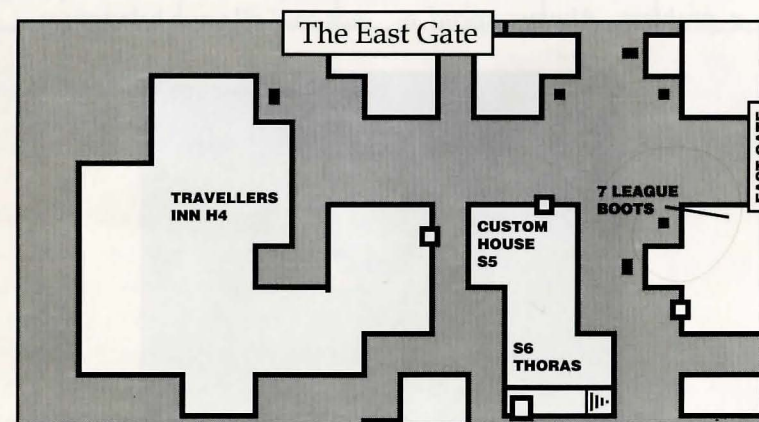
The first thing you must do upon arriving in Mitteldorf is to find a room. Naturally, finding the cheapest accommodation is the best policy. You can sleep anywhere - even in the street, at a pinch - but the chances are you will be robbed blind. If you are short of cash, at least find somewhere indoors to rest; many citizens leave their doors unlocked when they go out, and you may get lucky and spend an undisturbed night.

However, you only recover energy quickly in a hostel bed. So, a wise adventurer soon learns to invest in a hostel room.

Always sleep in your room, and make sure you stay ahead with the rent. This allows you to use the safe deposit facility in your room without risk. You would be well-advised to carry no more than about 30 groats with you when you venture out onto the streets - leave the rest in your room.

Whenever you can, it also makes sense to eat at your hostel. The price of a cooked meal is always much lower here.

The closest hostel when you arrive is the Travellers' Inn. There are shops nearby where you can sell items for cash on Rent Day.



A Room With A View

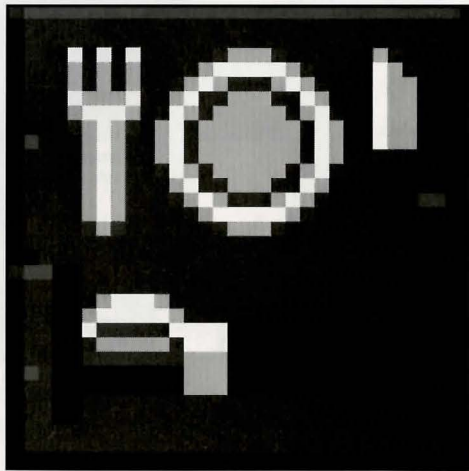
Now what made him recommend the Travellers' Inn, I wonder? It's convenient, yes, but you would be well advised to change your base to The Seamen's Lodgings off Skimer Square as soon as possible. The Rooms are cheaper, and you're closer to the action. The Seahorse Tavern is a short walk away, Freya's Temple is also close at hand, and there is excellent shopping nearby at the Prison Stores and the Boatyard.

When you join a Guild, and start advancing through its various Missions and Levels, it makes sense to move your base to a convenient hostel, unless money is a problem. Always spend a

couple of days resting between quests; eat, drink and sleep, and repair any wounds. Many quests have a time limit, and you can't always afford the time to "top up" while you're on a mission.

Once you reach the top rank in a Guild, your accommodation expenses are covered by the Guild. This is a good time to start living in style. I remember having rooms booked in just about every hostel in the city! You can have up to four rooms paid for in this fashion.

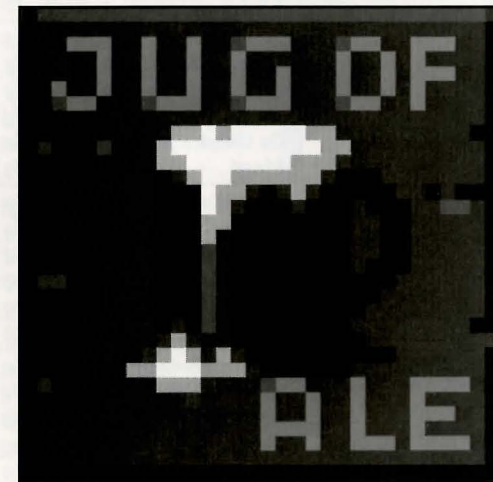
The safe deposit facility in your room is very useful, but make sure you have paid the rent as far in advance as you can afford! Otherwise, if you get caught by the watch and spend a few days in jail, you'll come back to find your host has sold all your belongings.



To illustrate the kinds of prices you should expect to pay for your board and lodgings, I have included the following prices from the tariffs at the Traveller's Inn. The Room Price indicates the cost of one week's lodging. After that, I've listed the specialties of the house, along with their price and my personal opinion concerning their nutritional value...

Remember, you operate best with a full stomach. Prices are half price in a hostel in which you have a room booked.

Tavern	Room	Specialty	Price	Rating
Traveller's Inn	140-170g	Dragon's Egg	6g	***
		Zombie Brains	6g	****
		Minotaur Pie	5g	*
		Batcake	6g	***
		Ox Blood	3g	****
		Ale	2g	**



Hostel Prices

Ho! So now Erik thinks he's a critic! Or perhaps he's on some sort of kick-back from the Traveller's Rest. Well, the following is a more complete guide to Hostel prices in Mitteldorf. I've never seen the point in paying over the odds myself, so I always take the cheapest room.

Hostel	Rooms	Food	Price	Value
The Waif's Rest	200-210g	Dragon's Egg	6g	****
		Minotaur Pie	4g	*
		Batcake	5g	**
		Bugburger	4g	**
		Mead	2g	**
		Ale	2g	**
The Dead Man's Inn	160-190g	Dragon's Egg	5g	****
		Medusa Bolognese	6g	***
		Bugburger	5g	**
		Cyclops Stew	7g	**
		G&T	2g	*
		Ox Blood	3g	*
Flea Pit	140-150g	Minotaur Pie	5g	**
		Bugburger	5g	**
		Zombie Brains	6g	***
		Salted Squid	7g	*
		Mead	2g	****
		G&T	2g	****
The Boardings	135-140g	Dragon's Egg	7g	***
		Cyclops Stew	8g	**
		Medusa Bolognese	7g	**
		Bugburger	6g	**
		Ox Blood	4g	****
		Mead	3g	*
The Hermit's Repose	135-140g	Dragon's Egg	7g	**
		Salted Squid	5g	***
		Batcake	5g	***
		Cyclops Stew	6g	*
		Ale	2g	***
		G&T	2g	*
The Thespians' Tavern	135-140g	Medusa Bolognese	5g	***
		Salted Squid	4g	***
		Cyclops Stew	6g	***
		Zombie Brains	6g	*
		Ale	2g	***
		G&T	2g	****
The Seamen's Lodgings	120-125g	Zombie Brains	5g	***
		Medusa Bolognese	6g	*
		Salted Squid	4g	**
		Minotaur Pie	6g	YUCK!
		G&T	2g	**
		Ox Blood	2g	**

An Honest Day's Pay

Although the excitement, danger and glory of the adventuring life have lured you to Mitteldorf, you will find it a hard place to survive in unless you can acquire money for lodgings, food and other necessities.

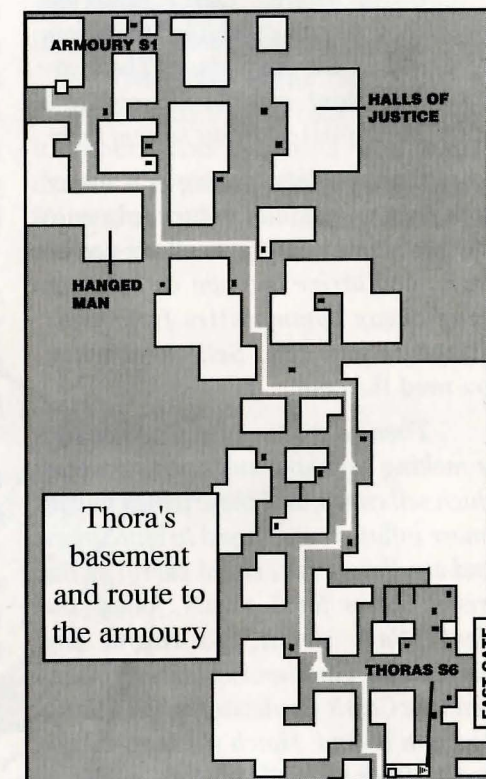
I can suggest three ways in which an honest soul can turn a coin or two. First, by running errands. Always check the Notice Boards in the hostels and taverns; there is never a shortage of patrons looking for laborers and errand-boys, and the pay will be good, perhaps as much as 20 groats!

Second, you should check out the prices of commodities in the various stores and shops around town. It is notoriously difficult to move merchandise around Mitteldorf's crowded streets, and so there are quite steep variations in price (there is a list of these prices on page 46). Most bargains can be had near the docks at the south end of the city; the richer patrons of the northern environs may then pay a premium for the goods you transport.

On your arrival in Mitteldorf, there is an immediate opportunity to sell or trade at the Custom House. Hakon the Customs Officer offers few bargains, however, so you could seek out his daughter, Thora, if you're looking to buy some cheaper goods.

Thirdly, the Guilds and Temples offer a regular, basic wage to all members.

Of course, you will also be hoping to find hoards of treasure and loot in the dungeons below town. Most stores offer to buy unwanted items such as scrolls and potions - but be sure that they really are unwanted before you part with them, even if the prices offered are substantial!



Lovely Loot

All very good advice, I'm sure, if you just want to scratch a living. Errands? Spend all day chasing from one side of town to the other? No, be choosy - pick only those errands which fit in with your other plans, and which take you to the same part of town.

Guild wages? Don't make me laugh! You pay an exorbitant fee to join the Guild in the first place! There are many important reasons for joining a Guild, but a groat a day isn't one of them.

Commodities trading is a rather more promising route, particularly once you know your way around. If you're smart, you arrive in town carrying as many cheap commodities from your village as you can. Sell them when you need the cash.

Then keep your cash flow healthy by making regular runs between shops which sell cheap, and those which buy at a more inflated rate. I used to buy Spices (and anything else I could carry) at the Prison Stores for 2 groats, follow the West Walk north, go round the Mercenaries' Guild and up to the Asylum, then take Castle Boulevard north. Along here you'll find Hotch's Place, which pays well for all kinds of stuff.

You'll be able to carry no more than about 250 groats-worth of goods, so leave any excess cash in your room.

Typically, Erik left out the more interesting ways of raising a little capital. First, you could try a career as a mugger. OK, ethically and morally this might not

be desirable, but one thing Mitteldorf will never be short of is victims. Look at it this way; anyone stupid enough and weak enough to be mugged by a low-grade adventurer wouldn't survive a week in Mitteldorf anyway...

If a life of highway robbery (well, alley-robbery) doesn't offend your conscience, make a few practical investments first. Join a Temple; you'll need their help when you pick a victim who doesn't fall over so easily. Mitteldorf's citizens develop a kind of resistance to being bopped on the head, so you have to expect this. And get some Life Insurance.

Picking pockets is another option, once you reach the third level of the Thieves Guild. Don't try this before, though; most Mitteldorfians have their pockets sewn shut...

True adventurers always find loot to sell. Get out there and search! There are all kinds of things just lying around unattended in houses and other places. I remember when I first stumbled on the Bat Snack scam. Throw a weapon at a Bat, pick up the corpse and sell it for 2 groats. You can just eat them, of course, but it's an acquired taste.

Respecting Local Customs

Living in Mitteldorf can be dangerous for the unwary. Many perils await those who fail to respect the customs and laws of this regal town, never mind those who refuse to respect its large thugs and even larger monsters.

Amongst the former, I have to confess, must be placed the City Guard. Recruited from the lowest dregs of the city (that is, one step up from the adventurers...), they are ruthless in what they call law enforcement, but which decent

citizens call harassment and intimidation. Keep out of their way. They rarely halt anyone moving quickly about their business.

At night, werewolves and vampires openly walk the streets. Avoid these terrible creatures! Not only are they extremely combative, they can pass on their dark afflictions, and the Temples charge a heavy price to remove these curses.

There are many dungeons to explore, many of which are linked together. You can also find secret doors hidden behind some fountains and waterfalls (which also make excellent sources of drinkable water!).



Beating The System

Only suckers get caught, right? So, it isn't how well you play the system that counts, it's how well you play round the system, if you know what I mean.

Erik's advice is all very well, but your mother could have told you the same. What you're looking for is a little edge, right?

OK. First off, I agree with the old man about the Town Guard. These guys are a pain, and you should keep out of their way as much as possible, or they'll frame you up on window charge, heh, heh...

But I would strongly disagree with him about the dangers of attack by werewolves, vampires and other "alien spirits." This is a delicate business, but there is some evidence that being bitten by a creature of the night can actually be beneficial. Socially, of course, it's a no-no. However, I'm told that vampires require no ordinary food or water, just the occasional quaff of Ox Blood. They also seem to have a higher Appeal, if the ladies of the city are any judge....

Possession by a spirit can also be useful, since you can exist on much smaller amounts of food and drink, and your energy is increased.

There are fewer benefits to be gained from lycanthropy. By and large the City Militia are too terrified of the consequences to approach a werewolf, but they have occasional purges on

"beasts", and you're sure to be arrested. There is also the problem of waking up at dawn with no idea of what you were up to last night.

But, by and large, you can benefit from these magical infestations. The only problem arises when you need a cure for some other ailment... the Temples refuse to perform partial cures.

You can gain an even greater edge by finding magical items. There are three special items which are of particular benefit.

First, there are the **Seven League Boots**, which can be found in a room just south of the East Gate. Try running through the streets while wearing these - you'll be amazed! So will the City Guard; and there are no laws against speeding...

In an upstairs room at the Armoury you'll find the **Gauntlets of Power**. These make you even more deadly in combat. The **Amulet of Defence** [sic] is equally useful, since it provides some protection against monsters' attacks. It is also the most difficult to find; go to the Zoo and enter the Lizard Man's cage. There is a secret room at the rear - the Amulet can be found there.



A Fair Fight

You will soon learn that combat is a dangerous past-time. I don't think I can think of any ways to make it less dangerous, but I can suggest a few which shift the focus of the danger away from you, and onto your opponent...

Although I'm sure you have some combat experience, you should improve your fighting skills as soon as you can. Both the Men-at-Arms and Mercenaries' Guilds offer weapons training.

Your instructor will offer to make you a First Dann, for a price of 50 Groats. Fighters raised to First Dann hit faster, and harder than the ordinary warrior.

You can increase your Dann Grade by further sessions with the Guild's Instructors.

Lastly, I have drawn on my extensive experience to present this table, which compares the fighting abilities of different monsters and other residents of Mitteldorf. **Attack Rate** is an indication of how quickly they attack. **Strength** rates how hard they hit you, and **Toughness** scores them for how hard they are to kill. Finally, the table shows which attack method works best against that type of opponent.

Opponent	Attack Rate	Strength	Toughness	Method
Human Male	Average	Average	Average	Thrust
Human Female	Slow	Weak	Average	Slash
Militia	Fast	V Strong	Average	Thrust
Dwarf	Fast	Average	Average	Slash
Monk	Average	Average	Average	Thrust
Vampire	Average	Strong	Hard	Thrust
Werewolf	Average	Strong	Hard	Thrust
Troll	Average	Strong	Hard	Thrust
Goblin	Average	Weak	Easy	Slash
Satyr	Average	Average	Average	Slash
Cyclops	Average	Strong	Hard	Crush
Minotaur	Average	Strong	Average	Slash
Gorgon	Average	Strong	Mega-hard	Slash
Spider	Average	Weak	Easy	Crush
Bat	Average	Average	Average	Slash
Lizardman	Average	Strong	Very hard	Crush
Zombie	Average	Average	Hard	Slash
Dragon	Average	Strong	Mega-hard	Thrust
Ghost	Average	Weak	Very hard	Any
Acolyte	Average	Average	Average	Slash
Lamia	Average	Instant Death	Very hard	Slash
Mummy	Average	Average	Very hard	Any
Bear	Slow	Strong	Hard	Thrust

Get Your Retaliation In First...

I can't add much to that. The old boy may be a naive dullard and a winesoak, but he knows his combat skills.

However, I would point out that there is a state of mind to which the warrior can aspire, in which the stress and strain of combat is greatly reduced. It is called **Autocombat**. Try it, and you'll never have to consciously worry about which is the best method for killing a vampire again...

The major problem with **Autocombat** is that you cannot cast magic

while under its control. And magic is a great leveler when it comes to those tough combats with Gorgons and Dragons. Both the **Fireball** and **Lightning** spells use up only small amounts of energy, particularly for the more senior members of the **Wizard Guilds**, and the former, in particular, will actually kill a **Mummy** outright.

With some creatures, it pays to adopt what can best be described as a preemptive response. Bats, for example. Before you get into combat, throw a rock at them. A lucky hit will kill a bat (but make sure you have quickly placed your sword back in your hand, just in case...).

