

PRIMA'S OFFICIAL STRATEGY GUIDE

Might and Magic VIII[®]

Day of the Destroyer[™]

Joe Grant Bell
Tom Ono



Tips for every player:
novice to expert



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NEW WORLD COMPUTING[®]

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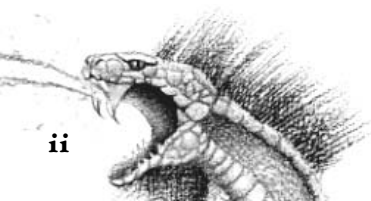
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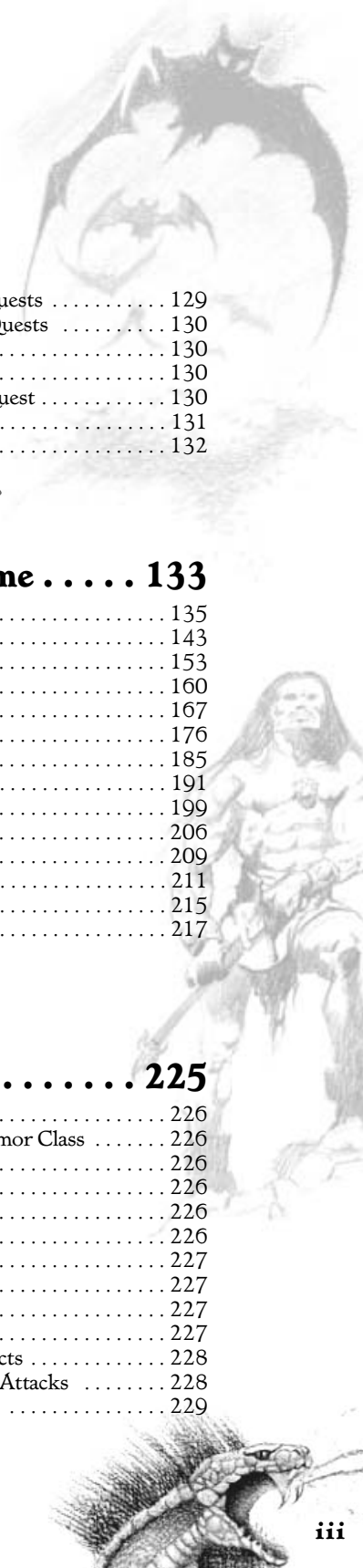
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C H A P T E R

1



Introduction

Might and Magic VIII is the latest installation in the storied *Might and Magic* series of games. In it, you're tasked with defending the continent of Jadame against a mysterious and pervasive threat. It's an epic quest, one that will take you many hours and a great deal of effort to complete. Jadame is a huge, complex, and dangerous place, and you'll need every resource at your disposal to succeed.

Jadame is unlike the other continents of Enroth. It's divided into several factions, with each area ruled by a different sect or monster type. Your allies may be unlikely, ranging from Vampires and Necromancers to mighty Dragons. The rules are different here, and it's up to you to learn them.

Fortunately for you, this book will make things easier.

How to Use this Book

Don't feel compelled to read this book from cover to cover. Instead, use it as a reference guide, reading only the parts that will help you in your current situation. Regardless of how you read the book, here's a look at its contents:

- * Chapter 1 is what you're currently reading.
- * Chapter 2 covers the process of character creation and party composition.
- * Chapter 3 is a treatise on adventuring in Jadame, covering a number of general topics.
- * Chapter 4 examines party development, the process of improving your characters. Spells and skills are discussed at great length here.
- * Chapter 5 is an overview of Jadame, with useful hints on what you'll encounter and how to get around.
- * Chapter 6 is the quest chapter. It lists every single quest in the game, whether Main Line, secondary, or promotion, and explains how to solve them.
- * Chapter 7 is an atlas of Jadame, explaining each region in detail.
- * Chapter 8 is a roster of creatures and foes.
- * Chapter 9 discusses every item in the game.

Numbers and Formulas

A few standard conventions are used throughout this book. They'll be familiar to most role-players, but newcomers may find them perplexing.

If a sword deals "3d4 +9 damage," that means that it deals damage equal to 3 rolls of a 4-sided die, plus 9. In this example, the sword would deal anywhere between 12 and 21 points of damage per strike. This notation is a holdover from pen-and-paper role-playing games, where dice rolls are used to calculate damage.

If a helmet gives "+20 Might and -5 Intellect," this means that the wearer of the armor gains a bonus of 20 to his or her Might attribute, but a penalty of 5 to his or her Intellect. (Such an item would be of most use to warrior classes, who have little need for Intellect.)

Character Creation

In *Might and Magic VII* you controlled a party of four characters, all of whom were created by you. These four characters were your permanent party; you couldn't get rid of them or add new members. *Might and Magic VIII* is different. In this game you control a party of up to five characters, but you only create one of those characters. The other four members of your party must be recruited as you play the game.

This affects the dynamics of play, and to some degree lessens the importance of character creation. Skills that your starting character lacks can be supplemented by recruiting new characters. Still, your most important character is definitely the one you start the game with. This is the one character that cannot be dismissed or replaced. It's best to put some thought into this character, therefore, lest you get sick of him or her halfway through the adventure.



Attributes



Figure 2-1. Assign points only to attributes that will help your character.

Deciding your character's class is the most important part of character creation. However, before we take a look at the classes, we'll examine attributes.

Each character has seven attributes—Might, Intellect, Personality, Endurance, Accuracy, Speed, and Luck.

Attributes are numerical representations of a character's physical and mental abilities. The higher a character's attribute rating is, the better he or she is at that particular ability.

For each attribute, a score of 13 is considered "average." Attribute ratings above or below this value convey bonuses or penalties, respectively, to applicable character actions. You can't avoid starting your character with a few sub-average attributes—there aren't enough bonus points to go around.

The key to effectively modifying attributes is to make sure each character is strong in those attributes that best serve his or her class. For example, Necromancers have little need for Personality, but rely heavily on Intellect. Raise a Necromancer's Intellect by reassigning points from his or her Personality rating.

Might

Might affects how much damage a character does in hand-to-hand attacks. High Might ratings confer a bonus to the amount of damage inflicted by sword, mace, dagger, spear, axe, and staff blows. All characters can benefit from a high Might rating, but those that specialize in combat skills will make best use of it.

Intellect

Intellect reflects a character's ability to understand the abstract concepts of elemental magic spells—those of the Fire, Earth, Air, and Water schools. The

character classes that use this type of magic—Necromancers and Dark Elves—gain bonuses to their Spell Point total if they have high Intellect ratings. Other character classes make little use of this attribute.

Personality

A character's personal will and charm is reflected by his or her Personality rating. Personality is key to a character's ability with Spirit, Mind, and Body spells. Clerics, Vampires, and Minotaurs—the classes that use this "Magic of the Self"—gain a bonus to their Spell Point total. Others don't use the attribute.

Endurance

Endurance measures a character's physical durability and capability to take damage, so it's important for all character classes. High Endurance adds to a character's Hit Point total. It also measures how much damage a character can take before it dies. When a character's Hit Points are reduced to zero, he or she becomes unconscious. The character dies when his or her Hit Points are reduced to a negative value equal to his or her Endurance. Thus, a character who has an Endurance rating of 15 will die when his or her Hit Points are reduced to -15.

Accuracy

Your characters' eye-hand coordination is represented by their Accuracy ratings. A high Accuracy rating increases a character's chance to hit with hand-to-hand weapons and bows. It's particularly useful to classes that specialize in weapon use.

Speed

Characters with high Speed ratings are able to perform more actions in a given time frame. Whenever a character performs an action such as casting a spell or performing a weapon attack, he or she must recover before performing another action. Having a high Speed rating allows a character to recover more quickly. Speed also affects Armor Class.

Luck

When characters are hit by magical attacks, they have a chance to take less damage based on their resistance to that particular type of attack (see Chapter 3). Luck acts as a bonus to resistance. Characters who have the Perception skill also use Luck when avoiding damage from traps.

Attribute Bonuses

The formula used to figure attribute bonuses and penalties is the same for all attributes as shown on the table below. Thus, a Luck of 15 conveys +1 to resistance, and a 15 Speed gives a +1 Armor Class bonus and reduces recovery time by 1. Attributes can rise above 500, but convey no further benefits.

Table 2-1. Attribute Bonus Table

<i>Attribute Score</i>	<i>Bonus/Penalty</i>	<i>Attribute Score</i>	<i>Bonus/Penalty</i>
0	-6	50	+9
3	-5	75	+10
5	-4	100	+11
7	-3	125	+12
9	-2	150	+13
11	-1	175	+14
13	0	200	+15
15	+1	225	+16
17	+2	250	+17
19	+3	275	+18
21	+4	300	+19
25	+5	350	+20
30	+6	400	+25
35	+7	500	+30
40	+8		

As you can see from this chart, you get slightly diminishing returns as a character's attributes rise above 21, and seriously diminishing returns when the attributes rise over 40.

Character Classes Described

Necromancer

Necromancers are capable of wielding Dark magic, and are also excellent at casting elemental magic (Earth, Water, Air, and Fire). They are poor fighters and are limited in the weapons and armor they may use.

Promoted Necromancers are called Liches. Liches have access to higher-level spells and magical abilities.

Cleric

Clerics are spell casters first, warriors second. They're the best at Spirit, Body, and Mind Magic, plus their specialty, Light Magic. (No other class may use Light Magic.) They can fight, but aren't particularly skilled at it. They're limited to light armor and blunt weapons.

Promoted Clerics are called Priests of the Sun. They have access to the most powerful Spirit, Body, Mind, and Light Magics.

Knight

Knights are pure fighters, incapable of learning any magic whatsoever. This may seem like a severe limitation, but Knights are excellent warriors, capable of mastering most weapons and armors. They add muscle to the party.

Promoted Knights are called Champions. Champions can attain Grand Master status in several combat-related skills.

Troll

Trolls, like Knights, are pure fighters with no spell casting skills. They're more tough and durable than Knights, but they can't wear the heaviest armor. They can regenerate Hit Points.

Promoted Trolls are known as War Trolls. They can achieve superior mastery of Regeneration and other martial skills.

Minotaur

Minotaurs are fighters first, spell casters second. They're strong, especially skilled with axes, and can cast some Body, Mind, and Spirit spells. They can't use helmets or shields, however.

Promoted Minotaurs are called Minotaur Lords. They have excellent Axe and Perception skills.



Dark Elf


Dark Elves are very balanced. They can fight fairly well, especially with bows, but are prevented from using spears, axes, or plate armor. They can cast elemental magic, though not at the highest levels. Dark Elves can cast a few unique spells known only to their race. They're also very good at certain miscellaneous skills, such as Disarm Trap and Merchant.

Promoted Dark Elves are known as Patriarchs. They can attain further mastery of a wide array of skills.

Vampire

Vampires are decent fighters and powerful casters of Body, Mind, and Spirit spells. They're limited in their weapon and armor choices, but they have special abilities known only to their race.

Promoted Vampires are known as Nosferatu. They gain additional spell ability and are capable of transforming themselves into mist.



Dragon (not available as a starting character)

Dragons can't be starting characters, but they may be added to the party later. They don't use weapons or armor at all, instead relying on claws, breath weapons, and Dragon-specific spells.

Promoted Dragons are known as Great Wyrms. They gain additional Dragon-specific skills and powers.

Character Class Specifics

Starting Attributes

Each character class has certain starting attributes. Each class also has limits on how low or high an initial attribute may be.

Attributes that are uncommon to a particular class (such as Intellect to a Minotaur) cost twice as many bonus points to raise, while attributes common to that class (such as Might to a Minotaur) cost half as much to raise.

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Table 2-2. Starting Attributes by Class

Class	Level	Might	Endurance	Intellect	Personality	Accuracy	Speed	Luck
Knight	Minimum	9	9	9	9	9	9	9
Knight	Starting	11	11	11	11	11	11	11
Knight	Maximum	25	25	25	25	25	25	25
Cleric	Minimum	9	9	9	9	9	9	9
Cleric	Starting	11	11	11	11	11	11	11
Cleric	Maximum	25	25	25	25	25	25	25
Necromancer	Minimum	9	9	9	9	9	9	9
Necromancer	Starting	11	11	11	11	11	11	11
Necromancer	Maximum	25	25	25	25	25	25	25
Dark Elf	Minimum	9	5	9	9	12	9	9
Dark Elf	Starting	11	7*	11	11	14**	11	11
Dark Elf	Maximum	25	20	25	25	30	25	25
Minotaur	Minimum	12	9	5	9	9	9	9
Minotaur	Starting	14**	11	7*	11	11	11	11
Minotaur	Maximum	30	25	20	25	25	25	25
Troll	Minimum	12	12	5	5	9	9	9
Troll	Starting	14**	14**	7*	7*	11	11	11
Troll	Maximum	35	35	15	15	25	25	25
Vampire	Minimum	9	9	9	9	9	9	9
Vampire	Starting	11	11	11	11	11	11	11
Vampire	Maximum	30	30	30	30	30	30	30

* Costs double to raise

** Costs half to raise

Starting Resistances

Each character class starts out with certain resistances to different types of magic. The following table displays those resistances.

Table 2-3. Starting Resistances by Class

Class	Fire	Air	Water	Earth	Spirit	Mind	Body
Knight	0	0	0	0	5	0	0
Cleric	0	0	0	0	5	0	0
Necromancer	0	0	0	0	5	0	0
Dark Elf	5	5	5	5	0	0	0
Minotaur	0	0	0	0	5	5	5
Troll	0	0	0	0	0	0	0
Vampire	0	0	0	0	0	0	0
Dragon	0	0	0	0	0	Immune (200)	0

Magic Skills

Each class has a varying ability to learn magic spells. The following table explains which classes are capable of mastering which spell disciplines.

“N” means the skill can be learned at Normal level.

“E” means the skill can be learned at Expert level.

“M” means the skill can be learned at Master Level.

“GM” means the skill can be learned at Grand Master level.

Table 2-4. Magic Skills by Class

Class	Fire	Air	Water	Earth	Spirit	Mind	Body	Light	Dark	Vampire	Elf	Dragon
Necromancer	M	M	M	M	—	—	—	—	M	—	—	—
Lich	GM	GM	GM	GM	—	—	—	—	GM	—	—	—
Cleric	—	—	—	—	M	M	M	M	—	—	—	—
Priest of Light	—	—	—	—	GM	GM	GM	GM	—	—	—	—
Knight	—	—	—	—	—	—	—	—	—	—	—	—
Champion	—	—	—	—	—	—	—	—	—	—	—	—
Troll	—	—	—	—	—	—	—	—	—	—	—	—

CHAPTER 2 Character Creation

Class	Fire	Air	Water	Earth	Spirit	Mind	Body	Light	Dark	Vampire	Elf	Dragon
War Troll	—	—	—	—	—	—	—	—	—	—	—	—
Minotaur	—	—	—	—	N	N	N	—	—	—	—	—
Minotaur Lord	—	—	—	—	E	E	E	—	—	—	—	—
Dark Elf	E	E	E	E	—	—	—	—	—	—	M	—
Patriarch	M	M	M	M	—	—	—	—	—	—	GM	—
Vampire	—	—	—	—	E	E	E	—	—	M	—	—
Nosferatu	—	—	—	—	M	M	M	—	—	GM	—	—
Dragon	—	—	—	—	—	—	—	—	—	—	—	M
Great Wyrn	—	—	—	—	—	—	—	—	—	—	—	GM

Combat Skills

The following table illustrates which classes can master which combat skills. Characters without any skill in a particular weapon or armor can't wield or wear that weapon or armor at all.

Note that Dragons don't appear on this table, because they cannot wield weapons or wear armor.

"N" means the skill can be learned at Normal level.


"E" means the skill can be learned at Expert level.

"M" means the skill can be learned at Master Level.

"GM" means the skill can be learned at Grand Master level.

Table 2-5. Combat Skills by Class

Class	Sword	Axe	Staff	Spear	Dagger	Bow	Mace	Leather	Chain	Plate	Shield
Necromancer	—	—	M	—	E	N	—	E	—	—	—
Lich	—	—	M	—	E	N	—	E	—	—	—
Cleric	—	—	E	—	—	N	M	E	E	—	M
Priest of Light	—	—	E	—	—	N	M	E	E	—	M
Knight	M	M	E	M	E	E	M	E	M	M	M
Champion	GM	M	E	GM	E	E	M	E	M	GM	GM
Troll	M	M	M	E	E	N	M	M	E	—	—
War Troll	M	M	GM	E	E	N	GM	GM	E	—	—
Minotaur	E	M	M	M	E	E	M	E	M	M	—



Class	Sword	Axe	Staff	Spear	Dagger	Bow	Mace	Leather	Chain	Plate	Shield
Minotaur Lord	E	GM	M	M	E	E	M	E	M	M	—
Dark Elf	M	—	—	—	M	M	N	M	M	—	E
Patriarch	M	—	—	—	M	GM	N	M	GM	—	E
Vampire	M	E	—	—	M	N	E	M	E	—	M
Nosferatu	M	E	—	—	GM	N	E	M	E	—	M

Miscellaneous Skills

The following table illustrates each character class's ability to learn miscellaneous skills.


"N" means the skill can be learned at Normal level.

"E" means the skill can be learned at Expert level.

"M" means the skill can be learned at Master Level.

"GM" means the skill can be learned at Grand Master level.

Table 2-6. Miscellaneous Skills by Class



Class	Disarm Trap	Perception	Merchant	Learning	Meditation	Body	Identify Item	Repair	Identify Monster	Armsmaster	Alchemy	Regeneration
Necromancer	N	N	E	M	M	—	M	—	M	—	M	—
Lich	N	N	E	GM	GM	—	M	—	M	—	GM	E
Cleric	—	E	M	E	M	N	—	E	—	N	E	—
Priest of Light	—	E	M	E	M	N	—	E	—	N	E	—
Knight	E	E	E	N	—	M	—	M	N	M	—	—
Champion	E	E	E	N	—	M	—	GM	N	GM	—	—
Troll	N	N	N	N	—	M	—	M	E	M	—	M
War Troll	N	N	N	N	—	GM	—	M	E	M	—	GM
Minotaur	M	M	E	N	—	M	—	—	—	M	N	—
Minotaur Lord	M	GM	E	N	—	M	—	—	—	M	N	—
Dark Elf	M	M	M	E	E	—	M	E	—	E	E	—
Patriarch	GM	M	GM	E	E	—	M	E	—	E	E	—
Vampire	E	E	E	N	—	—	E	—	M	N	M	E
Nosferatu	E	E	E	N	—	—	E	—	GM	N	M	M
Dragon	—	M	E	M	M	M	GM	—	M	—	M	E
Great Wyrn	—	GM	E	GM	M	M	GM	—	M	—	M	E

Character Creation Tips

Armed with all this information, you still may be perplexed about which character class to pick, and how to allocate your attribute points. Here are a few thoughts on those subjects.

Choosing a Class

Your party needs a good mix of skills, and your starting character can't hope to provide them all. No one character can. Thus, to some degree it won't matter what class your starting character belongs to. You can always address your needs later, by hiring new party members with the appropriate skills.

Your best bet is to make your starting character the class that best suits your style of play. For example, if you like to hack and slash, you should probably take a Knight or Troll. If you want to fight but also have some spell ability, go with a character like a Minotaur. If you plan on slinging spells constantly, a Necromancer or Cleric is a great pick. Dark Elves provide several useful miscellaneous skills that your party will eventually need, so they're a great way of covering lots of bases.



Tip

You may want to read our assessments of various skills in Chapter 4 before choosing a starting character class. Some skills that look vital on paper turn out to be less so in practice, and some that you might think are useless can be extremely helpful.

Because the ability to learn different skills is the main thing that distinguishes character classes, the value you place on a particular skill may mean the difference between choosing one class over another.

Bottom line: You can pick any character and make it work. The only bad pick is one that has skills you won't use—for example, if you tend to just hack and slash in combat but you choose a Necromancer anyway.

Allocating Starting Attribute Points

When you create your character, you're allowed to tweak starting values for the seven major attributes (Might, Intellect, etc.). Here are some tips on getting the most out of this process.

- * Don't worry about creating a "balanced" character. Again, remember that no one character will be everything. Accept this and try to specialize your characters, then use the right characters for the right tasks.
- * If your character is *not* a Vampire, Cleric, or Minotaur, Personality is not needed. Minimize Personality and allocate the points elsewhere.
- * If your character is *not* a Necromancer or Dark Elf, Intellect is not needed. Minimize Intellect and use the points elsewhere.
- * The remaining attributes are somewhat useful to all characters, though you don't have to worry much about allocating Might to your Necromancers. Just try not to be too poor in any one area.



Tip

Don't worry about making mistakes when allocating attribute points. Just as long as you follow the basic guidelines outlined above, you'll do fine. There are a number of ways to boost your characters' attributes throughout the game, so the decisions you make here will become less and less important as the game wears on.

Skill Allocation



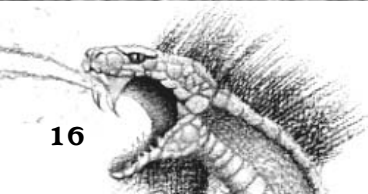
Figure 2-2. Don't sweat too much over picking those starting skills.

Each character starts the game with four skills. Two starting skills are mandatory. The other two skills may be selected from a small pool.

Skill selection may seem like a momentous decision, but it's not. Any skill that your class is capable of learning can be

picked up during the game itself, for a small fee. The skill decisions you make during character creation are insignificant.

While initially learning a skill isn't a big deal, spending Skill Points on a particular skill is a big deal. Chapter 4 goes into greater depth on how to spend your character's Skill Points throughout the course of the game.



C H A P T E R

3



Adventuring

This chapter deals with the general topic of adventuring. This broad subject includes such varied issues as travel, exploration, and combat. This chapter and the next provide general information that complements the specific information found in later chapters.

Receiving and Completing Quests



Figure 3-1. Quests are the backbone of Might and Magic VIII.

Might and Magic VIII is played by completing a series of quests. These quests can be broken into three broad categories: Main Line, Promotion, and Secondary.

Main Line Quests are essential to winning the game. You must complete them if you hope for ultimate victory.

Promotion Quests are quests that offer promotions as rewards. (Remember, promotions allow your characters to gain extra Spell Points, Hit Points, and skills.) These quests aren't required, but you really should promote all of your characters at some point—or they'll fail to reach their highest potential.

Secondary Quests, the final type, are simply quests that you'll receive as you proceed through the land of Jadame and talk to various characters. They are not essential. However, they typically provide gold and experience as a reward, and the process of undertaking these quests usually strengthens your characters.

While you could theoretically ignore all but the Main Line Quests, you should perform many other quests as well, just to strengthen your party.

Outdoor Adventure



Figure 3-2. You'll see a good deal of combat in Jadame's outdoor regions.

Your adventure in the Jadamean outdoors takes place on square regional maps. Each region represents an area important to the game's story. When you travel to the edge of a region, you are given the option to travel to the next region. If you do so, the game automatically

takes your party across the unimportant areas and you immediately arrive on the next region map. A map showing how the regions connect to each other is in Chapter 5.

Within a region, you'll find towns, entrances to dungeons and other indoor locations, mysterious Obelisks, and many other interesting places to visit. But be careful as you explore. The Jadamean countryside is a dangerous place, full of wandering creatures that won't hesitate to attack you. Each region is discussed in detail in Chapter 7, but here are some hints on how to deal with situations you'll find all over Jadame.

Towns

Almost all regions contain towns. Towns usually contain houses, shops, taverns, government centers, training halls, and other services. Although it's possible to be attacked by hostile creatures in towns, you can generally think of them as places to rest, advance, and equip your characters between episodes of adventure.



Figure 3-3. *Towns provide invaluable services.*

Shops and Services

You can buy, sell, repair, and identify items at shops. Shops also teach new skills. Each type of shop deals with a specific type of item, such as weapons or potions. Selling items to shops is an important source of gold income. When you sell items, make sure to sell them out of the

backpack of the character with the best Merchant skill. Have the same character make your shop purchases. He or she will get the best prices.

Most large towns contain a tavern, temple, and training hall. At taverns you can buy food, rent a safe room to rest in, or play a game of Arcomage. In the temples you can heal your characters and, by doing so, remove any conditions affecting them (see Character Conditions below). Training halls are discussed in Chapter 4.

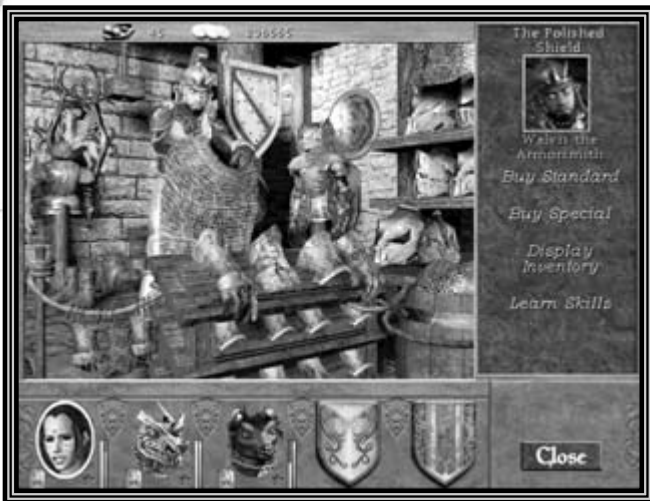


Figure 3-4. *Shops not only sell items, but also buy and identify them, and teach basic skills.*

All shops and services teach new skills to characters who can learn them. The skill costs listed in the following table are the base costs for this service. Characters with the Merchant skill will spend less.

CHAPTER 3 Adventuring

Table 3-1. Shops and Services

<i>Location</i>	<i>Items Sold/Services</i>	<i>Skills</i>	<i>Skill Cost</i>
Weapon Shop	Weapons	Combat (weapon use)	500
Armor Shop	Armor, Gauntlets, Shields, Helmets	Combat (armor use)	500
Guilds of Self Magic	Learning Books	Spirit, Mind, and Body Magic; Learning	1,000
Guilds of Elemental Magic	Learning Books	Fire, Water, Air, and Earth Magic; Meditation	1,000
Alchemist	Potions, Potion Ingredients	Identify Monster, Alchemy	500
Magic Shops	Belts, Capes, Helmets, Scrolls, Wands, Boots, Potions, Rings, Gems, Learning Books	Identify Item, Repair Item	500
Temple	Heal your characters	Merchant, Regeneration	500
Tavern	Food, safe room to rest in	Disarm Traps, Perception	500
Training Hall	Train your characters	Body Building, Armsmaster	500



Figure 3-5. Always explore houses. A few houses don't contain anyone or anything of interest—but most of them do.

Houses

Enter all the houses you find and talk to the people inside. Not only are house characters sources of valuable information, they also may be teachers. For a price, teachers will increase the skill expertise of characters (see Chapter 4).

House characters also often give your party quests.



Figure 3-6. Banks can be used or ignored, depending on your style of play.

Banks

Jadame contains a network of banks. You can visit them and put gold into an account. Your party's account can be added to or drawn from at any bank in Jadame. Bank accounts pay no interest. Because you lose all the gold your party is carrying if

your entire party dies, you can protect yourself from destitution by keeping some funds in the bank. Generally, though, it's simplest to keep your money with you and then re-load your last saved game if all your characters die.

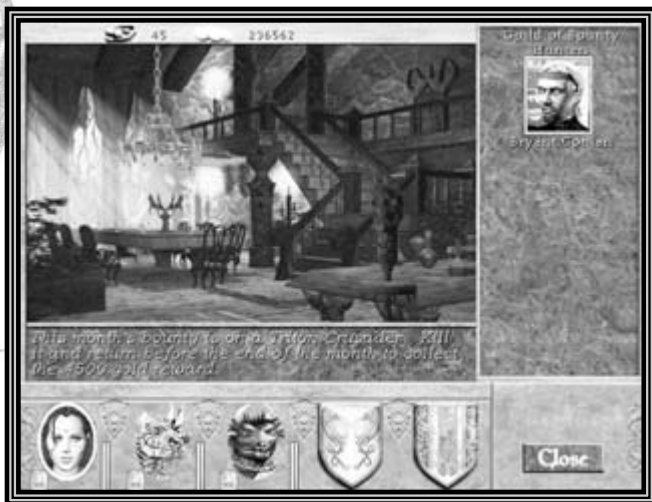


Figure 3-7. Bounty Hunters' Guilds offer different bounties each month.

Bounty Hunters' Guilds

Bounty Hunters' Guilds pay money for killing a specified creature and then returning to the Guild by the end of the current month. If you do this, you'll collect a gold reward.

If you want to do this, make sure to visit a Bounty Hunters'

Guild at the beginning of the month to give yourself the maximum amount of time to complete the task.

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Figure 3-8. Stables allow rapid transit between regions.

Stables and Docks

Most towns contain stables and/or a dock. Both act as a region-to-region transportation system. For a fee, they'll safely deliver you to a new location faster than you would get there on foot. This type of travel uses up no food, and the party arrives at its destination well rested. For a complete destination and time schedule, see Chapter 5.



Figure 3-9. Docks, like stables, allow you to travel between regions quickly.

Indoor Adventure



Figure 3-10. Indoor areas offer some of the biggest challenges in the game.

As you explore the Jadamean countryside, you'll come across entrances to caves, castles, dungeons, temples, and many other indoor areas. Most quests are actually performed indoors, but really, there's little practical difference between the indoors and outdoors in terms of playing

the game. The Inferno spell only works indoors. Meteor Shower, Fly, Starburst, Sunray, and Armageddon only work outdoors. Night and day only occur outdoors, so indoor areas don't receive natural light.

Party and Character Actions

Moving

There are many different ways to move your party around. Here is a look at the rules that run the physical universe of *Might and Magic VIII*, and how they can be altered using various spells.

Walking and Running

Your party can move at one of two speeds—running or walking. Keep this in mind during combat, because it determines whether or not you can run away from monsters or catch up to ones running from you. The party's walking speed is 384, and its running speed is 768. These numbers make the most sense if you compare them to the movement speeds of different creatures (see Chapter 8).

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Figure 3-11. Running is usually preferable, so check the Always Run option.

You may occasionally find yourself blocked in by nonhostile creatures (such as peasants) who are just standing in your way, preventing you from moving, or blocking doors. You can yell at them (by default, **[Y]**) to get them to move out of your way.



Figure 3-12. Jumping is sometimes the only way to proceed.

Jumping

Some barriers and small gaps can be jumped. On the default keyboard configuration, press **[X]** to jump. To give the party forward motion during a jump, you also must be running. You can use the Jump spell to increase the height of your jump.

To use the spell to make a running jump:

1. Open the spell book of a character that knows the Jump spell.
2. Make Jump the Quick Spell by clicking on Jump and then pressing the Set Spell button.
3. Close the spell book.
4. Make sure that the character is the currently chosen one by clicking on his or her portrait.
5. Run the party in the direction you want to Jump using the arrow keys and simultaneously press **[S]** when you reach the place you want to Jump from. Keep holding the **[↑]** key through the Jump to extend its range.



Figure 3-13. Be careful on steep slopes.

Falling and Slipping

Gravity affects the party and monsters. Monsters don't take damage from falls, but your characters do. For every 10 feet that your party falls, each character takes 10 percent of his or her maximum Hit Points in damage. A fall of 100 feet or more will kill your entire party.

If you run the Feather Fall spell, you can safely fall any distance.

If your characters are standing on a steep hill, they'll slip as gravity pulls them down. You can safely descend any surface that has less than a 90 degree slope by slipping down it. To do this, walk carefully onto the slope and use the arrow keys to stay close to it as you slide down. Be careful not to jump away from the slope because you'll fall and possibly take damage. If the slope is steep enough, you won't be able to climb back up it, so be sure that you really want to go down before stepping off the edge.

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Figure 3-14. You can jump into the water to cross it, but you'll need spells to cross large bodies of water.

Crossing Water

Normally, your movement is blocked when you come to the edge of a lake or river. However, you can move across water by making a running jump at the shoreline. This is a handy thing to remember because it allows


you to ford small streams and reach islands near shores. Use this with caution. Your characters take 10 percent of their maximum Hit Points in drowning damage every few seconds that they remain on water. This can be the death of your party if you fall into water and can't get out, so be careful. To safely cross water, use the Water Walk spell.



Figure 3-15. Fly is a vital spell, especially late in the game.

Flying

The Fly spell can only be cast outside. Although there are only a couple of places where Flying is necessary (in these cases, a Fly scroll is usually available), it's a very useful ability. Not only can you travel from place to place avoiding all natural obstacles, you also can avoid encounters



with nonflying creatures. This will allow you to access some areas much earlier in the game than you would be able to otherwise. All these are compelling reasons to develop a character who can cast Fly (which requires the Air Magic skill at master expertise).

By the later stages of the game, it's crucial to be able to Fly. Without this skill, your characters will be bogged down by swarms of enemies in tough outdoor areas. Note that the dragon's Flight ability is equivalent to the elemental magic skill Fly.



Figure 3-16. Teleporters allow you to move quickly and safely.

Teleportation

Jadame contains certain gateways that teleport your party. It's a good idea to save your game before entering an unexplored teleporter. The Water Magic spells Town Portal and Lloyd's Beacon allow you to return to positions you have previously visited. Use them to return to places of safety.

Invisible Movement

Invisibility, a master-level Air Magic spell, allows you to sneak past monsters. This can make some impossible situations easy. It does, however, have its limitations. Your party becomes visible when it attacks, so you can't use Invisibility and kill monsters.

Disarming Traps



Figure 3-17. Almost every chest in the game is trapped. This makes the Disarm Traps skill is extremely valuable.

Most treasures are stored in containers protected by traps. Each trap has a difficulty number associated with it. For the trap to be disarmed, the character opening the chest (the active character) must have a Disarm Trap skill level higher

than the trap's difficulty. If the character doesn't have sufficient skill, the trap goes off, damaging the entire party. Unfortunately, there's no way to know ahead of time what the trap's difficulty is. This is a good reason to develop a character with grand master Disarm Trap, which gives him or her the ability to bypass all traps 100 percent of the time.

Once you've set off a trap, it's disarmed. You may open the previously trapped container safely.

Finding Hidden Items and Secret Doors

The Perception skill is not actively used, rather it's applied automatically. Hidden items will be revealed only if you have a character with a high enough level of Perception. How high Perception needs to be for you to see a given item is preset in the game. Having a Perception grand master gives you a 100 percent chance of seeing all hidden items. Perception can reveal hidden doors, levers, and buttons. If they're revealed, you'll see them highlighted in red.

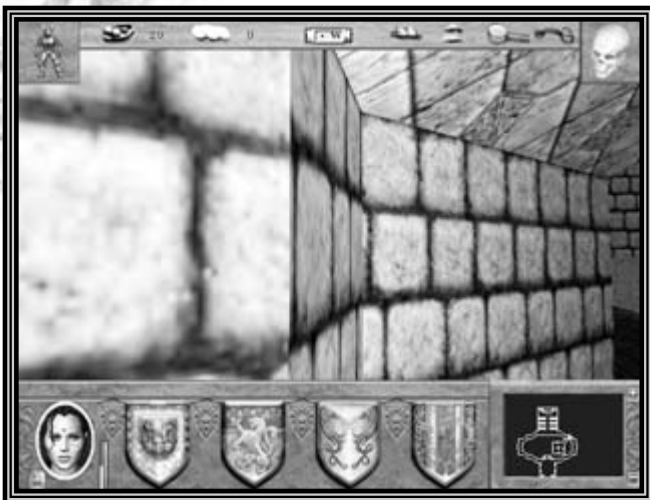


Figure 3-18. If your Perception skill is high enough, secret doors and traps show up in red.

Drinking from Wells and Fountains

You can have your characters drink from the wells and fountains located around Jadame by clicking on them. Most of these will have some effect on your characters—usually beneficial, but sometimes not. Each well and fountain's effect is explained in Chapter 7.

Combat

How effective your party is at combat is mostly dependent on your characters' attributes, combat skills, magic skills, and equipment. Regardless of how you play the game or develop your party, almost all of the challenges you face will require you to fight and defeat enemy creatures.

The rules that govern *Might and Magic VIII* combat are really quite simple. When you approach hostile creatures, they attack you. Some creatures have missile attacks and can attack you from a distance. Those that don't have missiles must be near your party to attack. Creatures with ranged attacks try to engage you from a distance. Others charge your party until they can attack. Your characters make ranged attacks with bow weapons and spells, and make hand-to-hand attacks with spells, empty fists, or held weapons.

How often your characters or creatures can attack or cast a spell depends on their Recovery rating. The lower a combatant's Recovery rating is, the more often he or she can attack. For each creature, this number is set. For your characters, Recovery depends on their combat skills, Speed, and equipment.

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Figure 3-19. You'll constantly seek new ways to improve your party's combat effectiveness.

Missiles from bow and spell attacks fly through the air toward their targets. If a target creature moves out of the way of the flying missile, the attack will miss. Hand-to-hand and missile attacks that reach their targets have a chance to do damage based on the target's Armor

Class. Spell attacks that reach their targets do damage based on the target's resistance to that type of spell.


Most creatures retreat if they take a large amount of damage. How much damage they can take depends on their AI type. Creatures with Normal AI will retreat if they take 80 percent damage. Aggressive creatures will run if they take 90 percent damage. Suicidal creatures will never run, and Wimp creatures will run away as soon as hostilities ensue. AI Type, Recovery, Armor Class, and other combat-related stats are listed for each creature in Chapter 8

"To Hit" Formula for Weapons

Whether a character's hand-to-hand attack does damage depends on his or her Attack Bonus and the target's Armor Class. For bow attacks, range is also a factor. Spell attacks automatically hit targets they reach.

Table 3-2. Range Multiplier for Ranged Attacks

Range	Distance to Target	Range Multiplier
Short	0-40 feet	1
Medium	40-200 feet	1.5
Long	200-320 feet	2




The Range Multiplier for all hand-to-hand attacks is 1. Formula calculation:

1. Attack number = (Attack Bonus x 2) + target Armor Class + 30
2. Defense number = (target Armor Class + 15) x Range Multiplier
3. A random number between 1 and attack number is calculated.
4. If (random number - 1) is greater than or equal to the defense number, then the attack hits.

Damage and Resistance

Spells do Air, Fire, Water, Earth, Body, Spirit, Mind, Dark, or Light damage depending on what school of magic they belong to. Weapon attacks do Physical damage. If an attack hits its target, the target has a chance to take less damage from the attack if it has resistance to the type of damage the attack does. Some creatures are immune to certain types of damage.

If a character has resistance to a particular type of attack, he or she has a chance to take half, quarter, or eighth damage from that attack. This is figured as follows:

- 
1. If the character has no resistance to the attack type, he or she takes full damage.
 2. Otherwise, a resistance check is made: Resistance number = Resistance + Luck + 30
 3. A random number is determined between 1 and the resistance number.
 4. If the random number greater than 30, then the character resists the attack, otherwise he or she takes full damage.
 5. If the character resists, then a second resistance check is made. If it fails, then half damage is dealt.
 6. If the second resistance succeeded, then a third check is made. If it succeeds, then eighth damage is delivered. If it fails, then the damage is quarter.

Real Time vs. Turn Based

Pressing **(ENTER)** toggles the game between real-time and turn-based modes. In turn-based mode, the game marks time in rounds. Each round has an attack phase and a movement phase. During the attack phase, each character and creature performs any actions he or she is able to. How many actions a combatant can perform depends on the recovery time of each action. For example, a character with a high Speed using a lightweight dagger might get two attacks in a round, whereas a character swinging a much slower axe might get only one. After all attacks are performed, combatants get a chance to move a short distance.

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Figure 3-20. Turn-based mode is best if your party is facing a serious threat. It gives you time to think, cast spells, and even use items from your inventory.

you can adjust your characters' equipment and even pass around items between each attack. On the downside, you can't move while your enemies are attacking. In real-time mode, you can dodge enemy missiles and spells, but they can dodge yours, too.

Real-time mode is great for charging enemies to engage them with hand-to-hand fighting specialists. It's also good if you want to run away from nearby enemies, or run through a pack of enemies without taking much damage.

If you want to perform a series of precise actions, or if you want to cast lots of spells, turn-based mode is better. Turn-based mode is also preferable if you're trying to shoot quick enemies with long-range weapons, because it prevents them from dodging out of the missiles' path.

In most battles, you'll toggle between the two modes as needed.

Character Conditions

Your characters can be affected by a wide variety of conditions. These include spells, some monster attacks, and drinking from wells, among other things. For example, they can become Drunk, Insane, Weak, or even Dead. Characters can be brought back to normal by healing them at temples or by having the correct healing spell cast on them.

Generally, you should try to keep your characters in Good condition. If you don't have a character who has a strong mix of Mind, Body, and Spirit spells, and/or has the Alchemy skill, make sure you know the location of the closest

temple. Condition-affected characters greatly weaken your party. There's an exception: characters who don't use magic can gain benefits from being Insane. This condition reduces the Personality and Intellect attributes used by spell casters, but increases Endurance and Speed, and doubles Might.

The following table shows how various conditions affect character attributes. The numbers listed are percentages.

Table 3-3. Condition Effects on Attributes

Condition	Might	Intellect	Personality	Endurance	Accuracy	Speed	Luck	Cure
Good (normal)	100	100	100	100	100	100	100	—
Afraid	120	50	50	100	50	120	100	Remove Fear
Asleep	100	100	100	100	100	100	100	Awaken, Resting
Cursed	100	100	100	100	100	100	100	Remove Curse
Dead	100	100	100	100	100	100	100	Resurrection
Disease 1	60	100	100	60	60	60	100	Cure Disease
Disease 2	30	60	60	30	30	30	100	Cure Disease
Disease 3	10	30	30	10	10	10	100	Cure Disease
Drunk	50	25	25	50	10	20	200	Resting
Eradicated	100	100	100	100	100	100	100	Resurrection
Insane	200	10	10	150	100	120	100	Cure Insanity
Poisoned 1	75	100	100	75	75	75	100	Cure Poison
Poisoned 2	50	75	75	50	50	50	100	Cure Poison
Poisoned 3	25	50	50	25	25	25	100	Cure Poison
Paralyzed	100	100	100	100	100	100	100	Cure Paralysis
Stoned	100	100	100	100	100	100	100	Stone to Flesh
Unconscious	100	100	100	100	100	100	100	Resting, Hit Points above 0
Weak	100	100	100	100	100	100	100	Cure Weakness, Resting

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- * Good is the normal state characters are in when they're not affected by conditions.
- * Asleep characters wake after resting or being attacked.
- * Cursed characters automatically fail attacks and spells 50 percent of the time.
- * Weak characters lose Hit Points over time. Their attacks do half damage.
- * Poisoned and Diseased characters lose half their Hit Points the first time they rest after receiving the condition.

Resting and Food

It's important to have your characters heal and rest (also known as camping) at least once every 24 hours. If they don't, they'll become weak. Resting and healing restores lost Hit Points and Spell Points, and cures many conditions. Your characters can rest only in a safe place where no hostile creatures are nearby. Make sure that where you choose to camp will remain safe for eight hours. If hostile creatures chance upon your sleeping party, you'll have to face them with a single character until the others are awakened by being attacked or the Awaken spell is cast.



Figure 3-21. Camping is great in a pinch, but you should also visit Taverns for safe, restful evenings whenever possible.

You can only heal and rest if you have enough food to make camp. How much food is needed depends on what terrain the party is standing on when you choose to camp. If you don't camp, food is used up at the rate of one unit per day. Table 3-4 shows food use when healing and resting, by terrain type.

Table 3-4. Food Use by Terrain Type

<i>Terrain</i>	<i>Food Use</i>
Grass	1
Dirt	2
Road	2
Inside	2
Snow	3
Marsh	3
Wasteland	4
Desert	5

When you travel from one region to another on foot, food is used up. When you reach the edge of a region map, a display tells you how many days it takes to travel to the next region. During such travel, food is used at one unit per day. If you have enough food for the journey, your characters will arrive well rested as if they have camped. Otherwise, they'll arrive Weak.


C H A P T E R

4




Character & Party Development

When the game begins, your characters are weak neophytes. By game's end, they'll face and defeat mighty dragons, powerful elementals, and unique creatures that you've never even heard of. This chapter looks at how your party becomes more powerful through character development.