High Society

The key to a long and successful career in **Mitteldorf** is the patronage of a strong Guild. Or several strong Guilds. All of them, even...

By the way, anything I say about Guilds applies equally to Temples. Religion is big business in **Mitteldorf**, and the Temples are run along the same organized lines as the conventional Guilds.

Each Guild has five levels of membership. Before you can join or rise to a new level, you must complete a Quest. The entrance Quests for each Guild are pretty easy, but the higher Quests are extremely dangerous!

There is no set order for joining Guilds, but you should be aware that some have bad relations with others. This means, for example, that if you are a member of the **Mercenaries' Guild**, you can't become a member of **Aegir's Temple** at the same time. So, in some cases you should complete your rise to the highest level of a Guild and then resign. Naturally, all privileges of membership are lost immediately upon resignation.

These are the Guilds which conflict:

As a member of the **Asegeir** you can't join the **Loki Guild** or the **Set Temple**.

Loki: Asegeir, Men-at-Arms, Thieves, Odin or Freya.

Men-at-Arms: Loki, Mercenaries, Thieves, Set, Odin or Freya.

Mercenaries: Men-at-Arms, Aegir, Odin, or Freya.

Thieves: Loki, Men-at-Arms, Freya or Odin.

Set: Asegeir, Men-at-Arms, Odin, Freya or Aegir.

Odin: Loki, Men-at-Arms, Mercenaries, Thieves, Set, Freya or Aegir.

Freya: Loki, Men-at-Arms, Thieves, Set, Odin or Aegir.

Aegir: Mercenaries, Set, Odin or Freya.

As a member of the fifth level of any Guild, you don't have to pay any costs for accommodation, which is a useful benefit.

I would recommend that you join a Temple first. Cheap Healing Services are an essential. Temples charge non-members exorbitant prices (so **Rusty Cutlass the Surgeon** is a better bet; there's a map to her place in the Advertising Section of the **Mitteldorf Post**), but the prices tumble as you rise in level.

Only females have the opportunity to rise to the top in every Guild, since only they may join the Temple of **Freya**.

Climbing The Greasy Pole

Ah, power! It's such a rush, don't you agree?

For the ambitious adventurer, the only goal worth pursuing in Mitteldorf is to reach the top level in three Guilds and one of the Temples, so that you can unlock the secrets of Wilf's imprisonment, and the means to rescue him.

Because of the opposition between the different temples, you have to be choosy about which Guilds you join if you want to take the fast track to ultimate glory (or an early death, if you get it wrong). The Temples, for example, are all mutually exclusive, so select one and stick with it until it gets in the way of your membership of a Guild.

On the following pages, you will find details of the different Quests the Guilds insist on before an applicant rises to the next level. You usually have to pay a fee just for the right to make the attempt!

Each Quest has a time limit, which often means there is no time for any distractions. Don't fall into the trap of checking out what the next Quest will be. It's best to apply for a Quest at Dawn, to give yourself the maximum amount of time. If you do run out of time, sell off any Quest items you have discovered and start again.

A Quest is completed when you return to the Guild/Temple with a Quest Item. Walk up to the counter with

the Item in your right hand. The Guild automatically recognizes your achievement, and raises you to the next Rank.

Resist the temptation to check out the next Quest there and then. Make sure you are fully rested, fed and watered, and that your cash balance is solid, before you inquire about further promotion.

Only when you have reached the fifth level in a Guild can you enter the Guildmaster's Sanctum. It is through these that you will learn the dark secret of Wilf's fate. Read the scroll and take it and the skull you will find.

If you have visited one Guildmaster's Sanctum of a type - Warrior, Wizard or Temple - and then visit another of the same type, the second will have no useful content. Don't voice a complaint about this. Rival Guilds will not take it kindly when you tell them how much more interesting their enemy's Guild Sanctum was.

One useful tip. When you accept certain 5th Level Guild Quests, you have to give them all your money! So, convert whatever you can into commodities and other items, and stash these in your hostel room. After all, your need is greater than theirs....

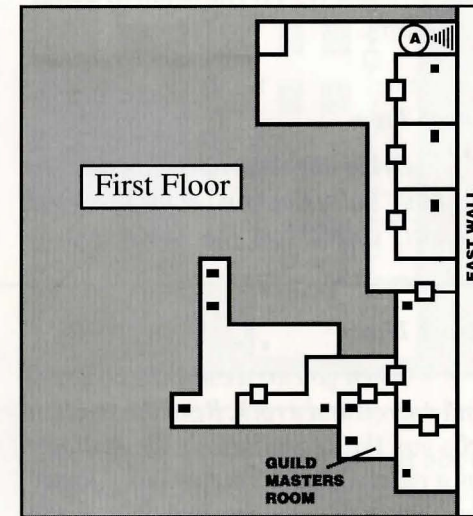
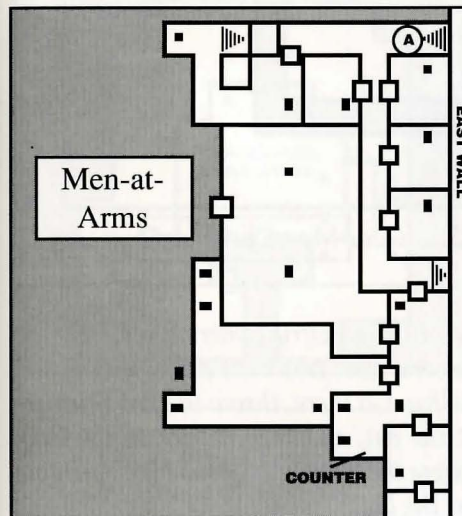
Men-at-Arms

The Men-at-Arms Guild is the large building just north of the East Gate.

The Guild's offices are in the SE corner of the Barracks Square; aim

for the crossed swords sign. Once through the door, the "counter" is to the right.

The Guild offers Training Services, which will increase your combat abilities. These cost 50 groats.



Quests

Level One (Grunt)

Payment 24 groats.

Deadline 2 days.

The Guild asks you to fetch a bronze helmet from The Armoury (S1). You are told your code name is Blueboar.

Level Two (Trooper)

Payment 36 groats.

Deadline 3 days.

You are asked to meet Orlak the Warrior at the Casino (B5). He

will give you the contact name for a man who can lead you to some hidden contraband.

Level Three (Weaponsmith)

Payment 45 groats.

Deadline 5 days.

You are asked to collect a bottle of Universal Beastbite Antidote from the Zoo (L25). The Wildfowls - a brother and sister team who run the Institute - will sort the matter out for you.

Men-at-Arms Quests

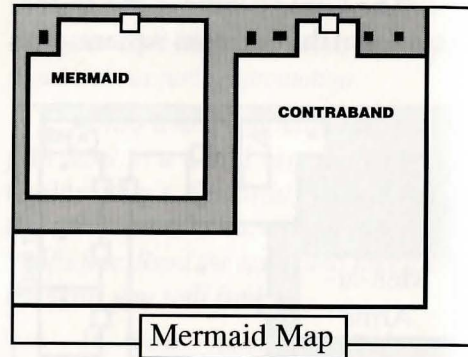
Level One

When you get to the Armoury, there is a message on the Notice Board directing Blueboar to go to the Charterhouse (L21). The Bronze Helmet is upstairs.

Level Two

Orlak the Warrior tells you to meet the "Salty Captain" at the Mermaid Tavern. Check out the customers at

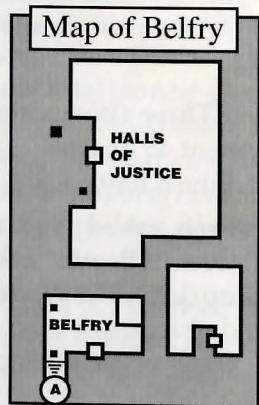
the Mermaid; one of them is called Captain Birdseye. When he leaves, follow him to a nearby house, where you'll find the contraband in an inner room.



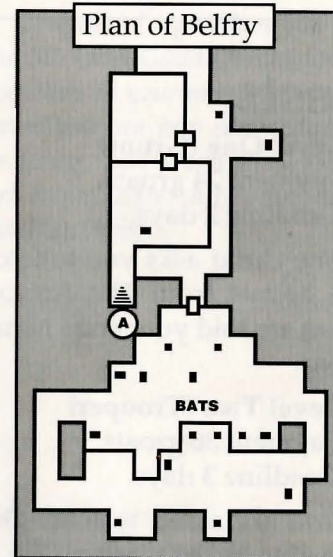
Level Three

When you arrive at the Zoo you'll find a scroll and a rock. Read the scroll; it tells you the Zoo will trade the Antidote for a captive Red Vampire Bat. "Read" the rock, and you are told it is a Bat Stunner.

If you ask a vampire (ugly pointy-eared things wearing very unfashionable medallions...), he'll say you can find the



Bat in the Belfry (where else?). He, or anyone else, can then direct you to the Belfry. Go there, throw the Bat Stunner at the bat, and take it back to the Zoo, where the Keeper will trade the Antidote for the bat.

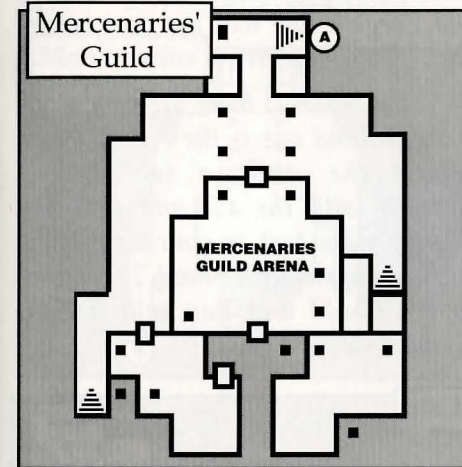


Level Four (Captain)

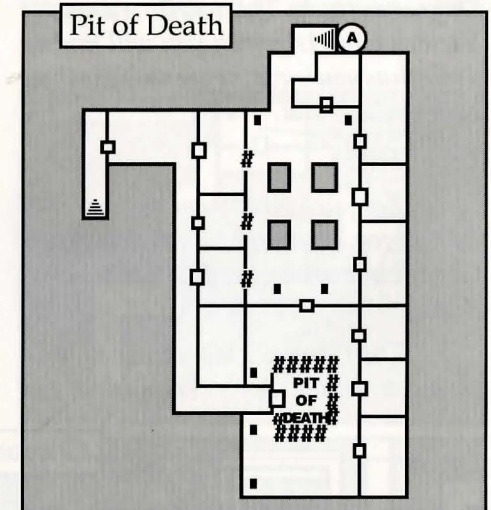
Payment 60 groats.

Deadline 7 days.

You are asked to prove your worth in the Pit of Death, which lies



beneath the Mercenaries' Guild. Notice Boards around the city tell you more about the monsters you must face.



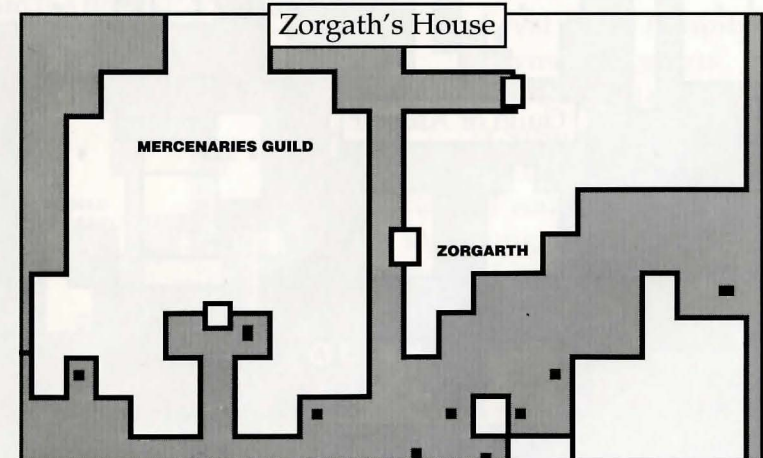
Level Five (Templar)

Payment 175 groats.

Deadline 8 days.

To rise to the exalted rank of Templar, you must kill the Gorgon

and return with her head. Just about anyone will tell you that the man to ask about Gorgons is Zorgath The Slayer.



Level Four

You must kill the Troll, the Bear and the Minotaur in contests staged on Moon Day, Woden's Day and Freya's Day respectively. This will earn you your Victory Laurels, which you will find on a plinth as you leave the arena. Take these back to the Guild.

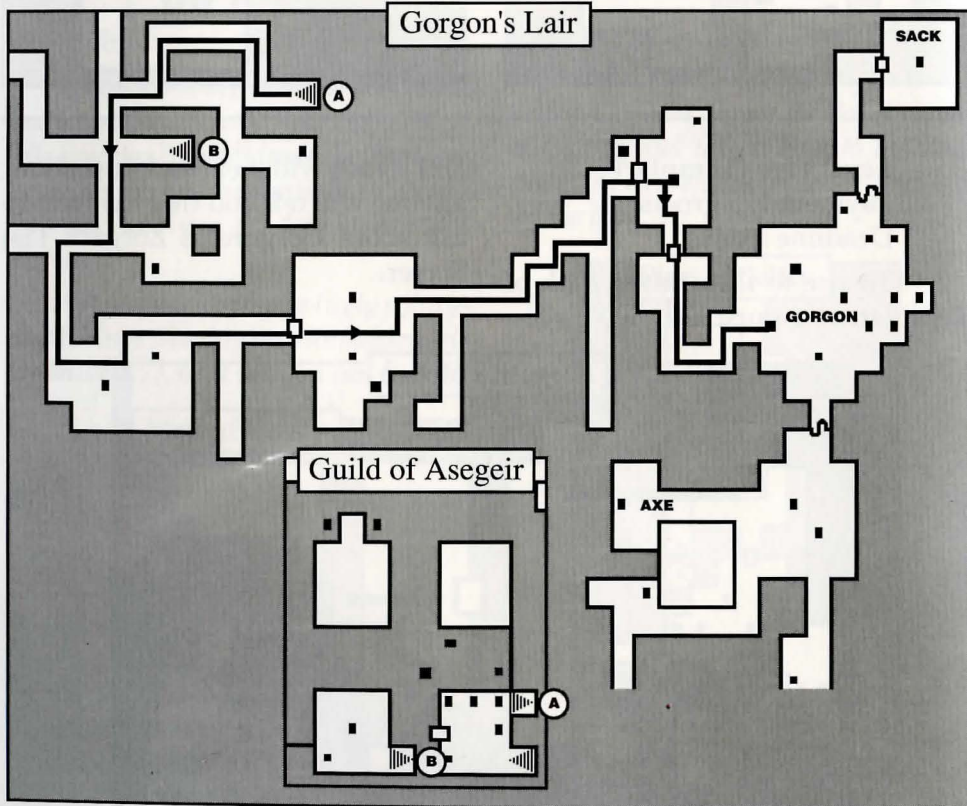
Level Five

Zorgath can tell you how to defeat the Gorgon - you need the magical Axe of Gorn. He warns you that her touch is deadly.

The Gorgon's lair can be entered through either Set's Temple or the

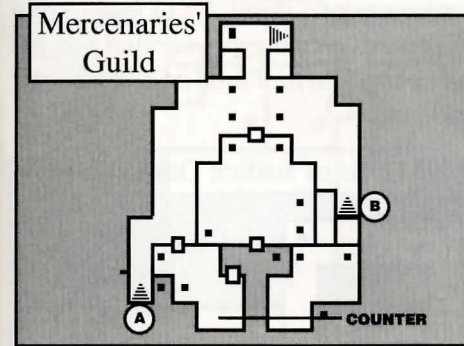
headquarters of the Fellowship of Asegeir (something one of their followers can tell you), or directly from the cellar of Zorgath's house. This latter route involves quite a walk through the Under-City, however, and Zorgath will lock the door behind you, so don't bother.

In her lair, there are two secret doors. Behind one is the Axe of Gorn, behind the other, a sack. Equip yourself with the axe and slay her. Then take the sack in your right hand, and use it to pick up her head. Take it back to the Guild and you will become Guildmaster.



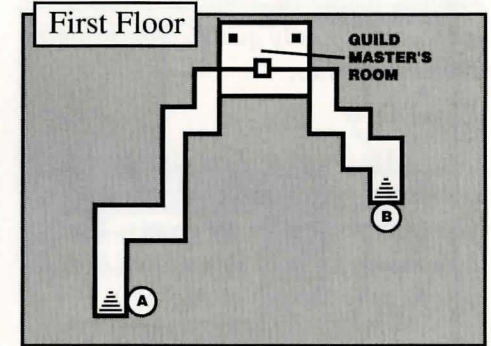
The Mercenaries' Guild

The Mercenaries' Guild is the large horseshoe-shaped



building on the west side of town. Enter the Guild's offices through the door just outside the courtyard.

The Mercenaries' Guild offers Weapons Training, at a cost of 50 groats.

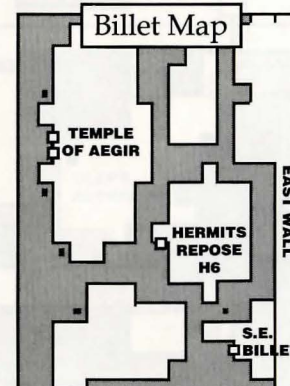


Quests

Level One (Bodyguard's Apprentice)

Payment 30 groats.
Deadline 2 days.