As you play through the adventure, your characters gain experience points by completing quests and defeating creatures. The tougher the quest or creature, the more experience points it is worth. Experience points gained by your party are distributed evenly among all characters that aren't incapacitated (dead, stoned, or eradicated). Once a character gains enough experience points, he or she becomes eligible to train for the next character level at a training hall. At each new level, a character's Hit and Spell Point maximum values go up, and they gain Skill Points.

You spend Skill Points to advance the levels of a character's skills. Once a character's skill level reaches a high enough number, he or she can learn that skill at a higher expertise level (expert, master, or Grandmaster) if the expertise level is attainable by his or her character class. Raising a skill to a higher level and expertise gives a character many benefits (see Skills below).



Each character class has two ranks: a starting rank and a promoted rank. Ranks are gained by completing Promotion Quests. Gaining a higher rank increases how much it costs for a character to train to the next level. Promoted characters do, however, receive more Hit and Spell Points per level than they did at lower ranks. Higher ranks give characters access to new skills and allow them to learn existing skills at higher expertise levels.

Characters can gain temporary or permanent bonuses to their attributes and other personal statistics by consuming potions or drinking from fountains and barrels that you'll find throughout Jadame. A character's attributes and skill levels also can be increased by various items worn and wielded.

Wands, scrolls, and potions give all characters the ability to use magic. Spell casting characters can use learning books to add new spells to their spell books. Once a spell is inscribed in his or her spell book, a character can cast it repeatedly.

Gaining Character Levels

As characters go up in character level, they require an increasing amount of experience points to gain new levels. The cost to train them also goes up. What it costs to train a character from one character level to the next depends on the character's current level and rank. To successfully complete the game, you will have to develop your characters to around level 50-70.

The easy way to tell if a character can go up in level is to look at the experience number in the stat screen. If it appears green, the character can train to the next level. If you right-click on the experience number, you'll see the level to which you can train or the number of points still needed to advance.

The formula for experience points needed for the next level is:

Experience needed = Experience needed for current level + (current level x 1,000)

This works out accordingly:

Table 4-1. Experience Needed for Level Advancement

Level (Through 6)	Experience Needed
1	1,000
2	3,000
3	6,000
4	10,000
5	15,000
6	21,000

The formula for cost of training is:

Training Cost = Training Hall Base Cost x current level x rank.

Hall Base Cost can be from 10 to 80 gold. Rank is 1 for starting rank, 2 for promotion. If the training character has the Merchant skill, training cost can be reduced to a minimum of one-third of the training hall base cost (for cost reduction formula, see “Merchant” under the “Miscellaneous Skills” section below).

At each level, a character gets a bonus to his or her Hit Point and Spell Point maximums. These figures are calculated based on the formula below. Attribute Bonus is the bonus gained from Endurance for Hit Points, and Personality and/or Intellect for Spell Points. When a character is promoted, his or her Spell and Hit Point maximums are recalculated:

Hit/Spell Point maximum = (Points per rank x level) + Attribute Bonus + starting value

Table 4-2. Spell and Hit Points by Level

Class	Starting Values		Hit Points per Level		Spell Points per Level	
	Hit Points	Spell Points	Base	Promotion	Base	Promotion
Knight	35	0	5	8	0	0
Cleric	30	15	2	3	3	5
Necromancer	20	25	2	3	3	5
Dark Elf	25	10	3	4	2	4
Minotaur	30	5	4	6	1	2
Troll	45	0	5	8	0	0
Vampire	30	10	3	4	2	4
Dragon	40	10	4	7	2	3

Skill Development

Your characters each start with four skills and can gain new ones by learning them at shops. Each skill has a skill level and expertise level. While the effects of level and expertise are different for each skill, the higher they are, the better the character knows the skill.

Skill Level

Skill level is raised by spending Skill Points earned when characters gain new character levels. The Skill Point cost to reach a new skill level is equal to the skill level you're paying for. For example, to raise a character's skill level from 4 to 5 costs 5 Skill Points.

Each time your characters go up an experience level, they gain Skill Points according to the following formula:

$$\text{Skill Points gained} = (\text{New Level} \div 10) + 5$$

Any fractions are rounded down, so at levels 1 through 10, a character gains 5 points, and at levels 11 through 20, a character gains 6 points.

Skill Expertise


To reach a given level of skill expertise, the character must attain the proper skill level and then find and pay the proper Teacher in one of the many houses scattered around Jadame. Each Teacher teaches one skill at one level of expertise. Further, each Teacher will only teach the skill expertise to characters who meet the proper rank, character class, skill expertise, and skill level requirements. See Chapter 2 to learn what level of expertise each character class can gain.

Table 4-3. Skill Expertise

<i>Expertise Level</i>	<i>Skill Level Needed</i>
Normal	None. This is the level of a newly learned skill.
Expert	Hold this skill at normal expertise at level 4 or greater.
Master	Hold this skill at expert expertise at level 7 or greater.
Grandmaster	Hold this skill at master expertise at level 10 or greater.

Table 4-4. Armor and Weapons Teachers

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Axe	Expert	Foestryke Residence	Garrote Gorge
Axe	Master	Ravenshore	Hunter's Hovel
Axe	Grandmaster	Balthazar Lair	Senjac's House
Bow	Expert	Dagger Wound Isles	House of Thistle
Bow	Master	Ravenshore	House of Nosewort
Bow	Grandmaster	Alvar	Hall of Solis
Chain	Expert	Ravenshore	Forgewright Estate
Chain	Master	Alvar	Eversmlye Hall
Chain	Grandmaster	Regna	Burnkindle's Spoils
Dagger	Expert	Alvar	Vespers Hall
Dagger	Master	Ravenshore	Jobber's Home
Dagger	Grandmaster	Regna	Nirses Loot
Leather	Expert	Dagger Wound Isles	Thadin's Hut
Leather	Master	Balthazar Lair	Hollyfield House

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Leather	Grandmaster	Ironsand Desert	Talion's Hovel
Mace	Expert	Ravenshore	Townsaver Hall
Mace	Master	Garrote Gorge	Morningstar Residence
Mace	Grandmaster	Ironsand Desert	Hearthsworn Hovel
Plate	Expert	Dagger Wound Isles	Bone's House
Plate	Master	Ravenshore	Botham Hall
Plate	Grandmaster	Garrote Gorge	Ironfist Residence
Shield	Expert	Alvar	Moore Cottage
Shield	Master	Twilight	Nightwood Estate
Shield	Grandmaster	Garrote Gorge	Reaverson Residence
Spear	Expert	Ravenshore	Townsaver Hall
Spear	Master	Alvar	Withersmythe Estate
Spear	Grandmaster	Dagger Wound Isles	Long-Tail's Hut
Staff	Expert	Ravenshore	Puddle's Hovel
Staff	Master	Ironsand Desert	Stone's Hovel
Staff	Grandmaster	Twilight	Stillwater Estate
Sword	Expert	Ravenshore	Luodrin House
Sword	Master	Garrote Gorge	Dragontracker Hall
Sword	Grandmaster	Regna	Cardon Hall

Table 4-5. Magics Teachers

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Air Magic	Expert	Dagger Wound Isles	House of Reshie
Air Magic	Master	Balthazar Lair	Stormeye's House
Air Magic	Grandmaster	Plane of Air	House of Cloud Nedlon
Body Magic	Expert	Dagger Wound Isles	Zevah's Hut
Body Magic	Master	Garrote Gorge	Arin Residence
Body Magic	Grandmaster	Murmurwoods	Snowtree Residence
Dark Elf	Expert	Alvar	Dervish Estate

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Dark Elf	Master	Ravenshore	Caverhill Estate
Dark Elf	Grandmaster	Alvar	Agraynel Estate
Dark Magic	Expert	Alvar	Darkenmoor Hall
Dark Magic	Master	Twilight	House Umberpool
Dark Magic	Grandmaster	Regna	Shadowrunner Vault
Dragon	Expert	Dragon Cave	Ishton's Cave
Dragon	Master	Dragon Cave	Ilthigore's Cave
Dragon	Grandmaster	Dragon Cave	Scarwing's Cave
Earth Magic	Expert	Dagger Wound Isles	House of Grivic
Earth Magic	Master	Alvar	Sablewood Hall
Earth Magic	Grandmaster	Plane of Earth	Griven's House
Fire Magic	Expert	Ravenshore	Temper Hall
Fire Magic	Master	Alvar	Steele Estate
Fire Magic	Grandmaster	Plane of Fire	Burn's House
Light Magic	Expert	Ravenshore	Archibald's Home
Light Magic	Master	Murmurwoods	Dantillion's Residence
Light Magic	Grandmaster	Regna	Cleareye Hall
Mind Magic	Expert	Alvar	House of Krewlen
Mind Magic	Master	Balthazar Lair	Lotts' House
Mind Magic	Grandmaster	Murmurwoods	Dreamwright Residence
Spirit Magic	Expert	Ravenshore	House of Hawthorne
Spirit Magic	Master	Garrote Gorge	Kern Residence
Spirit Magic	Grandmaster	Murmurwoods	Ravensight Residence
Vampire	Expert	Twilight	House Shador
Vampire	Master	Twilight	Dirthmoore Cottage
Vampire	Grandmaster	Twilight	House of Arachnia
Water Magic	Expert	Ravenshore	Pederton Place
Water Magic	Master	Ironsand Desert	Hovel of Mist
Water Magic	Grandmaster	Plane of Water	Black Current's House

Table 4-6. Miscellaneous Skills Teachers

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Alchemy	Expert	Alvar	Watershed Cottage
Alchemy	Master	Murmurwoods	Treasurestone Residence
Alchemy	Grandmaster	Dagger Wound Isles	House of Ich
Armsmaster	Expert	Garrote Gorge	Slayer Residence
Armsmaster	Master	Dagger Wound Isles	Lasatin's Hut
Armsmaster	Grandmaster	Regna	Steelcoif Hall
Body Building	Expert	Dagger Wound Isles	Menasaur's House
Body Building	Master	Garrote Gorge	Otterton Residence
Body Building	Grandmaster	Ironsand Desert	Hovel of Greenstorm
Disarm Trap	Expert	Dagger Wound Isles	House of Ich
Disarm Trap	Master	Alvar	House of Lifter
Disarm Trap	Grandmaster	Regna	Lightfinger's Lockup
Identify Item	Expert	Alvar	Sparkman Home
Identify Item	Master	Dagger Wound Isles	Languid's Hut
Identify Item	Grandmaster	Twilight	Roggen Hall
Identify Monster	Expert	Garrote Gorge	Maker Residence
Identify Monster	Master	Murmurwoods	Keenedge Residence
Identify Monster	Grandmaster	Ravenshore	Stonecleaver Hall
Learning	Expert	Murmurwoods	Mithrit Residence
Learning	Master	Twilight	Mistspring Residence
Learning	Grandmaster	Garrote Gorge	Lightsworn Residence
Meditation	Expert	Ravenshore	Putnam's Home
Meditation	Master	Alvar	House of Nevermore
Meditation	Grandmaster	Twilight	Nightcrawler Estate
Merchant	Expert	Dagger Wound Isles	Isthric's House
Merchant	Master	Alvar	Iverson Estate
Merchant	Grandmaster	Ravenshore	Quicktongue Estate
Perception	Expert	Alvar	Nightwalker Cottage
Perception	Master	Twilight	Steeleye Estate
Perception	Grandmaster	Balthazar Lair	Suretrail House

<i>Skill</i>	<i>Expertise Level</i>	<i>Town</i>	<i>Location</i>
Regeneration	Expert	Ironsand Desert	Tarent Hovel
Regeneration	Master	Murmurwoods	Sampson Residence
Regeneration	Grandmaster	Dagger Wound Isles	Ush's Hut
Repair Item	Expert	Ravenshore	Lott's Family Home
Repair Item	Master	Garrote Gorge	Jeni Residence
Repair Item	Grandmaster	Murmurwoods	Tonk Residence

Strategies for Skill Point Allocation

As you play, it becomes very apparent that Skill Points are the scarcest resource in the game. To succeed, you'll have to spend them wisely. Early on, figure out which characters you want to have what skill at what level, and stick to the plan. There is, for example, no reason to spend your points developing both Leather and Chain for a single character because a character can only wear one type of armor at a time. It's better to have each character specialize in one type of armor. Likewise, there are skills that you should only develop for one of your characters. For example, only one character needs a high Perception value. Having multiple characters with high Perception doesn't add anything to your party.

You almost certainly won't have enough Skill Points to develop strong specialists in all of the available skills, nor do you need to. It's better to play to the strength of your characters' classes than to try to make up for their deficiencies. Sorcerers can only gain Bow at normal expertise, so it is inefficient to spend a lot of points boosting this skill to give them a decent long-range attack. Those points are better spent on, say, Fire Magic, in which Sorcerers excel.

That doesn't mean that you shouldn't give the Bow skill to your Sorcerers. In some cases, it's good to give skills to your characters and then develop them lightly or not at all. Bow gives your characters a long-range attack that they can use even after they've run out of Spell Points, wand blasts, and scrolls. The Learning skill can give significant benefits to anyone. Magic specialists should get weapon and armor skills so they can use these items. Likewise, characters that can use magic, but specialize in other skills should pick up some magic skill so their Spell Points don't go to waste.

Weapon Skills

Before a character can use a particular type of weapon, he or she must possess the skill to use that weapon. Different skills have different effects at different levels of expertise. When a weapon skill adds to a character's Attack Bonus, his or her chance to hit with that particular type of weapon is increased. Damage Bonuses increase the amount of damage a weapon does when it hits. Recovery Bonuses decrease the time between when a character attacks and when he or she can make another action.

Some weapon skills allow characters to use two weapons. Each dual-weapon attack is treated as a single attack and recovers at the rate of the slower weapon. Damage, Attack, and Recovery Bonuses for both weapons are added together, so dual-weapon attacks have a high chance to hit, and inflict massive damage when they do.

Characters who don't have a weapon attack with their hands and feet. The Unarmed skill enhances a character's ability to fight without a weapon. This skill doesn't come into play unless a character isn't holding a weapon. The character can still use a bow, and can have a staff if he or she has the Staff skill at Grandmaster level.

Armsmaster Bonuses affect all weapon and unarmed attacks.

Note that these effects are cumulative; for example, at expert level bow, the skill level is added both to the Attack Bonus and the Recovery time.

Armsmaster

Normal:	Skill level reduces Recovery time for all weapon and unarmed attacks.
Expert:	Skill level is added to Attack Bonus.
Master:	Skill level is added to Damage.
Grandmaster:	All previous bonuses are doubled.

Axe

Normal:	Skill level is added to Attack Bonus.
Expert:	Skill level reduces Recovery time.
Master:	Skill level is added to Damage.
Grandmaster:	There is a chance that a target's Armor Class is halved.

Bow

- Normal: Skill level is added to Attack Bonus.
Expert: Skill level reduces Recovery time.
Master: Bow fires two arrows for each attack.
Grandmaster: Skill level is added to Damage.

Dagger

- Normal: Skill level is added to Attack Bonus.
Expert: Can hold a dagger in the left hand (dual weapon).
Master: Skill level equals chance to do triple Damage.
Grandmaster: Skill level is added to Damage.

Mace

- Normal: Skill level is added to Attack Bonus.
Expert: Skill level is added to Damage.
Master: Skill level equals chance to stun target.
Grandmaster: Skill level equals chance to paralyze target.

Spear

- Normal: Skill level is added to Attack Bonus.
Expert: Skill level is added to Damage.
Master: Spear can be held in one hand.
Grandmaster: Skill level is added to Armor Class.

Staff

- Normal: Skill level is added to Attack Bonus.
Expert: Skill level is added to Armor Class.
Master: Skill level equals chance to stun target.
Grandmaster: Skill level is added to Damage.

Sword

- Normal: Skill level is added to Attack Bonus.
Expert: Skill level reduces Recovery time.
Master: Sword may be used in left hand (dual attack).
Grandmaster: Skill level is added to Armor Class.

Armor Skills

As with weapon use, a character must possess the proper armor skill before they can use a particular type of armor. Leather, chain, and plate armor are worn on the body, and shields are held in the left hand. Each piece of armor adds a Recovery penalty that increases the time it takes characters to recover from their actions. Expertise effects can reduce or eliminate this penalty.

Leather

- Normal: Skill level is added to Armor Class.
- Expert: Recovery penalty is eliminated.
- Master: Double skill level is added to Armor Class.
- Grandmaster: Skill level is added to Earth, Air, Water, and Fire Resistances.

Chain

- Normal: Skill level is added to Armor Class.
- Expert: Recovery penalty is halved.
- Master: Recovery penalty is eliminated.
- Grandmaster: Physical damage is reduced to two-thirds.

Plate

- Normal: Skill level is added to Armor Class.
- Expert: Recovery penalty is halved.
- Master: Physical damage is halved.
- Grandmaster: Recovery penalty is eliminated.

Shield

- Normal: Skill level is added to Armor Class.
- Expert: Recovery penalty is eliminated.
- Master: Double skill level is added to Armor Class.
- Grandmaster: Gives protection as the Shield spell.

Monster Skills

Certain monsters have innate abilities that resemble spells. These abilities can be extremely powerful, especially at higher levels.

Vampire Abilities

Vampire abilities are powerful, but easy to misinterpret. Some skills are limited in ways you might not expect, while others are more useful than you might think. Specifically, the Levitate skill is exceptionally useful, because it allows your party to avoid damage from traps, lava, water, and anything else underfoot. Sometimes you'll wish you had a Vampire in your party, just for this ability.

On the other hand, the Mistform skill seems awe-inspiring, but consider that it only affects the Vampire. The rest of the party remains vulnerable! Thus, while you *can* use Mistform to have a Vampire infiltrate areas without engaging in any combat, the rest of the party may very well be killed in the meantime. However, if you visit a temple later, the rest of the party can be resurrected. Also, Mistform is a great "last resort" spell, allowing the Vampire to escape a deadly situation that's killed the rest of the party, and then go to a temple to heal them.

Lifedrain

Lifedrain damages the target and simultaneously heals the Vampire. It does a base of 3 points of damage, plus 1-3 points of damage per point of skill.

Spell Point Cost: 5

Normal: Vampire heals 1/3 the damage dealt by Lifedrain.

Expert: Faster recovery rate.

Master: Damage increases to 5 points plus 1-5 points per point of skill.

Grandmaster: Damage increases to 7 points plus 1-7 points per point of skill.

Levitate

This spell allows the party to hover inches above the floor, avoiding traps and damaging surfaces.

Spell Point Cost: 10

Normal: –


Expert: Duration 10 minutes per point of skill.

Master: Duration 1 hour per point of skill.

Grandmaster: Duration 3 hours per point of skill.

Charm

The Vampire can Charm a small group of enemies in the vicinity, causing them to fight for the party.



Spell Point Cost: 15
Normal: –
Expert: –
Master: Duration 10 minutes per point of skill.
Grandmaster: Duration permanent.

Mistform

The Vampire becomes immune to physical attacks, but cannot attack while the spell is active. The Vampire can still use spells and abilities and be affected by spells and abilities.

Spell Point Cost: 30
Normal: –
Expert: –
Master: –
Grandmaster: Duration is 10 minutes per point of skill.

Dragon Abilities

Dragon abilities are extremely potent. All of them are useful, even against extremely high-level foes.

Fear

This spell causes the affected target to run in terror for the duration of the spell.

Spell Point Cost: 5
Normal: Duration 3 minutes, plus 1 per point of skill.
Expert: Duration 5 minutes, plus 1 per point of skill.
Master: Affects target and all creatures within immediate vicinity.
Grandmaster: Affects all creatures within view.

Flame Blast

This is an upgraded version of the Dragon breath attack. It strikes its target, explodes, and does damage to everything in the immediate vicinity.

Spell Point Cost: 10
Normal: –
Expert: Damage 10 points plus 1-10 points per point of skill.
Master: Damage 11 points plus 1-11 points per point of skill.
Grandmaster: Damage 12 points plus 1-12 points per point of skill.

Flight

This ability is like the Fly spell. At the highest level, Dragons can use their Flight ability without expending any spell points.

Spell Point Cost: 15

Normal: –

Expert: –

Master: Duration 1 hour per point of skill.

Grandmaster: No Spell Point drain (can Fly indefinitely).

Wing Buffet

The Wing Buffet knocks back the enemy, setting them up for long-range attacks (like the Dragon's own Flame Blast).

Spell Point Cost: 30

Normal: –

Expert: –

Master: –

Grandmaster: Effects are as described above.

Dark Elf Abilities

Dark Elves possess a number of useful skills. The lower-level skills are miscellaneous in nature, while the higher-level skills aid in combat.

Glamour

This spell grants a bonus to the Elf's Merchant ability for the spell's duration.

Spell Point Cost: 5

Normal: Duration 5 minutes per point of skill.

Expert: Duration 5 minutes per point of skill.

Master: Duration 1 hour per point of skill.

Grandmaster: Larger Merchant bonus.


Travelers' Boon

This ability simultaneously casts Torch Light, Wizard Eye, and Feather Fall at expert level.

Spell Point Cost: 10

Normal: –

Expert: Duration 30 minutes per point of skill.



Master: Duration 1 hour per point of skill.

Grandmaster: Duration 2 hours per point of skill.

Blind

This spell temporarily blinds the target. Temporarily blinded targets can't cast spells or use missile attacks, and tend to wander aimlessly until the effect wears off.

Spell Point Cost: 15


Normal: –

Expert: –

Master: Duration 5 minutes per point of skill.

Grandmaster: Duration 10 minutes per point of skill.

Darkfire Bolt



This attack deals both Dark and Fire damage. The target resists with either its Dark or Fire resistance—whichever is lower.

Spell Point Cost: 30

Normal: –

Expert: –

Master: –

Grandmaster: Damage is 1-17 points per level of skill.

Miscellaneous Skills

Alchemy

All characters can mix simple potions by combining an empty potion bottle and a reagent (potion ingredient). The Alchemy skill allows characters to mix potions with other potions to create complex, compound (a.k.a. “layered”), white, and black potions. If you try to mix potions without the appropriate Alchemy expertise, the potions blow up, you lose the ingredients you're mixing, and the party takes damage. A complete list of potion-mixing recipes is in Chapter 8.

To mix a simple potion, get an empty bottle and a reagent in a character's backpack, pick up the reagent, and then right-click it over the bottle. To mix two potions, pick up one and right-click it over the other. Each potion ingredient has a power level. When you mix ingredients, the character's Alchemy skill is added to the power of the resulting potion.

Alchemy is one of those skills that you only have to have one character develop. Just make sure to mix potions in that character's backpack.

Normal:	Character can combine simple potions into complex potions.
Expert:	Character can mix compound potions from complex potions.
Master:	Character can mix white potions from compound potions.
Grandmaster:	Character can mix black potions from white potions.

Body Building


The Body Building skill adds to a character's Hit Point maximum. How much differs by character class. Base Hit Points used in the formulas below are available for each character class in the Spell and Hit Points by Level table earlier in this chapter.

Normal:	Hit Point Bonus = Base Hit Points x skill level
Expert:	Hit Point Bonus = 2 x Base Hit Points x skill level
Master:	Hit Point Bonus = 3 x Base Hit Points x skill level
Grandmaster:	Hit Point Bonus = 5 x Base Hit Points x skill level

Identify Item

When you pick up new equipment, it is unidentified. When you right-click on identified items, information about them is displayed; no information is displayed for unidentified items. You can use unidentified items, but you must guess their effects based on what you see when you use them and/or how they affect your characters' statistics. Although you can pay a shop to identify items for you, it can save a lot of time and money to develop a character with this skill. However, only *one* character needs the skill.

Each item has an Identify/Repair rating that is used to calculate the success of Identify Item attempts. To succeed at identifying an item, a character must have an Identify Item power higher than the item's Identify/Repair rating. Chapter 8 contains a complete list of items with their Identify/Repair ratings.




Normal:	Identify Item power = skill level
Expert:	Identify Item power = 2 x skill level
Master:	Identify Item power = 3 x skill level
Grandmaster:	All identifying attempts succeed.

Identify Monster

When you right-click on a creature, a display appears containing information about it. If you have no character with the Identify Monster skill, all you'll see is a bar displaying how much damage the creature has taken. The Identify Monster skill increases how much information is displayed if the character has a high enough Identify Monster power. The tougher the creature is, the higher the character's Identify Monster power must be.

Consider not developing this skill in your party, because Chapter 7 contains Grandmaster level Identify Monster statistics for all creatures in the game. If you do develop the skill, do so for only one character.



Normal:	Identify Monster power = skill level. Hit Points and Armor Class are displayed.
Expert:	Identify Monster power = 2 x skill level. Attack Type and Damage are displayed.
Master:	Identify Monster power = 3 x skill level. Creature's spells are displayed.
Grandmaster:	100 percent success. Resistances are displayed.

Learning

The Learning skill increases the number of experience points a character receives when you complete quests or kill monsters. Experience points are increased for each level of expertise as shown below. After you've acquired basic skills and equipment for your characters, give them Learning as soon as you can afford to. Even if you never spend Skill Points to increase the skill's level, it'll give them a 10 percent bonus to their experience points, allowing them to train for new character levels more often.

In the formulas below, "EP" means "Experience Points," which is the amount of experience points the character would receive without the skill for a quest or for killing a monster. "Total EP" is how many points they receive with the skill.

Normal:	Total EP = (EP x skill level x .01) + EP
Expert:	Total EP = (EP x skill level x .02) + EP

Master: Total EP = (EP x skill level x .03) + EP

Grandmaster: Total EP = (EP x skill level x .05) + EP

Disarm Trap

As mentioned in Chapter 2, the ability to open trapped chests without taking damage is vital to your party's success. You can do this using the master level Earth Magic spell, or Telekinesis, but you'll be far into the game before you can develop a character able to cast it. So generally, it's a good idea to develop a character with Disarm Trap.

Each map has a Trap Value (listed in Chapter 7) that represents how difficult it is to disarm all of the traps on that map. To disarm a trap, a character must have a Disarm Trap power higher than the current map's Trap Value. You only need to develop this skill for one of your characters. Just make sure that character is the active one when you go to open a chest.

Normal: Disarm Trap power = skill level

Expert: Disarm Trap power = skill level x 2

Master: Disarm Trap power = skill level x 3

Grandmaster: All disarming attempts succeed.

Meditation

The Meditation skill adds to a character's Spell Point maximum. How much is added is different for each character class. Base Spell Points used in the formulas below are available for each character class in the Spell and Hit Points by Level table earlier in this chapter. The Spell Point Bonus is added to the character's Spell Point maximum.

Normal: Spell Point Bonus = base Spell Points x skill level

Expert: Spell Point Bonus = 2 x base Spell Points x skill level

Master: Spell Point Bonus = 3 x base Spell Points x skill level

Grandmaster: Spell Point Bonus = 5 x base Spell Points x skill level

Merchant

The Merchant skill reduces the cost of items purchased at shops and the cost of shop services such as repairing items or training for new levels. It also increases how much you get when you sell items to shops. In the formulas below, Merchant Factor represents the character's Merchant skill level and expertise, and Value is the true value of the item or service. Shop Multiplier represents how much a shop will try to overcharge you for an item; this is different for each shop.

Note that characters with Grandmaster Merchant skill always get the best price, so the formulas don't apply to them. You should also know that the selling price for an item is set by the Merchant skill of the character whose inventory you're selling it from. You only need one character with Merchant skill to handle all of your transactions—just make sure you sell items out of that character's backpack.

Normal:	Merchant Factor = skill level
Expert:	Merchant Factor = 2 x skill level
Master:	Merchant Factor = 3 x skill level
Grandmaster:	Character buys and sells at item or service value.

The formula for buying an item or service is:

$$\text{Cost} = [(\text{Value} \times \text{Shop Multiplier}) \times (100 - \text{Merchant Factor})] \div 100$$

The formula for selling an item to a shop is:

$$\text{Adjusted Cost} = \text{Value} \div (\text{Shop Multiplier} + 2)$$

$$\text{Sell Price} = [(\text{Adjusted Cost}) \times (100 - \text{Merchant Factor})] \div 100$$

Perception

The Perception skill gives your players a chance to see concealed features such as secret doors, hidden treasures, and trapped floor tiles. Each map has a Perception Value (listed in Chapter 7). For your party to see hidden features on a map, a character in the party must have a Perception power higher than the map's Perception Value. Perception also gives a character a chance to avoid damage from exploded traps.

Normal:	Perception power = skill level
Expert:	Perception power = skill level x 2
Master:	Perception power = skill level x 3
Grandmaster:	All hidden features are revealed. Perception Power = 10,000

The formula for avoiding trap damage is:

1. A random number is generated between 0 and (20 + Perception power).
2. If the random number is greater than 20, then the character avoids the damage.

Regeneration

Creatures with this skill slowly regain Hit Points over time.

Normal:	Recover hit points slowly.
Expert:	Slight increase in recovery speed.

Master:	Greater recovery speed.
Grandmaster:	Still greater recovery speed.

Repair Item

Various attacks will break items your characters are carrying. The item becomes useless until repaired. Although you can have items repaired at shops for a cost, characters with the Repair Item skill can fix broken equipment in the field. To have a character attempt to repair an item, place the item in that character's inventory and then right-click on it.

Each item has an Identify/Repair rating that's used to calculate the success of Repair Item attempts. To succeed at repairing an item, a character must have a Repair Item power higher than the item's Identify/Repair rating. Chapter 9 contains a complete list of items with their Identify/Repair ratings.

Do you need this skill? No, but it's convenient for one character to have it. You can get by without it for quite a while, though.

Normal:	Repair Item power = skill level
Expert:	Repair Item power = 2 x skill level
Master:	Repair Item power = 3 x skill level
Grandmaster:	All repair attempts succeed.

Magic Skills


There are nine schools of magic—Earth, Air, Water, Fire, Spirit, Body, Mind, Dark, and Light. To cast the spells of a given school, a character must possess the applicable magic school skill. Some spells are harder to learn than others. To learn the harder spells, the character must know the magic school skill at a high enough level of expertise. Expertise also increases the effectiveness of spells when they are cast. This effect is different for each spell.

Spells of the Air Magic School

Normal Level Air Magic Spells

Wizard Eye

This spell reveals the location of creatures and other features on the Automap (the overhead map in the upper right corner of the main adventure view). Creatures are shown only after you have come close enough to see them, but



other map features are revealed even if they exist in unexplored portions of the map.

Spell Point Cost: 1

Normal: Causes Automap to reveal location of creatures. Duration is 1 hour per point of caster's Air Magic skill.

Expert: Location of treasure is shown.

Master: Other points of interest are indicated.

Grandmaster: No casting cost.

Feather Fall

Feather Fall is useful for getting to the bottom of pits or jumping off bridges and cliffs.

Spell Point Cost: 2

Normal: Slows your party's rate of fall so it doesn't take damage from falls. Duration is 5 minutes per point of caster's Air Magic skill.

Expert: Duration is 10 minutes per point of skill.

Master: Duration is 1 hour per point of skill.

Grandmaster: Faster Recovery rate.



Air Resistance

Cast Air Resistance before going into battle with creatures whose attacks deal Air damage.

Spell Point Cost: 3

Normal: Increases all of your character's resistance to Air Magic by 1 per point of caster's Air Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.

Sparks

Sparks has a very low Recovery rate and can damage several creatures at once. The spark missiles bounce around, so it's most effective in confined spaces.

Spell Point Cost: 4

Normal: Fires 3 small balls of lightning that bounce around until they hit something or dissipate. Each spark does 2 points of damage plus 1 per caster's Air Magic skill.

Expert: Faster Recovery; 5 sparks are cast.

Master: Even faster Recovery; 7 sparks are cast.

Grandmaster: Fastest Recovery; 9 sparks are cast.

Expert Level Air Magic Spells**Jump**

Tips on using the Jump spell are in Chapter 3.

Spell Point Cost: 5

Expert: Your party makes a high leap, taking no damage from the jump.

Master: Faster Recovery.

Grandmaster: Even faster Recovery.

Shield


Shield is best cast when facing large numbers of creatures that fire arrows and other missiles that do Physical damage.

Spell Point Cost: 8

Expert: Incoming missiles do only half damage. Duration is 1 hour plus 5 minutes per point of caster's Air Magic skill. Spell only works outdoors.

Master: Duration is 1 hour plus 15 minutes per point of skill.

Grandmaster: Duration is 1 hour per point of skill.



Lightning Bolt

This spell's missile is very fast, making it difficult to avoid. It does a lot of damage for its casting cost.

Spell Point Cost: 10

Expert: Fires a bolt of lightning at a single target. Damage is 1-8 per point of caster's Air Magic skill.

Master: Faster Recovery.

Grandmaster: Even faster Recovery.

Master Level Air Magic Spells

Invisibility

Use of Invisibility is covered in Chapter 3.

Spell Point Cost: 15

Master: Makes the party invisible to creatures. Duration is 10 minutes per point of caster's Air Magic skill. If the party speaks or attacks, the spell is broken. Invisibility can't be cast when hostile creatures are nearby.

Grandmaster: Duration is 1 hour per point of skill.



Implosion

Implosion has a high Spell Point cost compared to the damage it does, but it always hits.

Spell Point Cost: 20

Master: Creates a thunderclap implosion around a single target by destroying its surrounding air. Damage is 10 points plus 1-10 per point of caster's Air Magic skill.

Grandmaster: Faster Recovery.

Fly

This is the game's best mobility spell. Its use is discussed in Chapter 3.

Spell Point Cost: 25

Master: Your party can Fly for the duration of the spell, which is 1 hour per point of caster's Air Magic skill. For every 5 minutes the party is in the air, an additional Spell Point is drained from the caster.

Grandmaster: No Spell Point drain.

Grandmaster Level Air Magic Spell

Starburst

This spell creates a wide area of destruction, so make sure that you target a creature far away from your party and any other target that you don't want to damage.

Spell Point Cost: 30

Grandmaster: Calls 20 stars from the heavens that smite and burn creatures in a large area around the target creature. Each star does 20 points of damage plus 1 per point of caster's Air Magic skill. Only works outdoors.

Spells of the Body Magic School

Normal Level Body Magic Spells

Cure Weakness

This spell removes the Weakness condition from affected characters. Weakness also can be removed by resting and healing, but if you can't rest because you've run out of food, Cure Weakness makes a great substitute. Cure Weakness is also useful when a Haste spell runs out—especially if that's in the middle of battle!

Spell Point Cost: 1

Normal: If cast in time, removes effects of Weakness on target character. Works if target character has been afflicted by Weakness for less than 3 minutes per point of caster's Body Magic skill.

Expert: Works for 1 hour per point of skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.



Heal

When your party is in hostile territory—or in the midst of battle—it can't regain lost Hit Points by resting, so it must regain them through the use of potions, items, and spells such as Heal.

Spell Point Cost: 2

Normal: Restores lost Hit Points to a single target. Damage healed is 5 points plus 2 per point of caster's Body Magic skill.

Expert: Amount healed is 5 plus 3 per point of skill.

Master: Amount healed is 5 plus 4 per point of skill.

Grandmaster: Amount healed is 5 plus 5 per point of skill.

Body Resistance

Cast this spell when going into battle with creatures that can cast Harm or Hammerhands, and whose attacks can poison their targets.

Spell Point Cost: 3

Normal: Increases all of your characters' resistance to Body Magic by 1 per point of caster's Body Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.



Harm

Harm's missile travels at medium speed and is a good combat spell for lower-level characters.

Spell Point Cost: 4

Normal: Inflicts magical damage directly on target creature. Damage is 8 plus 1-2 per point of caster's Body Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Expert Level Body Magic Spells

Regeneration

This spell is great to cast on your characters when you're going on extended adventures far from temples. It greatly increases their ability to survive a long string of battles.

Spell Point Cost: 5

Expert: Target character heals 1 Hit Point per minute while the spell is active. Duration is 1 hour per point of caster's Body Magic skill.

Master: Heals 3 Hit Points per minute.

Grandmaster: Heals 10 Hit Points per minute.

Cure Poison

Many attacks can poison your characters. The Poisoned condition is greatly debilitating, so make sure that you can heal poisoned characters by using potions or the Cure Poison spell.

Spell Point Cost: 8

Expert: If cast in time, cures the effects of poison on a character. Works if target character has been poisoned for less than 1 hour per point of caster's Body Magic skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.

Hammerhands

Hammerhands only works on unarmed combatants.

Spell Point Cost: 10

Expert: Gives unarmed combatant a bonus to hit, and causes Unarmed attacks to do Body damage equal to the normal Physical damage of the attack.

Master: Faster Recovery rate.

Grandmaster: Spell affects entire party.



Master Level Body Magic Spells

Cure Disease

Disease greatly reduces a character's attributes and prevents them from healing normally, so make sure you can cure disease with potions or the Cure Disease spell.

Spell Point Cost: 15

Master: If cast in time, removes the effects of disease on target character. Works if character has been diseased for less than 1 day per point of caster's Body Magic skill.

Grandmaster: No time limit.


Protection from Magic

This is one of the most generally useful protection spells. Cast it when going into battle against creatures with special attacks.

Spell Point Cost: 20

Master: Grants entire party immunity to attacks that cause Poisoning, Disease, Stoning, Paralysis, and Weakness. The spell negates 1 such attack per point of caster's Body Magic skill. Duration is 1 hour per point of Body Magic skill.

Grandmaster: The spell grants immunity to Death and Eradication attack effects.



Flying Fist

The Flying Fist is a slow-flying missile that does a good deal of damage when it hits.

Spell Point Cost: 25

Master: Fires a powerful magical force at a single target. Damage delivered is 30 plus 1-5 per point of caster's Body Magic skill.

Grandmaster: Faster Recovery rate.

Grandmaster Level Body Magic Spell

Power Cure

This spell can bring your party back into a battle from the edge of defeat. It also allows you to adventure for long periods of time in hostile areas where resting is impossible.

Spell Point Cost: 30

Grandmaster: Restores lost Hit Points of all party members at once. Hit Points restored are 10 plus 5 per point of caster's Body Magic skill.

Spells of the Dark Magic School

Normal Level Dark Magic Spells

Reanimate

As a desperate measure, you can cast this spell on a dead character. Zombified characters don't regain Hit Points normally and can't cast spells, so heal them at a good aligned temple as soon as possible.

Spell Point Cost: 10

Normal: Creates a zombie out of a lifeless target creature. Zombie has 20 Hit Points (up to its normal maximum) per point of caster's Dark Magic skill, and fights against creatures hostile to the party until it is re-slain or until the party leaves the map.

Expert: Zombie gets 30 Hit Points per point of skill.

Master: Zombie gets 40 Hit Points per point of skill.

Grandmaster: Zombie gets 50 Hit Points per point of skill.



Toxic Cloud

The Toxic Cloud missile flies at medium speed and does a lot of damage when it hits.

Spell Point Cost: 15

Normal: A poisonous cloud flies away from the caster toward the target. Damage is 25 plus 1-10 per point of caster's Dark Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Vampiric Weapon

Characters wielding a weapon affected by Vampiric Weapon are very hard to kill.

Spell Point Cost: 20

Normal: Enchants a weapon with Vampiric ability. Damage inflicted on creatures struck by the weapon is given to its wielder as extra Hit Points (up to his or her normal Hit Point maximum). Enchantment lasts for 1 hour per point of caster's Dark Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Enchantment is permanent.



Shrinking Ray

This spell is great for casting on extremely tough creatures that would otherwise be too powerful for your party to deal with.

Spell Point Cost: 25

Normal: Reduces the size of a target monster. Shrunk monsters deal only half their normal damage. Duration of effect is 5 minutes per point of caster's Dark Magic skill.

Expert: Monster does one-third normal damage.

Master: Monster does one-quarter normal damage.

Grandmaster: Can be cast on a group of monsters.

Expert Level Dark Magic Spells

Shrapmetal

Shrapmetal missiles fly fast and far, and strike over a large area.

Spell Point Cost: 30

Expert: Fires a blast of hot jagged metal in front of caster that damages any creatures that get in its way. The 5 metal fragments do damage equal to 6 plus 1-6 per point of caster's Dark Magic skill.

Master: Faster Recovery rate; 7 fragments are fired.

Grandmaster: Fastest Recovery rate; 9 fragments are fired.

Control Undead

When you cast this spell on an undead creature, it becomes your ally and fights against any creatures that are hostile to you. This can greatly decrease the forces attacking you. Not only does the controlled creature cease fighting you, so do any creatures that turn to fight it.

Spell Point Cost: 35

Expert: Takes control of an undead creature's mind. While spell lasts, creature attacks monsters hostile to the party. Duration is 3 minutes per point of caster's Dark Magic skill. The spell is not broken if party attacks the controlled creature.

Master: Faster Recovery rate. Duration is 5 minutes per point of skill.

Grandmaster: Fastest Recovery rate. Spell lasts until party leaves the map.

Pain Reflection

Like Shrinking Ray, this spell makes tough creatures much easier to deal with.

Spell Point Cost: 40

Expert: This spell is cast on a target character. If a creature attacks and damages the character, it receives damage equal to the amount delivered. Duration of effect is 1 hour plus 5 minutes per point of caster's Dark Magic skill.

Master: Affects entire party.

Grandmaster: Duration is 1 hour plus 15 minutes per point of skill.

Master Level Dark Magic Spells

Dark Grasp

This spell is an excellent way of weakening a particularly tough foe.

Spell Point Cost: 45

Master: This spell surrounds its target with the power of raw darkness, rendering it unable to fire missile attacks or cast spells. Further, the target's movement is slowed, its armor class is halved, and it does half damage when striking in melee combat.

Grandmaster: Moderate Recovery rate.

Dragon Breath

This spell can deal a huge amount of damage and has a fast missile.

Spell Point Cost: 50

Master: The caster exhales a cloud of toxic vapors that targets a single monster and damages all nearby creatures. Damage is 1-25 per point of caster's Dark Magic skill. Slow Recovery rate.

Grandmaster: Moderate Recovery rate.

Armageddon

This spell can greatly reduce the difficulty of battles in harder regions by greatly wounding or killing all of its wandering creatures. Easier regions can be completely depopulated. This spell kills peasants like flies, so be ready for the blow to your Reputation.

Spell Point Cost: 55

Master: This spell inflicts massive damage to all creatures on the map, including the party. Damage delivered is 50 plus 1 per point of caster's Dark Magic skill. It can only be cast 3 times a day, and only outdoors.

Grandmaster: Can be cast 4 times a day.

Grandmaster Level Dark Magic Spell

Soulrinker

This spell heals your party and deals massive damage, making it one of the most effective combat spells in the game.

Spell Point Cost: 60

Grandmaster: This spell sucks life from all creatures in sight and transfers their life energy to your party in the form of Hit Points. These points are distributed evenly among the party members. Damage (and healing) is 25 plus 1-8 per point of caster's Dark Magic skill.

Spells of the Earth Magic School

Normal Level Earth Magic Spells

Stun

This spell causes a creature to recover as if they've performed an action, thus preventing them from attacking you. It's best used by a low-level spell caster to keep a creature from attacking while your fighters deal their blows.

Spell Point Cost: 1

Normal: Delivers a stunning blow that does no damage, but knocks back the target monster and forces it to recover before performing any actions.

Expert: Stronger effect.

Master: Stronger effect.

Grandmaster: Strongest effect.



Slow

By reducing the number of times a creature attacks you, this spell reduces the damage your party takes in combat. Slow also helps you control how many creatures you are fighting at once by preventing a creature from charging or allowing you to back away.

Spell Point Cost: 2

Normal: Halves movement speed and doubles Recovery time for a single target creature. Duration is 3 minutes per point of caster's Earth Magic skill.

Expert: Duration is 5 minutes per point of skill.

Master: Creature slowed to a quarter of regular speed.

Grandmaster: Creature slowed to an eighth of regular speed.



Earth Resistance

Cast this spell when you're going into battle with creatures whose attacks do Earth damage or whose attacks can Stone their targets.

Spell Point Cost: 3

Normal: Increases all of your characters' resistance to Earth Magic by 1 per point of caster's Earth Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.

Deadly Swarm

This spell's missile flies slowly, but wide, so it is difficult for slower creatures to dodge. It deals fair damage for its casting cost.

Spell Point Cost: 4

Normal: Summons a swarm of insects that bite and sting a single target creature. This attack is Physical, making resistance unlikely. Damage is 5 plus 1-3 per point of caster's Earth Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Expert Level Earth Magic Spells

Stone Skin

This spell is useful in almost any combat. It's especially useful to protect characters with broken armor or who have low Armor Class ratings.

Spell Point Cost: 5

Expert: Increases the armor class of a target character by 5 plus 1 per point of caster's Earth Magic skill. Duration is 1 hour plus 5 minutes per point of skill.

Master: Duration is 1 hour plus 15 minutes per point of skill.

Grandmaster: Duration is 1 hour plus 1 hour per point of skill.

Blades

This spell has a wide, fast missile and does good damage for its casting cost.

Spell Point Cost: 8

Expert: Fires a rotating metal blade at a single target. Damage is 1-9 per point of skill.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Stone to Flesh

This spell removes the Stoned condition from characters. Characters in this condition can't perform actions or receive experience.

Spell Point Cost: 10

Expert: Turns a stoned character back to flesh if it's cast in time. Works if character has been stoned less than 1 hour per point of caster's Earth Magic skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.

Master Level Earth Magic Spells

Rock Blast

You can't target this spell. Its missile flies straight ahead and then bounces off walls and other obstacles until it hits a creature or your party. It's best used for attacking monsters around corners. Be careful. The missile can travel a long way, making its path very unpredictable.

Spell Point Cost: 15

Master: Releases a magical stone into the world that rolls and bounces around. When it hits a creature or comes to rest, it explodes, doing 1-8 points of damage per point of caster's Earth Magic skill. If the party is nearby, its members will take damage.

Grandmaster: Faster Recovery rate.

Telekinesis

If you don't have a character with a solid Disarm Trap skill, use this spell to open trapped chests without taking damage. You also can use it to press buttons, pull levers, and pick up items from a distance.

Spell Point Cost: 20

Master: Allows you to manipulate objects at a distance.

Grandmaster: Faster Recovery rate.

Death Blossom

This spell does damage over a large area. It automatically targets the closest monster in front of you, so be careful not to get caught in the blast radius.

Spell Point Cost: 25

Master: Fires a magical stone into the air that explodes, showering the area around its target with shrapnel. Damage is 20 points plus 1 per point of caster's Earth Magic skill. Can only be cast outdoors.

Grandmaster: Faster Recovery rate. Damage is 20 plus 2 per point of skill.

Grandmaster Level Earth Magic Spell

Mass Distortion

This spell is most effective against monsters with plentiful Hit Points.

Spell Point Cost: 30

Grandmaster: Enormously increases the weight of a target creature, causing it massive internal damage. Damage is 25 percent of monster's health plus 2 percent per point of caster's Earth Magic skill.

Spells of the Fire Magic School

Normal Level Fire Magic Spells

Torch Light

It can be difficult to see in dark dungeons. Use Torch Light to see what's going on, particularly in battle.

Spell Point Cost: 1

Normal: Increases the radius of light surrounding the party. The effect is only visible when it's dark.

Expert: Brighter light.

Master: Brightest light.

Grandmaster: Faster Recovery.

Fire Bolt

This spell's best feature is its low casting cost, which makes it useful to low-level characters and in drawn-out battles against weaker creatures. Its missile is fast.

Spell Point Cost: 2

Normal: Launches a burst of fire at a single target. Does 1-3 per point of caster's Fire Magic skill in damage.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.



Fire Resistance

Cast this spell when going into battle against creatures that do Fire damage or cast Fire Magic spells.

Spell Point Cost: 3

Normal: Increases all of your characters' resistance to Fire Magic by 1 per point of caster's Fire Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.



Fire Aura

While Fire Aura is affecting a weapon, the weapon does its normal damage and an added amount of Fire damage. The gain to your party's total damage output will be especially felt while your characters are still at lower character levels.

Spell Point Cost: 4

Normal: Causes a weapon with no special abilities to burn with magic fire. The weapon does 1-6 points of Fire damage in addition to its normal damage. Duration is one hour per point of caster's Fire Magic skill.

Expert: Weapon does 2-12 points of Fire damage.

Master: Weapon does 3-18 points of Fire damage.

Grandmaster: Weapon does 3-18 points of Fire damage permanently.

Expert Level Fire Magic Spells

Haste

Haste allows your party to get more attacks in during combat. Make sure you have a Cure Weakness spell or a safe place to rest after the spell wears off.

Spell Point Cost: 5

Expert: Reduces Recovery time for party actions. Duration is 1 hour plus 1 minute per point of caster's Fire Magic skill. Party will be weak for 6 hours after spell wears off.

Master: Duration is 1 hour plus 3 minutes per point of skill.

Grandmaster: Duration is 1 hour plus 4 minutes per point of skill.

Fireball

This spell is very effective against clustered targets, but it must be used with caution because its missile explodes as soon as it hits anything, including nearby walls and trees.

Spell Point Cost: 8

Expert: Launches a fireball at a single target that hits and then explodes to damage anyone nearby—including your party, if it's too close. Damage is 1-6 points per point of caster's Fire Magic skill.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Fire Spike

Because your characters are immune to Fire Spike mine damage, you can deal a lot of damage to monsters by getting them to pursue you through minefields. A notable feature of this spell is that you can bounce its missiles around corners.

Spell Point Cost: 10

Expert: Drops a Fire Spike on the ground that waits to explode until a creature passes nearby. Fire Spikes last 1 minute or until triggered. Damage is 1-6 per point of caster's Fire Magic skill. Caster can have a maximum of 5 spikes.

Master: Caster can have 7 spikes. Damage is 1-8 per point of skill.

Grandmaster: Caster can have 9 spikes. Damage is 1-10 per point of skill.

Master Level Fire Magic Spells**Immolation**

This spell does its damage every couple of combat rounds. It's only effective against creatures near you.

Spell Point Cost: 15

Master: Surrounds your party with a very hot fire that is only harmful to others. The fire lasts 1 minute per point of caster's Fire Magic skill. Damage delivered is 1-6 per point of skill.

Grandmaster: Duration is increased to 10 minutes per point of skill.



Meteor Shower

This spell automatically targets the nearest creature in front of you. Because it affects a large area, be careful not to be caught in its blast.

Spell Point Cost: 20

Master: Summons a barrage of flaming rocks that strike in a large radius around your target. Summoned are 16 rocks, each doing 8 points of damage plus 1 per point of caster's Fire Magic skill. Only works outdoors.

Grandmaster: Faster Recovery; 20 rocks are summoned.

Inferno

This spell is great if your party can afford to take the damage. Because Inferno weakens your characters, it's best used against groups of creatures that it will kill outright.

Spell Point Cost: 25

Master: Burns everyone in sight, including party, for 12 damage plus 1 per point of caster's Fire Magic skill. Only works indoors.

Grandmaster: Faster Recovery.



Grandmaster Level Fire Magic Spell

Incinerate

This spell's missile flies fast and does excellent damage.

Spell Point Cost: 30

Grandmaster: Does massive fire damage to a single target. Damage is 15 plus 1-15 per point of caster's Fire Magic skill.

Spells of the Light Magic School

Normal Level Light Magic Spells

Light Bolt

For its casting cost, this spell does poor damage, except when cast against undead creatures.

Spell Point Cost: 5

Normal: Fires a bolt of light at a single target. Damage is 1-4 per point of caster's Light Magic skill. Undead creatures take double damage.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Destroy Undead

This spell does excellent damage against undead creatures.

Spell Point Cost: 10

Normal: Calls upon the power of Heaven to undo the magic that animates an undead target creature. Damage is 1-16 per point of caster's Light Magic skill. Only works on undead creatures.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Dispel Magic

Some creatures can cast helping spells such as Shield on their allies. Dispel Magic removes these effects. Casting it doesn't remove your party's own helpful effects.

Spell Point Cost: 15

Normal: Removes spell effects from all creatures within sight of the party. Recovery time is reduced by caster's Light Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.



Paralyze

If you successfully cast this spell on a creature, you're pretty much guaranteed to have time to kill it before it unfreezes. This is an excellent spell for taking some monsters out of the battle while you kill the rest.

Spell Point Cost: 20

Normal: Temporarily prevents a target creature from attacking or moving. Duration is 3 minutes per point of caster's Light Magic skill. Paralyzed creatures may be attacked without breaking the spell.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.



Expert Level Light Magic Spells

Summon Elemental

Light Elementals are fast and have a good missile attack. Summoning a few can greatly increase your party's damage output.

Spell Point Cost: 25

Expert: Summons a Lesser Light Elemental to fight for the party that remains until it's killed or the spell dissipates. Duration is 5 minutes per point of skill. Caster may have only 1 Elemental summoned at any time.

Master: Duration is 15 minutes per point of skill. Caster may summon up to 3 Elementals.

Grandmaster: Summons a Greater Light Elemental. Caster may summon up to 5 Elementals.

Day of the Gods

It's more effective to raise low character attribute scores than to raise higher ones. (See the Attribute Bonus Table in Chapter 2.) Take this into consideration when deciding whether or not to cast this spell.

Spell Point Cost: 30

Expert: Increases all attributes of all of your characters by 3 times the caster's Light Magic skill.

Master: Spells are cast at 4 times skill level.

Grandmaster: Spells are cast at 5 times skill level.

Master Level Light Magic Spells

Prismatic Light

This spell does more damage than the Fire Magic Inferno spell, and it doesn't damage your party. This makes it a great spell to use against large numbers of creatures.

Spell Point Cost: 35

Master: Delivers 25 points of damage plus 1 per point of caster's Light Magic skill to all creatures in sight. Can't be cast outdoors.

Grandmaster: Faster Recovery rate.

Day of Protection

This is the ultimate protection spell.

Spell Point Cost: 40

Master: Simultaneously casts Feather Fall, Wizard Eye, and the Air, Body, Earth, Fire, Mind, and Water Resistance spells on all your characters. Spells are cast at 4 times caster's Light Magic skill.

Grandmaster: Spells are cast at 5 times skill level.

Hour of Power

Hour of Power greatly increases your characters' damage output and survivability in combat.

Spell Point Cost: 45

Master: Simultaneously casts Haste, Heroism, Shield, Stone Skin, and Bless on all your characters at 4 times caster's Light Magic skill.

Grandmaster: Spells are cast at 5 times skill level.


Sunray

This spell's missile flies very fast and does fantastic damage.

Spell Point Cost: 50

Master: Focuses the rays of the sun on a single target. Damage is 20 plus 1-20 per point of caster's Light Magic skill. Only works outdoors. Slow Recovery rate.

Grandmaster: Moderate Recovery rate.



Grandmaster Level Light Magic Spell

Divine Intervention

This is the ultimate healing spell. Unfortunately, its aging side effect limit its general usefulness (see Aging near the end of the chapter). Use it in cases of emergency or if you have easy access to Rejuvenation potions—such as if you have a Lich with Grandmaster Alchemy in your party.

Spell Point Cost: 55

Grandmaster: Heals the party of all damage, restores lost Spell Points, and removes all adverse conditions. May only be cast 3 times a day and ages caster 10 years. Recovery time is shortened with higher levels of Light Magic skill.



Spells of the Mind Magic School

Normal Level Mind Magic Spells

Remove Fear

This spell removes the Afraid condition from a character. Afraid is also removed when you rest and heal your party.

Spell Point Cost: 1

Normal: If cast in time, it removes the effects of fear on a target character. Works if character has been afraid for less than 3 minutes per point of caster's Mind Magic skill.

Expert: Works for 1 hour per point of skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.

Mind Blast

This spell does low damage to its targets. Many creatures are immune or resistant to Mind damage, so be careful what you cast it on.

Spell Point Cost: 2

Normal: Fires a bolt of mental force at a single target causing 3 points of damage plus 1-3 per point of caster's Mind Magic skill.

Expert:	Faster Recovery rate.
Master:	Faster Recovery rate.
Grandmaster:	Fastest Recovery rate.

Mind Resistance

Cast this spell on your party before you go into battle with creatures whose attacks do Mind damage.

Spell Point Cost: 3

Normal: Increases all of your characters' resistance to Mind Magic by 1 per point of caster's Mind Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.

Telepathy

This spell tells you what a creature is carrying. Cast it if this is a factor in your decision whether to attack the creature or not.

Spell Point Cost: 4

Normal: Caster reads target's mind to find out what items and how much gold it possesses.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.


Expert Level Mind Magic Spells

Charm

Charmed creatures stop fighting you. You can use this spell to remove some creatures from combat while you deal with their allies.

Spell Point Cost: 5

Expert: Removes any hostile feelings a target creature has for the party. Effect of spell is removed if the creature takes any damage. Duration is 5 minutes per point of caster's Mind Magic skill.



Master: Duration is 10 minutes per point of skill.

Grandmaster: Spell lasts until party leaves map.

Cure Paralysis

Paralyzed characters can take no actions, so you want to remove this condition from them as quickly as possible.

Spell Point Cost: 8

Expert: If cast in time, cures effects of paralysis on target character. Works if the character has been Paralyzed for less than 1 hour per point of caster's Mind Magic skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.



Berserk

This spell won't prevent a creature from attacking your party if your characters are the closest creatures. Cast it on the toughest creature near the back of a group of enemies for maximum effect. Berserk works great in conjunction with the Fire Magic Spell Fireball because the monsters tend to bunch up around the Berserked monster, providing a tight knot of targets.

Spell Point Cost: 10

Expert: Causes target creature to go mad with battle lust and attack the nearest creature. Duration is 5 minutes per point of caster's Mind Magic skill.

Master: Duration is 10 minutes per point of skill.

Grandmaster: Duration is 1 hour per point of skill.

Master Level Mind Magic Spells

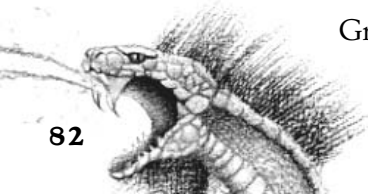
Mass Fear

This spell only works on creatures that you can see in the main view and who are at less than medium range (approximately 50 feet).

Spell Point Cost: 15

Master: All creatures within sight flee from the party while the spell lasts or until they take damage. Duration is 3 minutes plus 5 minutes per point of caster's Mind Magic skill. Doesn't affect undead creatures.

Grandmaster: Duration is 5 minutes per point of skill.



Cure Insanity

This spell removes the Insane condition from affected characters. This condition is rarer than others, but you still want to be prepared for it.

Spell Point Cost: 20

Master: If cast in time, removes effects of insanity on a target character. Works if the character has been insane less than 1 day per point of caster's Mind Magic skill.

Grandmaster: No time limit.

Psychic Shock

This is a reasonable direct-damage spell with a very fast missile.

Spell Point Cost: 25

Master: Delivers a powerful attack directly at the mind of a target creature. Damage is 12 points plus 1-12 per point of caster's Mind Magic skill.

Grandmaster: Faster Recovery rate.

Grandmaster Mind Magic Spell**Enslave**

This spell is like Berserk, except that the affected creature won't attack you. Many very tough creatures are affected by Enslave, including Dragons.

Spell Point Cost: 30

Grandmaster: Caster takes control of target creature's mind for 10 minutes per point of caster's Mind Magic skill. Affected creature will fight monsters hostile to the party. The spell is not broken if the party delivers damage to the creature. It has no effect on undead creatures.

Spells of the Spirit Magic School

Normal Level Spirit Magic Spells

Detect Life

This spell duplicates the effect of the normal and master levels of the Identify Monster skill.

Spell Point Cost: 1

Normal: Allows you to see the Hit Points of opponents as an exact number when you right-click on them. Duration is 10 minutes per point of caster's Spirit Magic skill.

Expert: Duration is 30 minutes per point of skill.

Master: Duration is 1 hour per point of skill.

Grandmaster: Opponent spells are displayed.

Bless

This spell is particularly effective when cast on a low-level party, but is always a good Spell Point investment before entering a challenging battle.

Spell Point Cost: 2

Normal: Increases target character's chance to hit opponents with hand-to-hand and missile attacks. Bonus to hit is 5 plus 1 per point of caster's Spirit Magic skill. Duration is 1 hour plus 5 minutes per point of skill.

Expert: Affects entire party.

Master: Duration is 1 hour plus 15 minutes per point of skill.

Grandmaster: Duration is 1 hour plus 1 hour per point of skill.

Fate

The bonus conveyed by this spell only affects a single attack. Therefore, it's best to cast it immediately prior to combat so that your first strike has an increased chance to hit.

Spell Point Cost: 3

Normal: If cast on a character, character's chance to hit is increased. If cast on a monster, monster's chance to hit is decreased. Bonus or penalty is 20 plus 1 per caster's Spirit Magic skill. Duration is 5 minutes or until target attacks.

Expert	Bonus or penalty is 20 plus 2 per point of skill.
Master:	Bonus or penalty is 20 plus 4 per point of skill.
Grandmaster:	Bonus or penalty is 20 plus 6 per point of skill.

Turn Undead

This spell acts like the Mind Magic Mass Fear spell except that it affects undead creatures. It only affects the creatures directly in front of you.

Spell Point Cost: 4

Normal: Causes all visible undead creatures to flee for the duration of spell, which is 3 minutes plus 1 minute per point of caster's Spirit Magic skill.

Expert: Duration is 3 minutes plus 3 per point of skill.

Master: Duration is 3 minutes plus 5 per point of skill.

Grandmaster: Faster Recovery rate.

Expert Level Spirit Magic Spells

Remove Curse

The Cursed condition gives your characters an automatic 50 percent chance to fail any attack or other action. Remove it as quickly as possible.

Spell Point Cost: 5

Expert: If cast in time, removes the effects of curses affecting a character. Works if character has been cursed for less than 1 hour per point of caster's Spirit Magic skill.

Master: Works for 1 day per point of skill.

Grandmaster: No time limit.

Preservation

If Preservation is cast on a character, that character will not die even if it takes massive damage. This allows you to heal the character by resting rather than using more extreme measures. This spell is useful when you have a weaker character that's always dying on you.

Spell Point Cost: 8

Expert: Preservation delays death due to massive Hit Point loss. The character instead becomes unconscious. If Hit Points are still too low when the spell wears off, a gravely



wounded character will die. Duration is 1 hour plus 5 minutes per point of caster's Spirit Magic skill.

Master: Works on entire party. Duration is 1 hour plus 5 minutes per point of caster's Spirit Magic skill.

Grandmaster: Duration is 1 hour plus 15 minutes per point of skill.

Heroism

This spell greatly increases the damage output of your weapon-using characters.

Spell Point Cost: 10

Expert: Increases the damage party members do on successful attacks by 5 plus 1 per point of caster's Spirit Magic skill. Duration is 1 hour plus 5 minutes per point of skill.

Master: Duration is 1 hour plus 15 minutes per point of skill.

Grandmaster: Duration is 1 hour plus 1 hour per point of skill.



Master Level Spirit Magic Spells

Spirit Lash

This spell is among the most effective of the Self Magic direct-damage spells.

Spell Point Cost: 15

Master: This spell damages a target creature by attempting to weaken the link between its body and soul. Damage is 10 plus 2-8 per point of caster's Spirit Magic skill. The creature must be very close for the spell to work.

Grandmaster: Faster Recovery rate.

Raise Dead

Only cast this spell after you have found a safe place to rest or, in a pinch, if you have good healing spells or potions. You'll have to rest and heal the newly raised character or cast Cure Weakness on him or her to bring him or her to full health.

Spell Point Cost: 20

Master: If cast in time, raises a dead character back to life. Works if character has been dead for less than 1 day per point of caster's Spirit Magic skill. Raised characters will be weak.

Grandmaster: No time limit.



Shared Life

This spell won't raise character Hit Points above their normal maximum Hit Points. Use it when you have one or two characters who have taken a lot of damage while the rest of your party has remained relatively unscathed.

Spell Point Cost: 25

Master: Creates a pool of Hit Points and then distributes them equally among your characters. Pool size is equal to total Hit Points of all living (not stoned, dead, or eradicated) party members plus 3 per point of caster's Spirit Magic skill.

Grandmaster: Pool size is total Hit Points plus 4 per point of skill.

Grandmaster Level Spirit Magic Spell**Resurrection**

This spell works on dead and eradicated characters. The Recovery time for the caster is long (10 or more combat rounds), much longer than for any other spell. Make sure that you're in a safe place before you cast it.

Spell Point Cost: 30

Grandmaster: Brings a character back to life after their body has been destroyed. Resurrected characters will be weak. Spell caster takes a long time to recover, but this is speeded by increased Spirit Magic skill.


Spells of the Water Magic School**Normal Level Water Magic Spells****Awaken**

The one drawback of this spell is that the caster must be awake to cast it. Cast it as soon as you can if your party is ambushed when resting.

Spell Point Cost: 1

Normal: Wakens party from normal (resting) sleep, and will waken them from magical sleep if they have been thus asleep for less than 3 minutes per point of caster's Water Magic skill.

Expert: Works for 1 hour per point of skill.



Master: Works for 1 day per point of skill.
Grandmaster: Same as Master.

Poison Spray

At higher levels of Water Magic expertise, this spell fires multiple missiles, making it very difficult to avoid. It doesn't do great damage, but it does have good range and can hit multiple targets.

Spell Point Cost: 2

Normal: Sprays poison at creatures in front of party. Damage is 2 points plus 1-2 per point of caster's Water Magic skill.

Expert: Faster Recovery rate. Fires 3 shots of poison.

Master: Faster Recovery rate. Fires 5 shots.

Grandmaster: Fastest Recovery. Fires 7 shots.



Water Resistance

Cast this spell before going into battle against creatures that can inflict Water damage.

Spell Point Cost: 3

Normal: Increases all of your characters' resistance to Water Magic by 1 per point of caster's Water Magic skill. Duration is 1 hour per point of skill.

Expert: Resistance increase is doubled.

Master: Resistance increase is tripled.

Grandmaster: Resistance increase is quadrupled.

Ice Bolt

This spell is the Water Magic equivalent of the Fire Magic Fire Bolt spell. It does slightly higher damage and costs twice as much to cast.

Spell Point Cost: 4

Normal: Fires a bolt of ice at a single target. Damage is 1-4 points per point of caster's Water Magic skill.

Expert: Faster Recovery rate.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Expert Level Water Magic Spells

Water Walk

This is the lowest-level spell that increases your mobility. It's particularly useful for reaching islands. Just make sure you reach land before the spell runs out.

Spell Point Cost: 5

Expert: Allows your party to walk on water without taking damage. Duration is 10 minutes per point of caster's Water Magic skill. One additional Spell Point is drained from caster every 20 minutes while in contact with water.

Master: Duration is 1 hour per point of skill.

Grandmaster: No Spell Point drain.

Recharge Item

This spell is useful for replenishing charges on wands. Just make sure you cast it on an item before all of its charges are depleted. Items with charges disappear when completely discharged.

Spell Point Cost: 8

Expert: Recharges any magical item that uses charges. Each time the spell is cast, the item's maximum number of charges is reduced by 50 percent minus 1 percent per point of caster's Water Magic skill.

Master: Charge loss is 30 percent minus 1 percent per point of skill.

Grandmaster: Charge loss is 20 percent minus 1 percent per point of skill.

Acid Burst

This spell's missile is a bit slow, but it does good damage for its cost.

Spell Point Cost: 10

Expert: Fires a jet of caustic acid at a single target. Damage is 9 plus 1-9 per point of caster's Water Magic skill.

Master: Faster Recovery rate.

Grandmaster: Fastest Recovery rate.

Master Level Water Magic Spells

Enchant Item

This spell permanently gives a random magical property to a nonmagical item, increasing both its gold value and usefulness.

Spell Point Cost: 15

Master: Enchants a normal item with magical powers. The chance of success is 10 percent per point of caster's Water Magic skill. Enchantments are at level 3 (see Chapter 8). May not be cast on weapons or quest items. Target item must have a gold value of 450 or greater.

Grandmaster: Enchantments are level 4. Can enchant weapons with a value higher than 250 gold.

Town Portal

This spell is great for returning to a town to take advantage of its services. For example, you can return to sell off items when your characters' backpacks are full. Note that you can only Portal to towns with central fountains.

Spell Point Cost: 20

Master: Teleports party to central fountain of specific towns after they have been visited. Chance of success is 10 percent per point of caster's Water Magic skill. Can't be cast when hostile monsters are nearby.

Grandmaster: Works when hostile monsters are near.

Ice Blast

This spell's grenade-like missile is great for damaging groups of creatures hiding around corners. As an added bonus, it won't damage your party like other area-effect spells.

Spell Point Cost: 25

Master: Fires a ball of ice in the direction the caster is facing. The ball shatters when it hits something and launches 7 shards of ice in all directions except toward the caster. The shards ricochet until they hit something or melt. Each shard does 12 points of damage plus 1-3 per point of caster's Water Magic skill.

Grandmaster: Faster Recovery rate. Ball shatters into 9 shards.

Grandmaster Level Water Magic Spell

Lloyd's Beacon

This ultimate teleportation spell requires some planning to use. You must set a beacon before you can use the spell to teleport.

Spell Point Cost: 30

Grandmaster: Allows you to place a marker at a location that you would like to teleport the party back to. Cast the spell to set a beacon or to teleport to one previously placed. You may have up to 5 beacons at any one time. Beacons remain in place for 1 week per point of caster's Water Magic skill.

Other Character Development Issues

Equipment

One of the main ways that your characters develop new abilities is through equipment you find and purchase. In the latter part of the game, the equipment your characters are carrying will have a greater effect than attribute or character level increases on their abilities. To succeed, you must constantly upgrade your characters' equipment as you acquire new and better items.

Make sure to match items to your characters' classes. A Ring of Wizards (+5 to wearer's Intellect and Personality) won't do your Knight any good, for example. The same goes for items that convey bonuses to skills. The character using such items must possess the skill before it gets the bonus.

Items that confer Resistance Bonuses should go first to characters that don't have any resistance to the type of damage they offer protection against. This is because a character must have some resistance to a damage type before they receive any benefits from their Luck attribute when damage resistance is calculated.

In many cases, it makes sense to have your characters carry items that they only use periodically. A Sorcerer who normally wears an amulet that enhances her Fire Magic spells might swap it out with an amulet that enhances her Identify Item skill when she has to use that skill.

Barrels and Fountains

Scattered around Jadame, you'll find barrels full of liquid that may be colored or have some other characteristic. A character can drink the contents of a barrel to gain bonuses to an attribute or resistance rating. A barrel can be drunk from once and then it's empty. Barrels become replenished when the map they are on replenishes itself (as explained in Chapter 5). The barrels' effects are represented in Table 4-7 below.

Table 4-7. Barrels

Characteristic	Effect
Red	Increases Might
Orange	Increases Intellect
Blue	Increases Personality
Green	Increases Endurance
Yellow	Increases Accuracy
Purple	Increases Speed
White	Increases Luck
Steaming	Adds to Fire Resistance
Frosty	Adds to Water Resistance
Shocking	Adds to Air Resistance
Dirty	Adds to Earth Resistance

Fountains can be found in villages and towns. Drinking from them can have all sorts of beneficial or detrimental effects on your characters. Some fountains require that certain conditions are met before they will have an effect. The fountains in each region are described in Chapter 7.

Aging

Might and Magic VIII can take many game years to play. Your characters age as time passes. Some creature attacks and spell side effects magically age your characters. Magical aging can be removed using the black potion of Rejuvenation. Natural aging can't be reversed.

Your characters' ages affect their attributes by lowering or raising them to a percent of their normal value. The numbers in the table below are the percentages applied to character attributes when they reach a given age. For example, a character with a Might of 100 will see it diminish to 75 when he or she turns 50. The same character will see his or her Intellect of 50 raise to 75.

All characters' birthdays are on the first day of the year.

Table 4-8. Aging Effects on Attributes

<i>Attribute</i>	<i>Age 0-49</i>	<i>Age 50-99</i>	<i>Age 100-149</i>	<i>Age 150+</i>
Might	100	75	40	19
Intellect	100	150	100	10
Personality	100	150	100	10
Endurance	100	75	40	10
Accuracy	100	100	40	10
Speed	100	100	40	10
Luck	100	100	100	100

Good Party Mixes

One final issue to consider is what sorts of characters to include in your party. The mix will change over time, as you add more powerful characters and dump less powerful ones. There's no ideal mix, but we'll offer a few suggestions.

When in doubt, a good party mix includes two pure or almost-pure fighters (Knights, Dragons, or Trolls), one Body/Mind/Spirit spell caster (Clerics or Minotaurs), one Earth/Air/Fire/Water spell caster (Necromancer or Dark Elf) and one miscellaneous extra character.

We tend to prefer Clerics to Minotaurs because, despite the Minotaur's better combat skills, those Light magic spells sure are handy. They can protect your party to a vast degree and more than compensate for the Cleric's lack of fighting skill.

We also tend to prefer Dark Elves to Necromancers, though both are excellent choices. The Dark Elf is more of a "utility" character, capable of fighting, shooting, and casting all truly vital spells—as well as possessing useful miscellaneous skills such as Disarm Trap.

Our idea of a great party would be two Dragons and a Knight (for great combat ability; the Dragons would also handle Perception), a Dark Elf (who'd fire arrows, fight, use elemental magic, be a Merchant, and Disarm Traps), and a Cleric (who'd cast all the spells necessary to protect the others). Everyone would be given a bow (save the Dragons) so the party would have great long-range ability. This party would be very combat-heavy, because that's the style we prefer.

Other party mixes with heavier doses of spell casters would also be perfectly acceptable.



C H A P T E R

5



Jadame

The action takes place in various regions of the Jadamean continent. These appear as numbered squares on the following map. Chapter 7 provides a detailed look at each region, with complete indoor and outdoor maps and walkthroughs for all Main Line, Secondary, and Promotion quests.

Main Line Quests advance the game's primary story. Secondary Quests give your party experience and gold, but completing them isn't absolutely necessary to advance. Completing Promotion Quests conveys advanced rank on your characters. Because rank carries with it access to new skills and allows characters to learn existing skills at higher levels of expertise, you'll probably need to complete the Promotion Quests associated with the character classes in your party. This holds true particularly for your magic-using characters, who'll need higher rank to gain powerful master and Grandmaster spells.

Map of Jadame

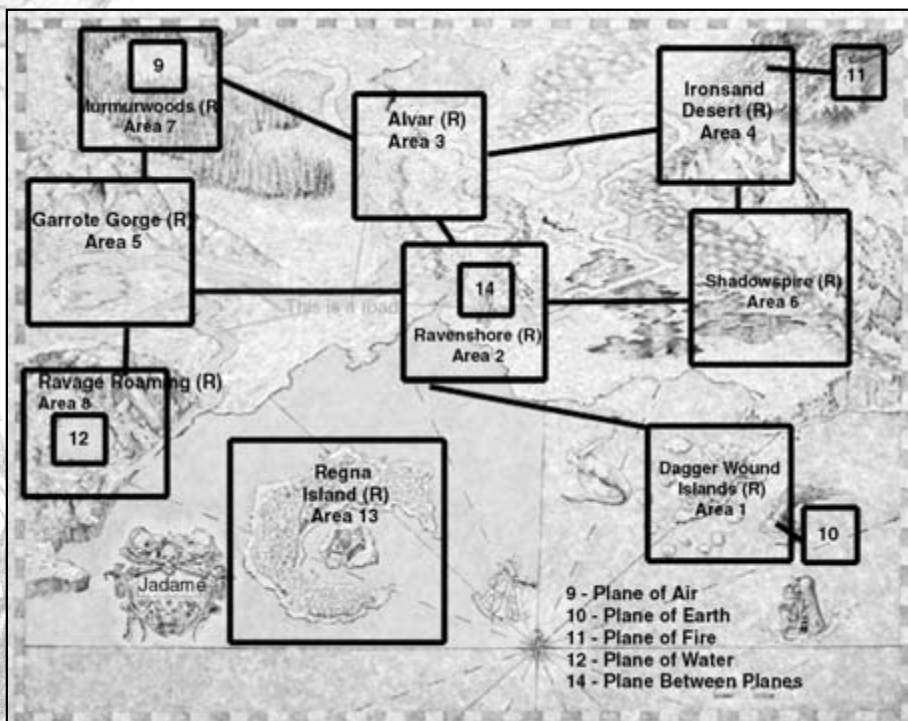


Figure 5-1. Map of Jadame

Your adventure takes place on the continent of Jadame. Because the game doesn't allow you to travel to all areas of the land, only those regions relevant to quests are represented. These lie within the square areas on the following map. You may travel between regions on foot, or via boat, horses, or travel spells such as Lloyd's Beacon or Town Portal.

To travel on foot, you must walk on the roads between regions: walk to the edge of a region map where a road connects it to another region. For example, to reach Alvar from Ravenshore, walk to the northern edge of the Ravenshore map, where a road winds north through a valley.

Regna is a special case. You won't be able to visit there until fairly late in the game, and you'll go there in an unusual fashion—by stealing a primitive submarine from a base in the Dagger Wound Islands. After visiting Regna, you can travel back and forth either via the submarine or via Town Portal and/or Lloyd's Beacon.

CHAPTER 5 Jadame

The Elemental Gates in the corners of the map lead to the Elemental Planes. Avoid these until late in the game. Similarly, the Plane Between Planes, which is accessed through the giant crystal in Ravenshore, can only be entered near the end of the game.

Traveling by Boat or Carriage



Figure 5-2. Travel can be accomplished through a variety of means.

In many towns and villages, you'll find stables and/or a boat dock from which you may travel from region to region. The following table shows the schedule for boat and carriage travel. Such travel is faster than going on foot, and uses no food.

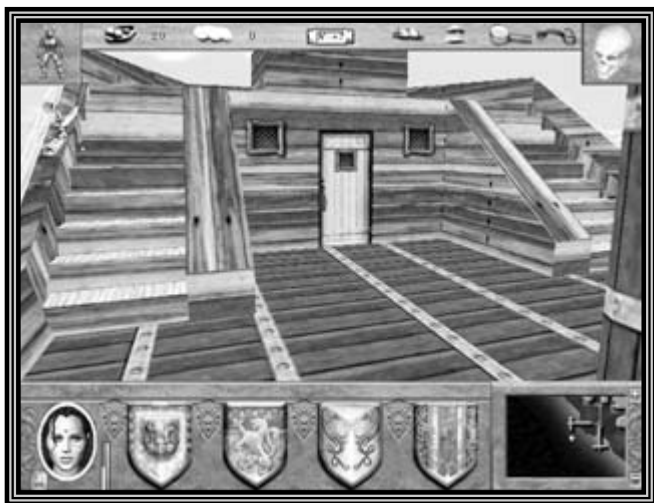


Figure 5-3. To travel by boat, just walk aboard and click on the cabin door.

As with other services, the cost of either mode is affected by your characters' Merchant ability, as explained in Chapter 3.

Table 5-1. Carriage Schedule

<i>Starting City</i>	<i>Day</i>	<i>Destination</i>
Ravenshore	Monday	Alvar
Ravenshore	Tuesday	Ironsand Desert
Ravenshore	Thursday	Shadowspire
Ravenshore	Saturday	Alvar
Ravenshore	Sunday	Garrote Gorge, Arena
Alvar	Monday	Ravenshore
Alvar	Tuesday	Shadowspire
Alvar	Thursday	Garrote Gorge
Alvar	Friday	Ravenshore
Alvar	Sunday	Garrote Gorge
Ironsand Desert	Monday	Alvar
Ironsand Desert	Wednesday	Shadowspire
Ironsand Desert	Thursday	Garrote Gorge, Arena
Ironsand Desert	Saturday	Ravenshore
Ironsand Desert	Sunday	Shadowspire
Garrote Gorge	Monday	Ravenshore
Garrote Gorge	Tuesday	Shadowspire
Garrote Gorge	Wednesday	Alvar
Garrote Gorge	Friday	Ravenshore
Garrote Gorge	Sunday	Arena
Shadowspire	Monday	Ravenshore
Shadowspire	Tuesday	Ironsand Desert
Shadowspire	Wednesday	Ravenshore
Shadowspire	Friday	Ravenshore
Shadowspire	Saturday	Ironsand Desert
Shadowspire	Sunday	Garrote Gorge

CHAPTER **5** **Jadame**

Here's the boat schedule. The Smugglers only appear on the docks after you've dealt with Arion Hunter, which is part of the Main Line Quest. No boats sail to Regna until after you've sunk the Regnan fleet.

Table 5-2. Boat Schedule

<i>Starting City</i>	<i>Day(s)</i>	<i>Destination</i>
Dagger Wound Island	Always	Ravenshore
Ravenshore (Main)	Tuesday, Thursday	Dagger Wound Island
Ravenshore (Main)	Sunday	Regna (after sinking the Regnan fleet)
Ravenshore (Smugglers)	Monday, Friday	Ravage Roaming
Ravenshore (Smugglers)	Wednesday	Shadowspire
Shadowspire	Monday, Friday	Ravage Roaming
Shadowspire	Tuesday, Thursday, Saturday	Ravenshore (Smugglers)
Ravage Roaming	Wednesday	Shadowspire
Ravage Roaming	Tuesday, Thursday, Saturday	Ravenshore (Smugglers)
Regna	Monday, Friday	Ravenshore (Main)
Regna	Tuesday, Thursday	Dagger Wound Island

Using the Town Portal Spell

You may use the master Water Magic spell, Town Portal, to instantly teleport to a town you've visited already. It deposits you at the central fountain. The spell won't take you to villages, however.

Destinations include the following:

- * Dagger Wound Isles
- * Ravenshore
- * Alvar
- * Shadowspire
- * Balthazar Lair
- * Regna

The Obelisks

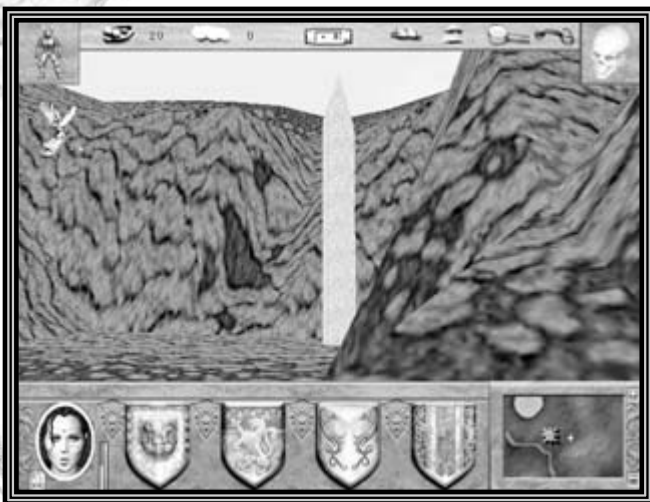


Figure 5-4. Obelisks are usually located in hard-to-reach areas.

Nine Obelisks are scattered around Jadame, one per region. Click on each Obelisk to receive part of a hidden message; this is transcribed into your Autonotes. Once you've gathered all of the message parts, they line up to reveal a message. Refer to Chapter 6 for details on the Obelisk Quest.

Spell Pedestals



Figure 5-5. Spell Pedestals are usually good for a quick, free resistance boost.

You can find spell pedestals scattered around Jadame. When you click on them, they cast a protective spell on your party. All pedestal spells are cast at Grandmaster level 5.

Table 5-3. Spells Cast by Pedestals

<i>Pedestal Color</i>	<i>Spell Cast</i>
Beige	Haste
Blue	Water Resistance
Brown	Earth Resistance
Green	Shield
Yellow-Green	Air Resistance
Gray	Stone Skin
Dark Purple	Mind Resistance
Light Purple	Immolation
Dark Red	Fire Resistance
Light Red	Body Resistance
Orange	Heroism
White	Day of the Gods

Attribute Games



Figure 5-6. Attribute Games give you Skill Points—an extremely valuable gift.

Burning braziers are found in various regions. Each tests a particular attribute. When you click on one, and if the active character holds the tested attribute at a high enough level, that character gets skill points. There are four different braziers—Games, Contests,

Tests, and Challenges. Exactly what attribute each brazier tests is randomly determined each time a map refills (as explained in the next chapter).

Each character can win each attribute game once for each attribute.

Table 5-4. Attribute Games

Type	Game (Blue Flame)	Contest (Brass Brazier)	Test (Orange Flame)	Challenge (White Flame)
Score Needed to Win	25	50	100	200
Skill Points Won	3	5	7	10

Landscape Changes

The landscape is capable of changing throughout the course of the game. For example, you'll encounter a flooded city that's quite useless initially, but if you manage to drain it, all sorts of changes occur. Also, a Pirate Outpost is built at some point during the game—but if you visit the site where it'll appear before it's actually built, you won't find a thing.

Just be aware that the landscape can change subtly as you play the game.

Trading Triangles

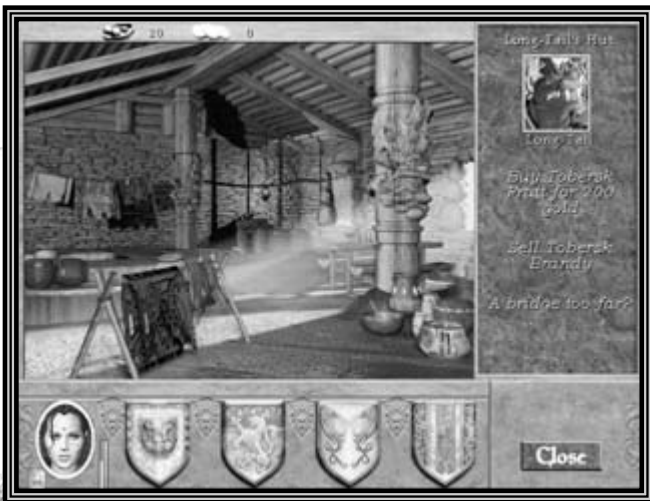


Figure 5-7. Trading may not be exciting, but it provides guaranteed profits.

At several houses you can buy one commodity and sell another. By buying goods at a low price from one house, then selling them at another house for a high price, you can profit. The routes you take as you engage in this form of trade are called “trading triangles.”

Here are the trading triangles that you can profit from within Jadame.

Simple Triangle

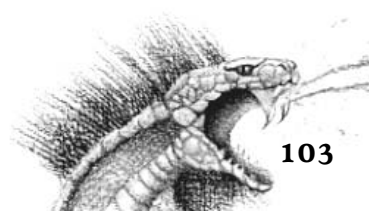
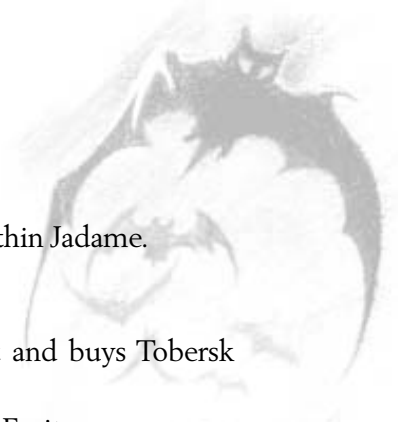
1. Long-Tail in the Dagger Wound Isles sells Tobersk Fruit and buys Tobersk Brandy.
2. Treblid in Ravenshore sells Tobersk Pulp and buys Tobersk Fruit.
3. Gilbere at the House of Brandy in Alvar sells Tobersk Brandy and buys Tobersk Pulp.

Expensive Trading Triangle

1. Mylander at the Treasurestone Residence in the Murmurwoods sells Heartwood of Jadame and buys Dried Sunfish.
2. Whisper in Shadowspire sells Pirate Amulets and buys Heartwood of Jadame
3. Pavel in Regna sells Dried Sunfish and buys Pirate Amulets.

Mysterious Trading Triangle

1. Journey in Shadowspire sells Silver Dust of the Sea and buys Ground Wyvern Horn.
2. Neblick in Ravenshore sells Forged Vouchers and buys Silver Dust of the Sea.
3. Cagnor in Ravage Roaming sells Ground Wyvern Horn and buys Forged Vouchers.





C H A P T E R

6



Quests

Quests are the centerpiece of *Might and Magic VIII*. Most of your characters' time will be spent either completing quests, or gaining experience and power in order to facilitate quests.

This chapter walks you through every single quest in *Might and Magic VIII*. The walkthroughs are concise, so refer to Chapter 7 for maps and extra information on the regions where each quest takes place.

Quests come in several types. *Main Line Quests* are the most important; you must complete all of these to win the game.

Promotion Quests are quests that reward your characters with promotions—for example, a Dark Elf becomes a Patriarch when promoted. Promotion Quests aren't mandatory, but they make your characters more powerful, and thus, make it easier to complete the Main Line Quests.