The newest recruit is traditionally asked to fetch the wages sack from the Billet (L27) on the east side of town.



Level Two (Hiring)

Payment 40 groats.
Deadline 4 days.

You are instructed to recover the Eye of Surt. Ask anyone what this is, and they will tell you that it is Odin's Eye, which should lead you to investigate Odin's Temple.

Level Three (Bounty Hunter)

Payment 50 groats.
Deadline 5 days.

You must kill Eivak the Goblin, who is in the Halls of Justice (anyone can tell you this; he has been jailed following the arms-for-hostages scandal in which he demanded new limbs for the people he had kidnapped - he'd cut off arms and legs to prove he was nastier than ordinary kidnapers who just cut off a finger...).

Mercenary Quests

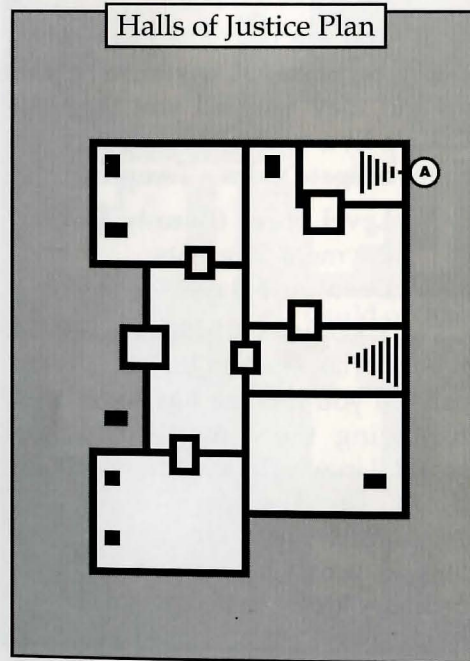
Level One

This is as straight-forward as it sounds. Don't be tempted to steal the sack – you've only qualified for bringing back the empties.

Level Two

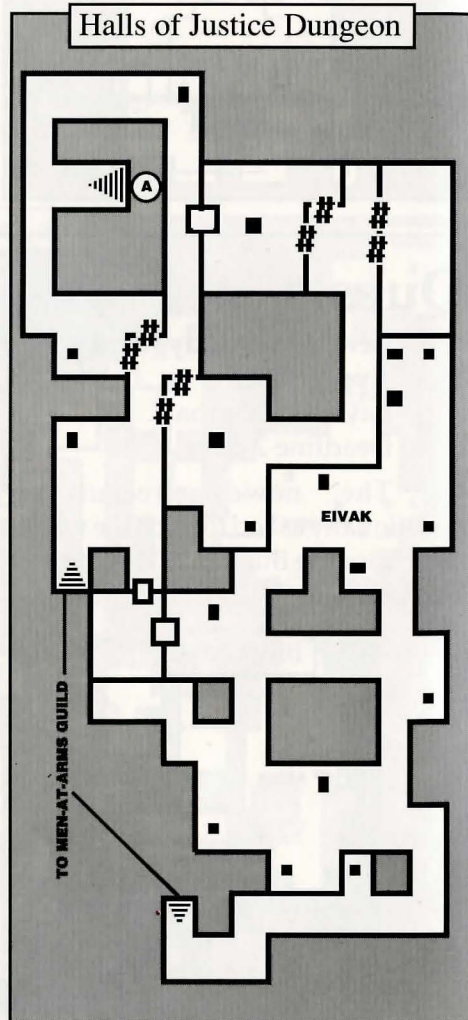
At Odin's Temple, you'll be contacted by someone prepared to sell you information for 40 groats. That's a Mercenary for you! Pay up and he'll tell you to go to the Jug of Ale (B4)

You should then gamble, until you win the Eye - which is the pea hidden under one of the cups. When you leave the counter, the Eye will be on a table just to your right. Take it back to the Guild.



Level Three

This is straight-forward enough, but it pays to have invested in some weapons training before you go. Eivak is underground, and very well guarded. Kill everything that moves until you hack your way through to Eivak. Avoid the guards on your way out and take his helmet back to the Guild as proof of your success.

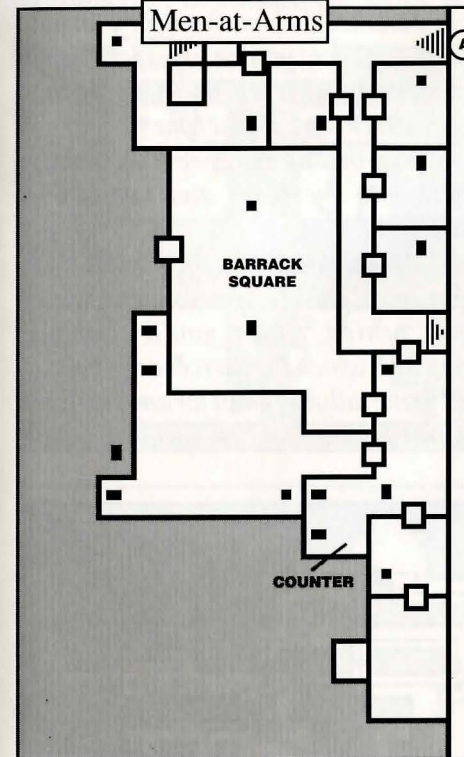


Level Four (Mercenary)

Payment 50 groats.

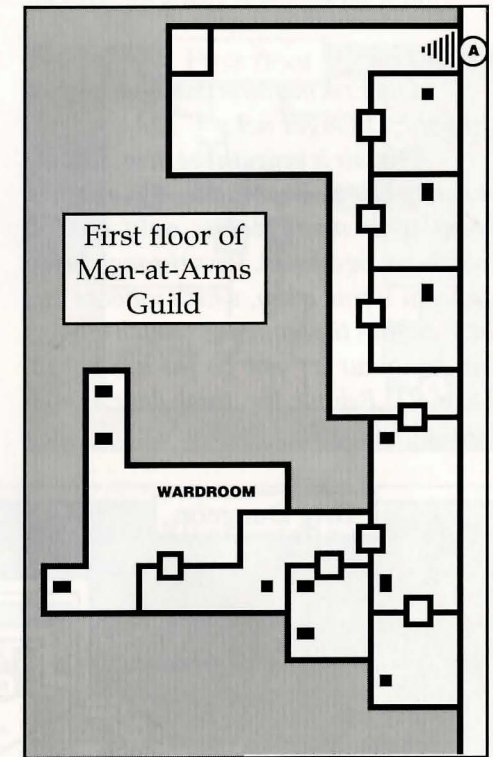
Deadline 4 days.

There's a great deal of rivalry between the Mercenary and Men-at-Arms Guild. To reach the fourth level,



you must place a White Feather (the sign of cowardice) on a table in the wardroom of the Men-at-Arms Guild. Be prepared to fight your way out!

Take the Crossbow back to the Guild as a symbol of your success.



Level Five (Guildmaster)

Payment 190 groats.

Deadline 7 days.

Your final challenge is to bring the Standard of Nidhug back to the Guild. Just about anyone can tell you that Nidhug lives underneath the Brig.

Level Four

The Mercenaries like a laugh. When you place the feather on the table, you become a target for every Madman-at-Arms in the Guild. Fortunately, the Mercenaries provide you with a crossbow which you can pick up from the Armoury.

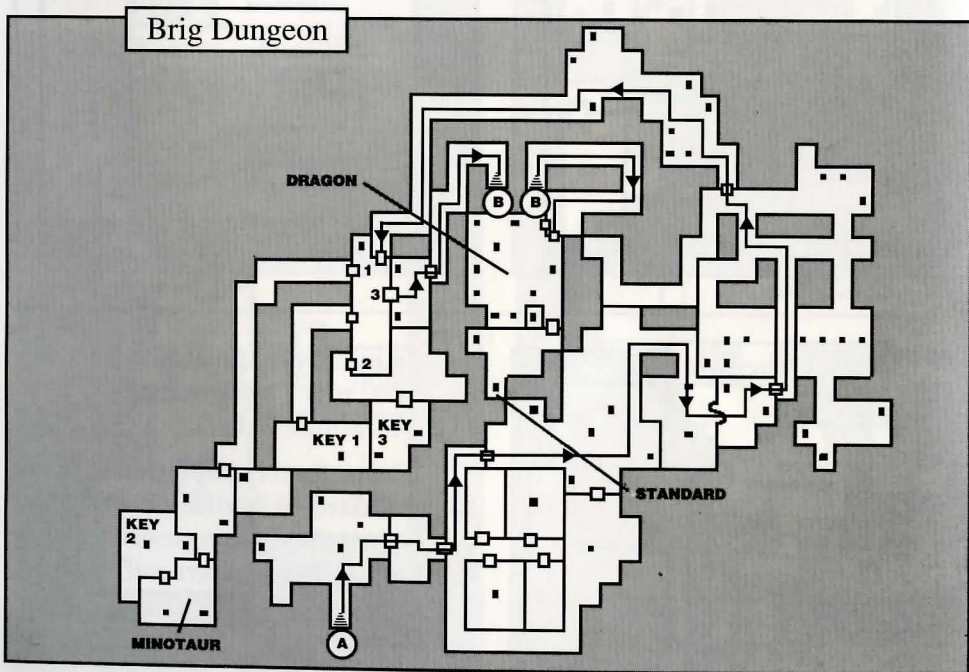
Level Five

Did Erik mention that Nidhug is a dragon? I thought not.

His lair is beneath the Brig. Follow the map below. Eventually, you reach a room with many doors, only one of which can be opened. Pass through here, and you'll find a key, which unlocks the next door in the sequence (watch out for the minotaur as you go for the key to Door 2). Behind the final door is old Nidhug himself.

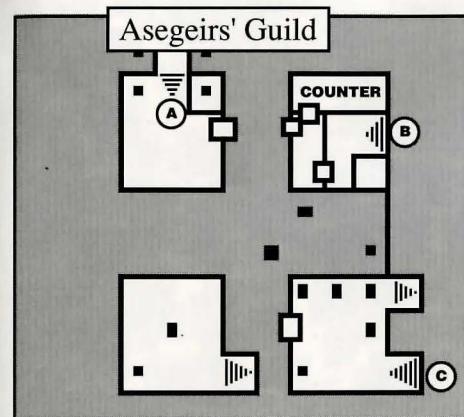
Nidhug is ancient, crotchety and as tough as old boots. However, by a process of elimination (at least fifty adventurers were eliminated finding it out), I know the best way to kill him. When he sees you, Nidhug lets off fireballs. Slip to one side, and keep out of their way (you'd worked that much out for yourself, right?). Once you're up close, and immediately after he fires off another blast, attack him. If you time it right, he won't breathe any more fire at you, which just leaves the fangs and talons and stuff. Easy.

If you do kill him, his head, which has magical powers, opens one last secure door, behind which you'll find the Standard, which the Mercenaries believe will be the rallying point for any rebellion against Farley. Politics - pah!



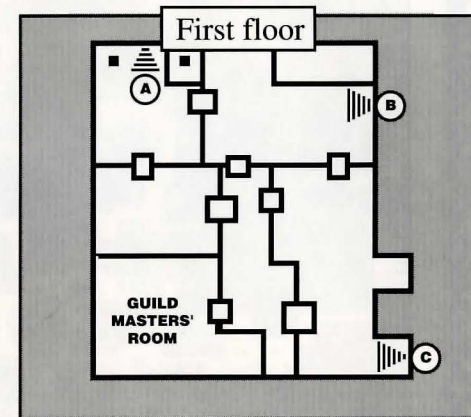
The Fellowship of Asegeir

This Wizard's Guild can be found at the northern end of town, in a collection of buildings SE of the



Castle Gate. The Guild's first floor is invisible from the outside.

Asegeir's Guild offers a free service to all comers: identifying magical items. In addition, of course, members are taught magical spells as they progress through its Ranks.



Quests

Level One (Spellbrewer's Assistant)

Payment 28 groats.
Deadline 2 days.

You are asked to fetch the magical Potion of Judgment, which anyone can tell you was last in the possession of an inmate of the Asylum (L9).

Level Two (Scribe)

Payment 38 groats.
Deadline 4 days.

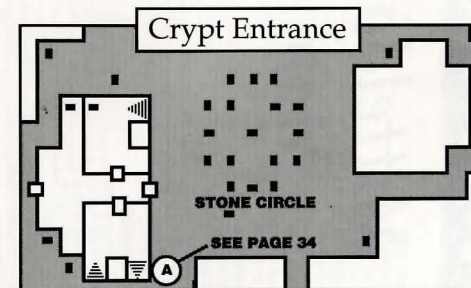
You are asked to find a man named Forseti, and to recover the Scroll of Truth. If you ask anyone,

they can tell you Forseti is at the Halls of Justice (L1)

Level Three (Spellcaster)

Payment 35 groats.
Deadline 5 days.

You must recover a magical Tablet from the Mummy's Tomb. This, you will discover, is beneath the Stone Circle.



Mitteldorf Map

PRISONS	
Turret Jail	P1
Castle Dungeon	P2
Hireling Prison	P3
The Brig	P4
Town Gaol	P5

TAVERNS	
The Dragons Head	B1
The Trolls Arms	B2
The Hanged Man	B3
The Jug of Ale	B4
The Casino	B5
The Seahorse Tavern	B6
The Mermaids Rest	B7
The Snakes	B8

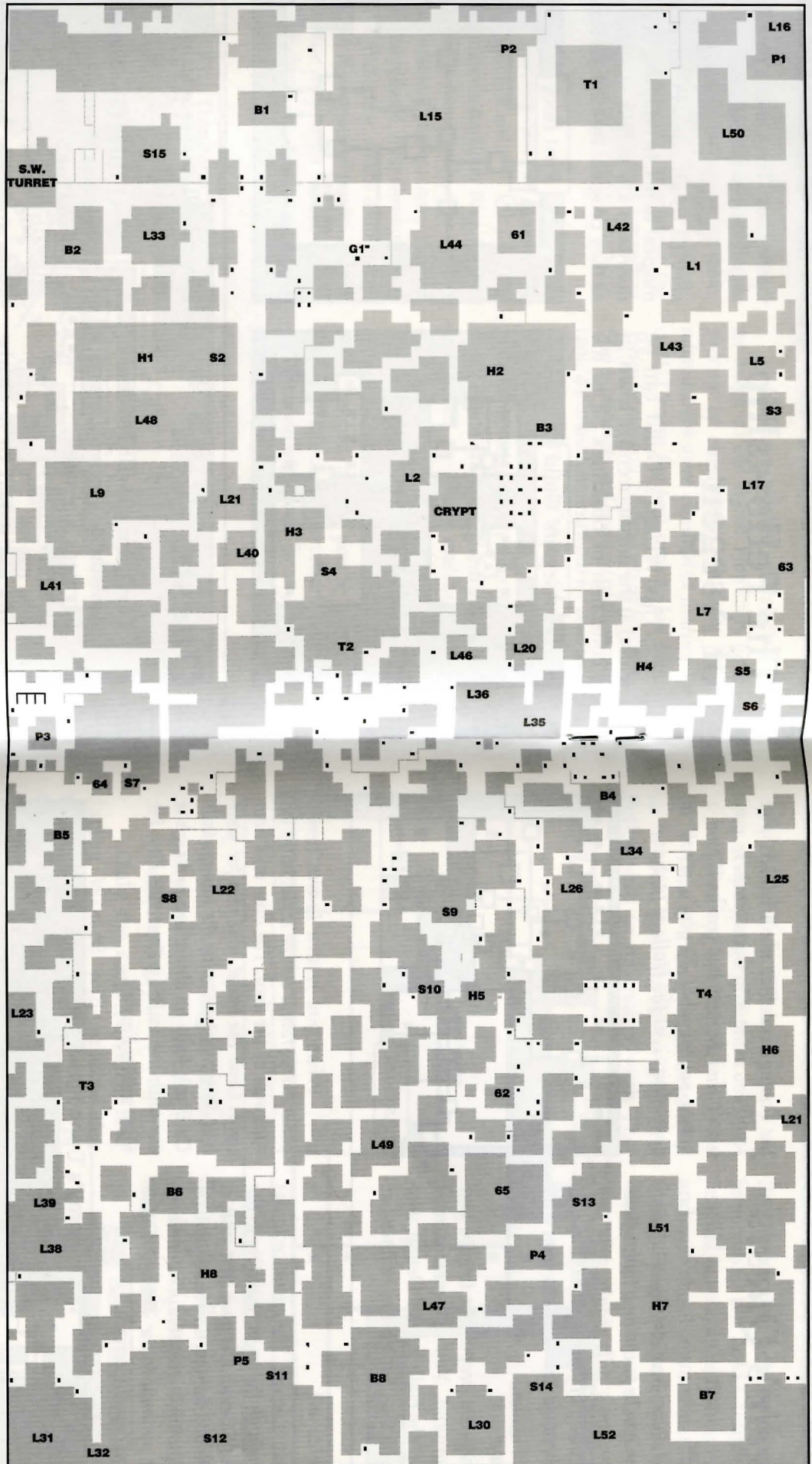
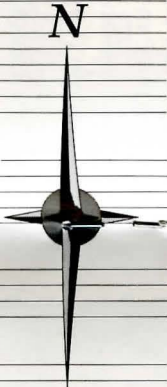
HOSTELS	
The Waifs Rest	H1
Dead Mans Inn	H2
The Flea Pit	H3
The Travellers Inn	H4
The Boardings	H5
The Hermits Repose	H6
The Thespians Tavern	H7
The Seamens Lodgings	H8