Secondary Quests aren't mandatory either. They're just extra quests that various inhabitants of Jadame may send you on. You'll typically receive experience or gold, or both, as a reward for completing these quests.


Miscellaneous Quests are large-scale Secondary Quests that take place over many regions of Jadame.



Tip

This chapter is the ultimate “spoiler.” If you don’t want to know what happens in the game, avoid this chapter, or only read about the specific quests that you’re currently working on. Reading this chapter straight through will ruin most of the game’s surprises.

Main Line Quest Summary



Before walking through the Main Line Quests, you might want to read this section. The following pages are an explanation of what you’re trying to accomplish in the Main Line Quests, and why. It’s essentially a plot summary.

Background

Might and Magic VIII takes place on Jadame, a continent of Enroth. Just prior to the start of the game, your character was hired by the Dark Elven Merchants of Alvar as part of the guard patrol accompanying a trade caravan. This caravan traveled far and wide before reaching the Lizardman village of Blood Drop on the Dagger Wound Islands.

Before the game commences, a mighty wizard appears at the edge of Ravenshore, a major town near the center of the continent. This wizard creates a giant crystal monolith in the town square and then vanishes. This crystal causes four interdimensional gateways to open. These gates, located in the four corners of the continent, lead to the planes of Earth, Air, Water, and Fire. The appearance of the gates causes disasters, such as floods, earthquakes, and volcanic eruptions.

From these gates pour forth both the stuff of their connecting planes and hostile denizens of those planes. The giant crystal is causing the planes to be drawn across the land. When the planes meet at the crystal, a great cataclysm will occur, wiping the face of Enroth clean of life. Your task is to learn what’s going on, and to do your best to stop it.

Early Game: Requesting Aid from the Merchants of Alvar

The gateway to the Plane of Earth appears off the shore of the Dagger Wound Islands, and causes a volcano to erupt from the sea. The resulting tidal wave and volcanic barrage cause great damage to the island. The connecting bridges are destroyed, and various land features are smashed by falling rock. Perhaps most distressing, a nearby fleet of Regnan Pirates seize the opportunity offered by the general discord to stage a raid.

You start out on the main island. The leader of the Lizardmen, Brekish Onefang, commands you to bring a message explaining the situation to the Elgar Fellmoon, the Merchant of Alvar chief in Ravenshore. This task is complicated by the Pirate raid and lack of bridges.

You travel to Ravenshore. In Ravenshore, Fellmoon recognizes the gravity of the situation. Realizing that he and the other Alvar merchants require more information before responding to the crisis, Fellmoon sends you to blackmail the local smugglers (who happen to be a band of Wererats). Fellmoon wants them to use their fast boats to scour the coastal areas for more information.

After you do this, Fellmoon sends your party off to talk to the main council of the Merchants of Alvar, located in the city of Alvar.

The merchants still want more information before acting. They send your party to find out what happened to one of their caravans in the Ironsand Desert. There, your party must convince a troll, Overdune Snapfinger, to return with you to Alvar. There, he gives an eyewitness account of the disaster that struck when the gateway to the Plane of Fire appeared near his village.

Back in Alvar, the merchants hear Overdune's report, and realize that they're facing the cataclysm foretold in a Dark Elven prophecy. According to this prophecy, the world is being tested. It can save itself *if* the inhabitants of the land band together to face the threat, and gain the assistance of the four lords of the elemental planes.

Thus, the merchants send your party to forge an alliance among the most powerful factions of Jadame.

Midgame: Forging the Alliance

An alliance between *all* powerful races and factions on the continent would be flatly impossible. Alliances with some of these factions can only be made at the expense of making enemies of another. For instance, allying with the Dragons will anger the Dragon Hunters and make them hostile to your party for the rest of the game.

Fortunately for you, however, you don't need *all* of the races to join your alliance. An alliance of three from among the Dragons, Dragon Hunters, Necromancers, Clerics of the Temple of the Sun, and the Minotaurs is sufficient.

Your main task in the middle game is to forge this three-faction alliance.

Whenever a new member is added to the alliance, the allying group sends a representative to the Merchant House in Ravenshore, which the Merchants of Alvar have given over to the cause as a meeting hall.

Once the three-faction alliance is formed, it is contacted telepathically by Catherine and Roland Ironfist from their boat out at sea. Catherine and Roland were returning to their kingdom in Enroth when the disasters began to occur. Their court wizard Xanthor used magic means to discover what is going on. The Ironfists offer their help.

Unfortunately, they can't land at Ravenshore due to the diligence of the patrolling Regnan Pirates. The alliance council sends you to sink the Regnan Pirate fleet on Regna Island.

After you do this, the Ironfists land at Ravenshore. Xanthor tells you and the council that the giant crystal in the Ravenshore town square is actually a gateway to the Plane Between Planes. Whatever is causing the trouble lies on the Plane Between Planes. But, because the crystal is attuned to the elemental planes, your party must first create an artifact, the Conflux Key. With this in hand, your party may enter the crystal and travel to the Plane Between Planes.

Endgame: The Conflux Key and the Plane Between Planes

To get the components of the Conflux Key you must go through the gateways to the four elemental planes. Each plane contains a gem called an Elemental Heart. When you return the four hearts to the Xanthor, he uses them to build the Conflux Key.

Inside the giant crystal is a dungeon that you must pass through to reach the Plane Between Planes, which is a realm of elemental chaos. Escaton is headquartered there in a castle. You can reach Escaton and talk to him. Escaton reveals

much about his nature and delivers a clue that implies that though he, Escaton, cannot undo what he has done, it is possible for the Elemental Lords to do something about it. They are imprisoned in another part of the Plane Between Planes.

To win the game, you must free the four Elemental Lords and then pass back through the crystal gateway to Ravenshore. When you do this, the Elemental Lords will destroy the giant crystal and close the gates to their planes. Order is restored, and all is once again well in Jadame.

Main Line Quest Walkthrough

This walkthrough stresses only the most important parts of your quest. Refer to Chapter 7 for more details.

Early Game

1. Start of the Game

You start out on the main island of the Dagger Wound Isles, near the Lizardman village. The island is under attack by Pirates. Asking around, you'll learn that the caravan leader is in the hut of the Lizardman chieftain, Brekish Onefang.

2. Talk to Dadeross (Caravan Leader)


Go to the Clan Leader's Hall and talk to Dadeross, the caravan leader. He gives you a letter and tells you to bring it to Elgar Fellmoon in Ravenshore.

3. Talk to Brekish Onefang

While still in the Clan Leader's Hall, also talk to Brekish Onefang. He'll give you a Power Stone and tell you to bring it to Fredrick Talimere.

4. Talk to Fredrick Talimere

Go to Talimere's Hut and talk to Fredrick Talimere. If you have the Power Stone, he tells you how to use it to activate the teleporter at the southwest end of the main island. He also offers to join you. In his inventory is another Power Stone. This Stone activates the teleporter on the western island (the destination of the first teleporter).



You need both Power Stones, so if you don't take Talimere into the party, make sure to get the second Power Stone, found in one of the chests in the middle of the western island (Area 12 on the Dagger Wound Isles map).

5. Jump Through the Teleporters

Go through the teleporter at the southern tip of the main island (Area 9 in the Dagger Wound Isles). It transports you to the northwestern island (Area 11), near the Abandoned Temple.


6. Go Through the Abandoned Temple

Fight your way through the Abandoned Temple and leave through the exit. You resurface on the northeastern-most island. Nearby is a boat dock.

7. Take a Boat to Ravenshore

A boat on the dock will take you to Ravenshore. Go to Ravenshore.

8. Talk to Elgar Fellmoon



Go to the Merchant House of Alvar, in Ravenshore. It's located near the docks. Click on the *southern* door of the Merchant House (not the western door) to talk to Elgar Fellmoon. He takes the letter from Dadeross and gives you a Blackmail Letter. He asks you to blackmail the Wererat smugglers' leader, Arion Hunter.

9. Talk to Arion Hunter

Arion Hunter is located behind a door in Smuggler's Cove. Talk to him. He takes Elgar Fellmoon's letter. (After this, a smugglers' boat appears on the docks of Ravenshore and gives you new travel options.)

10. Return to Fellmoon

Return to the Merchant House. Elgar Fellmoon again meets you at the southern door. He rewards you for blackmailing the Wererats, then gives you a new quest. You must now report to Bastain Loudrin, the guildmaster in Alvar.

11. Report to Bastain Loudrin

Travel north to Alvar and find the Merchant Guildhouse. At the door you'll be met by Bastian Loudrin. He gives you a new quest: find a witness of the lake of fire's formation, and bring him back to the guildhouse.

12. Talk to Overdune Snapfinger

Travel east to the Ironsand Desert. Find Overdune's House in the Troll village, and speak to Overdune himself. Overdune asks you to put his brother's remains in the Troll Tomb. Accept the Urn of Ashes and go to the Troll Tomb, south of the village. Place the ashes in the appropriate spot of the Tomb (see the map in Chapter 7), and then return to Overdune. He offers to join the party. Take him in.

13. Bring Overdune to the Guildhouse in Alvar

With Overdune in the party, return to the Merchant Guildhouse in Alvar. Bastian Loudrin rewards you for completing the quest. He then sends you out to form a mighty alliance composed of three of five possible allies.



Tip

At this point, the southern door to the Merchant House in Ravenshore becomes accessible. From this point onward you can visit the Merchant House at any time to check in with Elgar Fellmoon and chat about your quests.

Your potential allies are:

- * The Necromancers' Guild in Shadowspire
- * The Temple of the Sun in Murmurwoods
- * The Dragon Hunters of Garrote Gorge
- * The Dragons of Garrote Gorge
- * The Minotaurs of Ravage Roaming

Allying with the Necromancers makes enemies of the Temple of the Sun, and vice versa. Similarly, allying with the Dragon Hunters makes enemies of the Dragons, and vice versa. Thus, you can only hope to ally with a total of three factions. To sum it up:

- * You *must* ally with the Minotaurs.
- * You must ally with *either* the Necromancers *or* the Temple of the Sun.
- * You must ally with *either* the Dragons *or* the Dragon Hunters.



Tip

Steps 14 through 16 don't have to be done in any particular order. Also, it's completely up to you whether to complete sub-steps A or B of steps 14 and 15.

14A. Form an Alliance with the Necromancer's Guild

If you decide to ally with the Necromancers, go to Shadowspire and enter the Necromancer's Guild—it's on a mountain east of town. Locate Sandro inside. He asks you to steal the Nightshade Brazier from the Temple of the Sun.

Now locate Dyson Leland. He's a Cleric who's located in the Necromancer's Guild. Get him to join your party, because without him you won't be able to get the Nightshade Brazier.

Now go to the Murmurwoods. Enter the Temple of the Sun. Refer to the section on the Temple of the Sun in Chapter 7 for details on how to access the Nightshade Brazier. Grab the Nightshade Brazier and leave.

Return to Shadowspire and enter the Necromancer's Guild. Report to Sandro. You are now allied with the Necromancers.



Tip

If you return to the Temple of the Sun at any point after this, all of the inhabitants will be hostile.

14B. Form an Alliance with the Temple of the Sun in Murmurwoods

Go to the Murmurwoods and enter the Temple of the Sun. Talk to Oskar Tyre inside. He asks you to destroy the Skeleton Transformer, inside the Necromancer's Guild.

Travel to Shadowspire and enter the Necromancer's Guild. Locate Dyson Leland inside. Get him to join your party—because you cannot reach the transformer without Leland in your party!

CHAPTER 6

Quests

Enter the chamber containing the Skeleton Transformer. To destroy the transformer, first close and lock the door, then walk toward the transformer.



Figure 6-1. Lower these levers in the order given below, then bar the door.

To lock the door, you must lower five levers. Assuming that they're numbered 1-5 from left to right, pull the levers in this order: 1, 3, 2, 5, 4.

When all five levers are in the "down" position, click a button on the wall to the *left* of the levers. The door closes.

Now click on the large wooden bar. It slides across the door, locking it.

At this point just walk toward the Skeleton Transformer. Dyson Leland destroys it.



Tip

Dyson Leland must be in good health to destroy the Skeleton Transformer. If he got killed on the way in, resurrect him, either with a spell or a visit to the Temple, and then try again.

To exit, first click on the wooden bar to slide it back, then press a button on the wall near the door. This opens the door.

Return to the Temple of the Sun in the Murmurwoods. Report to Oskar Tyre. You are now allied with the Temple of the Sun.



Tip

The Necromancer's Guild is now hostile.

15A. Form an Alliance with the Dragon Hunters

Go to Garrote Gorge. Enter the Dragon Hunters' Camp and talk to Charles Quixote. He asks you to recover a Dragon Egg from Zog the Jackal.

Travel to Ravage Roaming. The Egg is in a chest in the Barbarian Fortress (see the map in Chapter 7). Retrieve it, and return to Charles Quixote. Once Quixote has the Dragon Egg, you are allied with the Dragon Hunters.



Tip

All Dragons in Garrote Gorge and the Dragon Lair now turn permanently hostile.

15B. Form an Alliance with the Dragons

Go to Garrote Gorge and enter the Dragon Cave. Inside, find Deftclaw Redreaver and speak to him. He asks you to bring him a Dragon Egg (it's the same Dragon Egg mentioned in Step 15A).

Go to Ravage Roaming and enter the Barbarian Fortress. Retrieve the Dragon Egg from a chest. Then return to Deftclaw Redreaver and give the Dragon Egg to him. You are now allied with the Dragons.



Tip

All Dragon Hunters in Garrote Gorge and the Dragon Hunters' Camp now turn permanently hostile.

16. Form an Alliance with the Minotaurs

Go to Ravage Roaming and enter the Balthazar Lair through a vent. It's flooded. Lower the waterlevel by pressing levers scattered throughout the lair. (Each lever raises or lowers the water in a particular section of the lair.)



Figure 6-2. The levers are clearly lettered. Press them in the proper order to drain the flood.

The levers are lettered. The proper order to push the levers in is: A, B, C, E, G, D, J, C, E, F, D, I, C. Then press the Lowest lever, which is not lettered—it's at the very bottom of the lair. This solves the flooding problem.

After the flood has drained, enter the Minotaur Leader's House (it's marked on the map of the Balthazar Lair in Chapter 7) and speak to him. He joins your cause. You are now allied with the Minotaurs.

17. Visit the Council Chamber

When you have allied with three factions, return to Merchant House in Ravenshore. Enter the Council Chamber (which is a room in the Merchant House). Talk to Elgar Fellmoon. He sends you on a new quest to sink the Regnan Pirate fleet.

18. Kill the Pirate Outpost Leader

Go to the Dagger Wound Isles. Enter the Pirate Outpost. (Use a spell to cross the water—either Fly, Levitate, or Water Walk.)

Inside the Pirate Outpost, kill the Pirate Leader and take his key. This key unlocks a nearby door guarding a primitive submarine. Take the hand-cranked submarine to Regna.

19. Sink the Pirate Fleet

On Regna, enter the Abandoned Pirate Keep. A chest in the Abandoned Pirate Keep contains a Cannonball. Take the Cannonball.

Just outside the Abandoned Pirate Keep is a cannon that's pointed at the Regnan fleet. Click on the cannon to fire your newly discovered Cannonball at the fleet, and destroy it.

20. Visit the Council Chamber

Return to Ravenshore. Enter the Merchant House and go to the Council Chamber. Talk to Fellmoon. He instructs you to talk to a wizard named Xanthor.

21. Talk to Xanthor

Xanthor is located in Ravenshore, in a hostel near the giant crystal. Talk to him. He sends you on a quest to locate the four Elemental Hearts—the Heart of Air, Heart of Water, Heart of Fire, and Heart of Earth. (The hearts look like special gems.)

Now retrieve all four hearts. Steps 22 through 25 may be done in any order.

22. Recover the Heart of Water

Go to Ravage Roaming. Locate the Gateway to the Plane of Water, and go through it.

The Heart of Water is outdoors in the Plane of Water. (Refer to the Chapter 7 map for its precise location.) Grab it and leave.

23. Recover the Heart of Air

Go to the Murmurwoods. Locate the Gateway to the Plane of Air, then go through it.

The Heart of Air is inside the Castle of Air, a large fortress on the Plane of Air. Refer to Chapter 7 for details on how to get to the castle and where you'll find the Heart of Air.

Leave the area as soon as you've got the Heart of Air.

24. Recover the Heart of Earth

Go to the Dagger Wound Isles, and locate the Gateway to the Plane of Earth. (You'll need a Fly or Water Walk spell to reach it.) Go through it.

The Heart of Earth is lying on the ground in the Plane of Earth. Refer to Chapter 7 for details on precisely where it is.

Grab the Heart of Earth, and leave.

25. Recover the Heart of Fire

Go to the Ironsand Desert, and enter the Chain of Fire. This takes you to a spot near the Gateway to the Plane of Fire. From there, enter the Gateway.

On the Plane of Fire, enter the Castle of Fire. The Heart of Fire is within the castle. (Refer to Chapter 7 for the precise location.)

Leave when you have the Heart of Fire.

26. Bring the Hearts to Xanthor

With all four Elemental Hearts in your possession, visit Xanthor again. He's still in the hostel in Ravenshore.

Xanthor takes the hearts and forges them into a Conflux Key. He gives you this key.

27. Enter the Crystal Gateway

Equipped with the Conflux Key, enter Escaton's Crystal—it's the huge crystal in the middle of Ravenshore. Inside the crystal, activate a teleporter by pressing the crystals on a special Crystal Panel in the correct sequence.

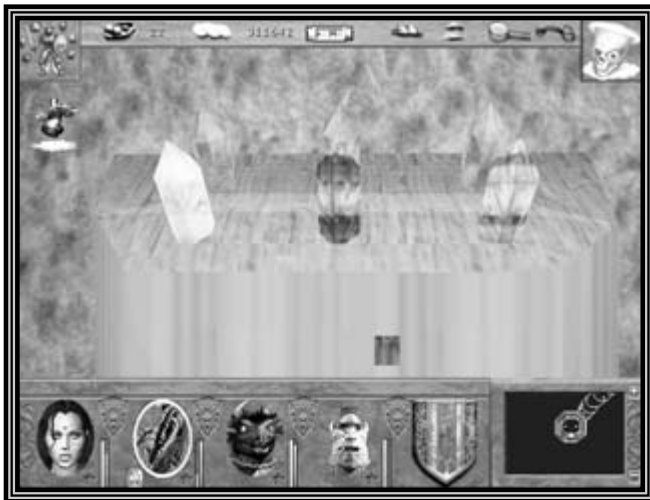


Figure 6-3. Press the crystals in the order described below.

The proper sequence is 1, 3, 2, 1, 2, 3, 1, 3, 1 (assuming that the crystals are numbered 1-3, from left to right). If you mess up, press the square button to reset the panel and try again. The crystals flash in the proper order (as a clue), and then you get another chance.

When the crystals have been pressed in the proper order, enter a teleporter located next to the Crystal Panel. It takes you to the Plane Between Planes.

28. Talk to Escaton



Figure 6-4. You'll have to throw a number of these levers before accessing Escaton's Throne Room.

Go to Escaton's Palace. It's located near the center of the Plane Between Planes. Inside the palace, throw a series of levers to open various doors. (This process is described in detail in Chapter 7, in the Escaton's Castle section.)

When you've opened all the doors, you can visit Escaton himself. He asks you three riddles. The solutions to these riddles are as follows:

- * Riddle One: Prison
- * Riddle Two: Inside
- * Riddle Three: Egg

When you correctly solve all three riddles, Escaton gives you a Ring of Keys. Now exit the Palace and perform Steps 29 through 32.



Tip

Steps 29-32 can be done in any order.

29. Rescue Pyrannaste

Go to the Prison of the Lord of Fire, located in the northwest corner of the Plane Between Planes. Fight through the prison and rescue Pyrannaste, the Lord of Fire. (You rescue him simply by talking to him and selecting all possible conversation options.)

30. Rescue Gralkor

Go to the Prison of the Lord of Earth, located in the southeast corner of the Plane Between Planes. Fight through the prison and rescue Gralkor, the Lord of Earth.

31. Rescue Acwalander

Go to the Prison of the Lord of Water, located in the southwest corner of the Plane Between Planes. Fight through the prison and rescue Acwalander, the Lord of Water.

32. Rescue Shalwend

Go to the Prison of the Lord of Air, located in the northeast corner of the Plane Between Planes. Fight through the prison and rescue Shalwend, the Lord of Air.

33. Win the Game

After rescuing all four Elemental Lords, go back to Ravenshore via Escaton's Crystal. This triggers the endgame sequence.

If you wish to, you may visit Xanthor after the game is won, and have a short conversation with him. You may also visit the Council Chamber in the Merchant House for a few parting words with Elgar Fellmoon.

Feel free to play on all you want, but your main quest is finished. Congratulations!

Promotion Quests

As discussed in Chapter 4, promoted characters gain extra Hit Points and Spell Points for each level they attain. They also can learn certain skills at higher levels than nonpromoted characters would.

Generally, go on Promotion Quests *after* you've secured the three-faction alliance (see Main Line Quest Walkthrough). By then your party will be powerful enough to deal with the dangerous places that these quests take you to.

As with the Main Line Quests, look to Chapter 7 for details of these Promotion Quests.

Dark Elf Promotion to Patriarch



Figure 6-5. Cauri Blackthorne is a statue near the Druid Circle.

1. Go to the Blackthorne Estate in Alvar. Talk with Relburn Jeebes at the door. He says you need to locate Cauri Blackthorne.
2. Travel to the Murmurwoods. Go to Dantillion's Residence and talk with Dantillion, a Cleric of the Sun. Dantillion

tells you that Cauri completed her mission to the Temple of the Sun and was heading back to Alvar. On the way back she was going to check on some pilgrims who were traveling to the nearby Druid Circle. Dantillion also gives the party several Stone to Flesh Scrolls.

3. Find the statues scattered in the woods near the Druid Circle (northeast of town). One of these statues is Cauri Blackthorne. If you click on her statue, you automatically use a Stone to Flesh scroll on her and rescue her. She then promotes any Dark Elf in the party and provides experience to the other party members.
4. The promotions are now given, but you can return to the Blackthorne Estate for an additional gold reward. Also, you can return to the Blackthorne Estate at any later time if you add a Dark Elf to your party and want to promote him or her.
5. After being saved, Cauri travels to the Adventurer's Inn, where she can join the party.

Troll Promotion to War Troll

1. Travel to the Ironsand Desert. At Schmecher's Hovel, talk to Volog Sandwind. He tells you about the need to locate the Ancient Troll Home.
2. Go to the Murmurwoods and enter the Ancient Troll Home.

3. Kill every single enemy inside the Ancient Troll Home. Be thorough! Nothing should be left alive.
4. Return to Volog Sandwind and talk to him. Trolls are promoted to War Trolls, and others gain experience.
5. Volog moves to the Adventurer's Inn, where he can join the party.

Knight Promotion to Champion

1. In Garrote Gorge, go to the Stormlance Residence and talk to Leane Stormlance. She asks the party to find her father, Blazen Stormlance, and his spear Ebonest.
2. Travel to Shadowspire and enter the Mad Necromancer's Lab. Upstairs in the lab is the shade of Blazen Stormlance, who tells you that a Cleric, Dervish Chevron, might know how to cure his curse. Downstairs, in a treasure chest, is Ebonest. Be sure to talk to Blazen and grab Ebonest before leaving.
3. Go to Ravenshore and visit Dervish's Cottage. Dervish gives you the Gem of Restoration.
4. Return to the Mad Necromancer's Lab and talk to the shade of Blazen Stormlance again. The Gem of Restoration heals him.
5. Go back to Leane Stormlance (in Garrote Gorge). She tells you that Charles Quixote will now promote any Knights in the party.
6. Visit Charles Quixote to receive your promotion. He'll either be in the Dragon Hunter's Camp in Garrote Gorge, or in the Merchant House in Ravenshore (if you've already allied with the Dragon Hunters.)
7. After being saved, Blazen Stormlance travels to the Adventurer's Inn, where he may be hired.

Cleric Promotion to Priest of the Sun

1. Visit the Snowtree Residence in the Murmurwoods. You learn that you need to find a book called Prophecies of the Sun.
2. The Prophecies of the Sun book is located in the Abandoned Temple on the Dagger Wound Isles. Enter the Abandoned Temple and retrieve the book.
3. Return to the Snowtree Residence and hand over the book. Clerics are promoted and non-Clerics gain experience.

Necromancer Promotion to Lich

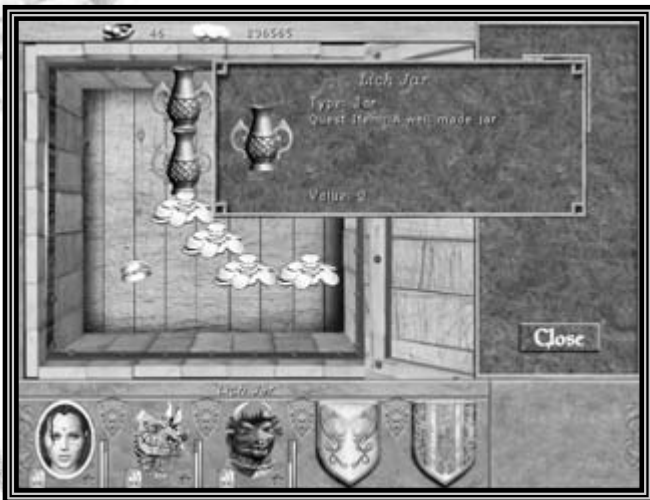


Figure 6-6. You must have one Lich Jar for every Lich in your party that wants to be promoted.

1. Go to the Taleshire Residence in Shadowspire. Talk with Taleshire; he tells you that you need to recover the Lost Book of Khel from the Uplifted Library and Lich Jars from the Mad Necromancer's Lab.
2. Travel to the Dagger Wound Isles and enter the Uplifted Library. (You'll need to Fly, Levitate, or Water Walk to reach the Uplifted Library.) Get the Book of Khel from the top floor of the Library.
3. Return to Shadowspire. Enter the Mad Necromancer's Lab. Downstairs, in chests, you'll find Lich Jars. Grab one Lich Jar for every Necromancer that you wish to promote.
4. Go back to the Taleshire Residence. Liches will be promoted, and others will gain experience.
5. If you happen to need future Necromancer promotions, go to the House of Lathaen.

Vampire Promotion to Nosferatu

1. Go to the House of Lathaen in Shadowspire. He tells you to retrieve the Sarcophagus of Korbu and the Remains of Korbu.
2. Go to the Ironsand Desert. In the Cyclops Larder you'll find the Remains of Korbu.
3. Travel to Ravage Roaming. Enter the Crypt of Korbu and collect the Sarcophagus of Korbu from an altar inside.

4. Return to Lathaen with both items to receive Vampire promotions and experience for all non-Vampires.

Minotaur Promotion to Minotaur Lord


1. Go to the Balthazar Lair in Ravage Roaming. After solving the flooding problem there, go to Tessalar's House. (Tessalar won't appear until after the floodwaters are drained.) He tells you to recover the Axe of Balthazar.
2. Travel to Alvar. Enter the Dark Dwarf Compound and retrieve the Axe of Balthazar from a chest.
3. Go to the Dagger Wound Isles. Enter the Clan Leader's Hall and talk to Dadeross. He will verify that the axe is indeed the Axe of Balthazar.
4. Return to Tessalar in the Balthazar Lair and hand over the Axe. Minotaurs are promoted, and non-Minotaurs gain experience.

Dragon Promotion to Great Wyrm

1. Enter the Dragon Cave in Garrote Gorge. Talk to Deftclaw Redreaver, the Dragon leader. He tells you to kill the Dragon Hunters in the training area southwest of the Dragon Cave, and return to him with the Sword of Whistlebone.
2. Go to the training area—it's the spot with the tents atop a hill—and kill all of the Dragon Hunters there. Don't leave any of them alive!
3. Among the Dragon Hunters was Jeric Whistlebone. Click on his body to retrieve the Sword of Whistlebone.
4. Return to Deftclaw Redreaver for Dragon promotions and experience for non-Dragons. Note that if you've already allied with the Dragons, Deftclaw will be found at the Merchant House in Ravenshore instead of the Cave. He gives promotions regardless of where he is.

Secondary Quests

These quests are not essential, but they're usually profitable. They typically reward you with experience, gold, or special items. Also, they often send you to areas you might otherwise avoid, which in turn garners you extra gold and experience.



Quests are arranged by location. Each quest is listed under the location where it's first *given* to the party, not necessarily where the party must go to *complete* the quest.


As usual, refer to Chapter 7 for maps of the locations mentioned here.

Dagger Wound Isles Quests

Find My Brother

1. Go to Rohtnax's House on the main island. Rohtnax asks you to find his brother Isthric the Tongue so that he can return home.
2. Find Isthric the Tongue in a house on the western island (Isthric's House). Speak to him.
3. Return to Rohtnax. He gives your party experience.

Yellow Fever

- 
1. Speak with Aislen in the main village. He needs you to deliver potions of Cure Disease to six huts on the outer islands.
 2. Locate Cure Disease scrolls in chests, particularly in the four chests at Area 12 on the western island.
 3. Visit six houses in Areas 13 and 15, and give them all Cure Disease scrolls.
 4. Return to Aislen for experience.

Poisoned Water Supply

1. Speak with Languid in the main village. He tells you that he needs an Anointed Herb Potion to purify the water supply.
2. Get an Anointed Herb Potion from a chest in the Smuggler's Cove in Ravenshore.
3. Return to Languid. Languid takes the potion and provides experience and gold.

Ingredients for a Potion of Pure Speed

1. Speak with Thistle in Area 7. He asks the party to bring him the base ingredients for a Potion of Pure Speed (four red reagents, two blue reagents, and one yellow reagent).
2. Collect the reagents, either from the ground, by purchasing them from Alchemists, or by finding them in chests. (The Area 12 chests are quite helpful.)

3. Return to Thistle. He takes the reagents and gifts you with both experience and a Potion of Pure Speed.

Idol of the Snake

1. Talk with Hiss in the main village. He asks the party to recover the Idol of the Snake from the Abandoned Temple.
2. Collect the idol from the Abandoned Temple. (See Chapter 7 for details.)
3. Return to Hiss with the item to collect experience and gold.

Prophecies of the Snake

1. Talk with Pascella Tisk in the main village. The party is asked to recover the Prophecies of the Snake from the Abandoned Temple.
2. Collect the Prophecies of the Snake from a chest in the Abandoned Temple.
3. Return to Pascella Tisk to collect experience.


Ravenshore Quests

Kill All Dire Wolves

1. Talk with Maddigan the Tracker at the Hall of the Tracker in Ravenshore. He asks you to kill all Dire Wolves in Ravenshore and in the Dire Wolf Lair.
2. Approach the Dire Wolf Lair and get inside quickly, without spending too much time fighting the Wolves outside. Kill all Dire Wolves and other enemies in the lair. Make sure it's fully cleaned out.
3. When the lair is clean, kill all remaining Wolves outside.
4. Return to Maddigan the Tracker for experience and gold. (Also note that Maddigan pays gold for Dire Wolf Pelts.)

Rescue My Family

1. Visit the Smuggler's Cove. Locate Arion Hunter inside. He asks you to rescue his daughter, Irabelle Hunter, from the Ogre Fortress.
2. Proceed to the Ogre Fortress in Alvar. Go inside and rescue Irabelle Hunter. She's locked in a cell. Kill all the guards—one of them has a key. Talk to her after unlocking the cell.



Reports to Regna

1. Visit the Smuggler's Cove. Locate Arion Hunter inside. He tells you to deliver a set of False Reports to the Dread Pirate Stanley in Regna. He then gives you the False Reports.
2. Go to Regna. (You won't get there until fairly late in the game.) Locate Dread Pirate Stanley at the Pirate's Rest tavern in Regna. Talk to him and give him the False Reports.
3. Return to Arion Hunter for experience.

Recover the Shield Eclipse from the Necromancer's Guild

1. Go to Lathius' House and speak to Lathius. He asks the party to recover the shield Eclipse.
2. Proceed to the Necromancer's Guild in Shadowspire. Turn the Necromancers hostile, either by attacking them or by allying with the Temple of the Sun. Then, loot the guild. You'll find the shield Eclipse in a chest in a bedroom.
3. Return to Lathius. He gives you experience and lets you keep the shield.



Alvar Quests

Kill All Ogres in Alvar Region

1. Go to Keldon's Cottage and speak to Keldon. He asks you to kill all the Ogres in the Alvar region and the Ogre Fortress.
2. Enter the Ogre Fortress and kill everything inside. Be thorough.
3. Leave the Fortress. Back on the Alvar map, scour the area for Ogres and kill any that you find.
4. When all the Ogres are dead, return to Keldon to collect experience and gold. (Also, note that Keldon pays gold for Ogre ears.)

Ingredients for a Potion of Pure Luck

1. Go to the Home of Rihansi and speak to Rihansi. He asks you to bring him the base ingredients for a Potion of Pure Luck.
2. Gather two red reagents, three blue reagents, and three yellow reagents. These are easy to find, but if you're desperate, just visit an Alchemist.
3. Return to Rihansi for experience and a Potion of Pure Luck.

Find Three Rare Cheeses for Asael Fromago

1. Visit Fromago Manor. Asael Fromago sends you on a quest to recover three rare types of cheese.
2. Recover the three rare cheeses. You'll find one cheese apiece in the Chapel of Eep (in Ravenshore), the Church of Eep (in Ravage Roaming), and the Grand Temple of Eep (in Garrote Gorge). The cheeses are always located in chests, usually behind secret doors. Refer to the maps in Chapter 7 for details.
3. When you've collected all three cheeses, return to Fromago Manor to collect experience and gold.

Ironsand Desert Quests

Deliver Scrolls of Fire Resistance to the Six Southern Houses in the Village of Rust

1. Go to Pole's Hovel. He asks you to deliver Scrolls of Fire Protection to the six southern houses in the village. He gives you the scrolls.
2. Deliver the scrolls to the six southern houses in the village, giving one scroll to each household. (Use the map to determine which are the six southernmost houses.)
3. You receive experience when the last message is delivered. You may also return to Pole and tell him that the job is done.


Ingredients for a Potion of Pure Endurance

1. Go to Talion's Hovel. He asks you to bring him the ingredients for a Potion of Pure Endurance.
2. Collect two red reagents, four blue reagents, and one yellow reagent from any source.
3. Return to Talion. You're rewarded with experience and a Potion of Pure Endurance.

Garrote Gorge Quests

Find Dragonbane Flower for the Dragon Hunters


1. Visit the Calindril Residence. Calindril asks you to find a Dragonbane Flower.

- 
2. Locate and pick a Dragonbane Flower. These flowers grow at three spots marked on the Garrote Gorge map in Chapter 7. (They grow along a riverbank.)
 3. Return to Calindril for experience and gold.

Find Dragonbane Flower for the Dragons

1. Enter the Dragon Cave and locate Scarwing's Cave within it. Talk to Scarwing. He asks you to find a Dragonbane Flower.
2. Locate and pick a Dragonbane Flower. Again, these flowers grow at three spots along the riverbank in Garrote Gorge.
3. Return to Scarwing to collect experience and gold.

Kill All Dragons

- 
1. Go to Avalon's Residence and speak with Avalon. He tells you to kill all Dragons in the Garrote Gorge wilderness.
 2. Kill all Dragons in the outdoor areas of Garrote Gorge—except for the tame Dragon Hunter's Pets. You don't need to bother with the Dragons inside the Dragon Cave.
 3. Return to Avalon to collect experience and gold.

Kill All Dragon Hunters Quest

1. Enter the Dragon Cave. Inside, locate Ishton's Cave and speak with Jerin Flame-eye. He asks you to kill all the Dragon Hunters in the Garrote Gorge area.
2. Kill all Dragon Hunters in the outdoor areas of Garrote Gorge. This includes the Dragon Hunters guarding the town. But you don't have to bother with the Dragon Hunters inside the Dragon Hunter's Camp.
3. Return to Jerin Flame-eye for experience and gold.

Recover the Drum of Victory from the Naga Vault

1. Go to the Foestryke Residence and speak to Zelim. He asks you to recover the Drum of Victory from the Naga Vault.
2. Enter the Naga Vault and get the Drum. It's in a chest on a high pillar. Press a button that drops the pillar, making the chest accessible. (Refer to Chapter 7 for the map.)
3. Return to Zelim to collect experience and gold.

Shadowspire Quests

Recover the Bone of Doom from the Dire Wolf Den

1. Go to Tantilion's House. Tantilion asks you to recover the Bone of Doom.
2. Travel west to Ravenshore. Enter the Dire Wolf Den. In a chest you'll find the Bone of Doom.
3. Return the Bone to Tantilion for experience and gold.

Recover Iseldir's Puzzle Box from the Mad Necromancer's Lab

1. Go to the House of Benefice. Benefice asks you to retrieve Iseldir's Puzzle Box from the Mad Necromancer's Lab.
2. Enter the Mad Necromancer's Lab. The Puzzle Box is in a chest downstairs.
3. Return the Puzzle Box to Benefice for experience and gold.

Ingredients for a Potion of Pure Intellect

1. Go to Kelvin's Home. Kelvin asks the party for the ingredients for a Potion of Pure Intellect.
2. Gather one red reagent, two blue reagents, and four yellow reagents.
3. Return to Kelvin. He'll give you experience and a Potion of Pure Intellect.

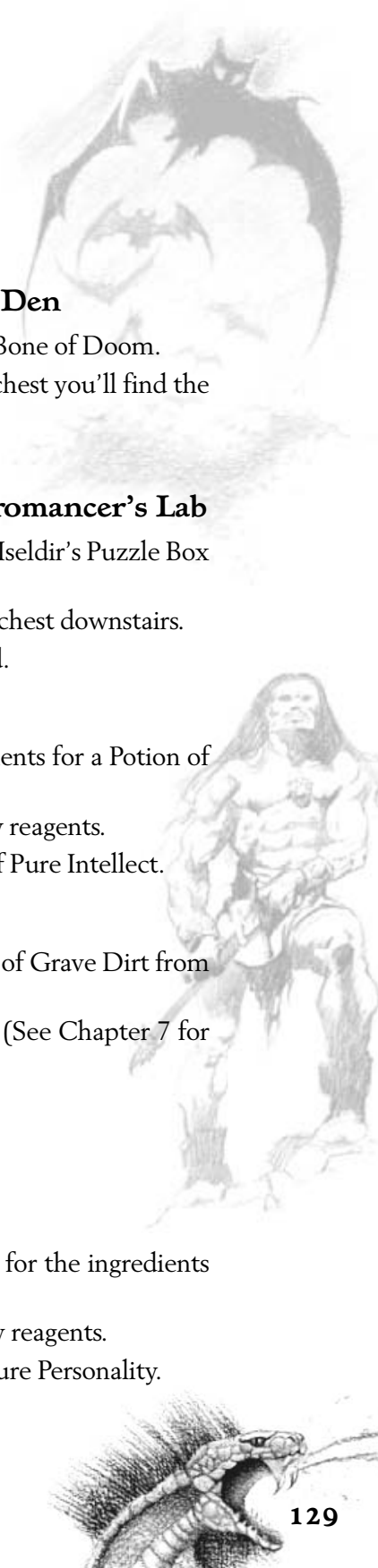
Recover Vial of Grave Dirt

1. Go to Hallien's Cottage. Hallien asks you to retrieve a Vial of Grave Dirt from the Vampire Crypt.
2. Enter the Vampire Crypt and grab the Vial of Grave Dirt. (See Chapter 7 for the map.)
3. Return to Hallien for experience and gold.

Murmurwoods Quests

Ingredients for a Potion of Pure Personality

1. Go to the Tonk Residence and speak to Castigeir. He asks for the ingredients for a Potion of Pure Personality.
2. Collect one red reagent, four blue reagents, and two yellow reagents.
3. Return to Castigeir to collect experience and a Potion of Pure Personality.





Ravage Roaming Quests

Ingredients for a Potion of Pure Accuracy

1. Travel to Galvinus's Home. Galvinus asks for the ingredients for a Potion of Pure Accuracy.
2. Collect two red reagents, one blue reagent, and four yellow reagents.
3. Return to Galvinus to collect experience and a Potion of Pure Accuracy.

Regna Quests

Find the Treasure of the Dread Pirate Stanley

1. Visit One-Eye's Lair in Regna. One-Eye gives you clues about the location of the Dread Pirate Stanley's treasure.
2. Travel to Ravage Roaming. You'll find the treasure at the bottom of a valley—it's marked on the map in Chapter 7.



Miscellaneous Quests

These Secondary Quests are different from the others. They're bigger and more time-intensive, and they require you to travel to many different regions.

Bounty Hunter Quest

You can attain the ranks of Novice, Journeyman, or Master Bounty Hunter by collecting bounties from the Bounty Hunter's Guilds. Each rank provides experience. To achieve each rank:

- * **Novice Bounty Hunter:** Amass a total of 10,000 gold in bounties
- * **Journeyman Bounty Hunter:** Amass a total of 30,000 gold in bounties
- * **Master Bounty Hunter:** Amass a total of 70,000 in bounties

You may collect these bounties from either the Bounty Hunter's Guild in Ravenshore or the one in Alvar.

Obelisk Quest



Figure 6-7. You must visit all of the Obelisks before the Unicorn King will appear.

When you click on an Obelisk, you get an Obelisk Clue. These clues are cryptic until you put them all together.

Here's a list of the Obelisks in the game, and their clues:

Obelisk Clues

Area	Clue
Dagger Wound Isles	summerday
Ravenshore	ethesunsh
Alvar	objectsap
Ironsand Desert	thornskey
Garrote Gorge	theunicornkin
Shadowspire	inesonmid
Murmurwoods	pearswhil
Ravage Roaming	amonghiss
Regna	gholdsold

When this is all put together in order and then separated into words, you get: "The Unicorn King holds old Thorn's key, among his subjects appears while the sun shines on midsummer day."

After you get all of these messages, the Unicorn King appears in the Murmurwoods on June 24th between the hours of 5 a.m. and 9 p.m. He carries Emperor Thorn's Key. Kill him to get the key.

Then go to Ravenshore. Proceed to the Vault of Time, a flat locked stone set into the ground. Open the Vault of Time with Emperor Thorn's Key, and you'll collect some amazing treasure.



Tip

You've got to visit all the Obelisks yourself, or else the Unicorn King won't appear. Just showing up on the 24th without having read the Obelisks won't work.

Arcomage Quest



Speak with Tonk Blueswan, who's located at the Blueswan Home in Ravenshore. She gives you this quest: Win a game of Arcomage in all 11 taverns of Jadame.

Arcomage is a straightforward game; you can read the rules in each tavern. Because you can play all you want, you should be able to win in all 11 taverns. One tip, though: watch the house rules. Victory conditions change in each tavern.



Figure 6-8. The house rules are different at every tavern. Pay attention!

When you've won at all 11 taverns, return to Tonk Blueswan. As a reward, she lets you open the treasure chest outside her house, which up to that point couldn't be opened.



Regions of Jadame

In this chapter you'll find maps and descriptions of every region of Jadame, plus a couple of regions that aren't actually located in Jadame. Shops,

dungeons, houses, and important characters are all discussed in this chapter.

Quests and quest-related items are also mentioned in this chapter, but refer to Chapter 6 for detailed instructions on how to complete individual quests.

Random items such as barrels and games aren't noted on the maps, because their contents change from game to game. Keep your eyes peeled for these useful items.

Also, houses containing characters with no value to your party (i.e., characters that chat but don't offer any quests, items, or skills) are not mentioned here.



Tip

Each outdoor and dungeon map in the game has a “refill” rate, which is the rate at which the creatures you’ve killed and the treasures that you’ve taken are replaced. Quest-related creatures and treasures, however, don’t refill.

Loose items that you leave lying on the ground are cleared away during the refill.

Most maps refill after a year or two. A few, usually creature-intensive dungeons, refill in six months.



Each map features an information box. The values in these boxes are as follows:

Trap Difficulty: The Disarm Trap skill required to disarm traps in this area.

Trap Deadliness: Measures how deadly chest traps are in this area, on a scale from 1 to 10.

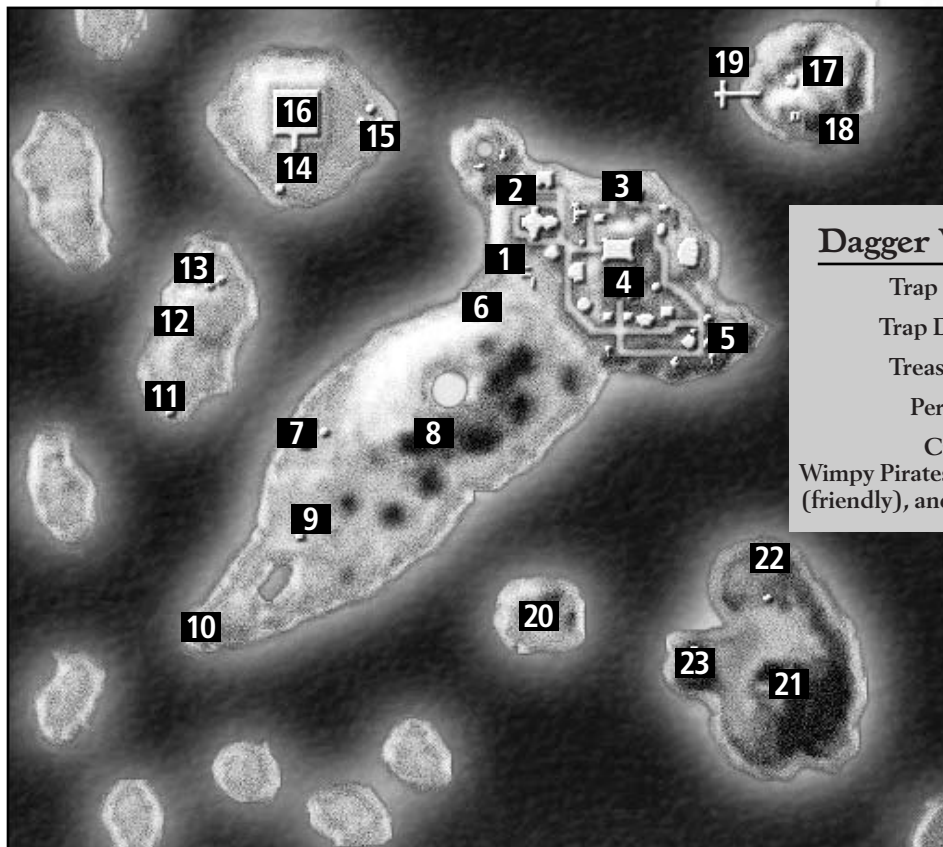
Treasure Value: Measures how valuable the random treasures found on this map are, on a scale from 1 to 6.

Perception: The Perception skill required to notice secret doors and other hidden features on the map.

Creatures: The types of creatures that are found on this map.



Dagger Wound Isles



Dagger Wound Isles

Trap Difficulty: 0
 Trap Deadline: 0
 Treasure Value: 0
 Perception: 0
 Creatures:
 Wimpy Pirates, Lizardmen Guards (friendly), and Peasants (friendly)

Figure 7-1. Dagger Wound Isles

Dagger Wound Isles Locations

Area	Name	Notes
1	Wagons	Contain useful Potion bottles, Tobersk Brandy
2	House of Grivic	Teacher: Expert Earth Magic
2	The Some Place Safe	Bank
2	The Grog and Grub	Tavern

Area	Name	Notes
2	Cures and Curses	Spell Shop (Normal level Earth/ Air/Fire/Water spells)
2	Fearsome Fetishes	Magic Item Shop
2	Well	Temporary +15 Intellect
2	Herbal Elixirs	Alchemist
3	Aislen's House	Quest: Yellow Fever
3	Long-Tail's Hut	Sells Tobersk Fruit, buys Tobersk Brandy. Part of a Trading Triangle (see Chapter 5). Teacher: Grandmaster Spear
3	Thadin's Hut	Teacher: Expert Leather
3	House of Reshie	Teacher: Expert Air Magic
3	The Adventurer's Inn	Hire Elsbeth Lamentia, Devlin Arcanus.
3	Well	Contains 1,000 gold if anyone in the party has Luck greater than 14 and the party has less than 100 gold
4	Mystic Medicine	Temple
4	Clan Leader's Hall	Main Line Quest: Take Letter to Elgar Fellmoon in Ravenshore. Also, party is asked to repair the island's teleporters. Receive a Power Stone here.
4	True Mettle	Weapon Shop
4	Fountain	Heals 25 Hit Points per drink
4	Teleporters	Eastern teleporter takes you to Area 6. Western teleporter takes you to Area 18, but only after you've first visited Area 18 on foot.
4	The Tannery	Armory
4	Rites of Passage	Training Hall. Trains party to Level 5.
4	Tisk's Hut	Quest: Prophecies of the Snake
5	Rohtnax's House	Quest: Find My Brother
5	Well	Permanent +2 Luck per drink, up to maximum of 16
5	Ush's Hut	Teacher: Grandmaster Regeneration
5	Talimere's Hut	Teaches you how to use Power Stones. Possesses second Power Stone. Will join party.
5	Hiss' Hut	Quest: Idol of the Snake
6	Teleporter	Takes you to Area 4
7	House of Ich	Teacher: Expert Disarm Trap. Teacher: Grandmaster Alchemy
7	House of Thistle	Quest: Ingredients for a Potion of Pure Speed. Teacher: Expert Bow.
7	Languid's Hut	Quest: Poisoned Water Supply. Teacher: Master Identify Item.


CHAPTER 7 Regions of Jadame

Area	Name	Notes
8	Treasure Chest	Useful Items
9	Teleporter	Takes you to Area 11
10	Treasure Chests	Useful items
11	Teleporter	Takes you to Area 9. Pirates nearby.
12	Treasure Chests	Contain useful items, including reagents for the Potion of Pure Speed Quest and Cure Disease Scrolls for the Yellow Fever Quest. Also contain a second Power Stone (necessary if you didn't have Talimere join you).
13	Bone's House	Teacher: Expert Plate
13	Isthric's House	Teacher: Expert Merchant. Quest Action: Talk to Isthric.
13	Zevah's Hut	Teacher: Expert Body Magic
13	Teleporter	Takes you to Area 14
14	Teleporter	Takes you to Area 13
15	Menasaur's House	Teacher: Expert Body Building
15	Lasatin's Hut	Teacher: Master Armsmaster
16	Pedestal	Fire Resistance
16	Abandoned Temple	Map follows.
17	Abandoned Temple Exit	Exit the temple here
18	Teleporter	Takes you to Area 4
19	Ship	Offers passage to Ravenshore
20	Pirate Outpost	Map follows.
21	Obelisk	In volcano crater. Fly up, then climb the last few yards. Provides Obelisk Clue.
22	Gate to Plane of Earth	Avoid this until very late in the game.
23	Uplifted Library	Map follows.
24	Pirate Outpost	Does not exist until after alliance has been formed. Map follows.

General Notes

You start the game on the main island, alone. You aren't very powerful, but this island chain is a fairly safe place.

Explore the northern half of the island first. A fierce battle between Lizardmen and Pirates rages in the island's southern half. New waves of Pirates



can appear at any time, so don't assume that you're safe just because the current wave has been destroyed.

Drink from all the barrels around town, and enter all the houses and shops. Learn new skills. You can hire party members at the Adventurer's Inn.

Concentrate on building up your character. You can skirmish with Pirates if you want, but completing quests is the fastest way to gain levels. You can loot bodies for extra gold; there are lots of them after the Lizardman vs. Pirate battles.

Watch out for lava bursts from the nearby volcano. They only strike the areas that are already scorched. These bursts can be valuable, however: you can find Meteor Fragments, which are useful as reagents, at the center of scorched areas. (Poppy Pods, another type of reagent, also grow wild on the islands.)

There are treasure chests at the points marked on the map. You'll find some very useful items in these. If you don't want to fight, you can usually run past the Pirates guarding the chests, grab the loot, and then run away.

If you start completing Main Line Quests (see Chapter 6 for details) you'll eventually activate teleporters that lead to the other islands. This allows you to reach the Abandoned Temple entrance, which is your ticket off the islands.

But don't be in a rush to leave—take your time and complete as many quests as possible. Also learn as many skills as possible, even just at Normal level. The better you prepare yourself here, the easier the rest of the game will be.

Later you'll return here and visit the Uplifted Library, Obelisk, and Gateway to the Plane of Earth. But don't try this until your party is very skilled.

Indoor and Dungeon Areas

Abandoned Temple

The Abandoned Temple is a necessary step in your quest to escape the Dagger Wound Isles. It contains a number of distinctive areas.

Abandoned Temple

Trap Difficulty: 2

Trap Deadline: 1

Treasure Value: 1

Perception: 0

Creatures:

Serpentmen, Couatl
(Winged Snakes)

CHAPTER 7 Regions of Jadame

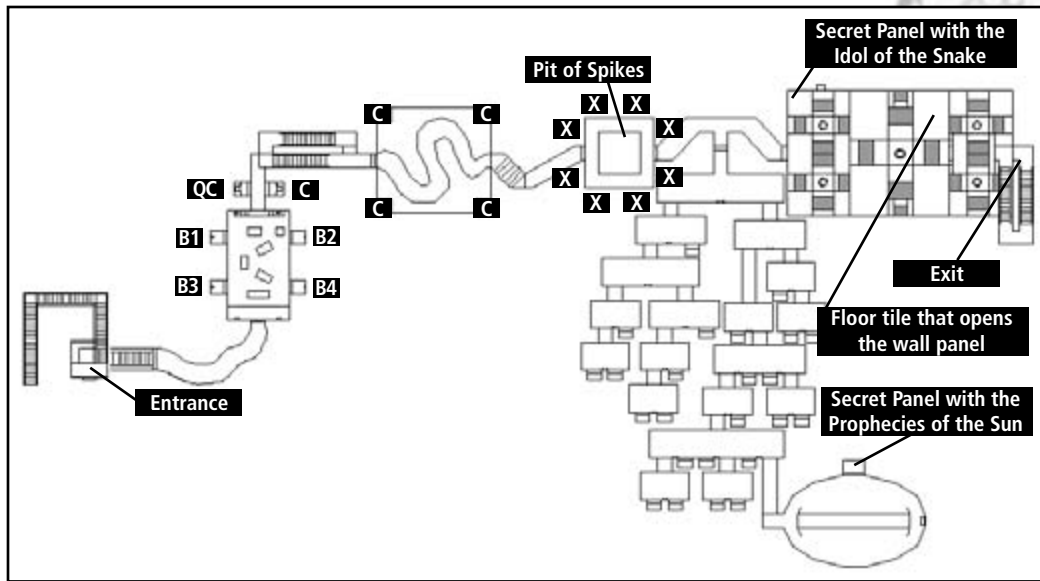


Figure 7-2. Abandoned Temple

Abandoned Temple Locations

Area	Notes
C	Chest
QC	This chest is hidden by a secret panel. Open the panel and get Prophecies of the Snake (Quest Item).
Shaded squares	Floor Traps
B1-B4 Room	This room has platforms that you can jump on to avoid Couatls hidden in the walls. If you cannot make the jumps across the platforms, the walls open up and give you access to Buttons 1-4. Press the buttons in order (from 1 to 4) and a staircase will appear on the north side of the room.
Four Chests Room	The trap in this room is a false floor. The shaded panels of floor (shown on the map) are illusions that the party can fall through. When you enter the room, look up. The glowing ceiling tiles show the correct path through the room. To get to the chests, jump from the walkway to the chest and back. If you fall through the illusionary floor, you'll be attacked by Couatls, but after they're killed, falling is relatively safe. If you fall three times, the correct path will light up on the floor.
Eight Xs Room	When you click on the eastern door of this room, the western door closes, trapping you inside. The floor begins to open slowly. Press all of the snake eye buttons on the walls (each marked with an X on the map) to open the door. If you fall into the pit of spikes, your party will die instantly.

Area	Notes
Floor Traps Room	This room contains a number of floor traps. One floor tile (marked on the map) opens a wall panel, behind which is the Idol of the Snake.
Door Maze	Buttons are between each of the doors in the door maze. Behind most of the dead-end doors lie Serpentmen. This maze gives access to a circular room in the southeast, which contains a Diamond and the Prophecies of the Sun, a Quest Item.

Uplifted Library

You need some way of crossing water to get here—specifically, a Fly, Levitate, or Water Walk spell. Each set of bookshelves in this library contains a scroll. If you take the elevators up as far as they'll go (to the fourth floor), then ascend a ladder, then press a button on a pedestal, a secret elevator will appear. Ride this elevator up into the attic, where a chest contains the Book of Khel (needed for the Necromancer Promotion Quest) and a miscellaneous artifact.

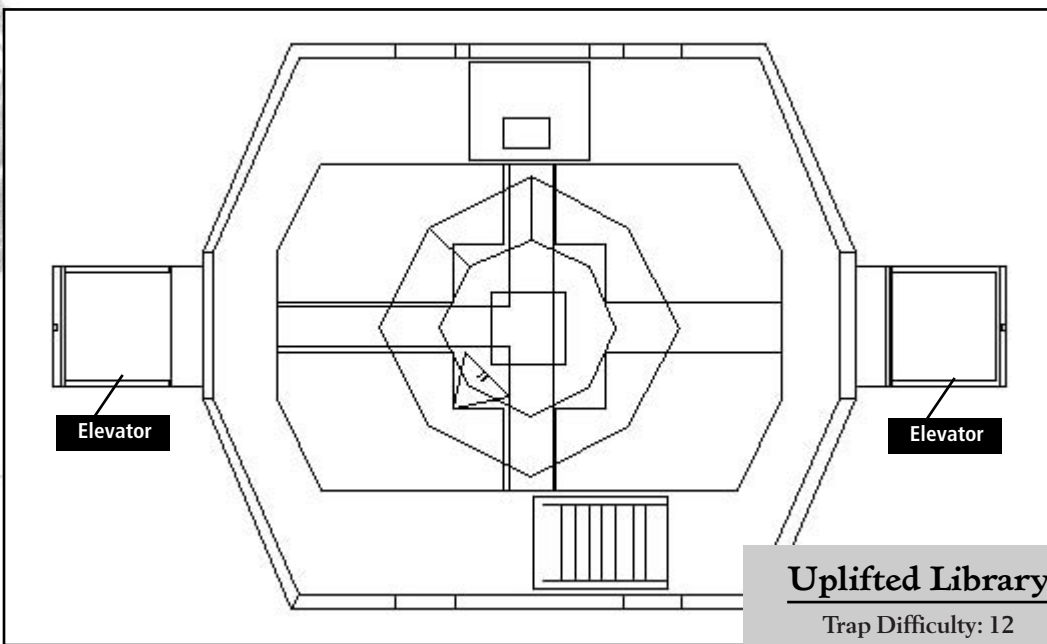
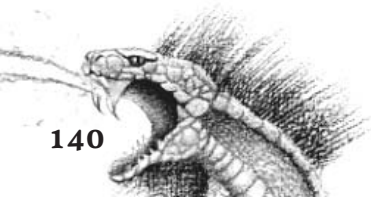


Figure 7-3. Uplifted Library

Uplifted Library

- Trap Difficulty: 12
- Trap Deadliness: 3
- Treasure Value: 4
- Perception: 12
- Creatures: Tritons, Boulders



CHAPTER **7** Regions of Jadame

Pirate Outpost

This appears late in the game—before that, it simply doesn't exist. To reach the Pirate Outpost, you must use a spell to cross the water. The Pirates in here shouldn't be too tough for your party. (If they are, adventure some more before taking this on.)

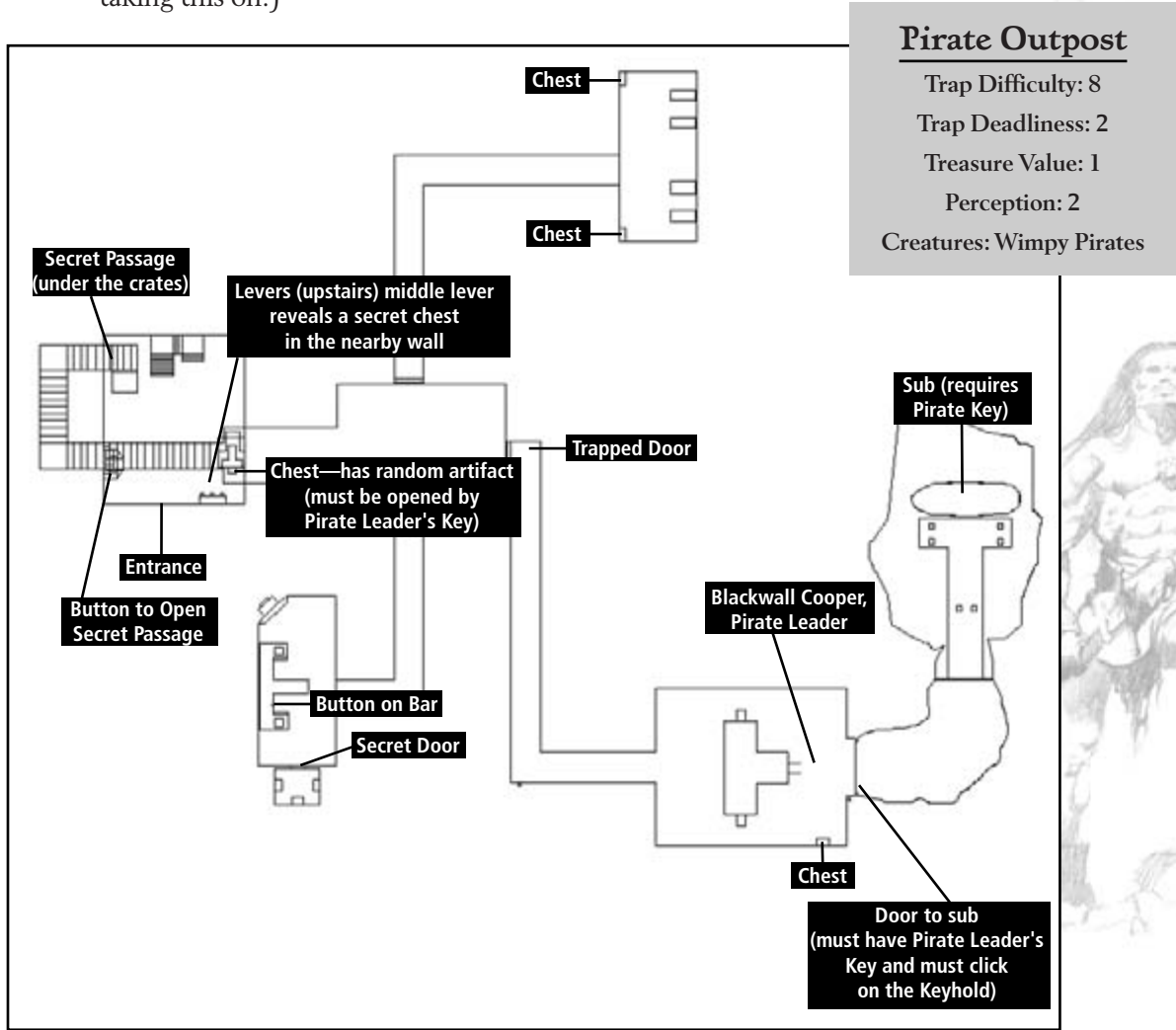
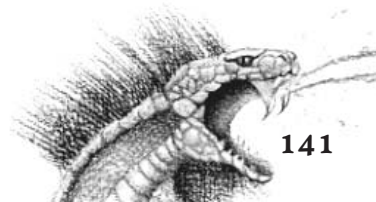
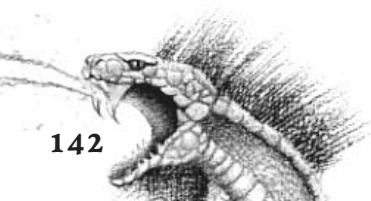


Figure 7-4. Pirate Outpost

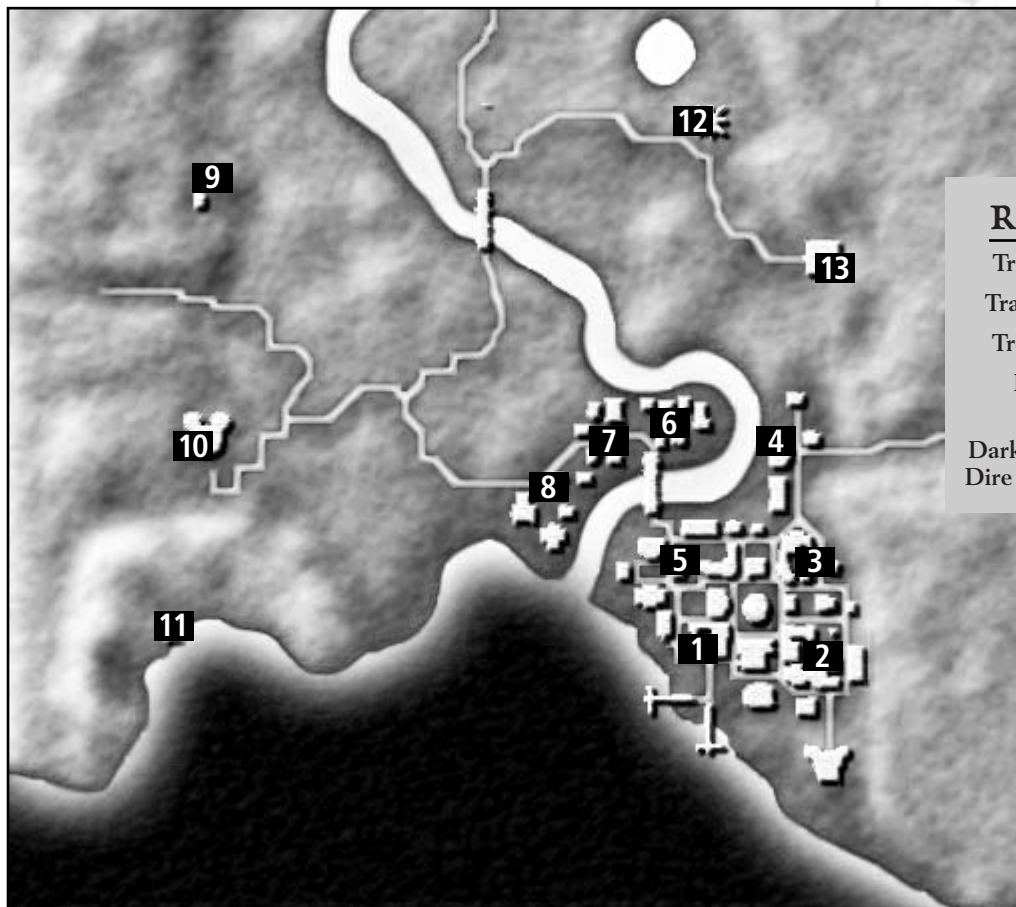


Pirate Outpost Locations

<i>Area</i>	<i>Notes</i>
Secret Passage	Press a button in the entry room to make a crate slide away, revealing a secret passage.
Lever (upstairs)	Throw the middle lever to open a chest in the wall nearby. Don't throw the levers on the ends, as they're trapped.
Chest with Random Artifact	This chest appears when you throw the middle lever. It can't be opened until you've got the Pirate Leader's Key.
Button on Bar	A button on a bar opens a nearby secret door, behind which are chests.
Pirate Leader	A Pirate Leader is among the Pirates in this large room. Kill him and take a key from his body.
Door to Sub	If you have the Pirate Leader's Key, clicking on the keyhole opens this door.
Sub	If you have the Pirate Leader's Key, clicking on this Sub takes you to the Small Sub Pen on Regna.



Ravenshore



Ravenshore
 Trap Difficulty: 2
 Trap Deadlines: 1
 Treasure Value: 1
 Perception: 2
 Creatures:
 Dark Elves (friendly),
 Dire Wolves, Centaurs

Figure 7-5. Ravenshore

Ravenshore Locations

Area	Name	Notes
1	Docks	Transport to other locales
1	Merchant House of Alvar	Has two doors. At the southern door, Elgar Fellmoon is crucial to the Main Line Quest. The western door leads inside the Merchant House (Map follows). Later, both doors lead inside.

<i>Area</i>	<i>Name</i>	<i>Notes</i>
1	Adventurer's Guild	Hire adventurers here.
1	House of Hawthorne	Teacher: Expert Spirit Magic
1	Stonecleaver Hall	Teacher: Grandmaster Identify Monster
1	Escaton's Crystal	Cannot enter until very late in the game. Map follows.
1	Hostel	Initially empty. Later contains the Wizard Xanthor, who's instrumental in completing Main Line Quests.
1	House Memoria	Memoria, a Level 15 Necromancer, will join your party.
1	Brigham's Home	Information on Escaton's Crystal
2	Neblick's House	Sells Forged Vouchers, buys Silver Dust of the Sea. Part of a Trading Triangle (see Chapter 5).
2	Guild of Bounty Hunters	Offers bounties for particular monsters each month. See Chapter 6 for details on the Bounty Hunter Quest.
2	Botham Hall	Teacher: Master Plate
2	Guild Caravans	Stables
2	Self Guild	Spell Shop (Body/Mind/Spirit spells)
2	Laithus' Home	Quest: Recover the shield Eclipse from the Necromancers' Guild
2	Putnam's Home	Teacher: Expert Meditation
2	Temper Hall	Teacher: Expert Fire Magic
2	Reaver's Home	Buys Naga hides
2	House Understone	Thorne Understone, Level 50 Troll, will join the party after you defeat the Regnan fleet.
2	Sanctum	Temple
2	Steele's Vault	Bank
2	The Polished Shield	Armory
2	Well	Temporary +25 Might
3	Kessel's Kantina	Tavern
3	Apothecary	Alchemist
3	Gymnasium	Trains party to Level 15
3	Caverhill Estate	Teacher: Master Dark Elf
3	The Vault of Time	Stone slab; locked. Contains treasure for Obelisk Quest.
4	Maylander's House	Maylander will join an experienced party.
4	Blueswan Home	Quest: Arcomage
4	Quicktongue Estate	Teacher: Grandmaster Merchant

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Area	Name	Notes
5	Keen Edge	Weapon Shop
5	Jobber's Home	Teacher: Master Dagger
5	Townsaver Hall	Teacher: Expert Spear. Teacher: Expert Mace.
5	Vexation's Hexes	Spell Shop (Earth/Air/Fire/Water spells)
5	Needful Things	Magic Item Shop
5	Caori's Curios	Magic Item Shop
5	Hostel	Initially empty. Later contains Catherine and Roland.
5	Luodrin House	Teacher: Expert Sword
5	Arius' House	Arius, a Level 5 Minotaur, will join your party.
6	Treblid's Home	Sells Tobersk Pulp, buys Tobersk Fruit. Part of a Trading Triangle (see Chapter 5).
6	Forgewright Estate	Teacher: Expert Chain
6	Puddle's Hovel	Teacher: Expert Staff
6	Well	Poisoned!
7	Pederton Place	Teacher: Expert Water Magic
7	House of Nosewort	Teacher: Master Bow
7	Archibald's Home	Teacher: Expert Light Magic
7	Lott's Family Home	Teacher: Expert Repair Item
8	Hall of the Tracker	Quest: Kill all Dire Wolves. Also buys Dire Wolf pelts for 250 gold.
8	The Dancing Ogre	Tavern
8	Hunter's Hovel	Teacher: Master Axe
8	Dervish's Cottage	Gives Crystal of Restoration (for Knight Promotion Quest) <i>if</i> the party has already visited Blazen Stormlance in the Mad Necromancers' Lab. Otherwise nothing.
9	Dire Wolf Den	Map follows.
10	Chapel of Eep	Map follows.
11	Smuggler's Cove	Map follows.
12	Oracle	Restores lost Quest Items, provides hints
12	Obelisk	Provides Obelisk Clue
13	Tomb of Lord Brinnie	Map follows.

General Notes

Ravenshore is a large city filled with promise and danger. Explore it thoroughly.

You'll find Siertal-laced Ore lying around on the ground here. Low-level reagents such as Phima Root also grow abundantly. Wolf Eyes, a useful reagent, become abundant as you slaughter Dire Wolves.

Dire Wolves and Centaurs are the main threats near Ravenshore. Stick close to the town and they won't bother you. The Dire Wolves continually reappear unless you thoroughly clean out the Dire Wolf Den. If you manage that, then kill all Dire Wolves outside, you won't be bothered by Dire Wolves for about six months.

Trash heaps on the western side of town are fraught with disease and poison, but also useful weapons. Avoid them unless you've got healing magic at the ready.

Ravenshore is central to the Main Line Quests, so you'll visit many times. Learn it well.

Indoor and Dungeon Areas

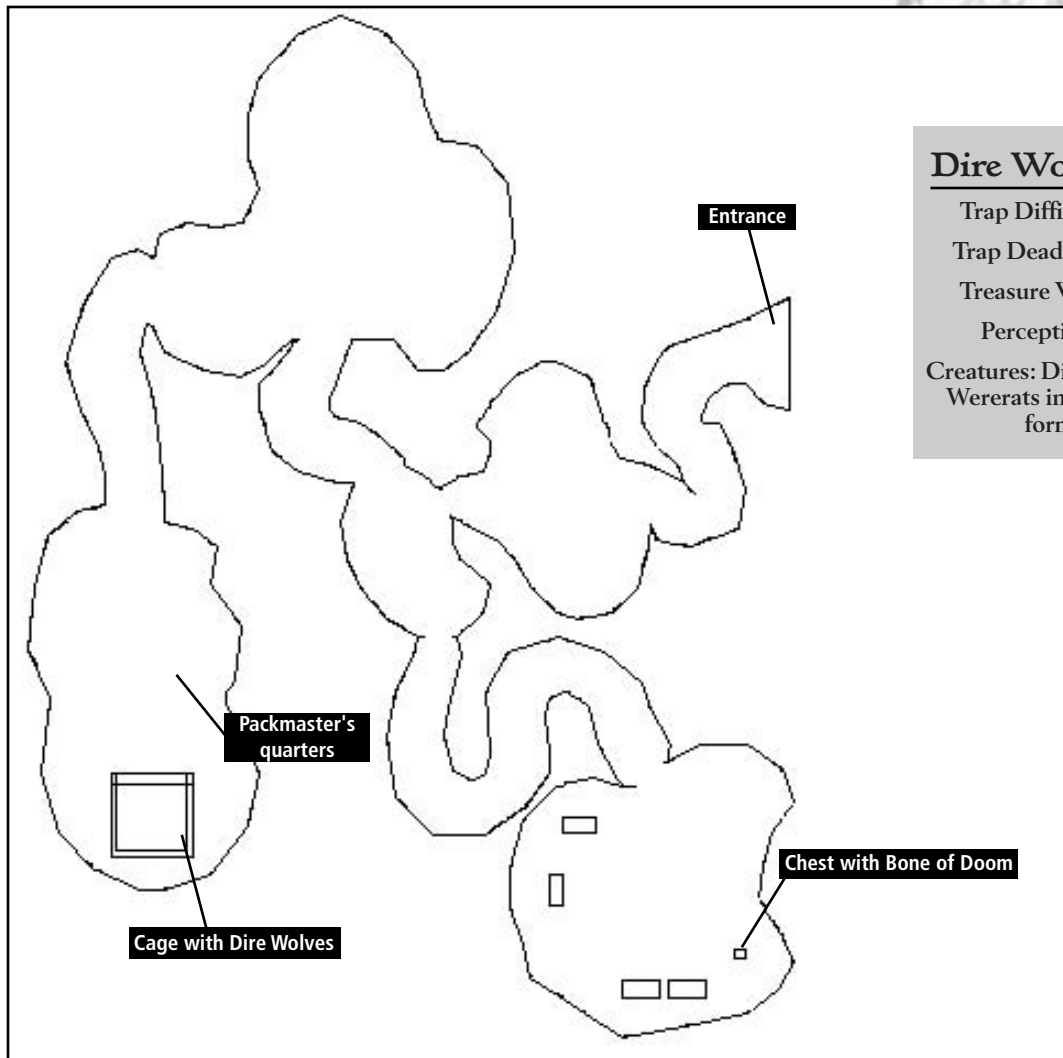
Dire Wolf Den

Attack the Dire Wolf Den to clear out the Dire Wolves infesting this area. After you've destroyed everything in here, it'll be much safer to travel the area west of Ravenshore.

The Packmaster, located in the Packmaster's Quarters, is simply an extra-tough Wererat.

The Bone of Doom is a Quest Item.

CHAPTER **7** Regions of Jadame



Dire Wolf Den
Trap Difficulty: 8
Trap Deadline: 2
Treasure Value: 2
Perception: 4
Creatures: Dire Wolves,
Wererats in Ratman
form

Figure 7-6. Dire Wolf Den

Smuggler's Cove

You'll need to visit Smuggler's Cove as you work your way along the Main Line Quests. You may want to attack Dire Wolves or the Chapel of Eep to hone your skills before entering here.

The monsters in here are hostile until you talk to Arion Hunter. After this, the guarded doors activate and you can't go through them without making the monsters hostile again. Of course, you can always talk to Arion Hunter again to remedy the situation.

It's useful to explore this whole area, as there are multiple attribute-enhancing barrels, chests, and crates full of goodies.

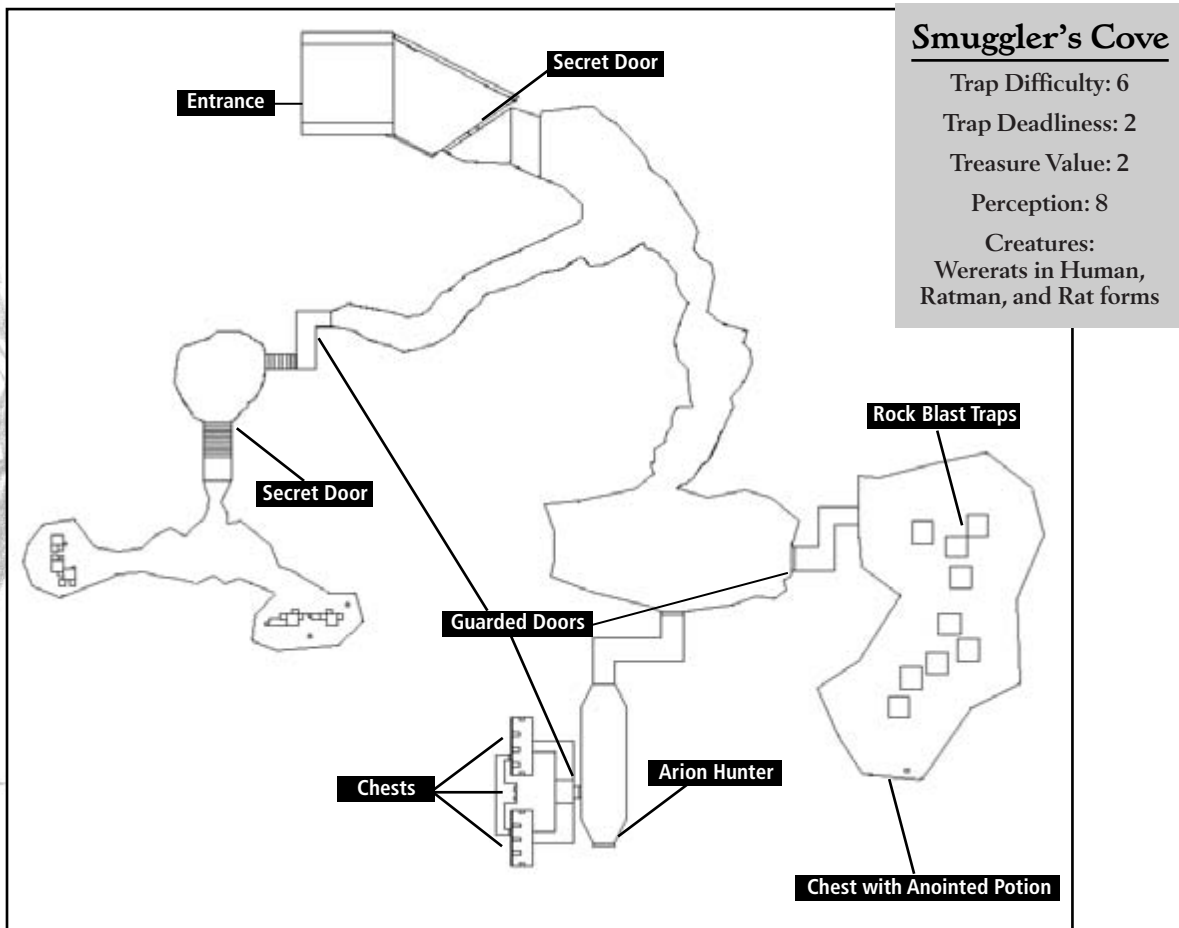


Figure 7-7. Smuggler's Cove

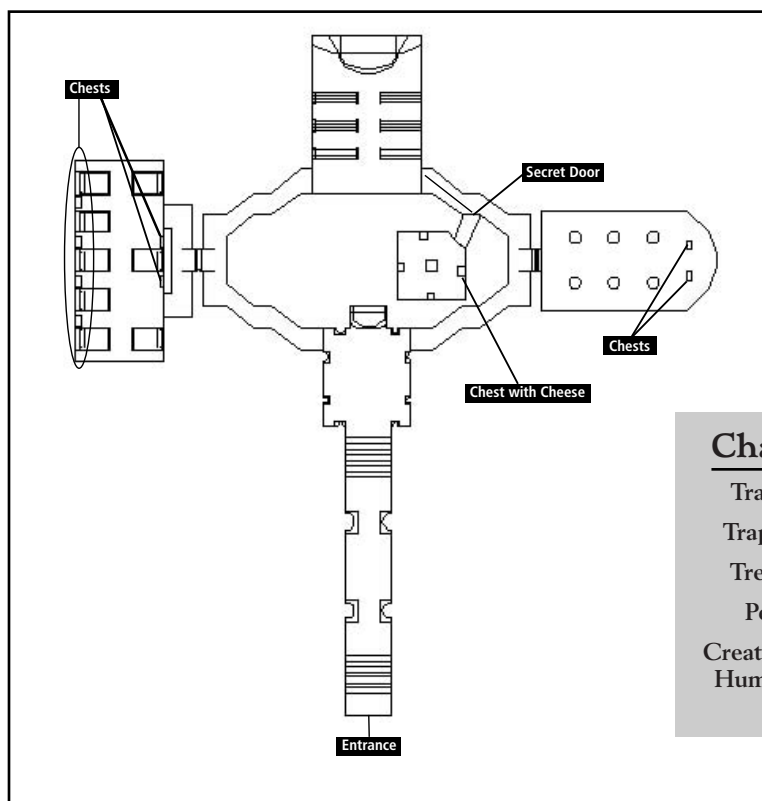
CHAPTER 7 Regions of Jadame

Smuggler's Cove Locations

Area	Notes
Beyond Guarded Doors	The guarded doors aren't guarded until you speak to Arion Hunter. Therefore, thoroughly loot the chests and crates behind these three guarded doors before talking to Hunter.
Arion Hunter	Talk to him after you finish looting. In addition to furthering the Main Line Quest, he'll give you Secondary Quest: Rescue My Family and Secondary Quest: Reports to Regna.
Chest with Anointed Herb Potion	This potion is a Quest Item, necessary for the Poisoned Water Supply Quest.

Chapel of Eep

The Chapel of Eep contains a good deal of treasure, including a curious Quest Item—a hunk of cheese known as the Log of Eldenbrie.



Chapel of Eep

Trap Difficulty: 8
 Trap Deadliness: 3
 Treasure Value: 2
 Perception: 12
 Creatures: Wererats in Human and Ratman forms

Figure 7-8. Chapel of Eep

Tomb of Lord Brinnie

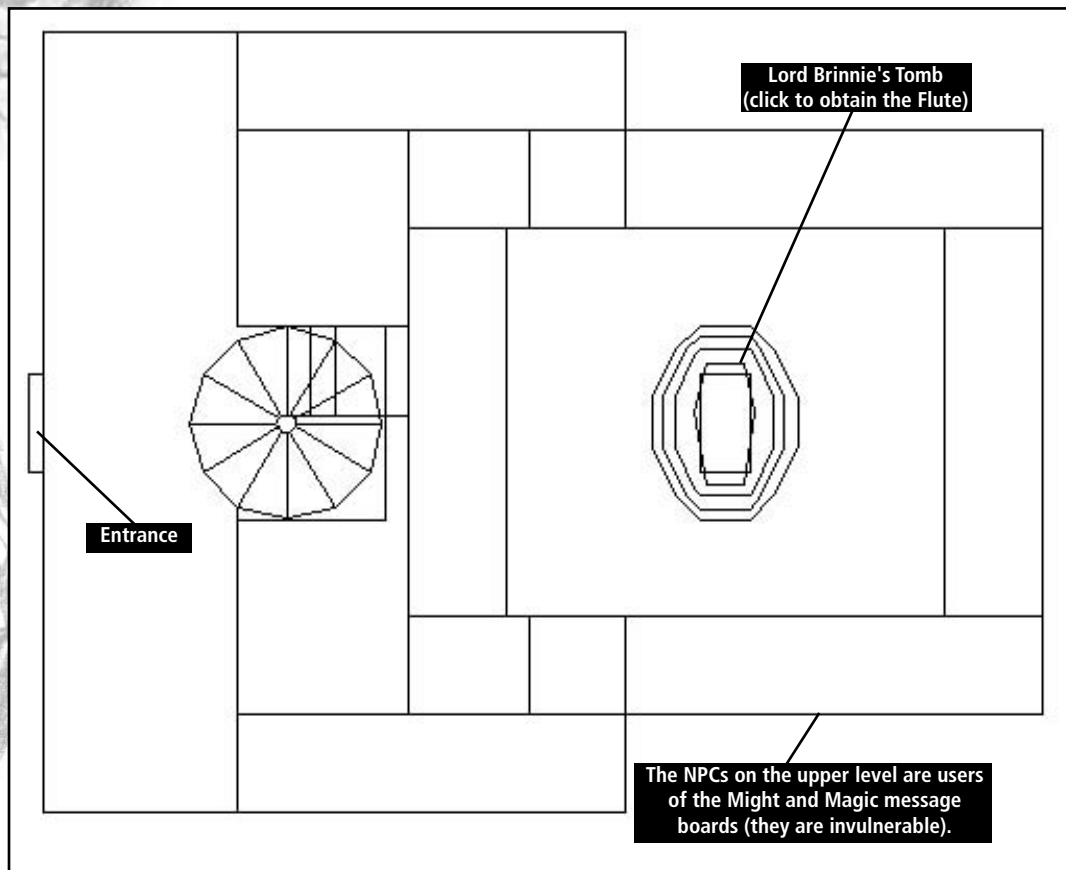


Figure 7-9. Tomb of Lord Brinnie

This tomb is a tribute to a *Might and Magic* fan.

Your only real action in here is to click on the Tomb itself and collect a Flute, which is necessary to unlock a secret level later in the game.

Tomb of Lord Brinnie

Trap Difficulty: 0

Trap Deadline: 0

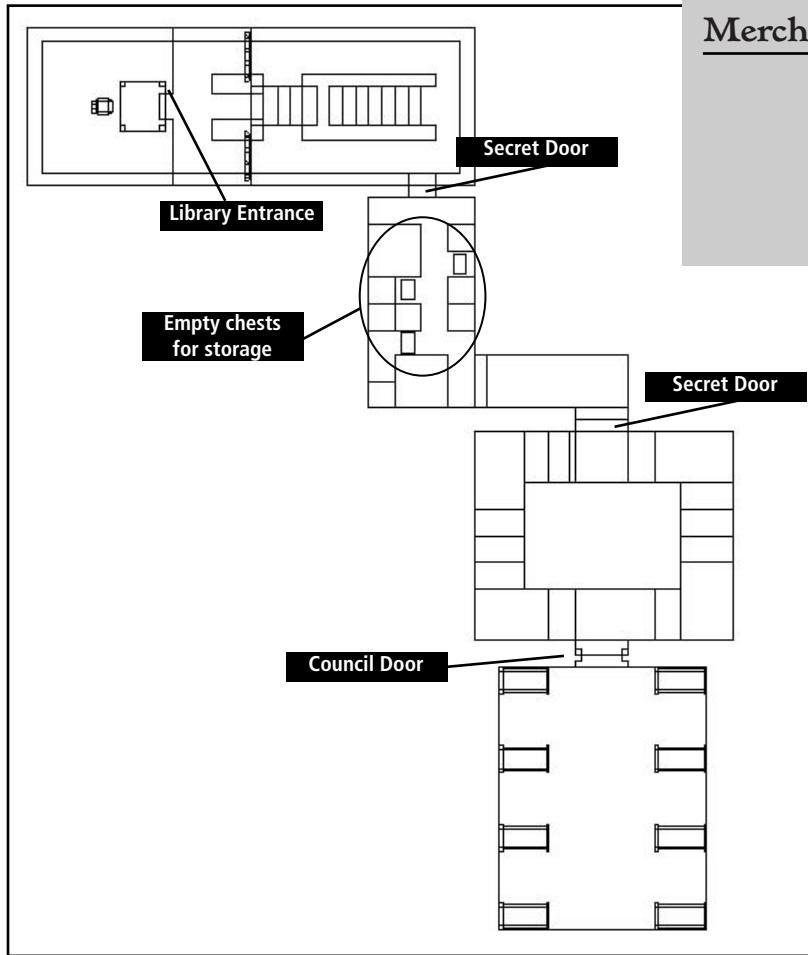
Treasure Value: 2

Perception: 8

Creatures: NPCs (harmless)

CHAPTER **7** Regions of Jadame

Merchant House of Alvar



Merchant House of Alvar

- Trap Difficulty: 0
- Trap Deadlines: 0
- Treasure Value: 3
- Perception: 4
- Creatures: None



Figure 7-10. Merchant House of Alvar

You'll only have full access to this area after returning Overdune Snapfinger to Alvar and being commanded to form an alliance. Before then, you can enter the library but that's all.