SHOPS	
The Armoury	S1
Hotch's Store	S2
Skiolds Provisions	S3
Potch's Supplies	S4
The Custom House	S5
Thora's Basement	S6
The Mercenary Store	S7
Downend's Provisions	S8
Copestake's Delicatessen	S9
The Pawnbrokers	S10
The Prison Stores	S11
Dirty Daglish's	S12
Olaf's Emporium	S13
Ship's Chandlers	S14
Drysdale's Salvage	S15

GUILDS	
Fellowship of the Asegeir	G1
Brotherhood of Loki	G2
Guild of Men at Arms	G3
Guild of Mercenaries	G4
Guild of Thieves	G5

TEMPLES	
Temple of Set	T1
Temple of Odin	T2
Temple of Freya	T3
Temple of Aegir	T4

PLACES	
Halls of Justice	L1
Vilma's Place	L2
Blacksmiths	L3
Cookhouse	L4
Meeting House	L5
Public Gallery	L6
Town Hall	L7
Coach House	L8
Asylum	L9
Brewhouse	L10
Slaughterhouse	L11
Sablegoose Chine	L12
Guardroom	L13
Chimerics retreat	L14
The Castle Keep	L15
The Northeast Turret	L16
The Barrack Square	L17
The Main Square	L18
A Gatehouse	L19
Surgery	L20
Charterhouse	L21
Hall of Stones	L22
Charnal House	L23
The Almshouse	L24
The Institute of Zoolatry	L25
Shrine	L26
Billet	L27
Laundry	L28
Riggers Store	L29
Shrine of Njord	L30
Southwest Turret	L31
Gladshelm	L32
Scriptorium	L33
Jewellers	L34
Chapterhouse	L35
The Grotto	L36
Tax Office	L37
The Embalmers	L38
Wanlock Tombs	L39
The Observatory	L40
The Hags Pit	L41
The Museum	L42
The Belfry	L43
The Architect's House	L44
Silas' Place	L45
The Way of the Valkyries	L46
Vestibule	L47
Hermod's Palace	L48
The Barn House	L49
The Turret Mansion	L50
Theatre	L51
Boat Yard	L52



Asegeir's Quests

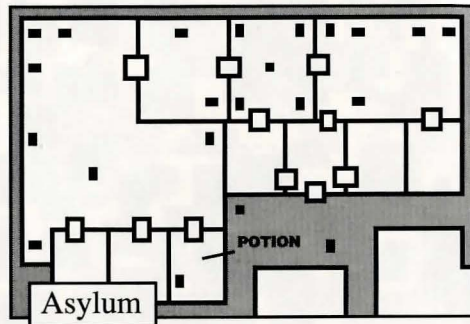
Level One

This is a straight-forward Quest. The potion can be found on a table in one of the Asylum's cells. Make sure you have the potion in your right hand as you leave, otherwise the wardens won't let you out.

Level Two

Asegeir's people like to give you the run-around. You can meet a man upstairs at the Halls named Denby, who will tell you that Forseti can be found at

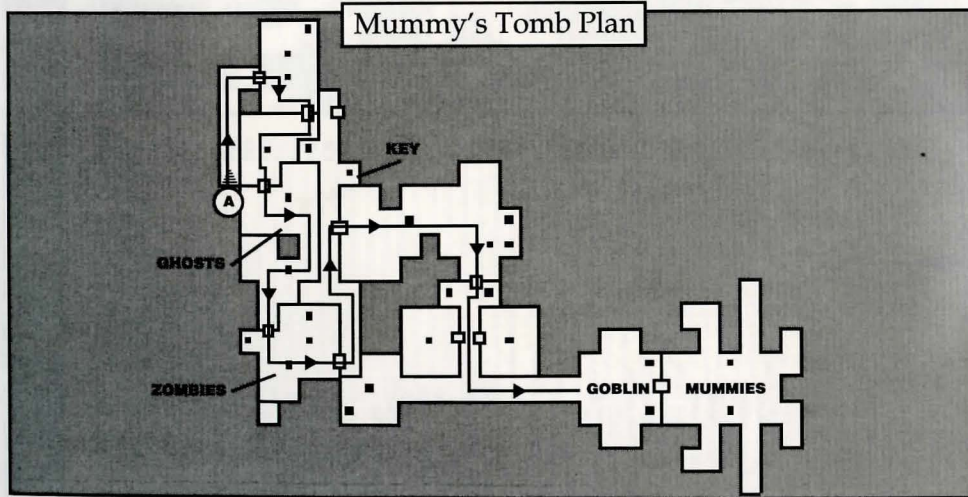
the Casino, and that it's his (Denby's) scroll you want. When you get there, you won't find Forseti but you will find a notice saying that Denby's scroll is downstairs... at the Halls of Justice.



Level Three

This is tough. The entrance to the tomb is through the crypt (building to the west of the Stones). On your first visit, a Goblin tells you that you need two pyramids to open the tomb, but that only one remains. Take that pyramid to the Thieves' Guild: they offer a copying service.

When you return to the Tomb, place one pyramid on the stalagmites on each side of the door. The door will now open. Grab the tablet, and run for your life! Don't tangle with the Mummies!! Or if you have no choice but to tough it out with the walking First Aid kits, hit them with a Fireball...



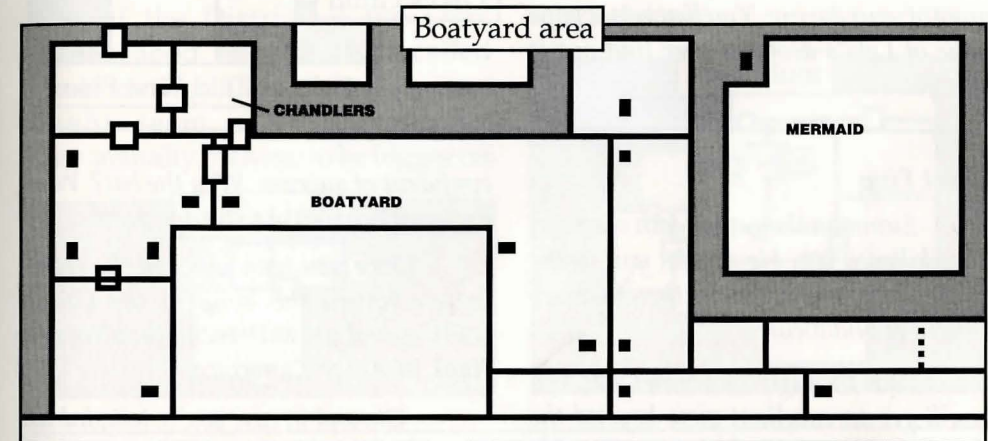
Level Four (Wizard)

Payment 60 groats.

Deadline 6 days.

This is a dangerous mission, in which you have to aid the Fellowship in its rivalry with The

Brotherhood of Loki by defiling the Sanctum at the Loki Guildhall. You are told to smear the floor with pitch, and just about anyone can tell you that the place to find pitch is at the Boatyard.



Level Five (Wizard Master)

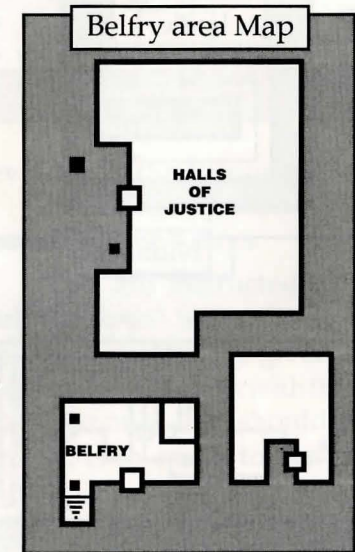
Payment all your money.

Deadline 5 days.

Only the most powerful and daring Wizard will survive the ultimate test. On the upper floor of the Guild, there are three goblets. You must touch the right one. You think it sounds simple? Then let me tell you that to touch either of the others means death...

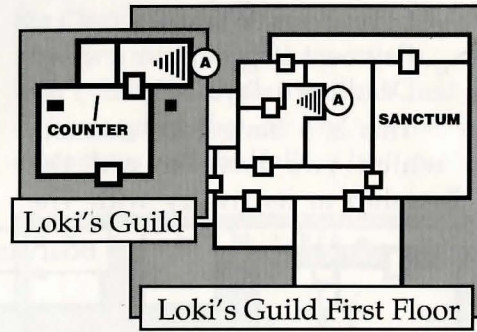
Belfry, the tall building just south of the Halls of Justice, is an excellent source of bats.

You are given a lamp, in recognition of your current high standing. Use the lamp to summon a genie. He tells you that the correct goblet is the same color as the sea monster's eye. He will tell you more when you have killed a bat, for reasons best known only to him.



Level Four

Getting the pitch is no problem, buy some from the Ships' Chandlers at the Boatyard. Take it to Loki's Guild, and find your way to the Sanctum. Use the pitch, and take the empty bucket back as proof of your daring. You just better hope none of Loki's acolytes ever find out it was you...



Level Five

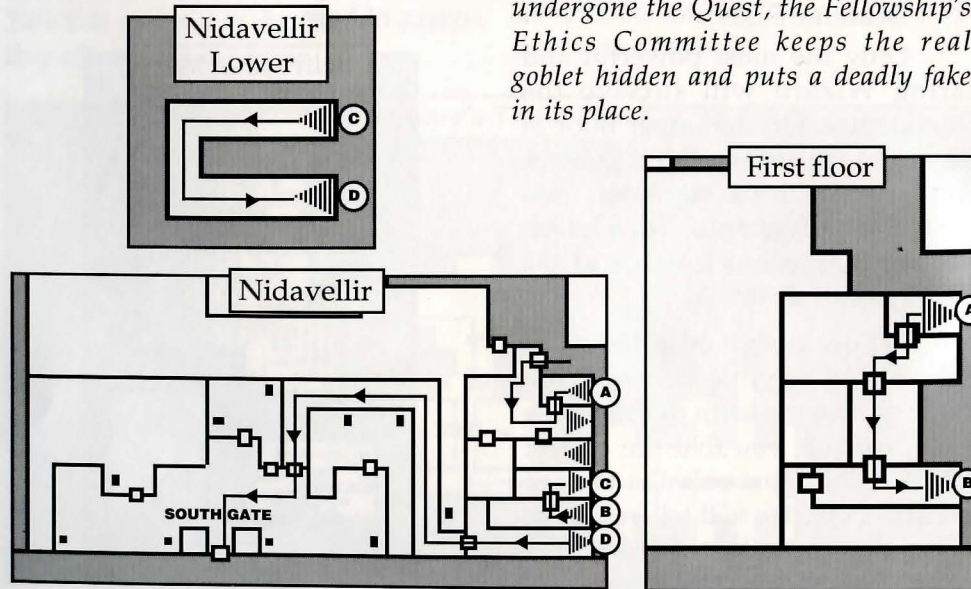
Summon the genie again once you have killed a bat. He directs you to the South Gate, which lies in the Dwarven Ghetto of Nidavellir.

Look through the South Gate, and you'll get an excellent view beyond the city. But, if you put the bat on the table beside the Gate and **then** look through the gate, you'll see that the monster's eye is yellow. So, you can return to the Guild

confident of success. Why the bat? Who knows. Dwarves are strange people.

Once you have touched the right goblet, return the lamp to the Guild counter, and you will receive the ultimate Rank in Asegeir's service.

Oh, and in case you're tempted to try, it wouldn't work if you were to just stroll in to the Asegeir Fellowship and select the yellow goblet without all the other rigmarole. Until you have undergone the Quest, the Fellowship's Ethics Committee keeps the real goblet hidden and puts a deadly fake in its place.

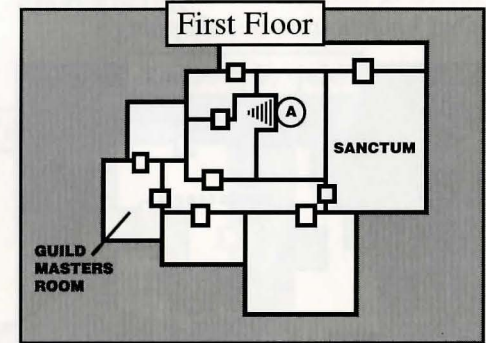


The Brotherhood of Loki

The Brotherhood occupy a small building in the southern part of the District of the Dark Brotherhood, on a street called The Widening. Though their quarters might seem a little cramped, they actually manage to be bigger on

the inside than they appear.

Loki is a deity, but his Guild operates more like Asegeir's than any temple. They offer the Service of identifying magical items. In addition, Loki's followers are taught magical spells.



Quests

Level One (Mystic)

Payment 5 groats.

Deadline 3 days.

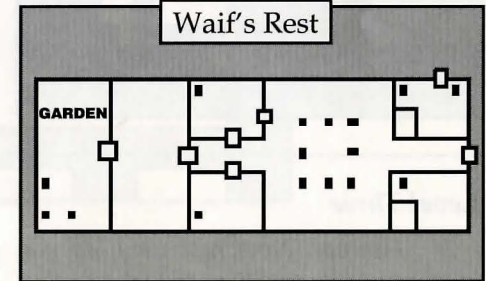
You are told to fetch Andvari's Ring. If you ask someone, you will be directed to the Snakes (B8), a notorious tavern in the south of the city.

Level Two (Sorcerer)

Payment 42 groats.

Deadline 3 days.

You must find the Hypnosis Herb. My advice would be to seek out a good gardener who would know where such a plant might grow. I have seen Poppy Fields advertise her services on the city's Notice Boards. She is the resident gardener at the Waif's Rest, I believe.



Level Three (Spellbinder)

Payment 30 groats.

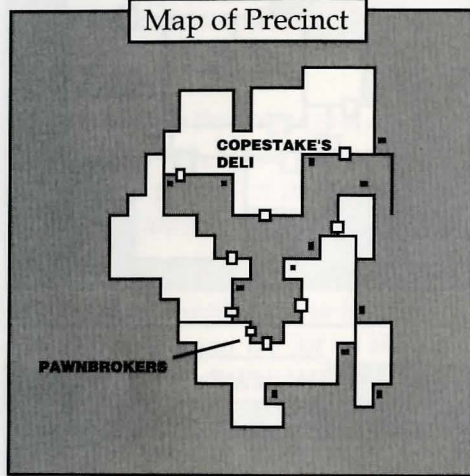
Deadline 4 days.

You are instructed to return with the Royal Seal of King Farley, and a dire warning is given of your fate should you return with the wrong one. Your only clue, should you ask for one, is to speak to the "men of mirth".

Loki's Quests

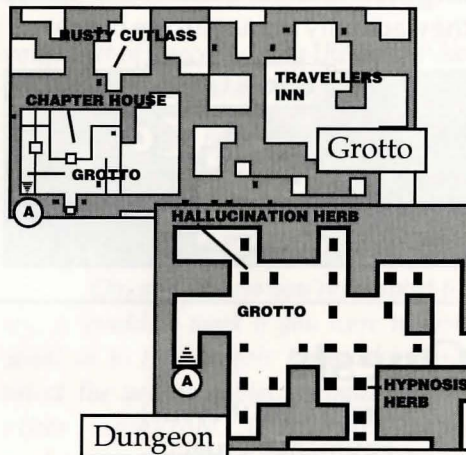
Level One

Loki's people have some strange attitudes. When you get to the Snakes, a Notice tells you to head to Pawnbrokers in the Precinct. There you have to **buy** the Ring of Andvari. Only Loki would send his followers out shopping.



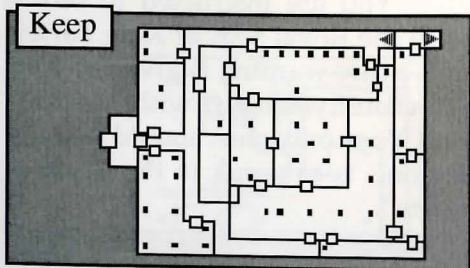
Level Two

Poppy can be found in the gardens at the rear of the Waif's Rest. Ask her "Where do herbs grow?" The answer is the Grotto, a building east of Odin's Square. Go downstairs. Look carefully, for there is more than one plant, and they look (even with labels) virtually identical. Take them both if you're not sure.



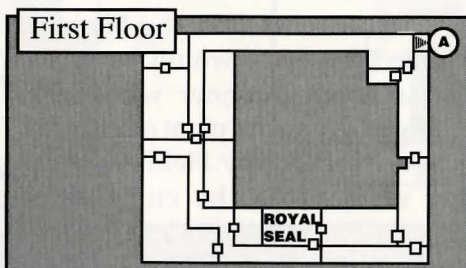
Level Three

Hmmm. Now just why, do you suppose, have the King's Jesters taken the Royal Seal? Stan and Olly are imbeciles, as you will find out if you go to The Great Hall (L18). If you ask them, one will blurt out some fatuous lie about



it being at the Jewellers, the other will tell you it's upstairs in the The Keep. Moron.