You report to Elgar Fellmoon in this building at various points in the game. The first time he appears at the southern door, so you don't have to go inside. Later, you'll have to enter and go through the Council Chamber door to visit him.



Aside from the secret doors and the door to the Council Chamber, the only noteworthy items in here are a couple of empty chests. Any items stored in these chests will be safe, so you can use them to hold things without cluttering your characters' inventories.

Escaton's Crystal

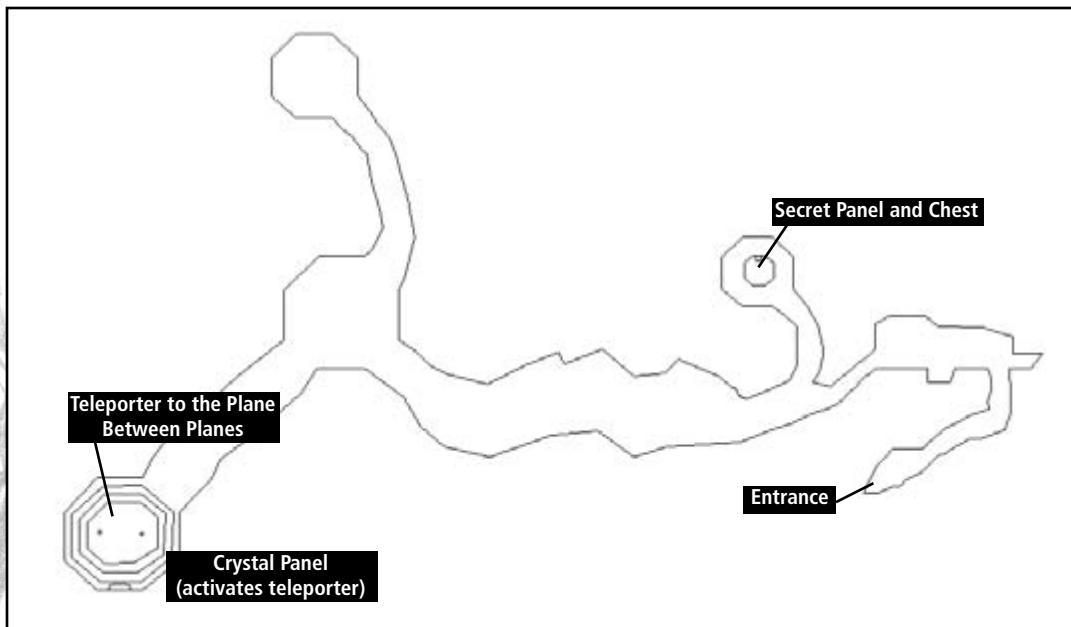


Figure 7-11. Escaton's Crystal

Unbelievably tough denizens aside, your main challenge here is to activate the teleporter to the Plane Between Planes. This is done by pressing the crystals on the Crystal Panel in the correct sequence.

The sequence is 1, 3, 2, 1, 2, 3, 1, 3, 1. If you mess up, press the square button to reset the panel and try again. The crystals flash in the order you're supposed to press them, and then you get another chance.

Escaton's Crystal

- Trap Difficulty: 40
- Trap Deadlines: 10
- Treasure Value: 5
- Perception: 40
- Creatures: Crystal Walkers, Crystal Dragons

CHAPTER 7 Regions of Jadame

Escaton's Crystal Locations

Area	Notes
Secret Panel and Chest	Click on the panel to open it, revealing the chest.
Crystal Panel	Click on the crystals in the proper order to activate the nearby teleporter. Press the square button on the panel to see the correct order. (The correct order to click on the crystals, assuming that they're numbered from left to right, is: 1, 3, 2, 1, 2, 3, 1, 3, 1.)
Teleporter to the Plane Between Planes	This teleporter is activated when you press the crystals on the Crystal Panel in the correct sequence.

Alvar

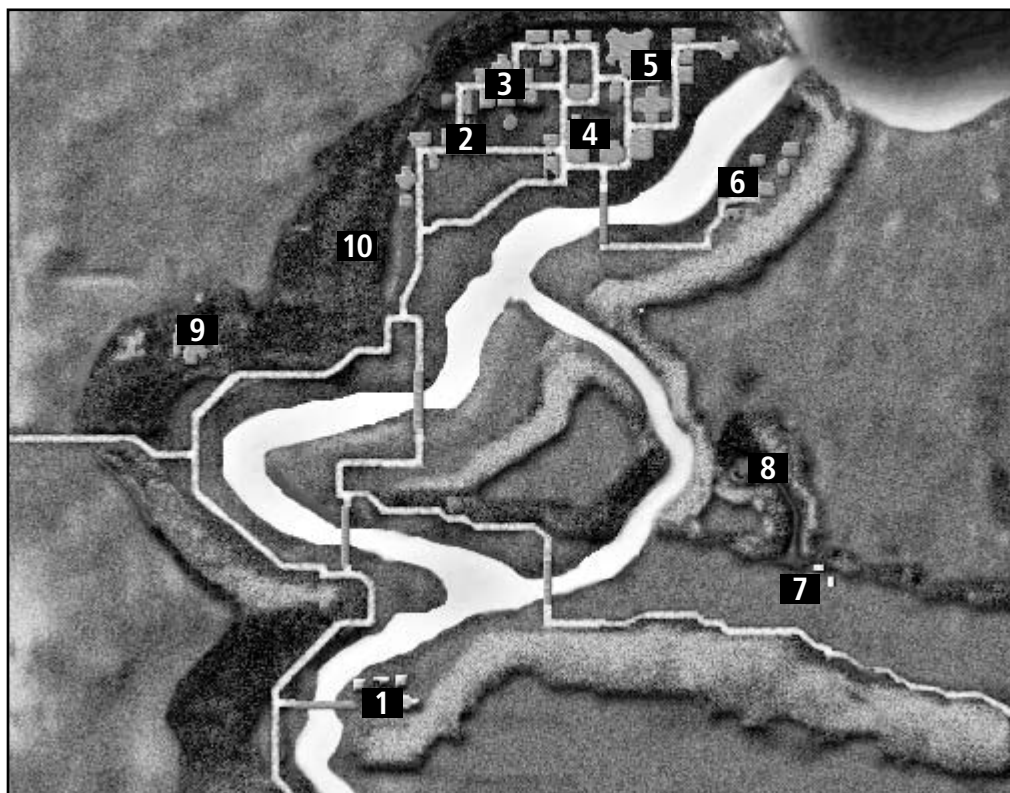


Figure 7-12. Alvar

Alvar Locations

Area	Name	Notes
1	Bremen Residence	Makes items from ore
1	Bowes Residence	Makes armor from ore
1	House of Brandy	Sells Tobersk Brandy, buys Tobersk Pulp. Part of Trading Triangle (see Chapter 5).
1	Miho's Roadhouse	Tavern
2	Elemental Guild	Spell Shop (Earth/Air/Fire/Water spells)
2	Withersmythe Estate	Teacher: Master Spear
2	Vespers Hall	Teacher: Expert Dagger
2	Hall of Solis	Teacher: Grandmaster Bow
2	Dervish Estate	Teacher: Expert Dark Elf
2	Agraynel Estate	Teacher: Grandmaster Dark Elf
2	Moore Cottage	Teacher: Expert Shield
2	Eversmye Hall	Teacher: Master Chain
3	House of Lightfinger	Teacher: Master Disarm Trap
3	House of Krewlen	Teacher: Expert Mind Magic
3	Nightwalker Cottage	Teacher: Expert Perception
3	Darkenmoor Hall	Teacher: Expert Dark Magic
3	Self Study	Spell Shop (Body/Mind/Spirit spells)
3	Sparkman Home	Teacher: Expert Identify Item
3	Steele Estate	Teacher: Master Fire Magic
3	Guild of Bounty Hunters	Offers bounties for particular monsters each month. See Chapter 6 for details on the Bounty Hunter Quest.
3	Sablewood Hall	Teacher: Master Earth Magic
3	Watershed Cottage	Teacher: Expert Alchemy
3	House of Healing	Temple
4	Iverson Estate	Teacher: Master Merchant
4	Oscleton Residence	Rohani Oscleton, Level 5 Dark Elf, will join your party.
4	Thelbourne Residence	Jasp Thelbourne, Level 15 Dark Elf, will join your party.
4	Guild Caravans	Stables
4	Profit House	Tavern

CHAPTER 7 Regions of Jadame

Area	Name	Notes
4	Guild Training Hall	Trains party to Level 30.
4	House Stellare	Adric Stellare, Level 30 Patriarch, will join the party after you've completed the Alliance Quests.
5	Guildhouse of Finance	Bank
5	Arcane Items	Magic Item Shop
5	Armory	Armory
5	House of Nevermore	Teacher: Master Meditation
5	Prepared Potions	Alchemist
5	Polished Steel	Weapon Shop
5	Fromago Manor	Quest: Find Three Rare Cheeses
5	Blackthorne Estate	Dark Elf Promotion Quest
5	Well	Temporary +25 Personality
5	Merchant Guildhouse	Crucial stop for completing Main Line Quests
6	Keldon's Cottage	Quest: Kill all Ogres in Alvar Region. Buys Ogre ears for 250 gold.
6	Bombah Hall	Makes weapons from ore
6	Home of Rihansi	Quest: Ingredients for a Potion of Pure Luck
6	Veldon's Cottage	Buys Wasp Stingers for 500 gold
7	Tents	Contain Jump scrolls, which are necessary in the Wasp Hive (if your party doesn't have the spell already)
8	Wasp Nest	Map follows.
9	Ogre Fortress	Map follows.
10	Dark Dwarf Compound	Map follows.
11	Obelisk	Provides Obelisk clue. Fly to reach it.

General Notes

Alvar features only a few dungeons, but they're all quite tough. It's a good place to build up your party's experience levels.

Ogres command the center of the map. You'll need to clear out the Ogre Fortress to fully rid yourself of their presence.

Wasps plague the eastern portion of the map. There's not much reason to linger there, though.

The tall mountains and inconvenient rivers of this area provide an incentive to develop the Fly spell quickly. On mountaintops you'll find rare ores and reagents, as well as an Obelisk.

Indoor and Dungeon Areas

Wasp Nest

Wasp Nest

Trap Difficulty: 12

Trap Deadliness: 3

Treasure Value: 2

Perception: 8

Creatures: Wasps

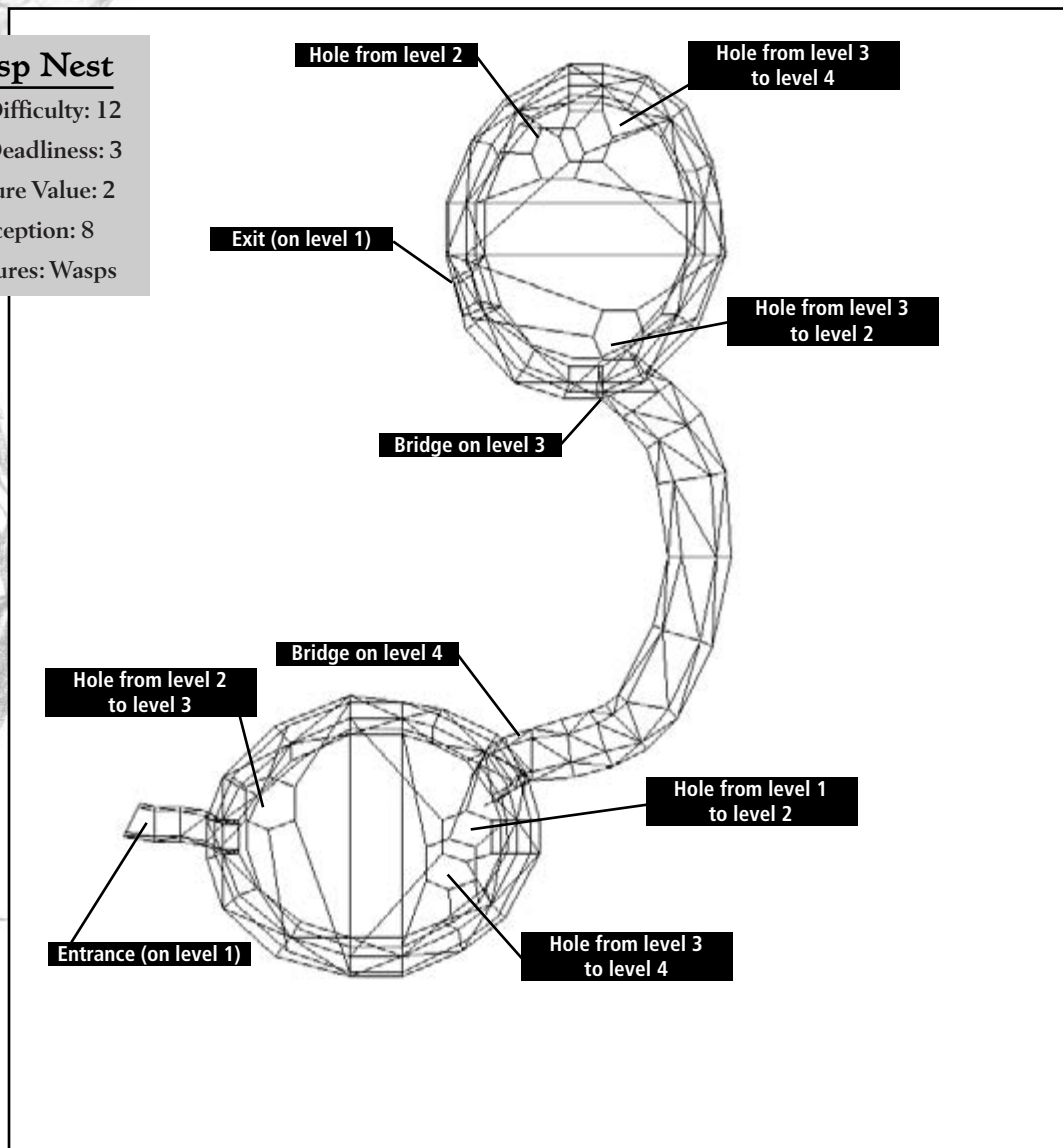


Figure 7-13. Wasp Nest

CHAPTER 7 Regions of Jadame

The Wasp Nest is a multilayered nest that you must Jump (with the spell, or with scrolls) through. Flying won't work inside.

If you can't Jump up, it's probably because there are Wasps above you. Back up and fight, then try to Jump again when they're all gone.

Wait until you're at the apex of your Jump before moving forward. Otherwise you won't reach the higher levels.

The only reason to fully investigate the Wasp Nest is to collect more Royal Wasp Jelly (which you can sell for 1,000 gold per jar in the Ironsand Desert), for Stingers (which come from dead Wasps and can be sold for 500 gold apiece locally), or for more experience. Don't feel obligated to clear the whole nest out.

Ogre Fortress

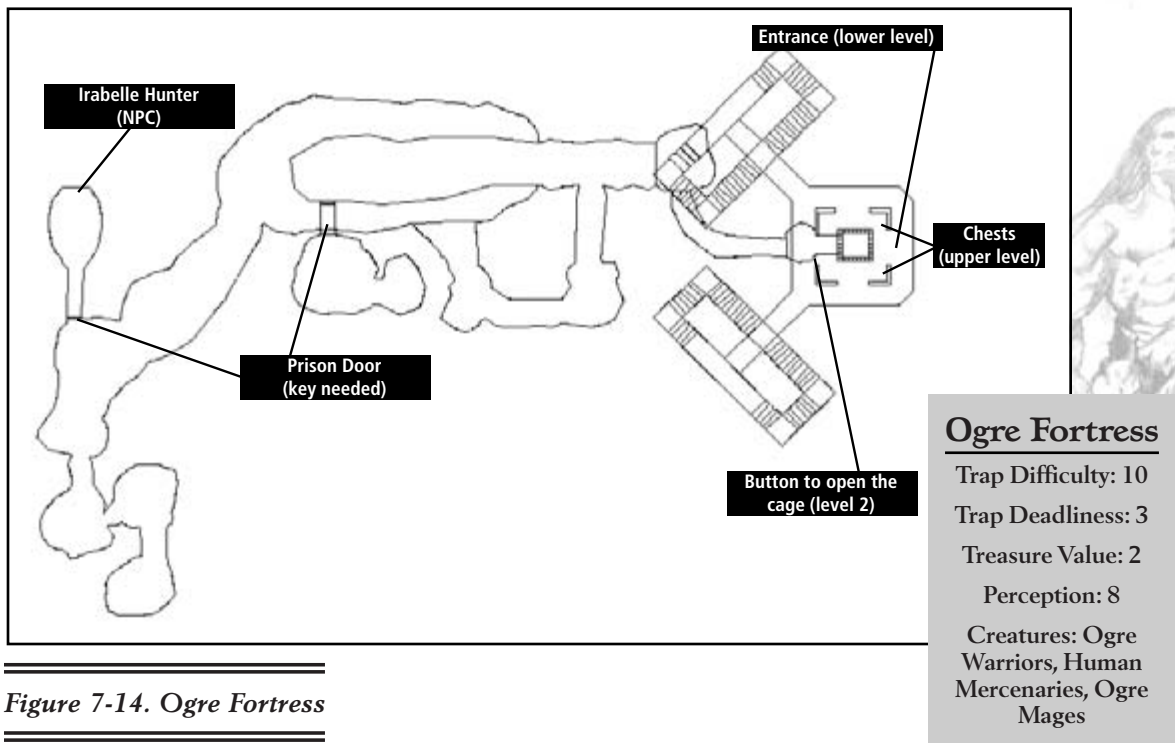


Figure 7-14. Ogre Fortress

The Ogre Fortress contains many tough foes. Be sure to pump up your party before entering.

Your primary reasons for entering here are to complete the Kill All Ogres Quest or the Rescue My Family Quest. You'll also get lots of experience for fighting the Ogres, and the southwest tip of the lower level contains numerous attribute-enhancing barrels.

Ogre Fortress Locations

<i>Area</i>	<i>Notes</i>
Entrance	Just inside the entrance is a cage. Press a button upstairs to open the cage and gain access to the lower level.
Shaded Tiles	Several tiles on the stairs leading up contain Sparks traps.
Button to Open Cage	Upstairs, in a room with two chests, is a button. The button is on the wall near the doorway. It's hard to see, so look carefully. Press it to open the cage downstairs.
Downstairs	Go through the opened cage to access the lower level. Down here you'll find a pair of locked doors.
Irabelle Hunter	Irabelle Hunter (part of the Rescue My Family Quest) is locked behind one of the two doors. Two of the Ogre Warlords have keys to these doors, so be sure to search the bodies carefully.

Dark Dwarf Compound

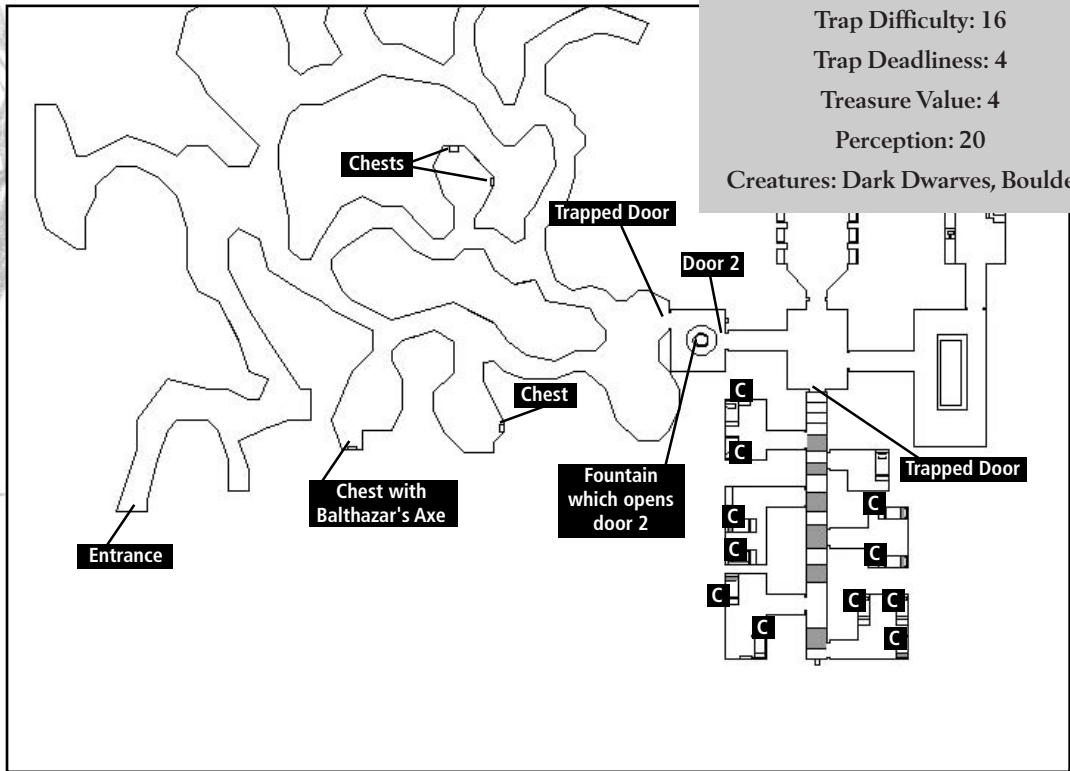


Figure 7-15. Dark Dwarf Compound

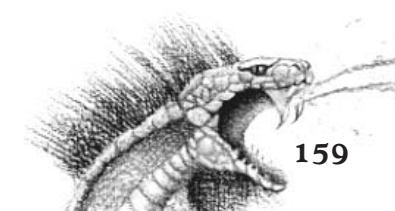
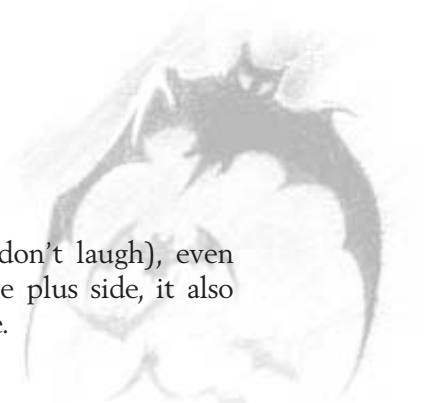
CHAPTER 7 Regions of Jadame

This dungeon features numerous tough, angry Dwarves (don't laugh), even angrier Boulders, and a very nasty trapped hallway. On the plus side, it also features very good treasure and a Quest Item, Balthazar's Axe.

Just be sure that your party is ready for the challenge.

Dark Dwarf Compound Locations

<i>Area</i>	<i>Notes</i>
Chest with Balthazar's Axe	If all you want is the Axe, you can grab it and get out without worrying about the traps to the east.
Trapped Door (#1)	The first trapped door features an arrow. Be sure to stand back and to the side while opening it.
Fountain	Click on the Fountain to open Door 2.
Trapped Door (#2)	This second trapped door should also be opened from well back and to one side.
Shaded Tiles	Shaded tiles trigger huge boulders (not the living kind) that fly from south to north through the trapped hallway. You can avoid the boulders by jumping over the shaded tiles—or if your Perception is weak, by hugging the western edge of the trapped hallway. But beware—if you veer toward the center of the hall just a little you're in for trouble.
Dwarven Barracks	Small rooms along the boulder-trapped hallway are rich with treasure.



Ironsand Desert

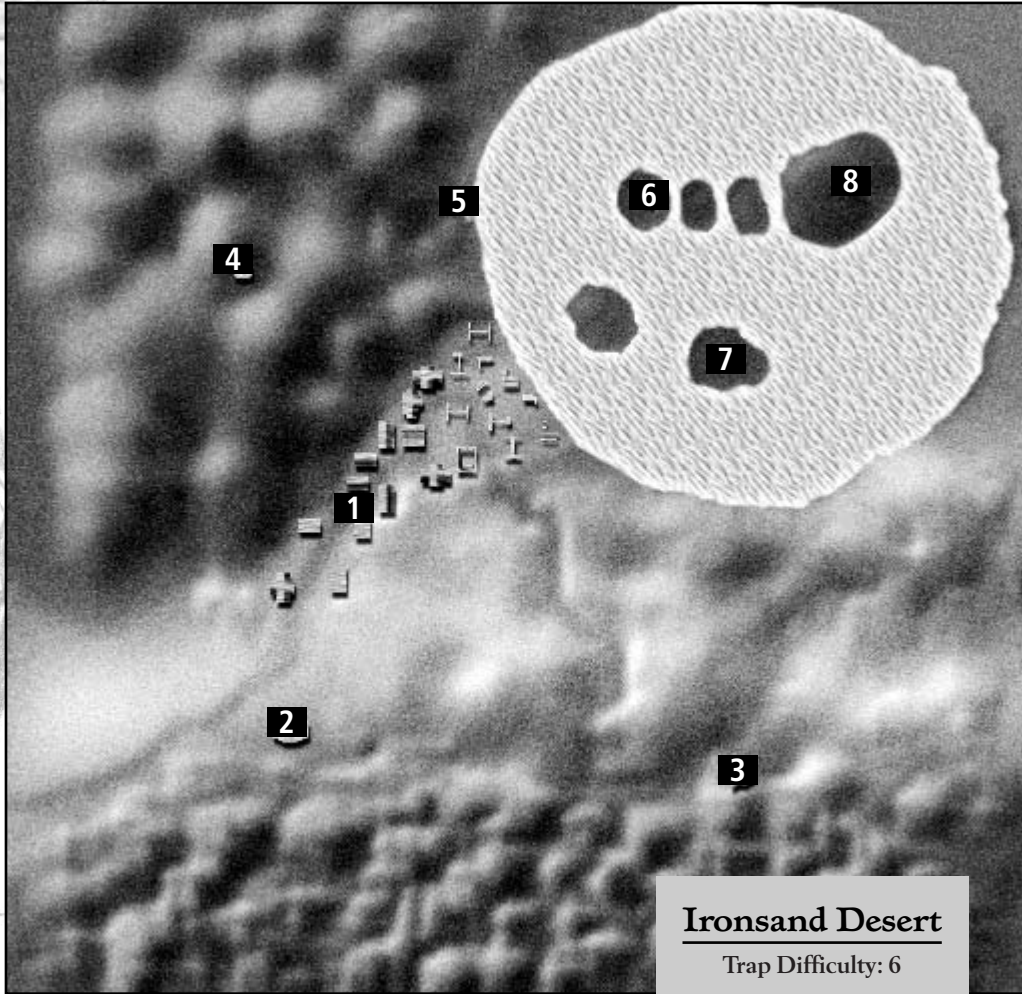


Figure 7-16. Ironsand Desert

Ironsand Desert

Trap Difficulty: 6

Trap Deadline: 2

Treasure Value: 2

Perception: 6

Creatures: Gogs, Trolls (friendly), Cyclops

Ironsand Desert Locations

Area	Name	Notes
1	Hearthsworn Hovel	Teacher: Grandmaster Mace
1	Stone's Hovel	Teacher: Master Staff
1	Talion's Hovel	Quest: Ingredients for a Potion of Pure Endurance. Teacher: Grandmaster Leather.
1	Thistlebone Residence	Thistlebone, a Level 30 Troll, will join the party after you complete the Alliance Quests.
1	Hovel of Mist	Teacher: Master Water Magic
1	Hovel of Greenstorm	Teacher: Grandmaster Body Building
1	Pole's Hovel	Quest: Potions of Fire Resistance
1	Guild Caravans	Stables
1	Tarent Hovel	Teacher: Expert Regeneration
1	Parched Throat	Tavern
1	Overdune's House	Must visit for Main Line Quest. Receive Vilebite's Ashes here.
1	Schmecher's Hovel	Troll Promotion Quest. Buys Royal Wasp Jelly for 1,000 gold. Volog Sandwind, Level 15 Troll, will join your party after Troll Promotion Quest is done.
2	Troll Tomb	Map follows.
3	Cyclops Larder	Map follows.
4	Ilsingore's Cave	Map follows.
5	Chain of Fire Entrance	Map follows.
6	Chain of Fire Exit	Map follows.
7	Obelisk	Provides Obelisk Clue. Fly to reach it easily.

General Notes

The Ironsand Desert is swarming with Gogs. These annoying little creatures are best ignored. Shoot at them as you travel and keep moving, but don't stop and fight. You'll never kill them all.

Cyclops inhabit the southeastern quarter of the map. Avoid them unless you have a tough party; they're mean.

Numerous tough dungeons are accessible from this map, but most of them aren't necessary for completing Main Line Quests. The Gateway to the Plane of Fire should be avoided until you approach the end of the game; you'll be slaughtered if you pass through it too early.

Indoor and Dungeon Areas

Troll Tomb

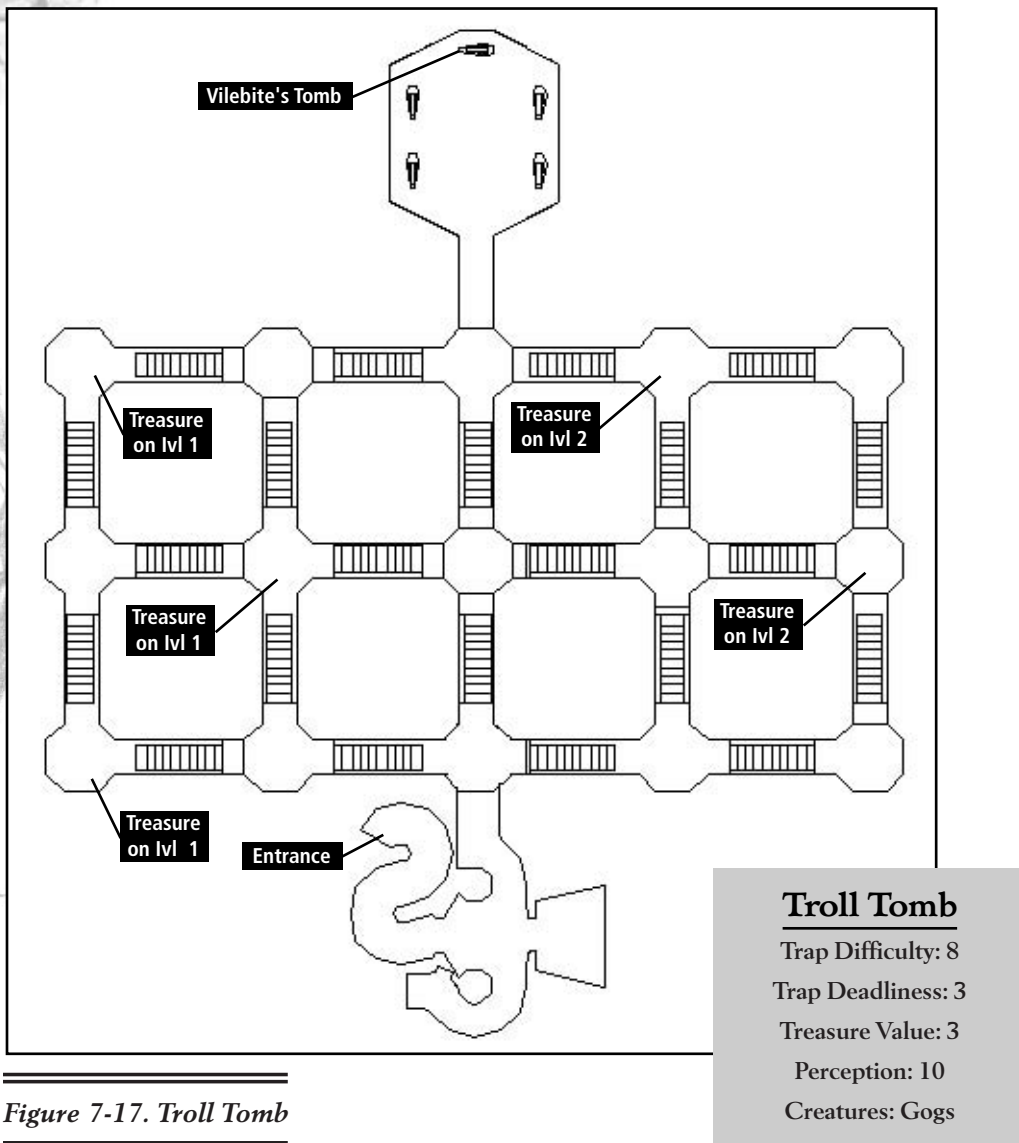


Figure 7-17. Troll Tomb

CHAPTER 7 Regions of Jadame

Enter this dungeon after receiving Vilebite's Ashes from the Overdune household.

The Troll Tomb has many layers; this is not reflected on the map. It can be confusing to find your way in or out. The easiest way to reach Vilebite's Tomb is to keep following the left wall and taking a left whenever possible. Eventually you'll approach the correct place to inter the ashes.

Use the same strategy to escape the tomb. Be sure to watch the Automap as you walk—and be patient.

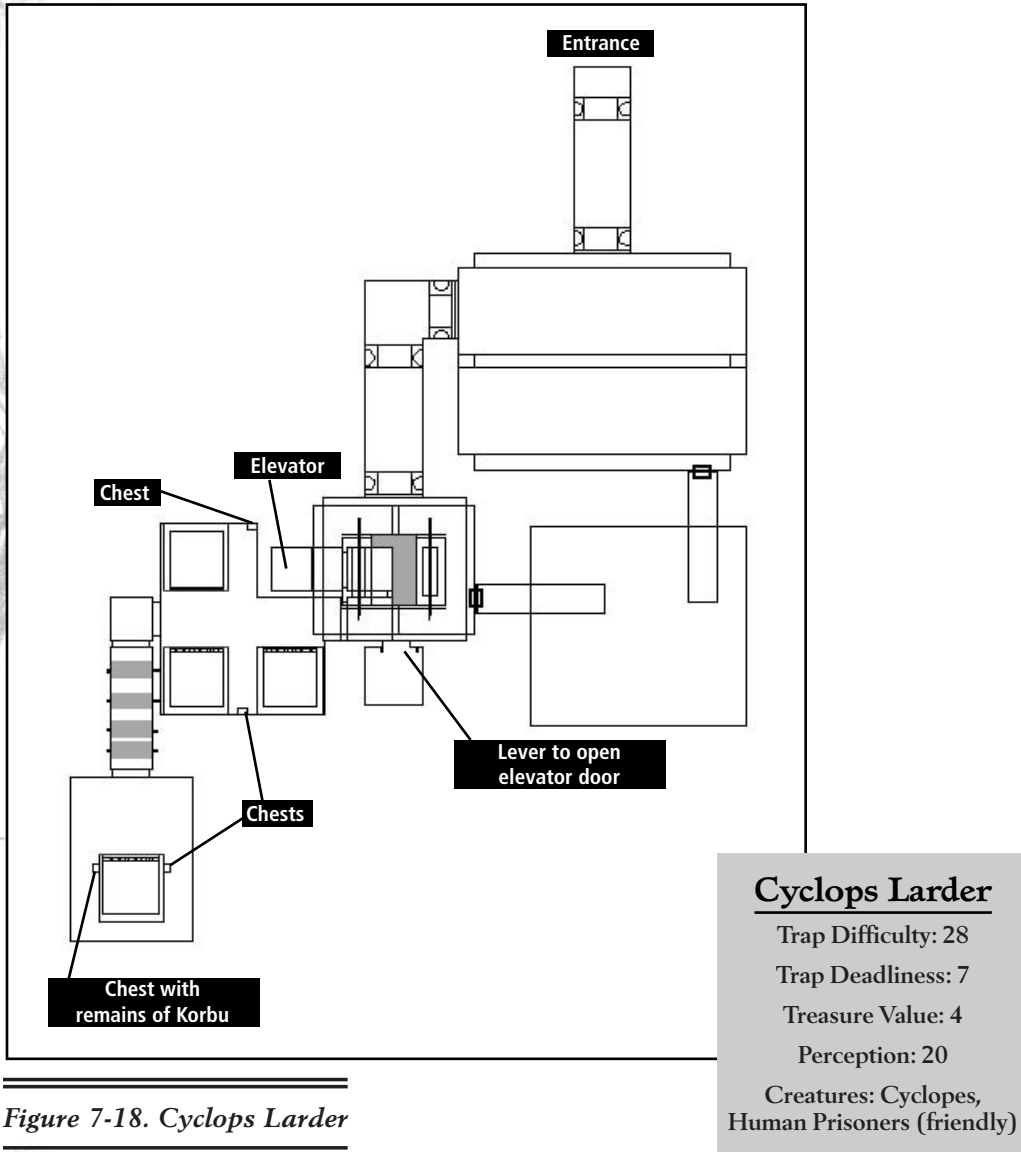
The treasures in here, mainly just small piles of gold, aren't terribly worthwhile, so don't worry about collecting them all.

When you reach Vilebite's Tomb, click on it to inter the ashes.



Cyclops Larder

This tough dungeon features Cyclopes, which are durable, deadly, and capable of inducing temporary Paralysis. You can avoid this dungeon unless you intend to complete the Vampire Promotion Quest.



Cyclops Larder

Trap Difficulty: 28

Trap Deadliness: 7

Treasure Value: 4

Perception: 20

Creatures: Cyclopes,
 Human Prisoners (friendly)

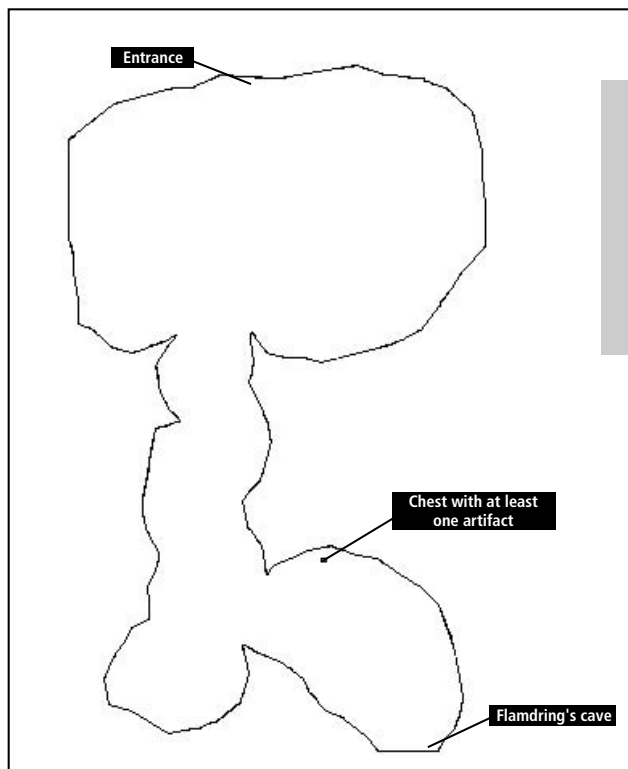
Figure 7-18. Cyclops Larder

CHAPTER 7 Regions of Jadame

Cyclops Larder Locations

Area	Notes
Shaded Tiles	The shaded tiles are Sparks traps. One is upstairs and a hallway contains several of them downstairs.
Ramps Leading Down	Two ramps lead down to a big empty room. There's nothing down there.
Elevator	The elevator takes you to the main part of the Larder. Throw a lever to open the elevator door.
Chests and Cages	Downstairs are cages with humans inside, and chests. You can click on the locks of the cages to release the humans, though there's no reward for this.
Chest with Remains of Korbu	This chest contains a Quest Item necessary for the Vampire Promotion Quest.

Ilsingore's Cave



Ilsingore's Cave

Trap Difficulty: 36
 Trap Deadline: 8
 Treasure Value: 4
 Perception: 36
 Creatures: Dragons

Figure 7-19. Ilsingore's Cave

This dungeon is simply a big cave filled with Dragons. You'll need a tough party to survive in here. The regular Dragons are tough enough, but Ilsingore, a super-Dragon found near the back of the cave, is extra-tough.

The principal reasons to visit this dungeon are to hire Flamdring, a Level 15 Dragon who will join the party, or to grab a random artifact from a chest near the back. But be warned: the trap on this chest can be lethal. A Disarm Trap skill of 36 is almost mandatory.

Chain of Fire

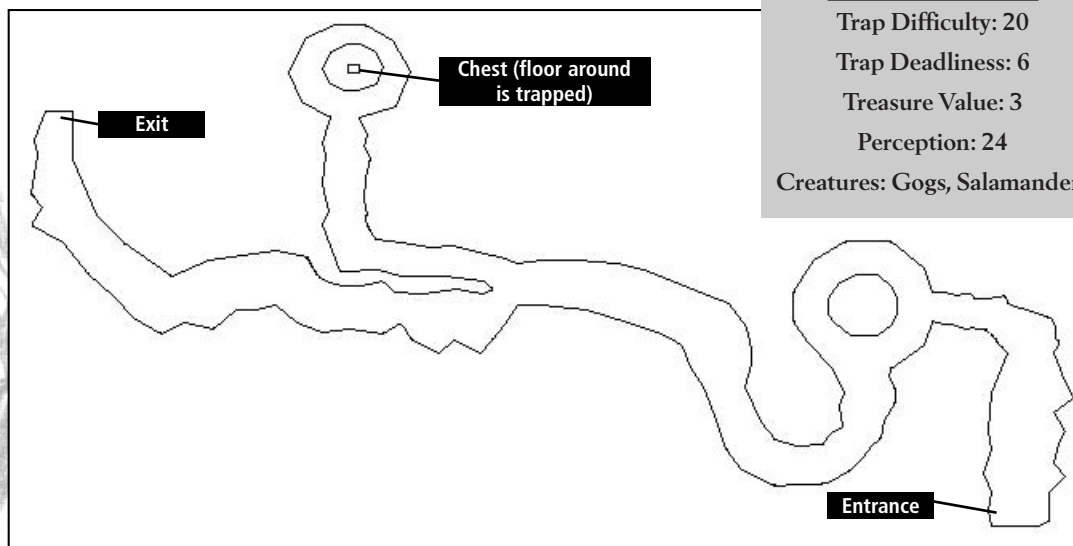


Figure 7-20. Chain of Fire

The main purpose of the Chain of Fire is simply to connect the islands in the lake of fire to the shore. Think of it as a glorified bridge.

The lone chest in the Chain of Fire contains at least one artifact, but the area all around it is trapped by a Fireball that shoots from the wall. Levitate over the traps (with the Vampire ability) or simply use strong anti-fire magic to help resist the trap's effects. If you have neither, and your party isn't strong, you may wish to leave the chest for later.

Garrote Gorge

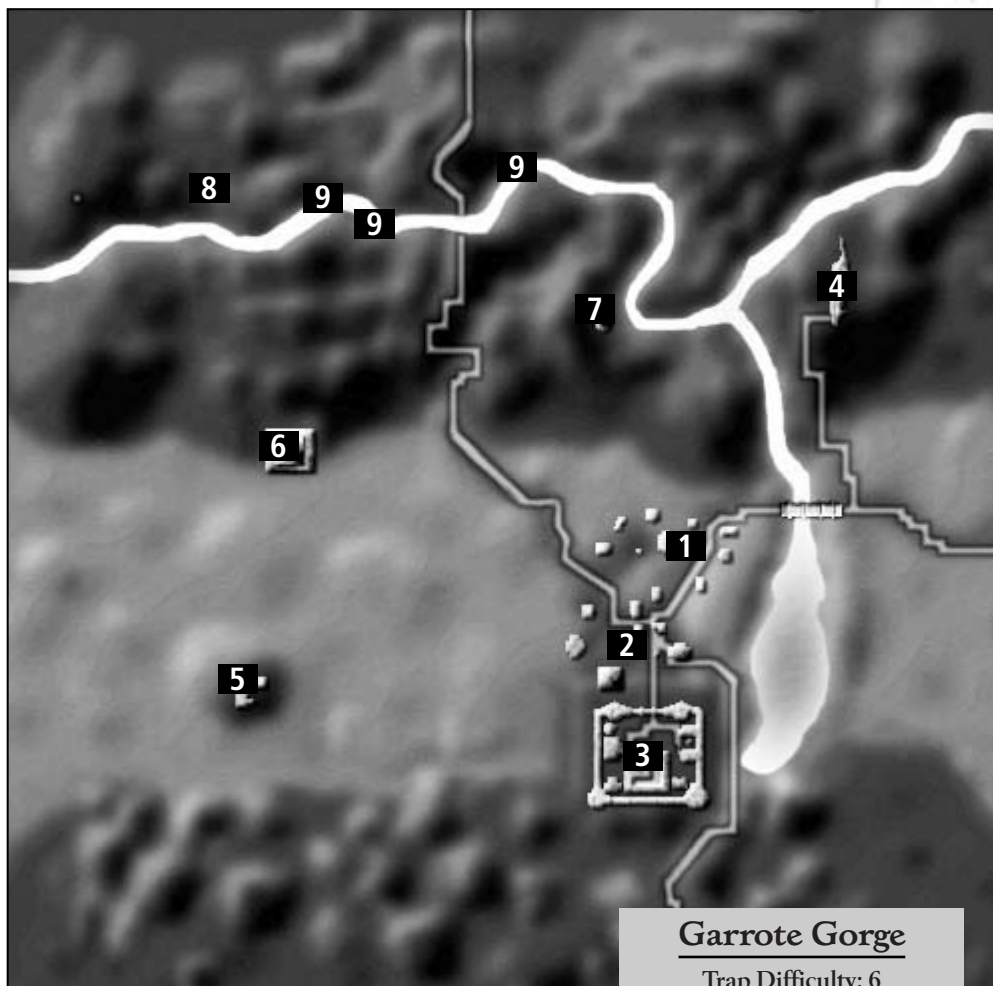


Figure 7-21. Garrote Gorge

Garrote Gorge

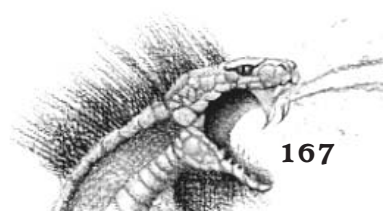
Trap Difficulty: 6

Trap Deadlines: 2

Treasure Value: 2

Perception: 6

Creatures: Nagas, Dragons,
Dragon Hunters



Garrote Gorge Locations

Area	Name	Notes
1	Jeni Residence	Teacher: Master Repair Item
1	Kern Residence	Teacher: Master Spirit Magic
1	Nelix's House	Nelix, Level 30 Knight, will join the party after you ally with Dragon Hunters.
1	Tempus's House	Tempus, Level 50 Champion, will join the party after you sink the Regnan Fleet.
1	Slayer Residence	Teacher: Expert Armsmaster
1	Maker Residence	Teacher: Expert Identify Monster
1	Calandril Residence	Quest: Find Dragonbane Flower for the Dragon Hunters
1	Well	Permanent +2 Fire Resistance per drink, up to a maximum of 15
2	Avalon's Residence	Quest: Kill All Dragons
2	Reaverson Residence	Teacher: Grandmaster Shield
2	Ironfist Residence	Teacher: Grandmaster Plate
2	Morningstar Residence	Teacher: Master Mace
2	Lightsworn Residence	Teacher: Grandmaster Learning
2	Otterton Residence	Teacher: Master Body Building
2	Gottic's Gauntlet	Training Hall
2	Foestryke Residence	Quest: Recover the Drum of Victory from the Naga Vault. Teacher: Expert Axe.
2	Arin Residence	Teacher: Master Body Magic
2	Stormlance Residence	Knight Promotion Quest. Teacher: Master Sword. Leane Stormlance, Level 15 Knight, and Blazen Stormlance, Level 50 Knight, will join the party upon the quest's completion.
3	Guild Caravans	Stables
3	Plated Protection	Armory
3	Lance's Spears	Weapon Shop
3	Sacred Steel	Temple
3	Wards and Pendants	Magic Item Shop
3	Dragon's Blood Inn	Temple
3	Dragon Hunter's Camp	Map follows.
4	Grand Temple of Eep	Map follows.
5	Tents	Jeric Whistlebone is in one of these tents. He possesses the sword Whistlebone, necessary for the Dragon Promotion Quest.

Area	Name	Notes
6	Naga Vault	Map follows.
7	Dragon Caves	Map follows.
8	Obelisk	Provides Obelisk Clue
9	Dragonbane Flowers	These flowers grow at three places along the river valley. They're needed for the Find Dragonbane Flower Quests.

General Notes

The west-central part of the map is swarming with hostile Nagas. Dragons fly to the north, and Dragon Hunters control the south. Neither Dragons nor Dragon Hunters are hostile when you first enter the area.

The biggest choice you'll make here is whether to ally with the Dragons or Dragon Hunters. Our recommendation is to do neither until you're good and ready. That way you'll keep your options open—and have fewer enemies.

Allying with the Dragon Hunters turns all Dragons on the map hostile. Dragons in the Dragon Cave will also be hostile. Any Dragons in your party can still to learn from the teachers in the Dragon Cave, but you'll have to fight to get to them.

Allying with the Dragons turns all Dragon Hunters on the map hostile. Also, all shops in town (except for the Tavern) close their doors to you. Teachers and other individuals in the human village can still be visited, however.

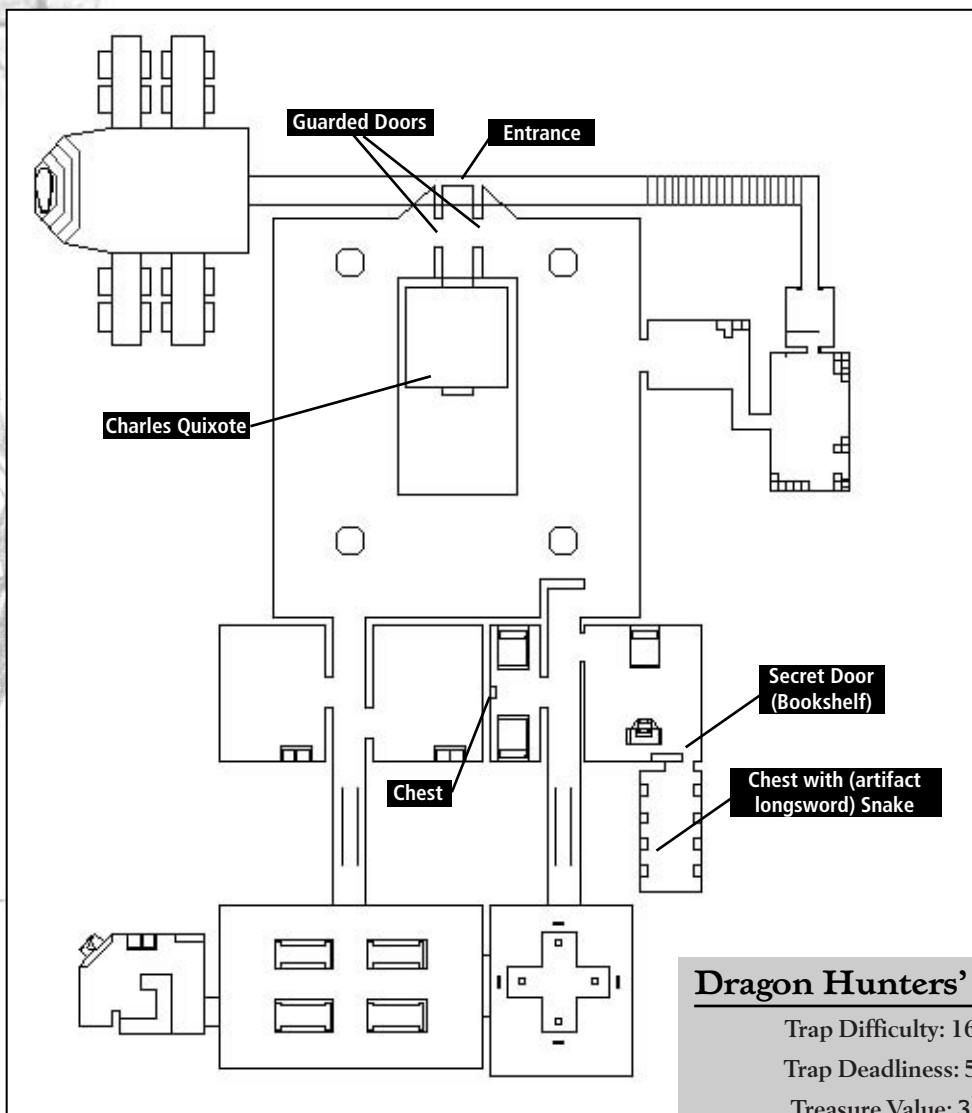
There aren't that many Dragon Hunters guarding the actual town, so fighting them won't be a major problem. Just be sure that you've bought anything you wanted to buy from the stores before allying with the Dragons.

Our recommendation is to do as many sub-quests as possible before allying with either side. Clean out the Naga Vault, for example. Also, you can give Dragonbane Flowers to both the Dragons *and* the Dragon Hunters, solving two Secondary Quests and gaining lots of experience in the process. These quests are easy if you do them before angering either side. Almost all Secondary Quests in the area (see Chapter 6) can be completed before allying.

Then, when you've done everything else in the area, ally with one side or the other. Personally, we prefer the Dragons, but it's completely up to you.

Indoor and Dungeon Areas

Dragon Hunters' Camp



Dragon Hunters' Camp

Trap Difficulty: 16

Trap Deadliness: 5

Treasure Value: 3

Perception: 20

Creatures: Dragon Hunters,
Human Mercenaries

Figure 7-22. Dragon Hunters' Camp

CHAPTER 7 Regions of Jadame

To do business with Charles Quixote, simply walk straight forward until you meet him.

The guarded doorways are your ticket to the rest of the castle. If you feel the need to wreak havoc and collect treasure, you can walk past the guards—but except for the sword called Snake (which is actually quite powerful), the treasure is generally not worth it. (All guards in the castle turn hostile if you walk through a guarded doorway.)

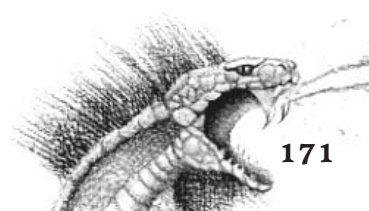
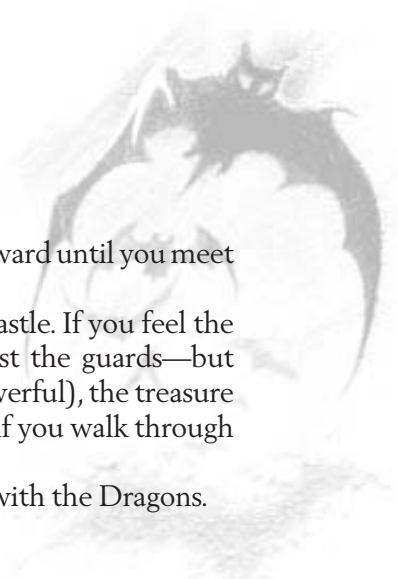
The occupants of this area will be hostile if you've allied with the Dragons.

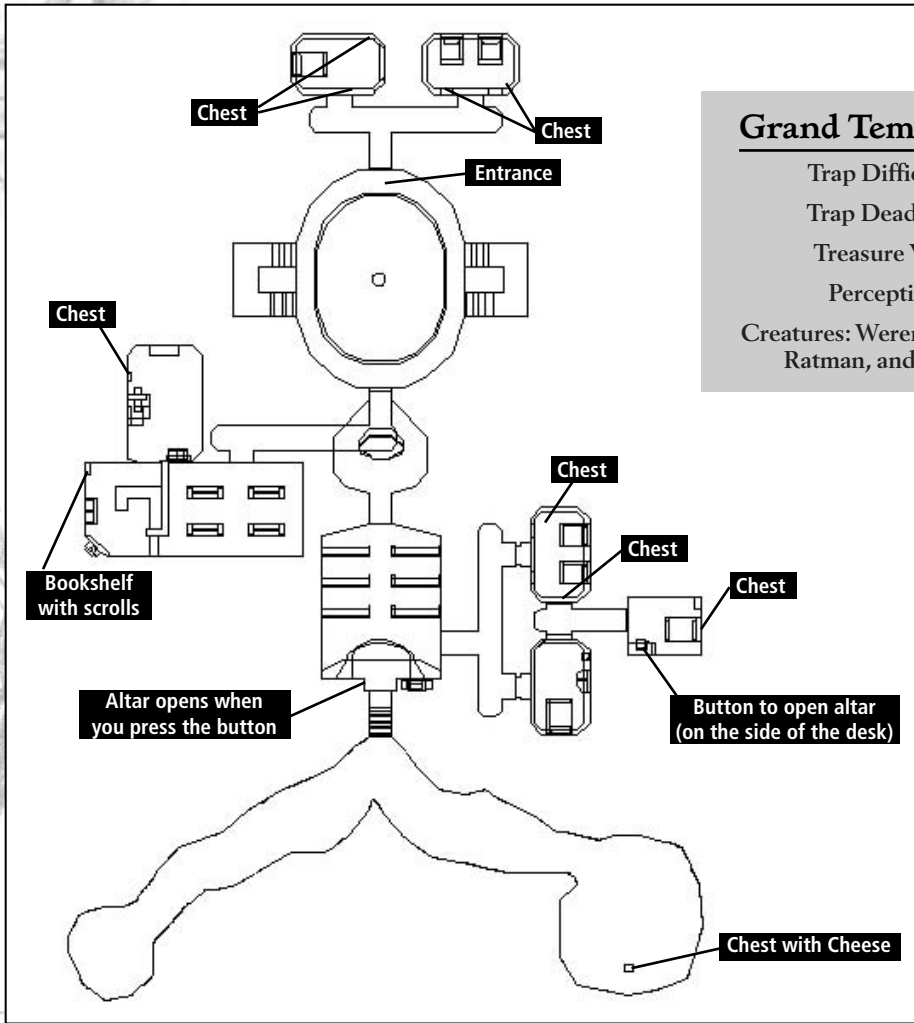
Dragon Hunters' Camp Locations

<i>Area</i>	<i>Notes</i>
Charles Quixote	You must speak with Charles if you intend to ally with the Dragon Hunters. He'll give you a quest.
Guarded Doors	Don't go through these unless you don't mind turning the castle's inhabitants hostile. Of course, they'll already be hostile if you're allied with the Dragons.
Secret Door (Bookshelf)	This secret door guards a treasure room.
Chest with Snake	One of several chests in this otherwise ho-hum treasure room contains Snake, a powerful artifact blade.

Grand Temple of Eep

The Grand Temple of Eep is one of three places where you can find cheeses for the Find Three Rare Cheeses Quest.





Grand Temple of Eep
Trap Difficulty: 16
Trap Deadline: 5
Treasure Value: 3
Perception: 24
Creatures: Wererats in Human, Ratman, and Rat forms

Figure 7-23. Grand Temple of Eep

CHAPTER 7 Regions of Jadame

Grand Temple of Eep Locations

Area	Notes
Northern and Western Chests	Go upstairs to reach the northern and western chests, as well as the Bookshelf with Scrolls.
Bookshelf with Scrolls	Keep clicking on this until the scrolls stop appearing.
Button to Open Altar	The button that opens the altar is in a barracks room, on the side of a desk. Look carefully.
Chest with Cheese	Open this chest and collect the Wheel of Frelandeau. This item is necessary for the Find Three Rare Cheeses Quest.

Naga Vault

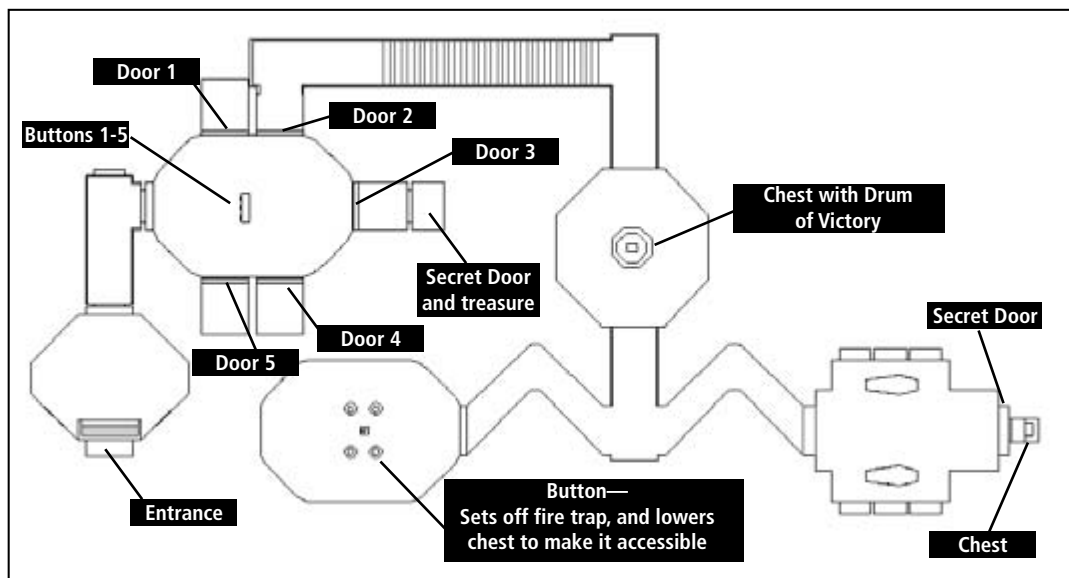


Figure 7-24. Naga Vault

The Naga Vault is fairly tough, but you may find that the hardest part is just getting inside the Vault, due to the huge swarms of Nagas milling around outside.

The Drum of Victory can be recovered only after pressing a button in the southern part of the level.

Naga Vault

Trap Difficulty: 24

Trap Deadliness: 7

Treasure Value: 3

Perception: 14

Creatures: Nagas, Serpentmen

Naga Vault Locations

Area	Notes
Buttons 1-5	These buttons all open doors in the same room. Open them all, one at a time, so you can kill the Nagas behind them one at a time.
Secret Door and Treasure	This straightforward secret door has treasure piled behind it.
Chest with Drum of Victory	The chest won't be visible until you press a button elsewhere. It's necessary for the Recover the Drum of Victory Quest.
Button	This button lowers the Chest with Drum of Victory down to a level where you can open it.

Dragon Cave

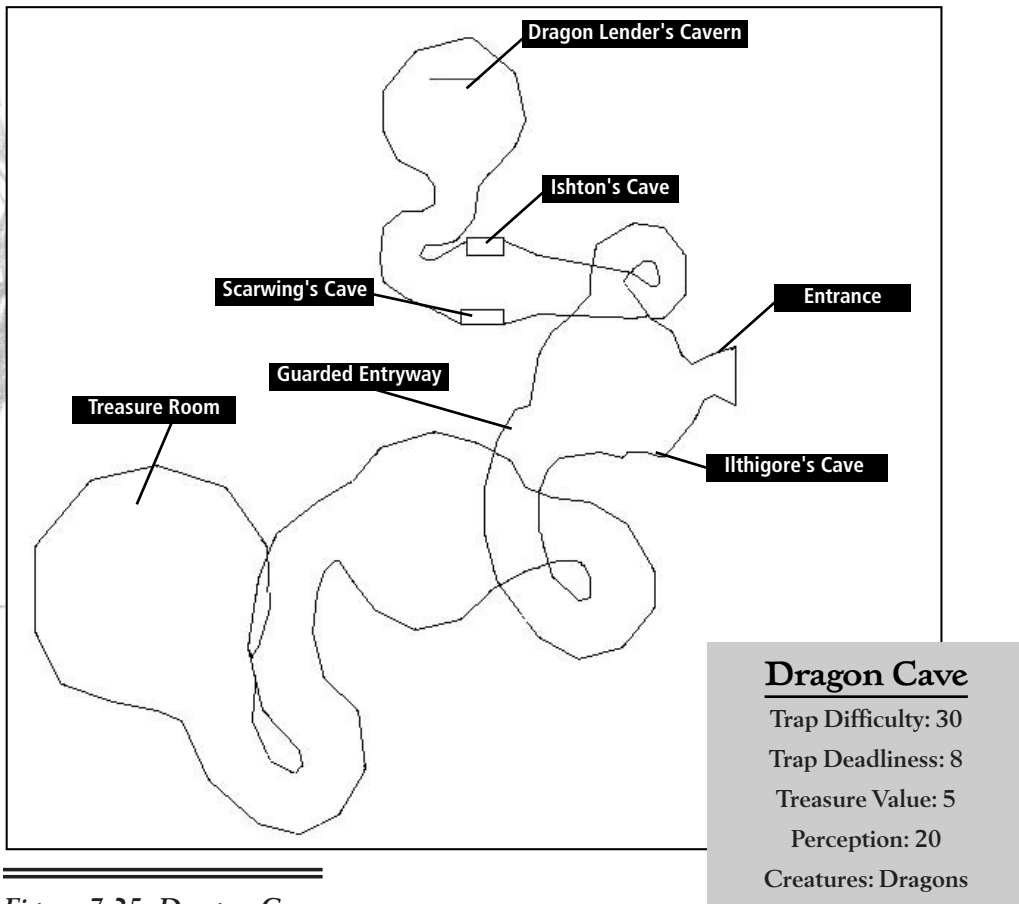


Figure 7-25. Dragon Cave

CHAPTER 7 Regions of Jadame

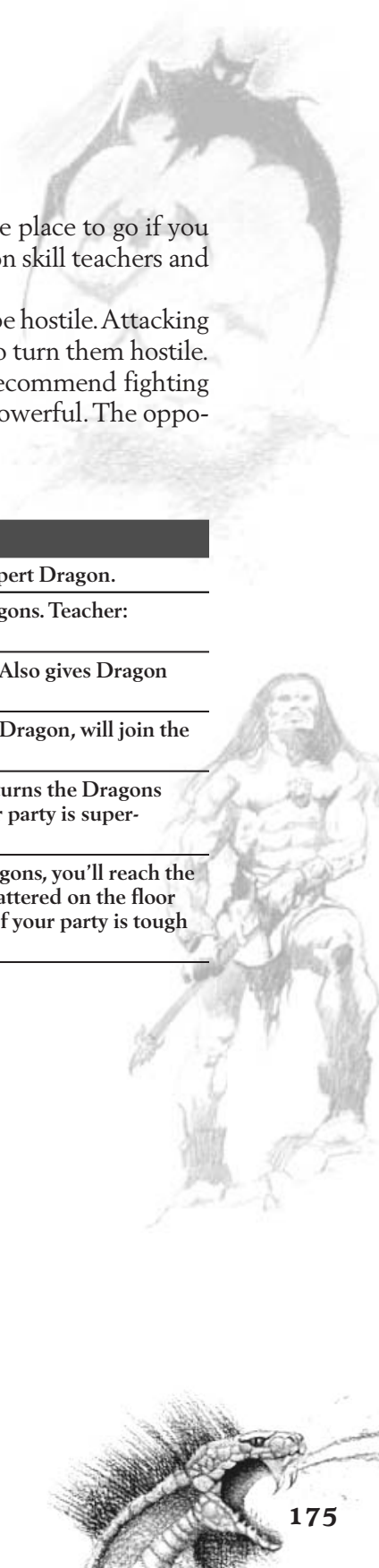
The Dragon Cave contains the Dragon Leader, and is thus the place to go if you want to ally with the Dragons. It also contains all of the Dragon skill teachers and the Dragon Promotion Quest.

If you've allied with the Dragon Slayers, the Dragons will be hostile. Attacking them or passing through the guarded part of this map will also turn them hostile.

Even if you make the Dragons your enemies, we don't recommend fighting your way through to the Treasure Room unless you're truly powerful. The opposition is formidable to say the least.

Dragon Cave Locations

<i>Area</i>	<i>Notes</i>
Ishton's Cave	Quest: Kill All Dragon Hunters. Teacher: Expert Dragon.
Scarwing's Cave	Quest: Find Dragonbane Flower for the Dragons. Teacher: Grandmaster Dragon.
Dragon Leader's Cave	Quest: Retrieve Dragon's Egg (for alliance). Also gives Dragon Promotion Quest.
Ilthigore's Cave	Teacher: Master Dragon. Ilthigore, a Level 5 Dragon, will join the party.
Guarded Entryway	As usual, passing through the guarded area turns the Dragons hostile. This is highly inadvisable unless your party is super-powerful.
Treasure Room	If you actually manage to get past all the Dragons, you'll reach the Treasure Room. Miscellaneous treasure is scattered on the floor here. Is it worth it? Not really—but go for it if your party is tough enough.



Shadowspire

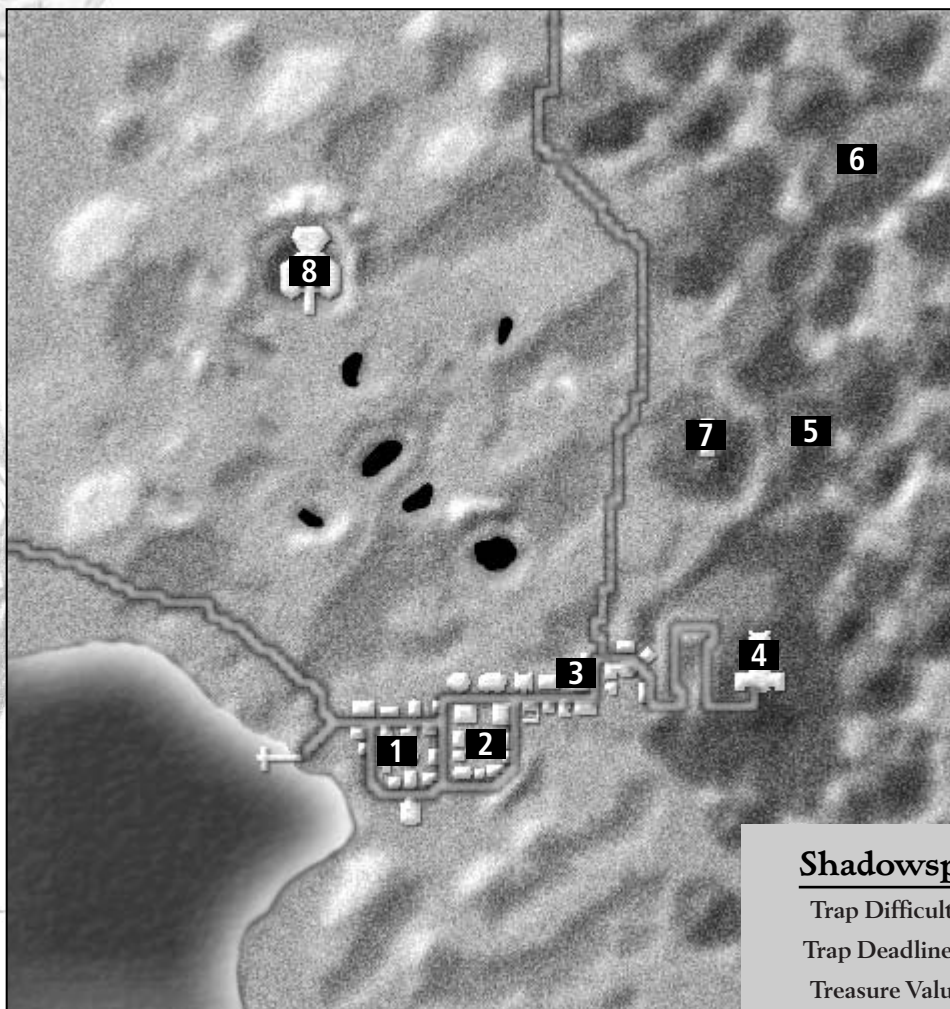


Figure 7-26. Shadowspire

Shadowspire

Trap Difficulty: 8

Trap Deadline: 2

Treasure Value: 2

Perception: 8

Creatures: Vampires,
Skeleton Archers, Bone
Dragons

Shadowspire Locations

Area	Name	Notes
1	Black Company	Tavern
1	Taleshire Hall	Necromancer Promotion Quest
1	Nightcrawler Estate	Teacher: Grandmaster Meditation
1	Mistspring Residence	Teacher: Master Learning
1	House of Arachnia	Teacher: Grandmaster Vampire
1	Dirthmoore Cottage	Teacher: Master Vampire
1	House of Lathaen	Vampire Promotion Quest
1	Cathedral of Night	Temple
1	Brightsprear Hall	Makes weapons from ore
1	Nightwood Estate	Teacher: Master Shield
1	House Shador	Teacher: Expert Vampire
1	Tantilion's House	Quest: Recover the Bone of Doom
1	House Mercutura	Mercutura, a Level 15 Vampire, will join the party.
1	Roggen Hall	Teacher: Grandmaster Identify Item
2	Infaustus' House	Infaustus, Level 30 Nosferatu, will join the party after you ally with the Necromancers.
2	House of Journey	Sells Silver Dust of the Sea, buys Ground Wyvern Horn. Part of a Trading Triangle (see Chapter 5).
2	Whisper Hall	Sells Pirate Amulets, buys Heartwood of Jadame. Part of a Trading Triangle (see Chapter 5).
2	Steeleye Estate	Teacher: Master Perception
2	Roberts Residence	Roberts, a Level 15 Necromancer, will join the party.
2	Hallien's Cottage	Quest: Recover Vial of Grave Dirt
2	Well	Permanent +2 Intellect, if Intellect is less than 15
2	The Blood Bank	Bank
2	Supple Leather	Armory
2	Blooded Daggers and Blades	Weapon Shop
2	House Umberpool	Teacher: Master Dark Magic
2	House of Benefice	Quest: Recover Iseldir's Puzzle Box from Mad Necromancers' Lab
3	Guild of Dark	Spell Shop (Dark spells)
3	Assassin's School	Training Hall

<i>Area</i>	<i>Name</i>	<i>Notes</i>
3	Guild Caravans	Stables
3	Kelvin's Home	Quest: Ingredients for a Potion of Pure Intellect
3	Deverbero Residence	Deverbero, Level 30 Lich, will join the party if you ally with Necromancers.
3	Stillwater Estate	Teacher: Grandmaster Staff
3	Crane Cottage	Makes items from ore
3	Caverhill Hall	Makes armor from ore
3	Veritas Estate	Veritas, a Level 50 Nosferatu, will join the party after you sink the Regnan Fleet.
3	Mystical Mayhem	Magic Item Shop
3	Wolves' Bane	Alchemist
4	Necromancers' Guild	Map follows.
5	Obelisk	Provides Obelisk Clue
6	Yaardrake's Cave	Map follows.
7	Vampire Crypt	Map follows.

General Notes

Vampires and Skeleton Archers roam the central portion of this map. Bone Dragons flock around the Mad Necromancers' Lab. Your party needs to be fairly durable to travel across the map.

The dungeons in this area are formidable as well.

If you ally with the Necromancers, the Necromancers' Guild will remain friendly throughout the game. If you ally with the Temple of the Sun, you can expect hostility when entering the Necromancers' Guild.

Indoor and Dungeon Areas

Necromancers' Guild

Necromancers' Guild

Trap Difficulty: 16

Trap Deadlines: 4

Treasure Value: 4

Perception: 20

Creatures: Necromancers,
Vampires, Skeleton Archers

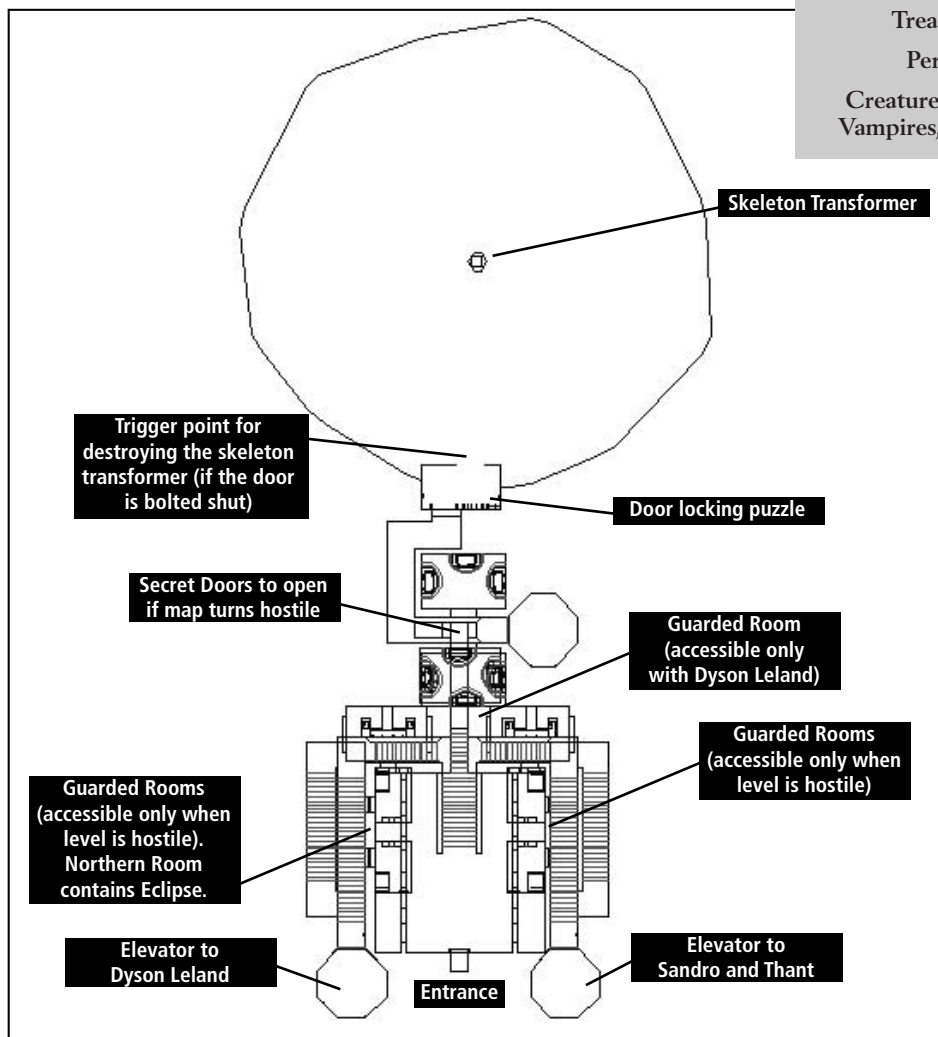
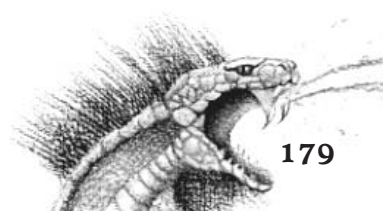


Figure 7-27. Necromancers' Guild



Necromancers' Guild Locations

<i>Area</i>	<i>Notes</i>
Elevator to Sandro and Thant	This octagonal elevator is quite unusual. Walk into the octagon and then press a button in the hallway outside to activate it. (All elevators in here work like this.) You'll rise up to a room containing Sandro and Thant. Speak to them to learn how to ally with the Necromancers.
Elevator to Dyson Leland	Dyson Leland is a Level 15 Priest of the Sun who will join your party. He must be in your party for you to gain access to either the Skeleton Transformer (in this level) or the Nightshade Brazier (in the Temple of the Sun). In other words, you need him regardless of which side you choose to join, Clerics or Necromancers, so have him join your party.
Guarded Rooms (accessible when level is hostile)	These four rooms can't be entered unless the level has turned hostile because you either attacked the inhabitants or approached the Skeleton Transformer. One of the chests in these rooms contains the shield Eclipse, a Quest Item.
Guarded Room (accessible by Dyson Leland)	This guarded door at the top of the stairs can only be accessed if Dyson Leland is in your party. It leads to the Skeleton Transformer.
Secret Doors	These two doors will pop open as you approach the Skeleton Transformer. Vampires will attack.
Door Locking Puzzle	You need to close and lock the door to destroy the Skeleton Transformer. The proper way to do this, assuming that the five levers on the wall are numbers from left to right, is to pull levers 1, 3, 2, 5, and 4. When all five levers are down, click the button on the wall, to the left of the levers. This closes the door. Then click on the wooden bar to slide it across and lock the door. (Later, when you want to leave, just click the bar to slide it back, then press the button nearest the door.)
Trigger Point	If the Door Locking Puzzle has been solved and the door is now locked, walk past this point to destroy the Skeleton Transformer.
Skeleton Transformer	The transformer is high in the air. Skeleton Archers prowl the ground below. You can only destroy this if you solve the Door Locking Puzzle first.

Yaardrake's Cave

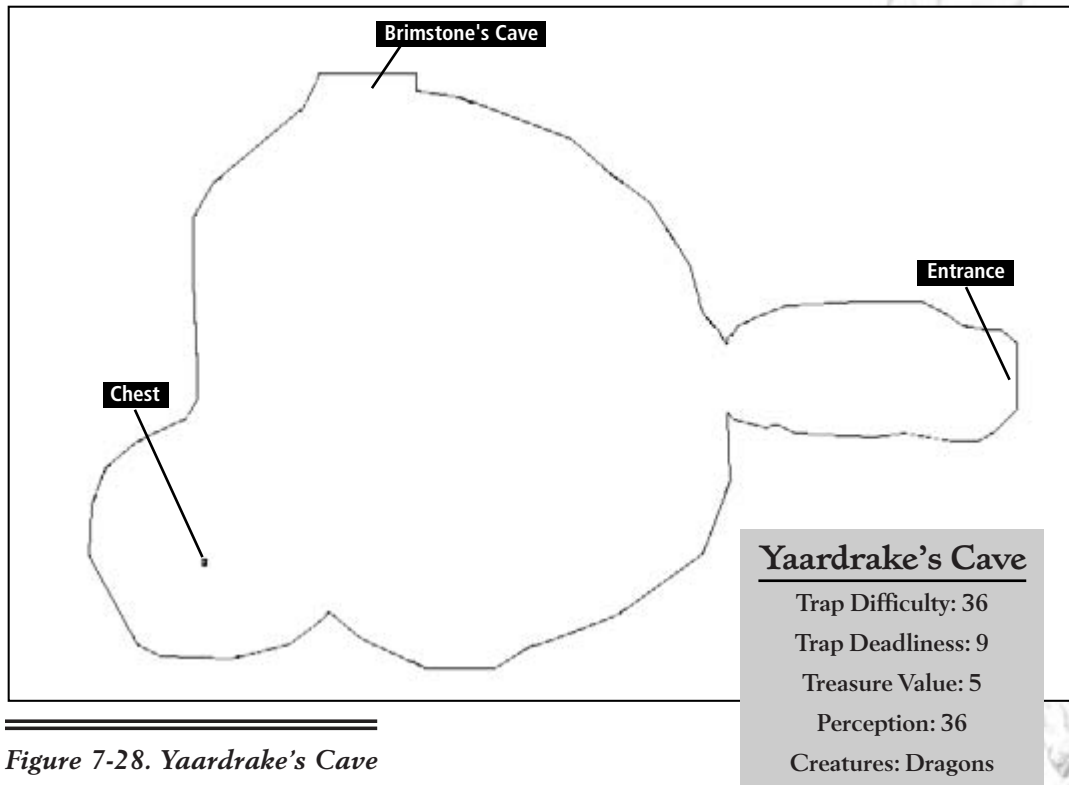


Figure 7-28. Yaardrake's Cave

This cave, located in the extreme northeast corner of the map, can only be entered by a Flying party. Don't bother with this place until you're highly experienced.

Inside you'll find a legion of tough Dragons, including Yaardrake himself. Yaardrake deals water damage, not fire damage, so be prepared to cast spells for protection from both fire and water.

The only noteworthy items in here are a chest with a deadly trap but great treasure, and Brimstone's Cave. Brimstone, a Level 30 Great Wyrn, will join an experienced party if you've already allied with the Dragons.

Vampire Crypt

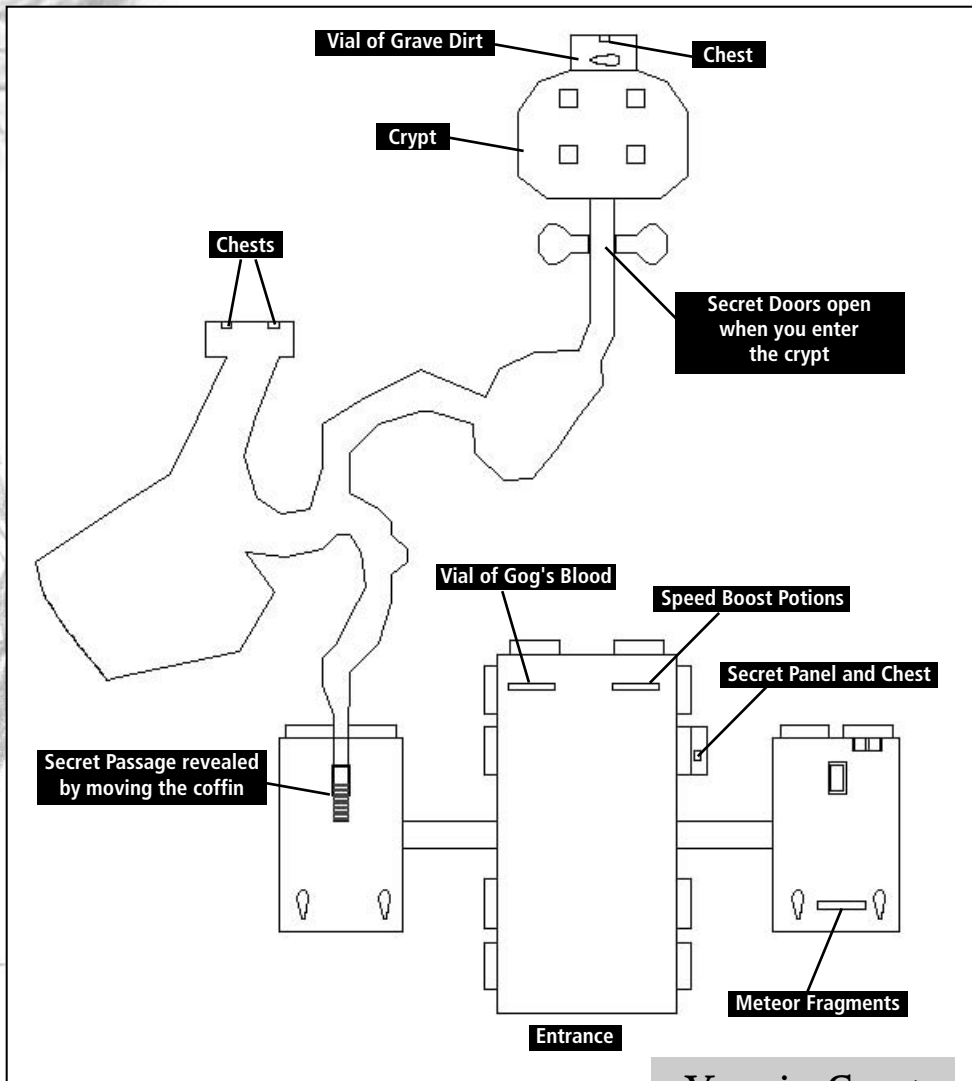


Figure 7-29. Vampire Crypt

Vampire Crypt

Trap Difficulty: 18

Trap Deadline: 4

Treasure Value: 3

Perception: 30

Creatures: Vampires

CHAPTER 7 Regions of Jadame

Vampire Crypt Locations

Area	Notes
Entrance Area	Racks in the entry room and the room to the east contain potions and reagents.
Secret Passage	Move the coffin (by clicking on it and pressing against it) in the center of this room. It slides away to reveal a stairway underneath.
Secret Doors	The secret doors pop open as you walk down the hallway. Be aware of them and back up when they start to open. Kill the Vampires that spill out.
Crypt	The Vial of Grave Dirt on the altar is needed for a quest. The chest in here is located behind the altar.