Yes, it's in the Keep. You might be worried about the prospect of taking the King's Seal from the King's Keep in the King's Castle surrounded by the all the King's Men, but that's what it takes.



Level Four (Wizard)

Payment 48 groats.

Deadline 5 days.

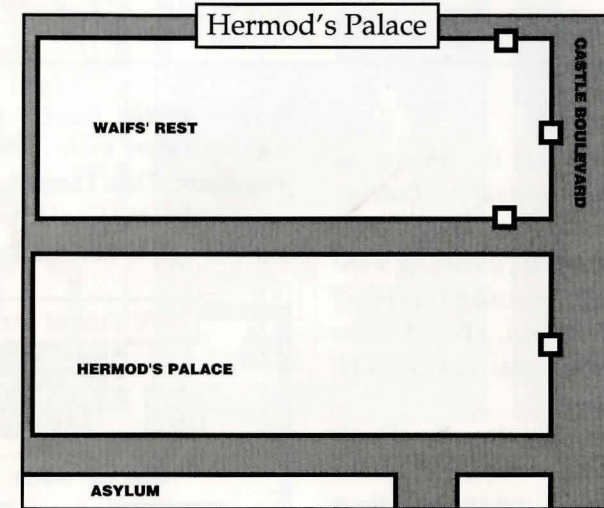
You are instructed to return with Gambantien, the magical wand of the great Hermod. Hermod lives in a palace between the Asylum and The Waif's Rest. He is a powerful mage, and you can be sure his wand is well protected!

Level Five (Warlock)

Pay: all your money.

Deadline 7 days.

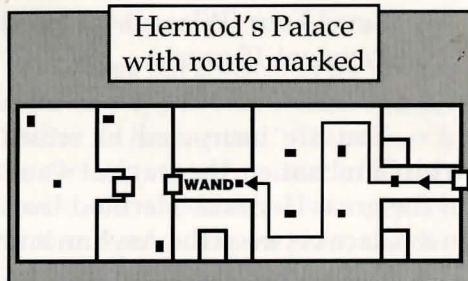
At the last, Loki demands you undertake a mission more dangerous than any other. Go upstairs to the Sanctum, where all will be revealed upon a Scroll.



Level Four

Hermod is a sporting chap. Just inside the door at his Palace you'll find a scroll. This tells you that his Wand lies on the other side of the main chamber, but that to cross the floor you must trace the shape of the symbol of Odin.

Odin's Temple advertises on the Notice Boards, so I happen to know you should walk the route marked on the map to cross the room.



The wand is where he said it would be. Retrace your steps, and take the wand back to Loki.

Level Five

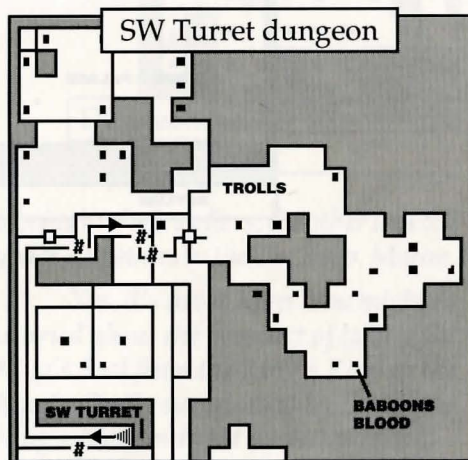
Once you've read the verbage on the scroll, your task begins at the Theatre. Yes, Loki has sent you shopping, now you have to taste some culture. It's the "Scottish Play", as they call it because of some stupid superstition. Me, I'd never tempt fate by saying it was **MACBETH**.

Anyway, go to the Theatre after Dusk. You'll find a Cauldron on a table, but it's too hot to handle. There are also three witches. Talk to Lynda, and ask her "Where hast thou been, my sister?" She'll chat about this and that, but when you finish the conversation, the play begins.

From the clue you've been given, you know that you need Baboon's Blood to cool the cauldron, and your original scroll directs you to the south-west turret of the Castle.

Underground, at the end of a passage, you pass through three grilles into a room full of trolls. There's a goblet of Baboon's Blood there. Grab it and get out.

Return to the theatre any following evening before midnight and watch the play again. Then **Drop** the goblet to pour the Blood on the Cauldron. It will then be cool enough to take back to the Guild.

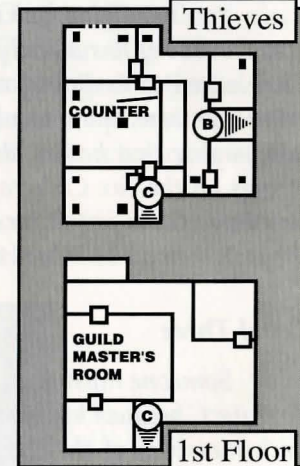
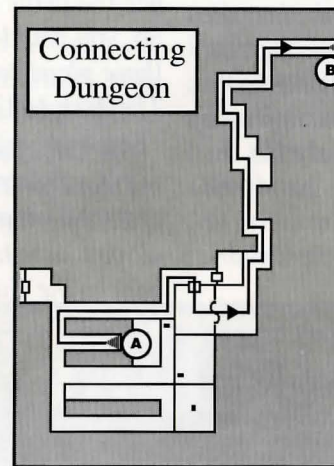
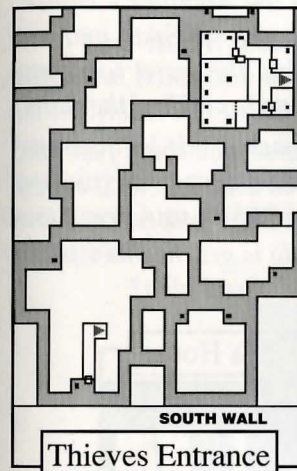


The Thieves' Guild

The Thieves of the city of Mitteldorf occupy a large building in The Ghetto. The entrance is hidden underground beneath the Snakes. However, once you have become a

3rd Level Thief, you can enter through the window shown.

The Thieves Guild offers training in the arts of lock-picking, jimmying windows and picking pockets. They also have a Forgery Service, although this may have been suspended after some small problem with counterfeit identity papers.



Quests

Level One (Beggar)

Payment 20 groats.
Deadline 2 days.

You must steal the Collection Bowl from the Temple of Set (T1).

Level Two (Pickpocket)

Payment 40 groats.
Deadline 3 days.

Your second target, having risked the wrath of the Gods, is to steal the proceeds of the daily City Tax Collection. This isn't something to try alone. You should find the

Notice Boards have some advice for you.

Level Three (Graverobber)

Payment 50 groats.
Deadline 7 days.

The secret entrance of the Thieves' Guild is a closely-guarded secret. Your third Quest is to steal the plans of the Guild building from the Architect who designed them.

Thieves' Quests

Level One

No great problem here, I think. Set's people seem to think the threat of being eaten alive by a snake-deity should

be some kind of deterrent. Don't be put off.

The bowl is on a table, just to your right as you enter the Temple. Take it back to the Guild to receive your new Rank.

Level Two

You'll be glad to know that the actual robbery has already taken place. The Notice Boards direct you to the Troll's Arms. Go there, and a man will approach you, saying that he has already cut the strings on the Tax Collector's purse. All you have to do is follow him until he drops it, then whisk it back to the Guild.

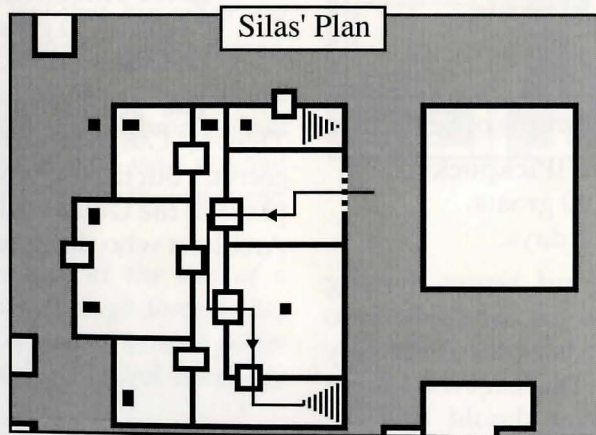
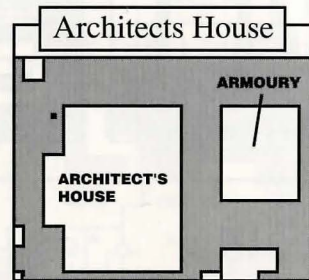
happy to tell you that his brother Silas has the plans to the Architect's House. So, you could go and see Silas, and use those plans to find the secret way into The Architect's house and find the plans.

Or, of course, you could just take my word for it that what follows is a copy of the diagram in Silas' possession. Now all you have to do is get the other plans back to the Guild. Good plan?

Level Three

Someone must have tipped off the Architect, because his place is crawling with members of the City Watch. It's almost impossible to get the plans of the Guild buildings and escape.

However, in the cellar you'll meet a Satyr named Saxon The Builder, who's



Level Four (Thief)

Payment 50 groats.
Deadline 7 days.

The Thieves' Guild has many fraternal arrangements with other dark brotherhoods, like the Assassins, the Excisemen and the Guild of Futures Traders.

You must receive a Seal of Approval from one such Guild, the Anarchists. Geyfell is the Vice President of the Anarchist Forward Planning Steering Committee. You must meet him in the Hanged Man at midnight.

Level Five (Godfather)

Pay: all your money.
Deadline 7 days.

To become the head of the family, you must enter the Forbidden City, also known as Witches' Meadow. This whole section of town is walled off, and few know its secret entrances. One such, as anyone can tell you, is Choker Bloodaxe, also known as Choker The Errr, on account of him being so forgetful. He actually carries a map around with him. Perhaps you can obtain it, somehow?

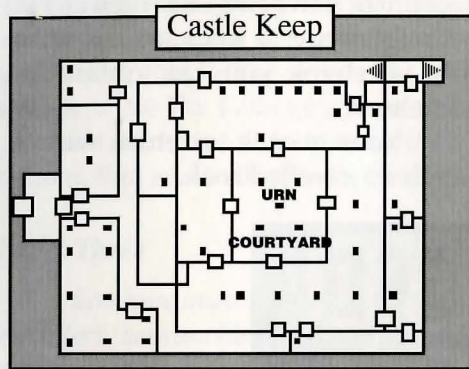
Your goal is to return with a fabulous jewelled rock.



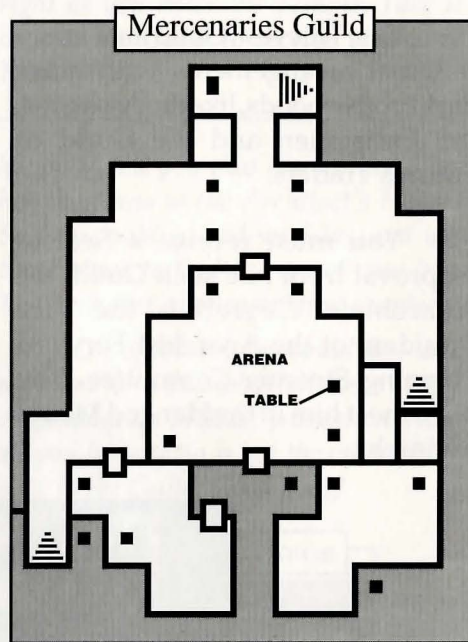
Level Four

Like all his kind, Geyfell loves a bit of subterfuge. He directs you to the Troll's Arms, where a scroll will be left for you with your next set of instructions.

The scroll in fact directs you to steal an Urn from the Castle Keep and put it in on a table in the Mercenaries' Arena. Just how this serves the purposes of anarchy is beyond me, but if you do it



right and return to see Geyfell at the Hanged Man, you'll find the Seal of Approval on a table.

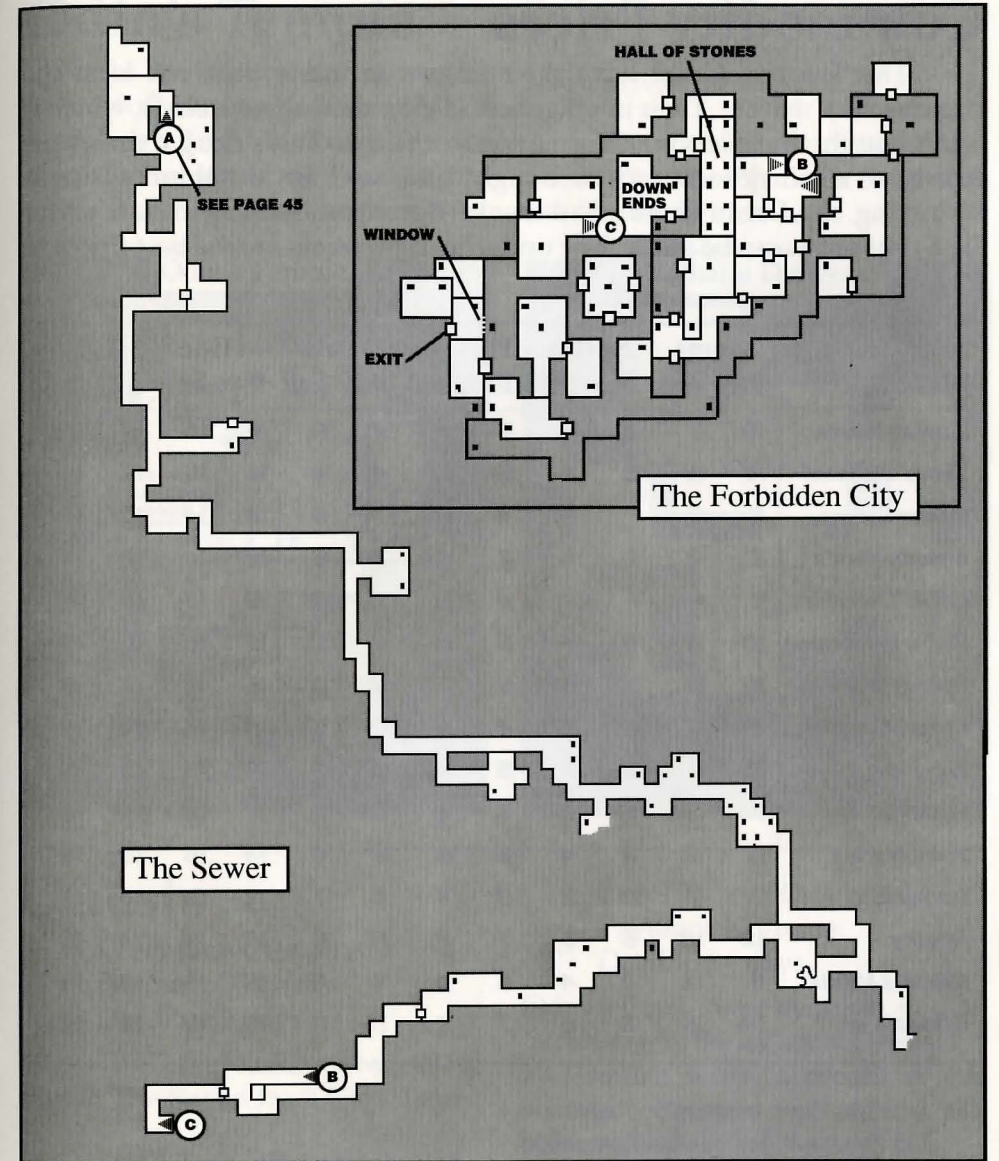
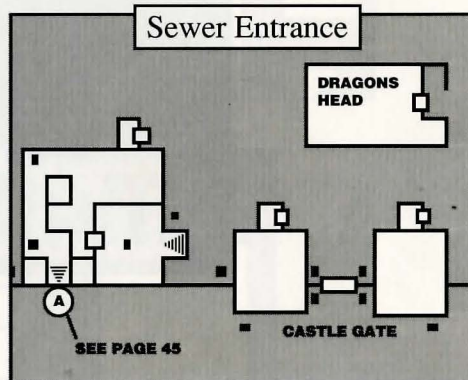


Level Five

Choker Bloodaxe, aka Choker The Errr is also known as Choker The Easy Mark, since he has had his pocket picked three times a day on average since he arrived in Mitteldorf.

Even I have a copy of his map, and I don't go in for this stuff. You can enter the Forbidden City through the underground passage from the Castle.

Once you're inside the Forbidden City, find the Hall of Stones and that's where the rock will be.



All that leaves is finding a way out again. This is easy enough. Downend's shop can sell you an exit visa (which reveals where the exit is) for 120 groats. You can sell him Choker's map for 80 groats, which goes some way

to offsetting this outrageous price (he's also a good source of cheap commodities). Or, save yourself the whole bundle and follow the route shown above. Once you get the rock back to the Guild, you'll be The Man.

Commodity Prices

The Thieves' Guild have their fingers in many pies, not least the commodities market. Their intelligence is better than anyone else's, which is why I bought the following information from them. This price list shows the prices at which goods can be bought and sold in Mitteldorf's shops. By buying, say, Ore in Thora's Basement at 4 groats and selling in Hotches for 10, a tidy profit can be made. The underlined numbers are the best prices in town.

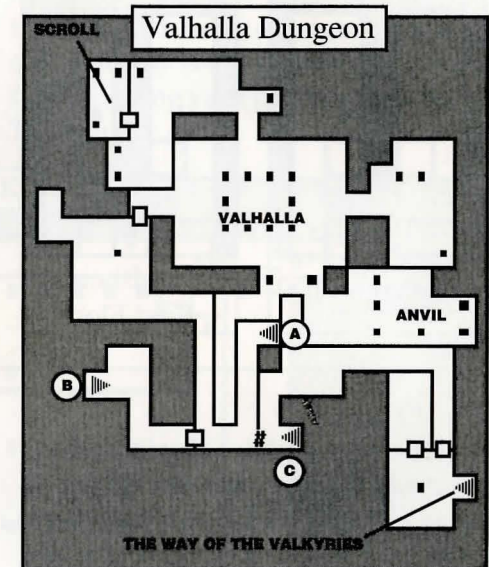
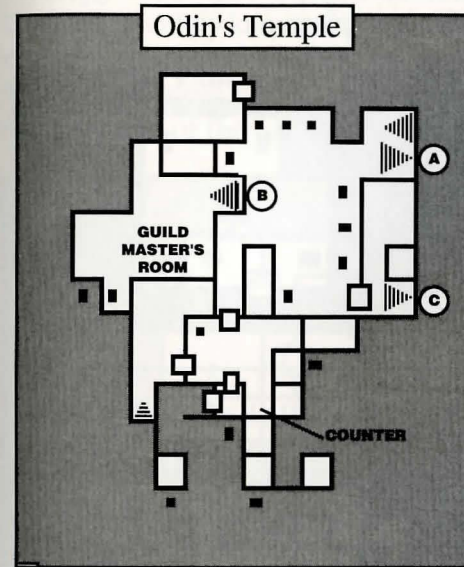
Store	Gems		Spices		Pigments		Ore		Hide		Tar	
	Buy	Sell	Buy	Sell	Buy	Sell	Buy	Sell	Buy	Sell	Buy	Sell
Custom House	10	11	3	4	5	6	8	9	15	16	12	13
Thora's B'ment	10	10	3	3	5	5	<u>4</u>	4	15	15	12	12
Prison Stores	8	9	<u>1</u>	2	4	5	7	8	13	14	<u>10</u>	11
Dirty Daglish's	8	9	<u>1</u>	2	<u>2</u>	2	7	8	13	14	<u>10</u>	11
Ships' Chandlers	8	9	<u>1</u>	2	4	5	8	9	13	14	<u>10</u>	11
Olaf's Emporium	10	11	3	4	5	6	7	8	15	16	11	12
Pawnbrokers	10	12	3	5	5	7	8	10	15	<u>18</u>	12	<u>15</u>
Copestakes	10	12	3	5	4	6	8	10	15	17	12	14
Patch's	10	11	3	4	5	6	8	9	15	16	12	13
Hotch's	<u>14</u>	<u>15</u>	<u>5</u>	<u>6</u>	7	<u>8</u>	10	<u>11</u>	17	<u>18</u>	14	<u>15</u>
Mercenaries'	11	12	3	4	4	5	8	9	14	15	13	14
Downend's	<u>7</u>	8	2	3	3	4	6	7	<u>12</u>	13	<u>10</u>	11
Armory	12	13	5	<u>6</u>	7	<u>8</u>	10	<u>11</u>	17	<u>18</u>	14	<u>15</u>
Skiold's Militia	11	12	3	4	5	6	8	9	15	16	13	14
Drysdale's	<u>14</u>	15	5	<u>6</u>	7	<u>8</u>	10	<u>11</u>	17	<u>18</u>	12	13

Odin's Temple

As befits his status as the greatest of Mitteldorf's deities, Odin's Temple is a grand building, with its own square, set in the Ward of the Council of Five. Don't be put off by

the rather nondescript entrance, or the fact that the room beyond looks like a private residence.

As with all Temples, Odin offers a free health check to all who ask for the Service.



Quests

Level One (Neophyte)

Payment 30 groats.

Deadline 2 days.

The Temple asks you to retrieve Hugin The Raven from Gladsheim.

Level Two (Magus)

Payment 33 groats.

Deadline 3 days.

You are asked to fetch an astrolabe. If you don't know what one is, ask anyone. The answer will direct you to the Observatory (L40).

Level Three (Theurgist)

Payment 40 groats.

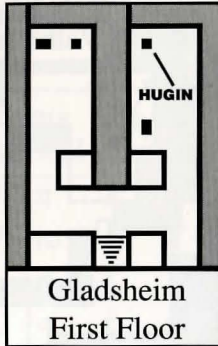
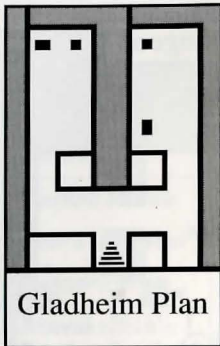
Deadline 4 days.

Odin's third quest requires you to "venture into the legacy of Daedalus" and return with "a record of his success". Perhaps you should ask someone what that "legacy" is?

Odin's Quests

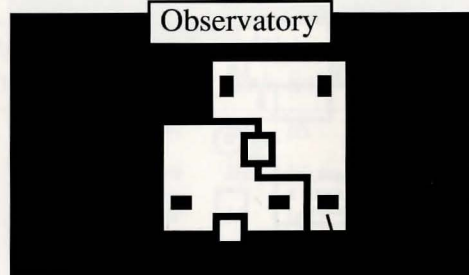
Level One

This is a simple task. Hugin The Raven can be found on a table upstairs in Gladshheim.



Level Two

The Astronomers' Guild may be populated by a load of old duffers, but they aren't entirely stupid. Finding the Astrolabe is simple, but it is magically protected. Once you take it, the door will be locked. So, just leave something on the table in its place.

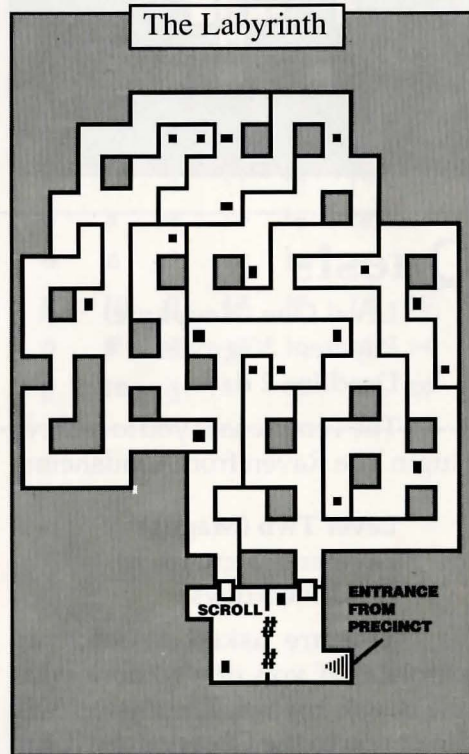


Level Three

Most people can tell you that Daedalus is a famous inventor, and that he can be found in the vicinity of the Castle Keep. In fact, the place to look for word of him is on the Notice Board of the Dragon's Head inn. An obituary tells you that Daedalus was the designer of the Cretan Labyrinth.

There is a Labyrinth south of the Precinct, which you can now get directions to. Once there, you need to find a map, which will serve as proof of Daedalus' enduring genius.

Wherever you find a Labyrinth, you're sure to find a Minotaur. But did you know they won't approach a fire? If you were to find, say, a Torch down here, and then drop it somewhere which sealed off part of the dungeon, you could trap the bull-man behind it...



Level Four (Spirit Exorcist)

Payment 40 groats.

Deadline 7 days.

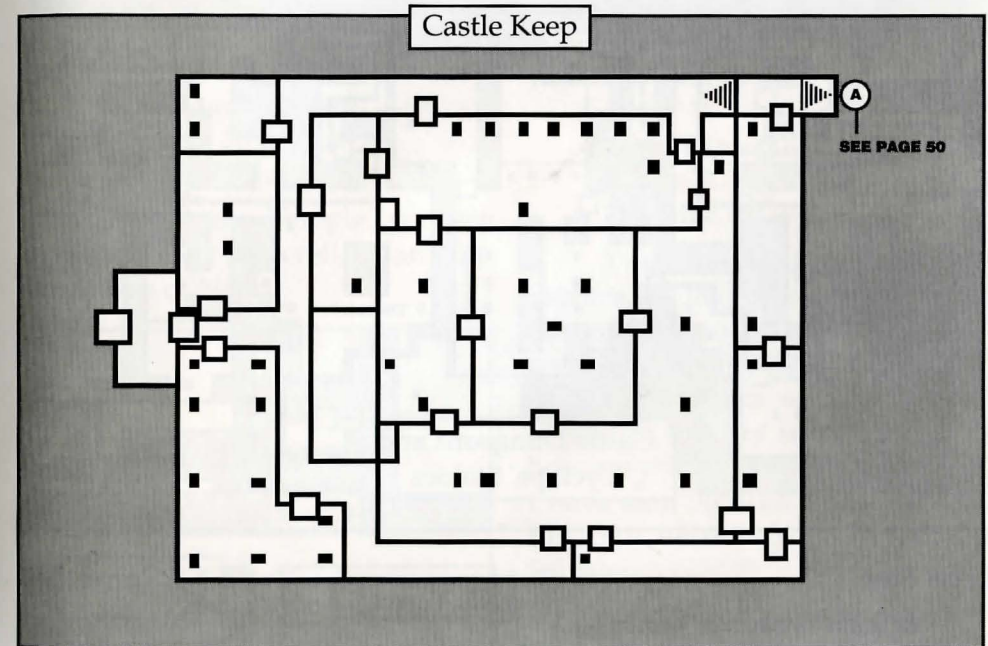
The Temple of Odin next requires you to face a most deadly challenge. You must return with the Cyclops' Eye. The legend of the Cyclops is widely known throughout the city, and both passers-by and Notices will steer your brave steps in the direction of the Castle Dungeon.

Level Five (High Priest)

Payment: 180 groats

Deadline 6 days.

The final Quest requires you to steal the Scroll of Ran from the Temple of Aegir! Further, you are instructed that the only way to do this is to find a way of joining Aegir's cult. But how is this possible, without first resigning your position in Odin's Temple?



Level Four

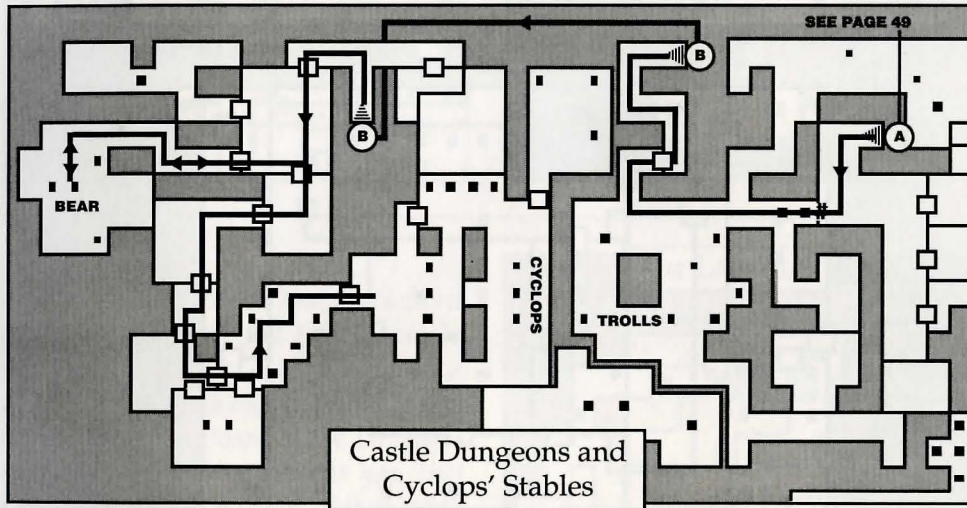
This is a dangerous Quest, all right. Make sure you are well versed in the arts of combat before you try it!

The Castle Dungeons are but the beginning of your trail. Follow their dark passages until you rise up to the surface again, into a closed room in The Castle. Another set of stairs takes you down into the Cyclops' Stables. A Goblin there will

tell you that a bear has the key to the Cyclops' room.

And what a bear it is! You must defeat the creature to get the key. Then, of course, you must enter the Cyclops' domain, and kill it too. It is very tough, but you can throw rocks at its eye, which causes it great hurt.

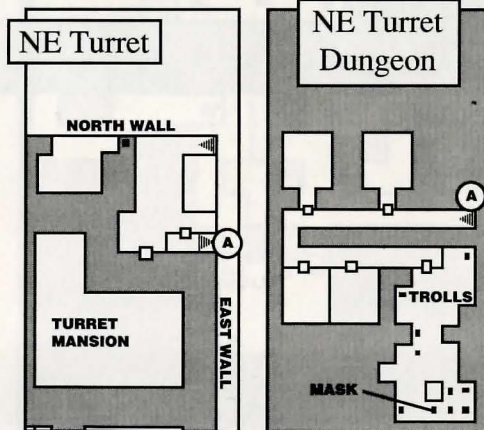
Return to the Temple with the Eye to complete your Quest.



Level Five

Erik has never been known for his subtlety of thinking. Actually, it's simplicity itself to join Aegir's Guild. The Notice Boards will tell you how a colony of Trolls, normally resident in the NE Turret, go about disguised at night. So, visit them, take one of their masks, and use it to enter the Temple of Aegir.

Then, just join the Guild as usual. What Quest do they ask you to perform? Why - to recover the Scroll of Ran, of course!

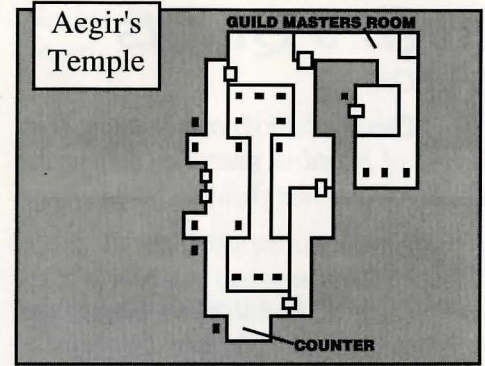


Aegir's Temple

Aegir's Temple is a splendid building on the east side of the city.

The Hermit's Rest is very conveniently situated nearby.

As with all Temples, Aegir offers a free health check to all who ask for the Service.



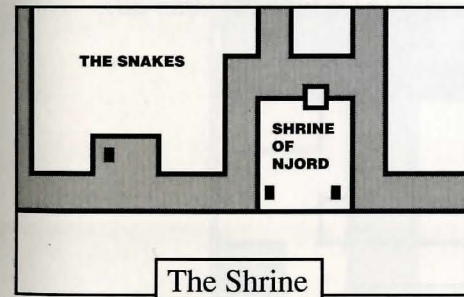
Quests

Level One (Novice)

Payment 25 groats.

Deadline 2 days.

To join the Temple, you are asked to collect the Scroll of Ran from the Shrine of Njord.



Level Two (Theologian)

Payment 40 groats.

Deadline 4 days.

Aegir's High Priest asks you to bring back proof of the death of Hoder, the villain who killed noble Baldur, and was arrested for his crime. But how can you reach him in prison? And can the Temple really be asking you to bring back proof that a living

man is really dead? Or are they asking you to **murder** him?

Level Three (Divine Mediator)

Payment 50 groats.

Deadline 5 days.

You are next required to capture the invisible spirit of Skoll. As anyone can tell you, Skoll is a werewolf from Mitteldorf's distant past. His spirit is said to wander abroad in the city somewhere, but how are you supposed to capture it? I have seen Notices which say you can buy bottles from Drysdale's Salvage.

Aegir's Quests

Level One

This is as simple as it sounds. The Shrine of Njord is near The Boatyard. The Scroll lies just inside.

Level Two

After all the killing Erik has done in his time, you'd hardly think he'd squawk so loudly about killing a nobody like Hoder. Anyway, it's unnecessary, because the man will surely die while in prison; Baldur had many friends in the Watch who will see to that.

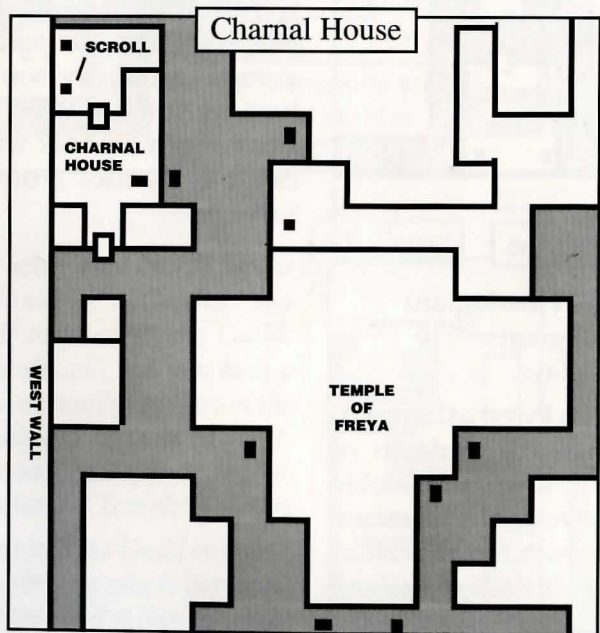
Get arrested (loiter around suspiciously near a Watchman), and listen to the gossip in the prison as you are released. Hoder's body will have been taken to the Charnal House. Go there, and you'll find a Death Certificate,

which is all the bureaucrats in Aegir's Temple require.

Level Three

This isn't the easiest Quest on offer. Even once you have the spirit bottle from Drysdale's, how do you find Skoll's spirit? Well, every werewolf carries a Spirit Diviner. Didn't you know that? They use them to locate bones, I think. Anyway, find a werewolf, throw something at him, and odds are he'll drop the diviner (that's what comes from losing your opposable thumb).

Use the Diviner to locate Skoll's spirit. Your compass will act as a direction finder - when it starts spinning round, you've found him. Pick him up (while you're holding the Bottle) in the usual way, even though you can't see anything to grasp (he is invisible, after all).



Level Four (Cleric)

Payment 55 groats.

Deadline 4 days.

Aegir's Temple demands the strictest obedience. To reach the exalted level of Cleric, you must receive instructions from the Temple's Representative on the Council of Five, one Garth of the Barnhouse.

You can find when the Council is next meeting by checking any

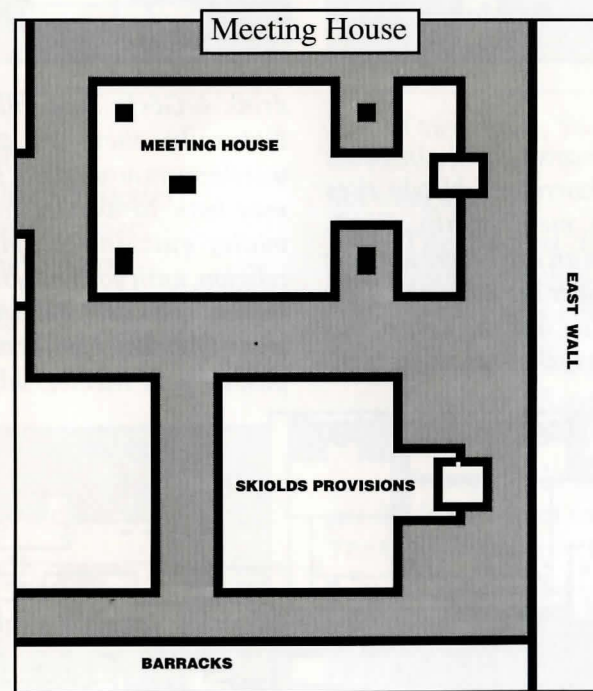
Notice Board. It convenes at the Meeting House

Level Five (High Priest)

Pay: all your money.

Deadline 7 days.

To reach the pinnacle of Aegir's cult, you must become a Member of the Institute of Zoology. The Institute advertises on the Notice Boards, and they are known to be very keen to obtain the egg of a Lizard Man.

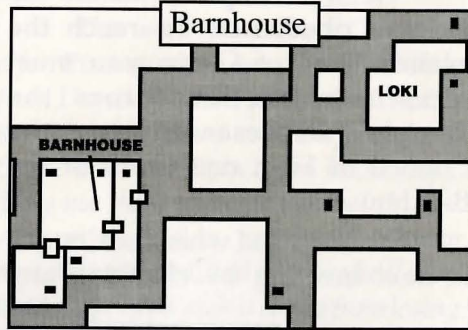


Level Four

Although the Quest to prove the death of Hoder proved innocent enough, Aegir's Temple seems to demand a lot of sanctioned killing as proof of loyalty. Garth of the Barnhouse has left instructions for you at his home. Guess what? They instruct you to kill Cadby The Needy, one of his fellow Council members.

Ah, politics. It's the life blood of the city. Once you have spilled Cadby's (who you'll find at the Meeting House

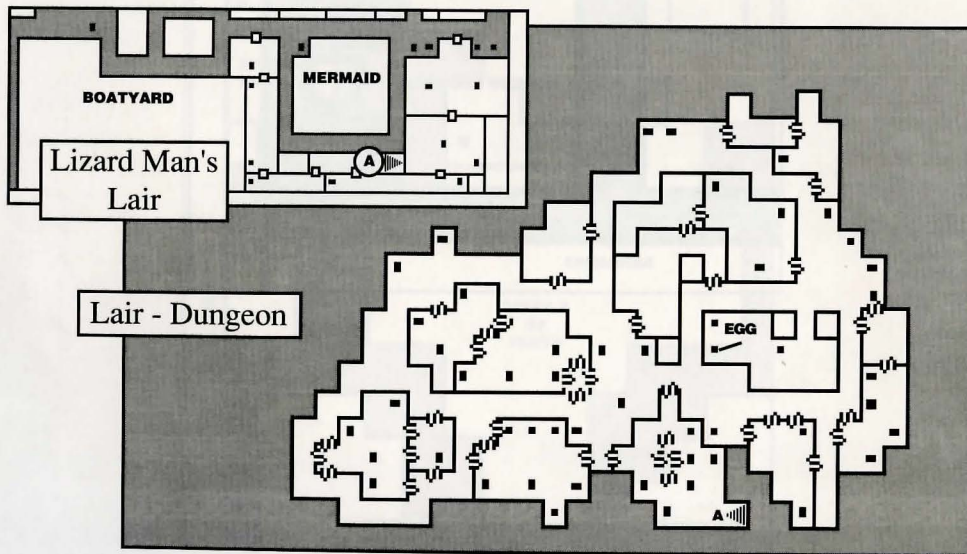
every night after dark), take the scroll bearing your instructions back to the Temple.



Level Five

You will discover that the Institute also has some bizarre and bloody rites connected with membership. First, though, find them an egg - there is a Lair of Lizard Men under the Boatyard. Take this back to the Zoo, and the Keeper will instruct you to go to the Seahorse tavern,

drink 4 G&Ts, and kill a Bacchusite! Naturally, there are often Bacchus-worshippers around the Tavern, but you may have to wander the streets for a while, quizzing people about their religion, until you find your victim. What this has to do with Zoology, the Gods only know. Obey these instructions and return to pick up your Membership Papers.

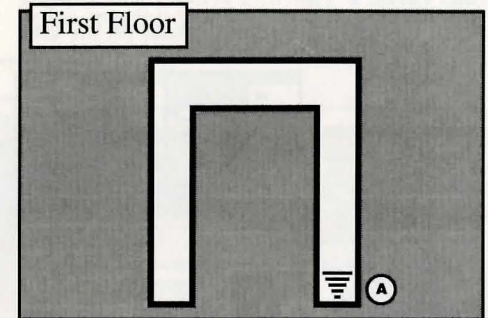
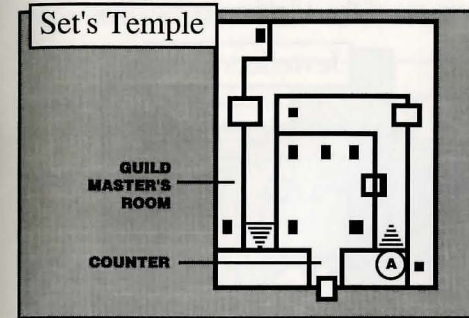


Set's Temple

The grim servants of the Temple of Set occupy a spacious building in a walled off section of

town near to the Castle.

As with all Temples, Set offers a free health check to all who ask for the Service.



Quests

Level One (Wiggler)

Payment: 30 groats.

Deadline: 3 days.

Set first sets you the task of recovering the Holy Orb from the Jewellers (L34).

Level Two (Hisser)

Payment 35 groats.

Deadline 3 days.

Once again, you are instructed to recover one of the pieces of Set's regalia.

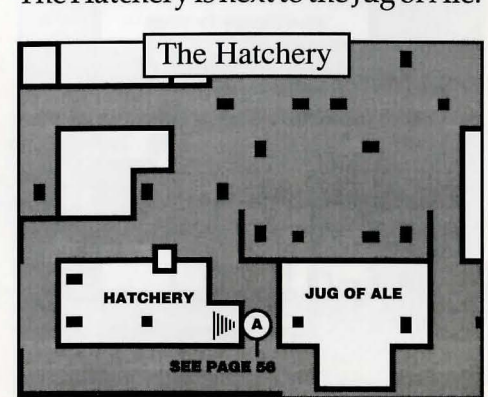
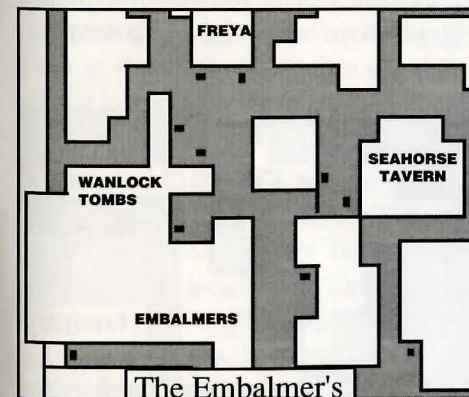
The Sacred Flask is at the Embalmers, which is in the SW of the city, near Freya's Temple.

Level Three (Crusher)

Payment 35 groats.

Deadline 4 days.

To become a Crusher, you must get the Royal Gem from the Serpent. The Hatchery is next to the Jug of Ale.

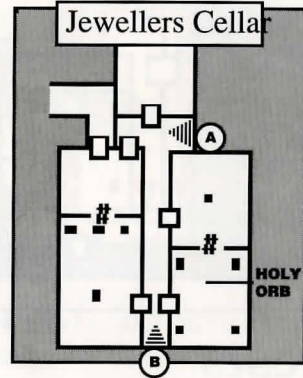
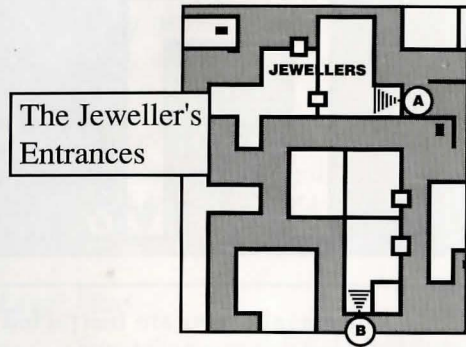


Set's Quests

Level One

This is more difficult than many other entry level Quests, since the Jeweller has hired a guard. Perhaps the Temple hasn't paid for the repairs made on the Orb

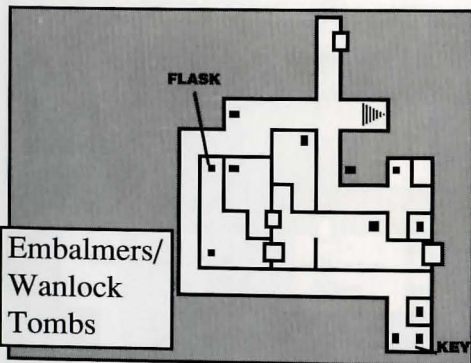
or something. You'll find the guard just inside the door; the steps are to your left, so be ready to dash down to the room where the Orb is kept, and then out again. Alternatively, there is another entrance from one of the neighboring buildings.



Level Two

Considering his dark reputation, Set sometimes seems to view his followers as little more than errand boys. When you get to the Embalmers, they'll be closed. A scroll tells you that the key has been left next door in Wanlock Tombs.

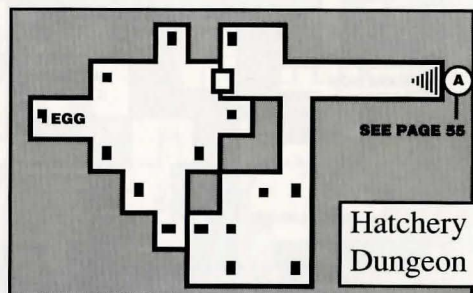
So, all you have to do is visit the Tombs, find the key, and then you can get into the Embalmers and recover the Flask.



Level Three

You need to be able to cast Lightning to succeed in this Quest. Make sure you understand the technique (perhaps you could practice on someone in the street?).

You need to cast Portal to get through the door into the Hatchery, and then Lightning to blast the egg open and recover the gem. If you blast the wrong egg, you have to fight an unpleasant bat-creature.



Level Four (Striker)

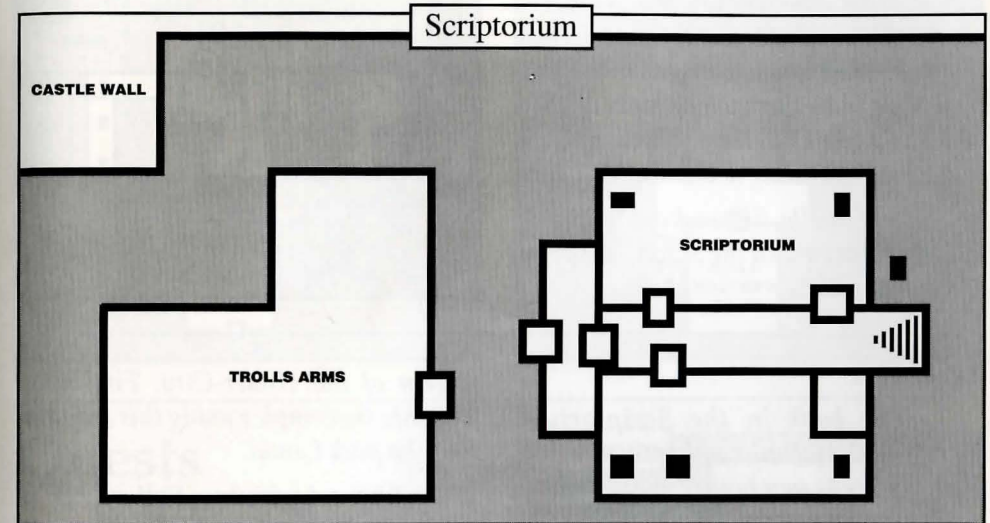
Payment 60 groats.

Deadline 6 days.

To advance further, you must find the Anvil of Power. The Temple provides you with a Key. Read it, and

you will learn of the magical realm of Valhalla. This should warn you that your Quest will take you into the domain of Odin!

Find one of his worshippers, who can tell you more about Valhalla.



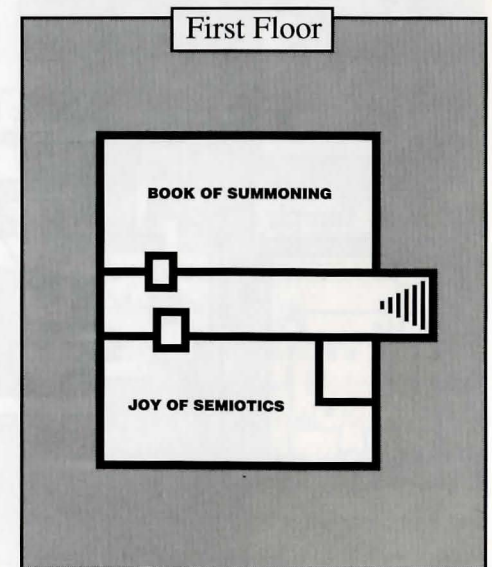
Level Five (Venom Master)

Payment: 200 groats

Deadline 7 days.

To bear the title of Venom Master, you must kill the Lamia of Jotunheim, and return with her rattle! This is the most fearsome Quest of all, for her touch means instant death!

From Notice Boards, you will be directed to the Zoo, where you can find a scroll about these hideous creatures in the Pygmy Trolls' cage. You should also consult the book on lamias in the Scriptorium, since there is more than one to be found 'neath Mitteldorf's streets.

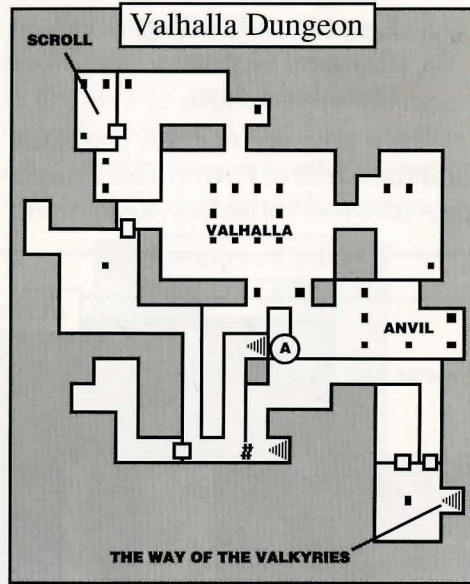


Level Four

The rivalries between the Temples provide some of the most entertaining Quests, I've found. Quite deadly, in fact, if you're susceptible to that kind of thing...

If you find a follower of Odin, you are directed to the Way of the Valkyries, a building east of Odin's Temple. Underground there you'll find a locked door; use the key you were given. There's a passage from there which leads up into Odin's Temple. Once there, follow a passage to some stairs leading down into Valhalla.

In Valhalla, first seek out the Scroll of Strength; without the Scroll, you can't lift the Anvil.



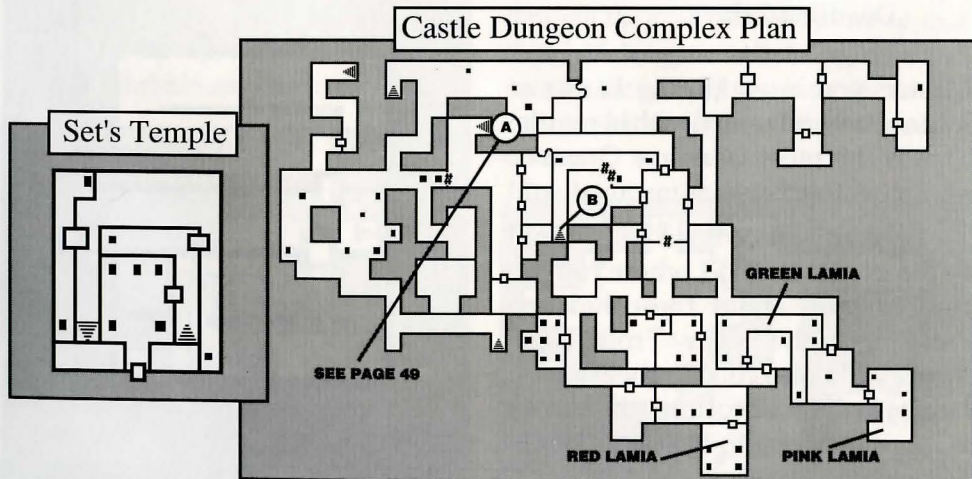
Level Five

The book in the Scriptorium identifies the Jotunheim Lamia as being pink, and tells you how it may be slain.

Find someone who can tell you that the lamias of Mitteldorf can be found in the Castle Dungeon/Temple of Set

section of the Under-City. Find your way into the complex using this map and find the pink Lamia.

Fire a Lightning Bolt at her at Midnight. This is the only way she can be slain. You can recover the rattle from her smoking remains.



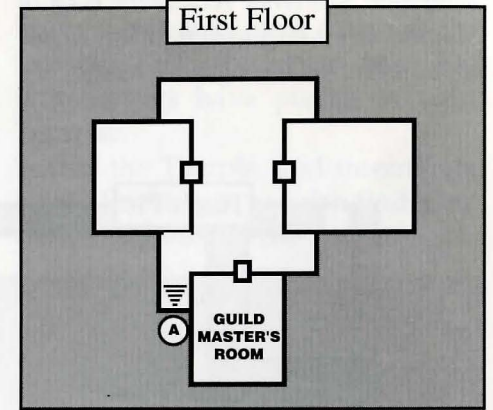
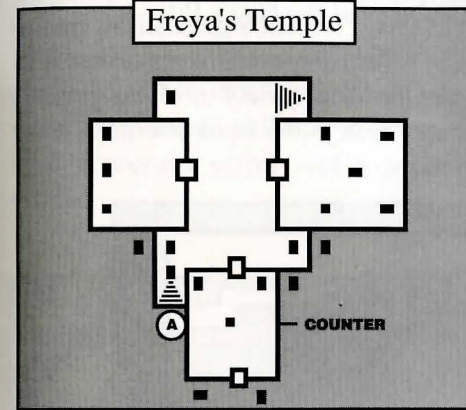
Freya's Temple

Freya's Temple can be found on the west side of the city, south of the Forbidden City.

Though anyone can enter, only

females may become members of the Temple priesthood.

As with all Temples, Freya offers a free health check to all who ask for the Service.



Quests

Level One (Flirt)

Payment: 35 groats.

Deadline: 2 days.

Your first Quest is to recover a Sacred Book from the Scriptorium (L33).

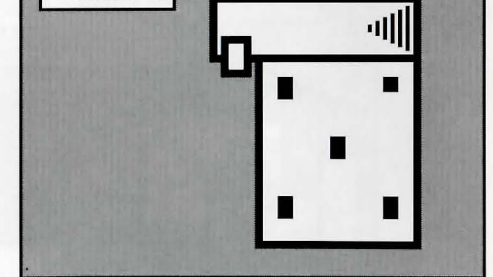
Level Two (Coquette)

Payment 10 groats.

Deadline 3 days.

To rise to the second grade in Freya's service, you must get the Golden Idol from the Museum (L42), which is near the Armoury on Castle Wall. Erik Fletcher, the Attendant, is happy to tell you that the Idol is in a display room, which can only be reached via a Portal Spell.

Museum



Level Three (Temptress)

Payment 35 groats.

Deadline 4 days.

Freya next requires that you find the underground route from her Temple to the Shrine. An acolyte beneath her Temple will tell you to collect four scrolls as proof, so you are advised to make sure you are not heavily encumbered.

Freya's Quests

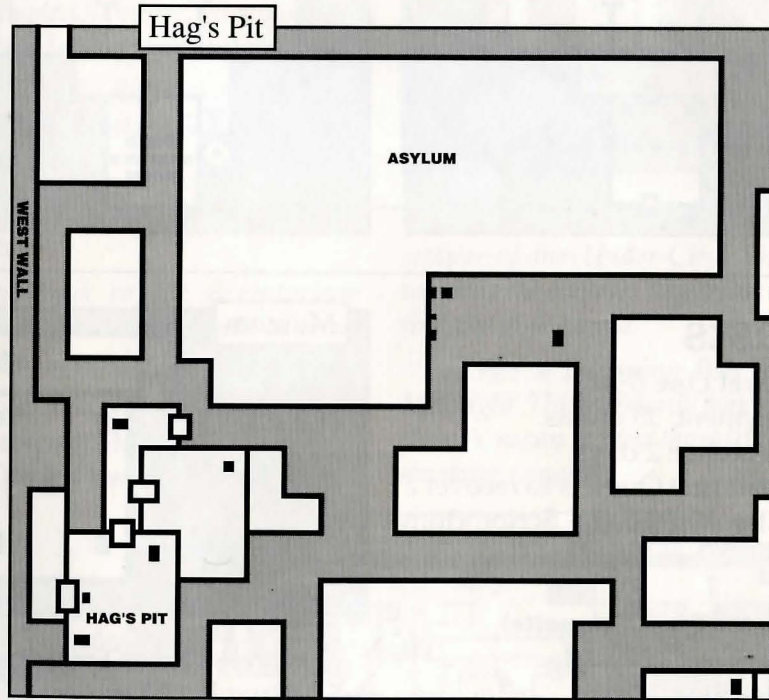
Level One

No problem. The Book is upstairs at the Scriptorium. Make sure you get the right one; it is called *The Joy of Semiotics*. The other book is the *Book of Summoning*, and you don't want to fool about with that until you're ready.

Level Two

If you are a Scribe (or higher Grade) in the Fellowship of Asegeir, you already know how to cast a Portal Spell. If not, check the Notice Boards, which tell you that unregistered Portal Spells are to be handed in at the Hag's Pit.

Pick up a scroll there, and use it to enter the Display Room and take the Idol. Be quick, or you'll be locked in with the Idol!



Level Three

Each of the scrolls acts as a direction to the next. The first scroll, for example, could say Nordri, so you should go North. Other scrolls say Sudri (south), Austri (east) and Westri (west).

Alternatively, just pick them up as you go along, and use the map on page 61 to find your way.

When you reach the Shrine, an attendant takes the four Scrolls and places them in a bag, which you can take back to the Temple.

Level Four (Seducer)

Payment 60 groats.

Deadline 6 days.

Your fourth Quest is to find the *Potion of Judgment*. You are told you will have to solve the two *Riddles of the Tempest* and that the first can be found at the Hag's Pit.

When you get there, you find a scroll. On it is a riddle. The solution guides you to the next location, where you'll find a second scroll and a second riddle.

The solution to this puzzle leads you to the final part of your Quest.

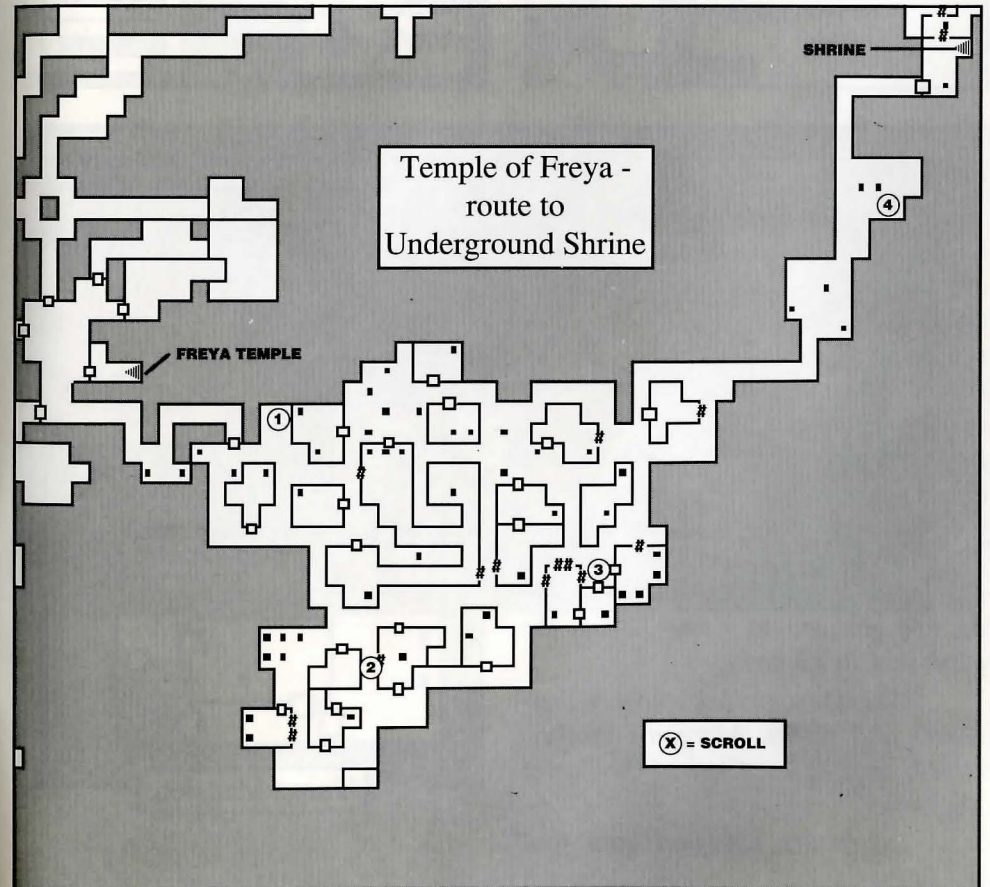
Level Five (High Priestess)

Pay: all your money

Deadline 6 days.

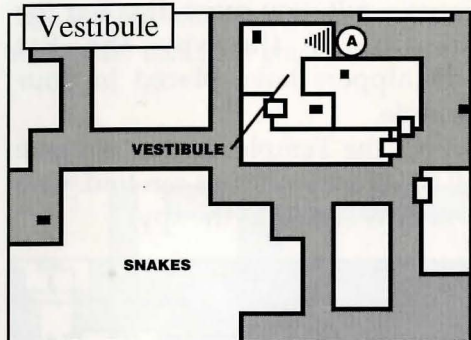
To reach the highest Grade of Freya's cult, you must discover the identity of the spy the Set worshippers have placed in your Temple.

Search the Temple, and interrogate all the Priestesses you can find. One will be revealed as the spy.

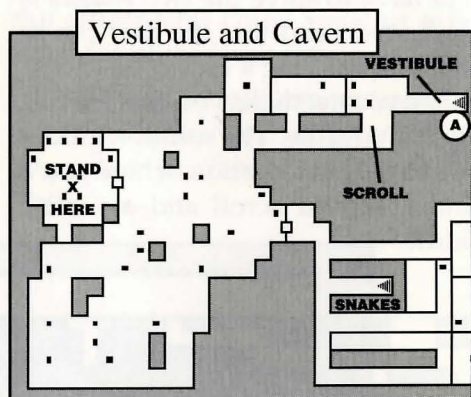


Level Four

Apart from pondering how anyone found rhymes for Vestibule and Arachne, this Quest is easy. The answer to the riddle on the first scroll is The Vestibule, which you'll find near the Snakes Tavern.



The answer to the second riddle leads you to a nearby cavern and the brick-bound door. Stand between the pillars, face north and use the scroll you find there to summon the Potion.

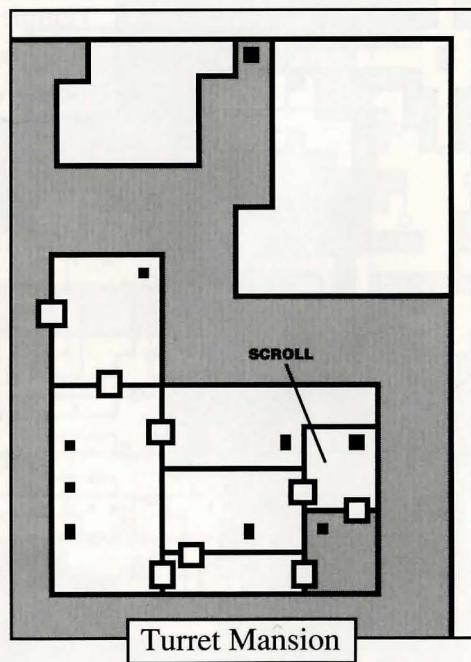


Level Five

One priestess, Morgan Ratnibbler by name (and nature), confesses to being a follower of Loki. Make your way to the Guild, and you'll find a deaf man upstairs who says he has left his ear trumpet in the Mermaid inn. Fetch the ear trumpet. Return to the Guild, and find the room where two men are discussing Guild business. They'll ask you to leave, but you can use the Ear Trumpet to listen at the door. These are the spymasters, and one - the brother of the spy you caught - says he has the plans back at his home.

Go back in, and ask both men their names and trades. Morgan's brother, Ullock, says he is a Clerk at the Turret Mansion.

Go to the Mansion and find the plans.



Dusk over Mitteldorf

So, O Hero, you have finally completed your Quest. You have risen through the ranks in four Guilds, you have summoned the Guardian at midnight, and won the key. You have rescued Wilf from his unlawful captivity.

Vampires quail at the sight of you, citizens bow and scrape. What, you might ask, is there left to do?

Well, you might consider continuing your career, joining those Guilds and Temples you have

so far bypassed, and learning more about the mysterious secrets of Mitteldorf.

Such knowledge could prove most useful. For, now that King Wilf has been released, the confrontation between rightful king and treacherous usurper can surely not be long delayed. Who can be relied on to ride with Wilf, and who will prefer to walk the dark path at Farley's side.

If ever another time comes to chronicle The Legends of Valour, you will be well prepared.



Au Revoir

Well, well. So the cunning old fox knew what was going on all along, eh? I underestimated him.

You, on the other hand, I had pegged right from the beginning. With a little help, you've managed to do everything I wanted you to.

All right, it's confession time. First off, yes, I am a vampire. I suppose you noticed already. Well, I make no apology for it. I have never bitten anyone who didn't deserve it, after all. I'm sorry about the run-around I gave you, it's very difficult to keep your appointments when you have to keep running off for a quaff of Ox Blood.

Since I became a Vampire, things have changed for the better. Well, with the exception of a few unbearable habits I've picked up, anyway. While I was waiting for you to arrive, I managed to complete many of the Quests you have now completed. Actually, I was doing quite well in my own efforts to reach the end of the greatest quest of them all.

That's how I managed to discover all the information I have given you. If you have shown courage and determination (as well as foresight...), you will have freed Wilf. What happens next? Well, that rather depends, but I suspect that when Farley and Wilf start raising armies and making war, there will be more Legends of Valour to be written. And when that time comes, we'll meet again.

In the meantime, why not hang around in Mitteldorf? After all, there are plenty of sights to see and things to do. There are famous people to meet – I do hope you have been introducing yourself to Mitteldorf's citizenry. It would be a great pity if you've been killing them all; the famous bard, Elvis of Gracelands, has been in the city planning a comeback. It will be a bitter blow to posterity if your claim to fame is that "I saw Elvis, and then I chopped him up".

Be a sport and send your mum a postcard. They only cost 5 groats, and they show a fine view of the city (although some tourists leapt into the picture at the last minute; typical...).

Finally, I dropped my diary somewhere. If you find it, just sell it to a shop somewhere, will you? I'll pick it up later.

Well, that's all I have to say for now. I'm off to see if I can find Erik, and persuade him to swap a few Legends in the saloon bar of the Hanged Man. If you get the chance, why don't you meet us there. By now, I hope, you'll have written a few legends of your own.

Credits

U.S. GOLD

This Clue Book was brought to you by Paul Cockburn and Ben Daglish with the considerable assistance of Bob Malin of U.S. Gold, and Richard Hall and Richard Bridgewater of Camel Design.

Illustrations were supplied by Kevin Bulmer, Nigel Bunegar, Steve Drysdale, Mo Warden, and Kate Copestake.

This Clue Book is based on the game LEGENDS OF VALOUR, designed by Kevin Bulmer and Ian Downend.

SSI

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WANT TO KNOW A SECRET?

There's more to Mitteldorf than meets the eye. In fact, you're probably so busy trying to survive and gain a little experience in the guilds that you have no idea how seriously strange this place is! What really happened to King Wilf? Where in Odin's name is Sven? And what is the dark secret about Mitteldorf that only you can reveal!

The **LEGENDS OF VALOUR CLUE BOOK** has detailed answers to all of the questions you have about Mitteldorf, including ones you haven't even asked yet.

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- ❖ Locations of all major magical items and how to retrieve them.
- ❖ Descriptions of encounters and treasures – you won't miss any part of the adventure and you'll find all the loot!

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