Mad Necromancers' Lab

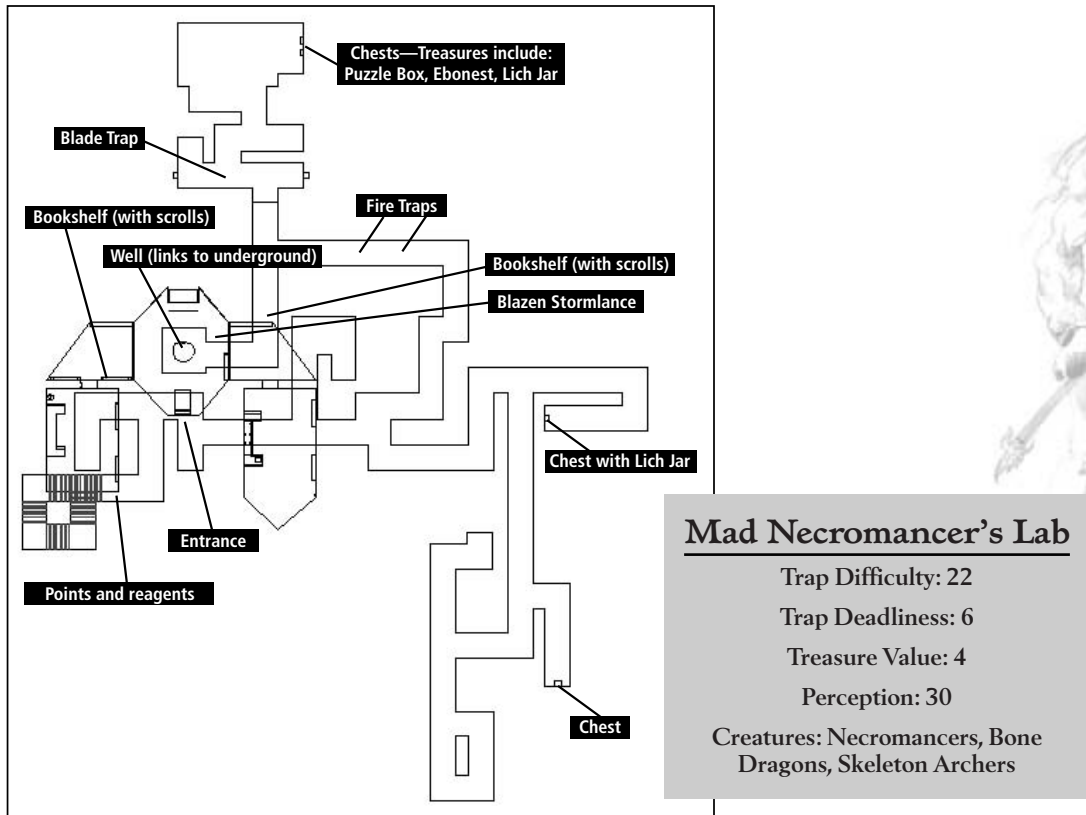


Figure 7-30. Mad Necromancers' Lab

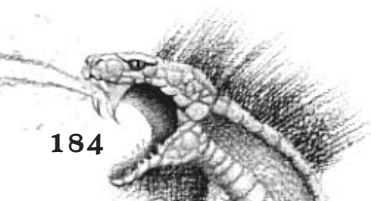
A bridge leads over a moat into the Mad Necromancers' Lab. There's a treasure chest hidden squarely beneath the bridge, but unless you Fly or Levitate, you'll have to endure some damage from the deadly water that the chest sits in.

This lab is a veritable treasure trove of Quest Items. It's here that you'll find the shade of Blazen Stormlance and his spear, Ebonest, both crucial for the Knight Promotion Quest. You'll also find Lich Jars, necessary for the Vampire Promotion Quest, and a Puzzle Box needed for a Secondary Quest.

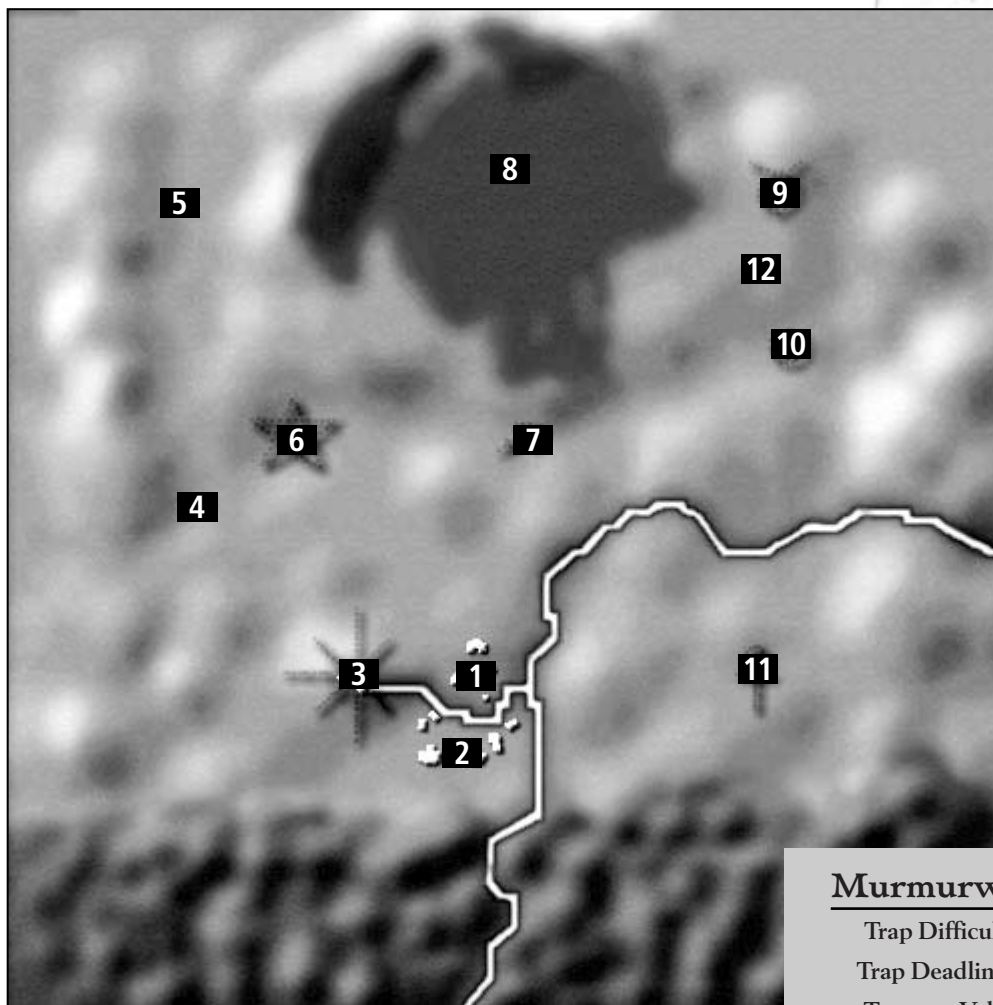
Be prepared to deal with Afraid and/or Insane characters, because the creatures inside the lab can bestow those conditions.

Mad Necromancers' Lab Locations

<i>Area</i>	<i>Notes</i>
Entrance	Just opposite the entry door is a lift that takes you upstairs. Pressing the button by the lift brings it back downstairs.
Blazen Stormlance	The lift takes you up to a room with a single door. Beyond the door is the shade of Blazen Stormlance. Interact with him to complete the Knight Promotion Quest (see Chapter 6).
Well	Jumping into the well is one way of going downstairs. Of course, because there are stairs in the southwest part of the lab, you can just ignore the well.
Potions and Reagents	There are potions and reagents on racks in both the main and upstairs levels. Loot at will.
Chests	All of the chests are in the lowest level of the lab. Two of these chests contain Lich Jars. (You need one Lich Jar for each Necromancer that you want to promote.) One chest also contains the spear Ebonest, necessary for the Knight Promotion Quest.
Fire and Blade Traps	These traps are all downstairs. Avoid them by hugging the walls.



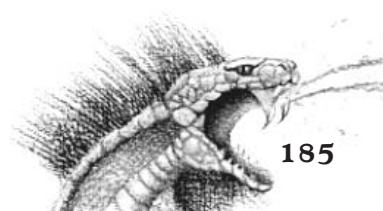
Murmurwoods



Murmurwoods

- Trap Difficulty: 8
- Trap Deadline: 2
- Treasure Value: 2
- Perception: 8
- Creatures: Will O' Wisps, Thunder Lizards, Unicorns

Figure 7-31. Murmurwoods



Murmurwoods Locations

Area	Name	Notes
1	Treasurestone Residence	Teacher: Master Alchemy. Sells Heartwood of Jadame, buys Dried Sunfish. Part of a Trading Triangle (see Chapter 5).
1	Keenedge Residence	Teacher: Master Identify Monster
1	Sampson Residence	Teacher: Master Regeneration
1	Verish's House	Verish, Level 30 Priest of the Sun, will join the party after you ally with the Temple of the Sun.
1	Guild of Light Magic	Magic Shop (Light)
1	Tonk Residence	Quest: Ingredients for a Potion of Pure Personality. Teacher: Grandmaster Repair Item
1	Well	Permanent +2 Personality, if character's Personality is less than 15
2	Ravensight Residence	Teacher: Grandmaster Spirit Magic
2	Dreamwright Residence	Teacher: Grandmaster Mind Magic
2	Snowtree Residence	Cleric Promotion Quest. Teacher: Grandmaster Body Magic.
2	Dantillion's Residence	Part of Dark Elf Promotion Quest. Gives party five Stone to Flesh scrolls. Teacher: Master Light Magic.
2	Mithrit Residence	Teacher: Expert Learning
2	Traveler's Rest	Tavern
3	Temple of the Sun	Map follows.
4	Ancient Troll Home	Map follows.
5	Obelisk	Provides Obelisk Clue
6	Pedestal	Random Pedestal
7	Well	Poisoned. Unicorn King appears near here on June 24th between 9 a.m. and 9 p.m., after you complete the Obelisk Quest.
8	Portal to the Plane of Air	Avoid this until very late in the game.
9	Game	Random game
10	Druid Circle	Map follows.
11	Pedestal	Random pedestal
12	Cauri Blackthorne	In the vicinity of the Druid Circle are several statues. If you've already completed the other parts of the Dark Elf Promotion Quest, clicking on one of them reveals it to be Cauri Blackthorne. Rescuing her gives you the promotion. (The other statues are peasants, and no reward is given for rescuing them.)

General Notes

The Murrumwoods swarms with scattered Will O' Wisps. Thunder Lizards roam the map, congregating most thickly near the Ancient Troll Home and Druid Circle. The Obelisk is surrounded by Unicorns. All in all, this is a very dangerous map.

If you allied with the Necromancers, the Temple of the Sun will be hostile when you enter it. If you ally with the Temple, it will remain friendly.

Indoor and Dungeon Areas

Temple of the Sun

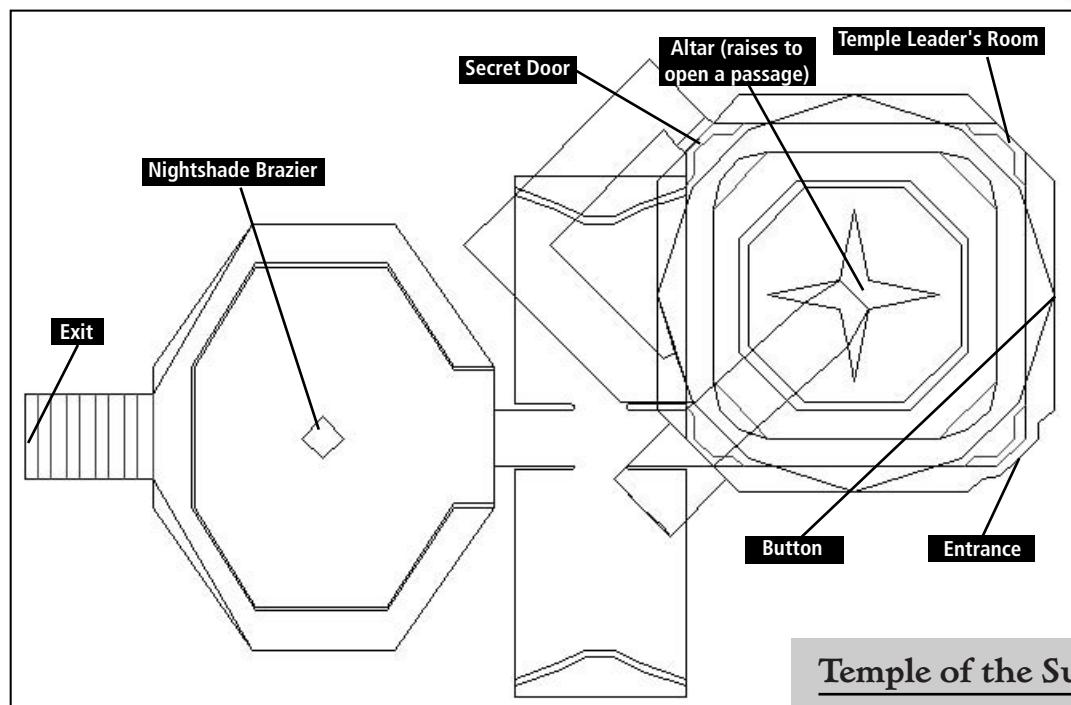


Figure 7-32. Temple of the Sun

Temple of the Sun

Trap Difficulty: 14

Trap Deadliness: 4

Treasure Value: 3

Perception: 20

Creatures: Clerics

You must visit the Temple of the Sun at some point, either to ally with the Temple or with the Necromancers' Guild.

The Temple starts out friendly. Attacking the Clerics or stealing the Nightshade Brazier (which is tantamount to allying with the Necromancers) turns it permanently hostile.

Temple of the Sun Locations

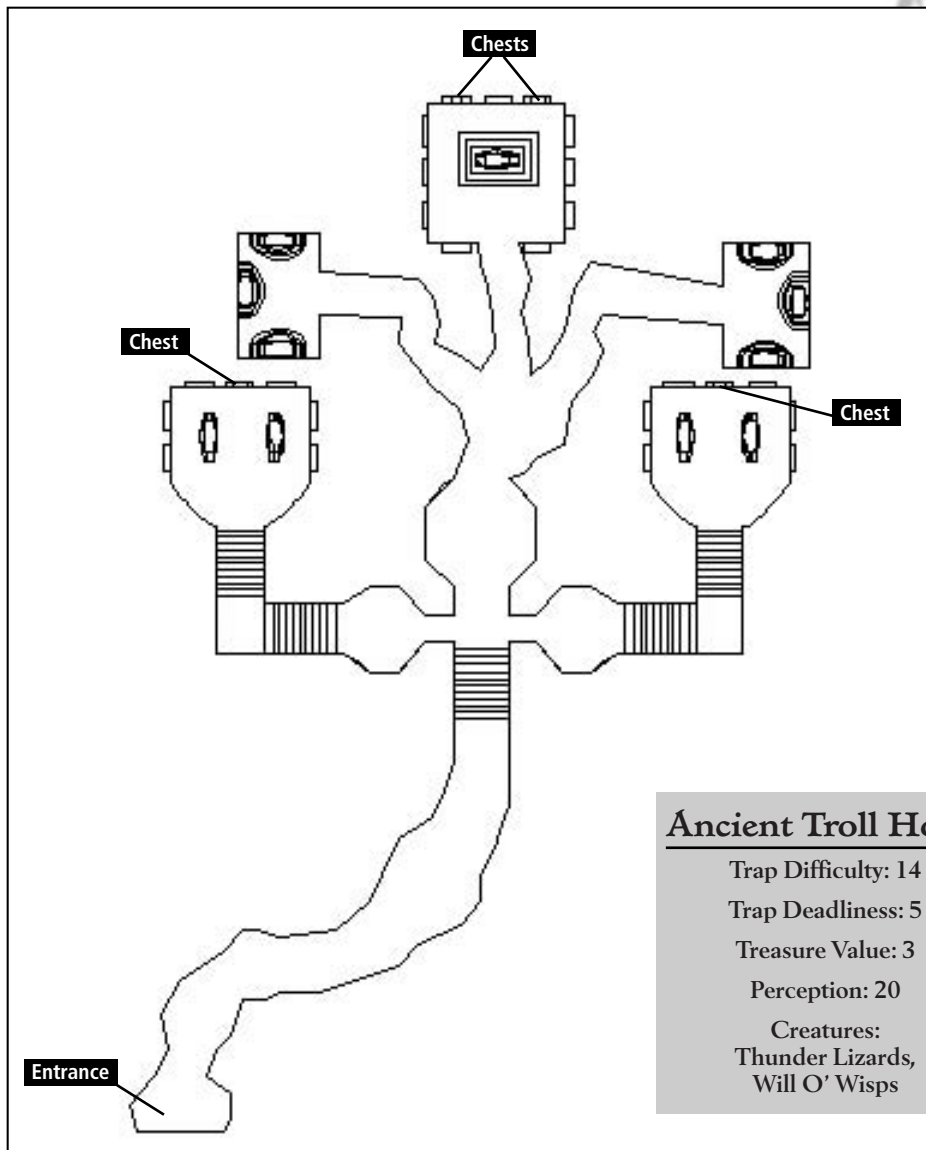
<i>Area</i>	<i>Notes</i>
Entrance	As you enter the Temple, you find yourself on a circular balcony. Look down over the balcony to see a star-shaped altar on the floor below.
Temple Leader's Room	Enter this room to speak with the temple leader. This is necessary if you want to ally with the Clerics.
Button	If Dyson Leland is in your party, you'll see a red button on the eastern wall. (If he's not, it won't appear.) Press this button, and the star-shaped altar downstairs will rise up.
Secret Door	You can either click on the secret door to reveal stairs leading down, or simply jump over the balcony to get downstairs.
Altar	After pressing the red button upstairs, the altar rises up. A hole appears at the base of the altar. Drop through this hole to access the rest of the temple.
Nightshade Brazier	When you pick up the Nightshade Brazier, the temple goes hostile (if it wasn't already). Also, the pedestal that the brazier was sitting on slowly starts to lower into the floor. After fighting a number of Clerics, drop into the hole created by the sinking pedestal. This takes you down a level, where you can escape via the handy exit.

Ancient Troll Home

This extremely straightforward little dungeon is packed with Thunder Lizards and Will O' Wisps. Discovering it and clearing out all enemies is a vital step in the Troll Promotion Quest. Be thorough, and leave nothing alive!

There are no traps or unusual features to speak of in here.

CHAPTER **7** Regions of Jadame



Ancient Troll Home

Trap Difficulty: 14

Trap Deadline: 5

Treasure Value: 3

Perception: 20

Creatures:

Thunder Lizards,
Will O' Wisps

Figure 7-33. Ancient Troll Home

Druid Circle

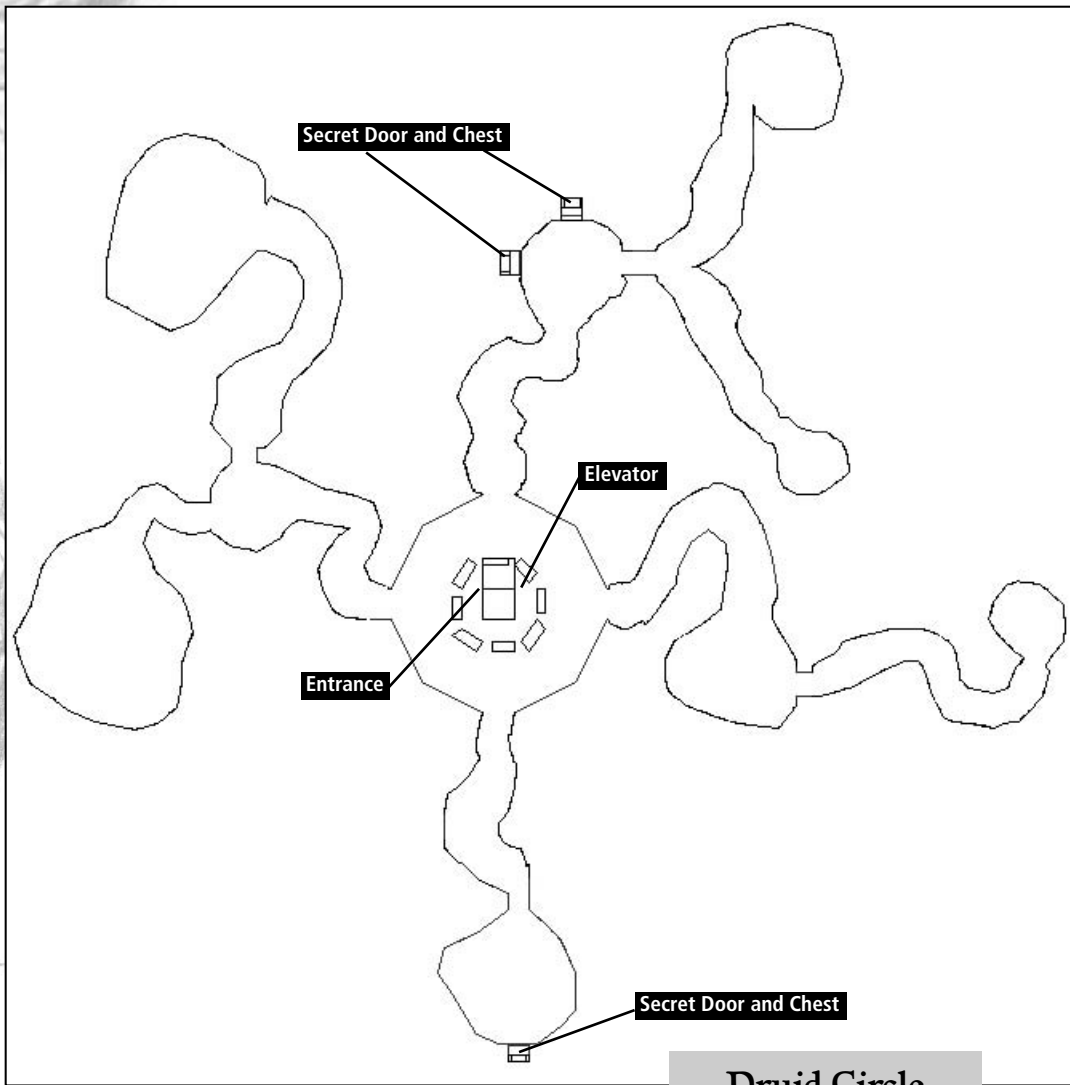


Figure 7-34. Druid Circle

Druid Circle

Trap Difficulty: 20

Trap Deadline: 5

Treasure Value: 4

Perception: 20

Creatures: Dark Dwarves,
Boulders, Juggernauts

CHAPTER 7 Regions of Jadame

This is another fairly straightforward dungeon. The only prominent features are an elevator near the entrance (which takes you down to the main level), a ring of trapped tiles around the base of the elevator (which you should jump over upon reaching the ground), and three chests behind secret panels.

You'll be mobbed by Boulders and Juggernauts the instant you reach the main level, so be prepared. Also, try not to step on the ring of traps during the fight.

The southernmost chest contains an item called the Druid Circlet of Power. It looks very important, but there's no use for it. Just leave it where it is.

Ravage Roaming

Ravage Roaming

Trap Difficulty: 8

Trap Deadliness: 2

Treasure Value: 3

Perception: 8

Creatures: Wyverns,
Gorgons, Ogres

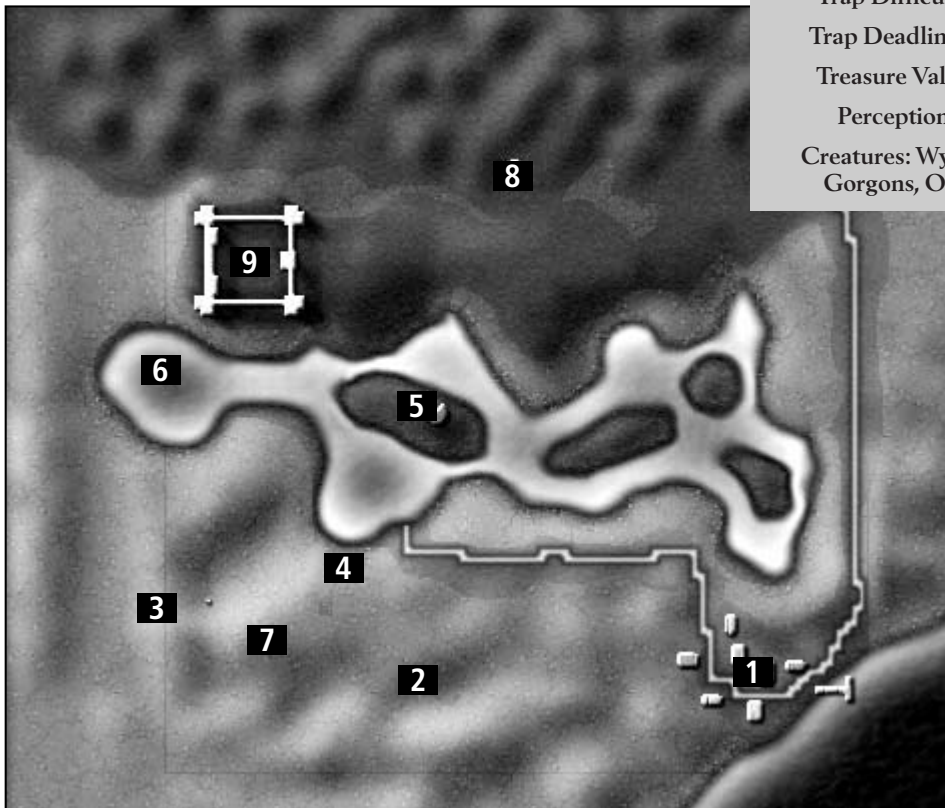
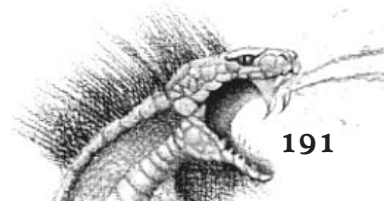


Figure 7-35. Ravage Roaming



Ravage Roaming Locations

Area	Name	Notes
1	Xevius's Residence	Buys Wyvern Horns for 1,500 gold
1	Bull's Eye Inn	Tavern
1	Galvinus's Home	Quest: Ingredients for a Potion of Pure Accuracy
1	Cagnor's Shop	Sells Ground Wyvern Horn, buys Forged Credit Vouchers. Part of a Trading Triangle (see Chapter 5).
2	Dread Pirate Stanley's Treasure Chests	This cluster of six chests contains at least one artifact. It's heavily guarded by swarms of Gorgons, however.
3	Obelisk	Provides Obelisk Clue
4	Balthazar Lair	(Vent entrance) Map follows. This is the way to enter the lair first time you visit.
5	Church of Eep	Map follows.
6	Gateway to the Plane of Water	Avoid this until late in the game.
7	Balthazar Lair	This is the way to enter the Balthazar Lair <i>after</i> fixing the flooding problem. Map follows.
8	Crypt of Korbu	Map follows.
9	Barbarian Fortress	Map follows.

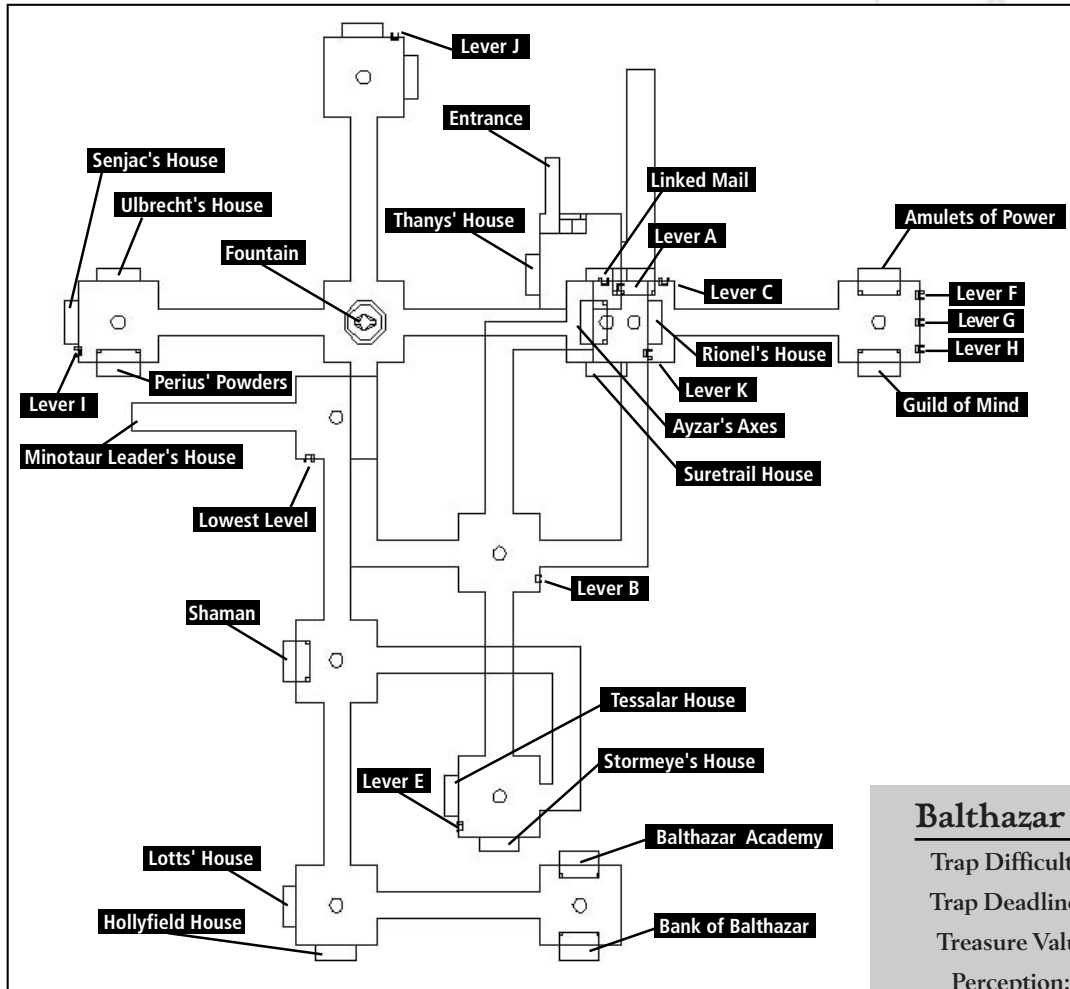
General Notes

Ogres swarm in the north, especially around Barbarian Fortress. Wyverns gather near the Crypt of Korbu. Gorgons are extremely common in the south. When you add it all up, this is another dangerous place to travel!

The Balthazar Lair is essentially its own city. When you first enter this area, the Balthazar Lair is flooded. You must solve the flooding problem before most of the houses and services are available. After that, however, it's just like a normal city, albeit underground.

Indoor and Dungeon Areas

Balthazar Lair



Balthazar Lair

Trap Difficulty: 20

Trap Deadlines: 6

Treasure Value: 4

Perception: 20

Creatures:

Minotaurs, Tritons

Figure 7-36. Balthazar Lair

Only Thanys' House is open when you first visit. You'll have to solve the flooding problem, as detailed below, before all the other houses and shops are populated again.

Balthazar Lair Locations

<i>Area</i>	<i>Notes</i>
Thanys' House	Thanys, a Level 15 Minotaur, will tell the party about the flooding and join the party after the flooding has been alleviated.
Lettered Levers	The flood can be drained by pulling the levers in the following order: A, B, C, E, G, D, J, C, E, F, D, I, C, Lowest.
Lowest Lever	This is the last lever you must pull. It is not labeled. As soon as it is pulled, and you talk to the Minotaur Leader, all the houses and shops become accessible.
Fountain	Heals wounds
Bank of Balthazar	Bank
Balthazar Academy	Training Hall
Hollyfield House	Teacher: Master Leather
Lotts' House	Teacher: Master Mind Magic
The Shaman	Temple
Stormeye's House	Teacher: Master Air Magic
Tessalar's House	Minotaur Promotion Quest
Suretrail House	Teacher: Grandmaster Perception
Ayzar's Axes	Weapon Shop
Guild of Mind	Spell Shop (Body/Mind/Spirit spells)
Amulets of Power	Magic Item Shop
Rionel's House	Rionel, Level 30 Minotaur, will join the party when the alliance is completed.
Linked Mail	Armory
Perius' Powders	Alchemist
Senjac's House	Teacher: Grandmaster Axe
Ulbrecht's House	Ulbrecht, Level 50 Minotaur, will join the party once you sink the Regnan fleet.
Minotaur Leader's House	Visit here after solving the flooding problem, and the Minotaurs will join the alliance.

Church of Eep

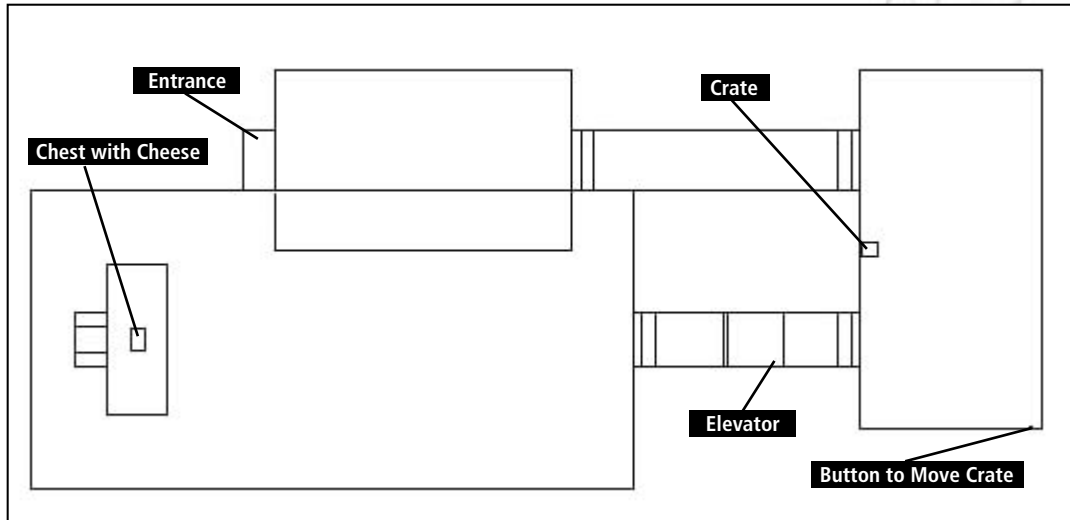


Figure 7-37. Church of Eep

This curious temple, which you'll need to cross some water to reach, features nonlethal traps. These traps tend to close doors or teleport you to unwanted locations rather than hurting you. The key is to jump over the shaded floor tiles instead of walking upon them.

The trickiest part of the church is a room with a floor that's completely trapped. To open the doors to this room, you must press a button to cause a crate to move, then stand on the crate and leap to an open doorway.

Church of Eep

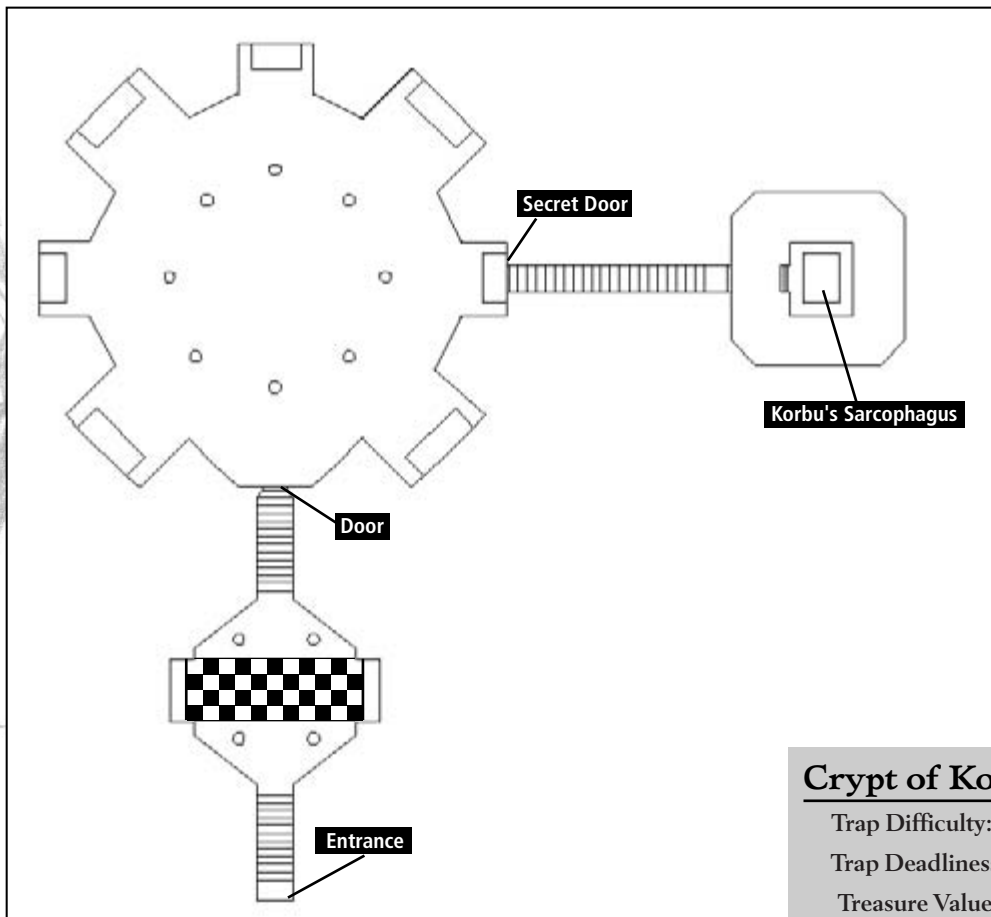
Trap Difficulty: 12
 Trap Deadliness: 4
 Treasure Value: 2
 Perception: 16
 Creatures: Wererats in Human, Ratman, and Rat forms

Church of Eep Locations

Area	Notes
Shaded Tiles	Most shaded tiles close doors. Leap over these tiles to avoid closing doors you want to pass through. If you accidentally hit a tile and close the door, back off the shaded area and leap again.
Crate Room	In the room with the crate, press a button on the southern wall. This moves the crate from the eastern wall to the western wall. Then jump atop the crate. Note that the doors to this room open while you're atop the crate. Now jump from the crate into whichever doorway you choose.

Area	Notes
Elevator	An elevator leads down to the Chest with Cheese.
Chest with Cheese	This chest is in a room with teleporter traps. The shaded floor tiles teleport you back to the room's entrance. Simply jump over the shaded tiles to reach the chest. Grab the cheese, which is a Quest Item.

Crypt of Korbu



Crypt of Korbu

Trap Difficulty: 24
 Trap Deadline: 7
 Treasure Value: 4
 Perception: 30
 Creatures: Efreeti, Nagas

Figure 7-38. Crypt of Korbu

CHAPTER 7 Regions of Jadame

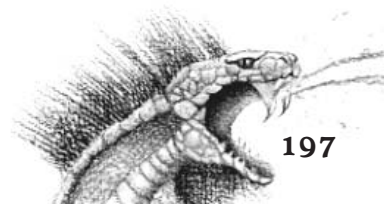
This crypt contains Korbu's Sarcophagus, a necessary item for the Necromancer Promotion Quest. It's a huge item that takes up lots of inventory space, so go back to the Necromancers and unload it as soon as it's in your possession.

The instant you step into this tomb, a horde of Efreeti attack. Your party will have to be extremely tough and extremely well prepared to handle it.

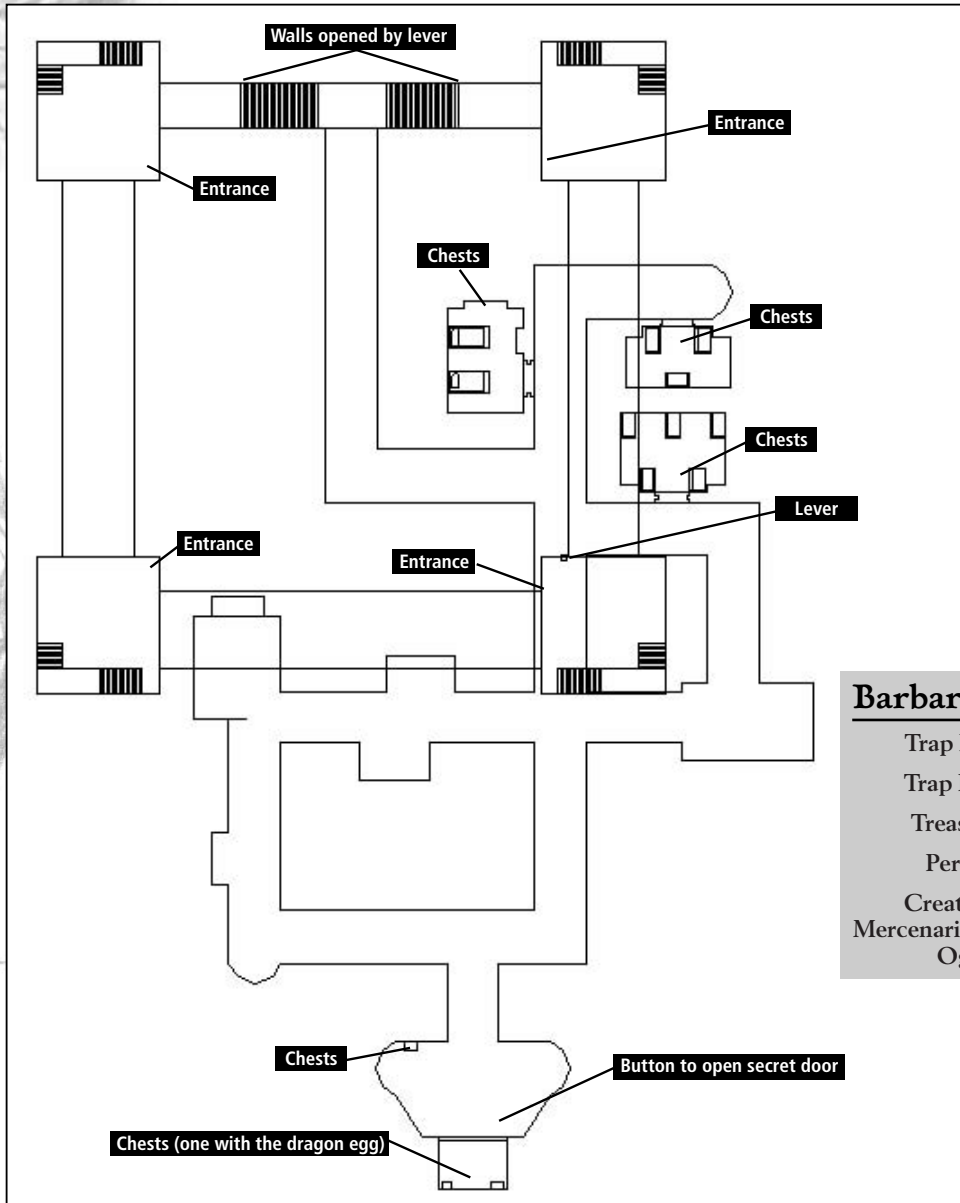
The lower tomb is filled with Nagas.

Crypt of Korbu Locations

<i>Area</i>	<i>Notes</i>
Shaded Tiles	These tiles are Sparks traps.
Doors	Doors in here look much like the surrounding walls. Look carefully.
Secret Door	Click on one of the sarcophagi to reveal a secret door.
Korbu's Sarcophagus	Necessary for the Necromancer Promotion Quest. This thing is huge! One character will have to reallocate most of his or her stuff to your other characters to make room to carry it.



Barbarian Fortress



Barbarian Fortress

- Trap Difficulty: 20
- Trap Deadliness: 5
- Treasure Value: 5
- Perception: 20
- Creatures: Human Mercenaries, Ogre Warriors, Ogre Mages

Figure 7-39. Barbarian Fortress

CHAPTER 7 Regions of Jadame

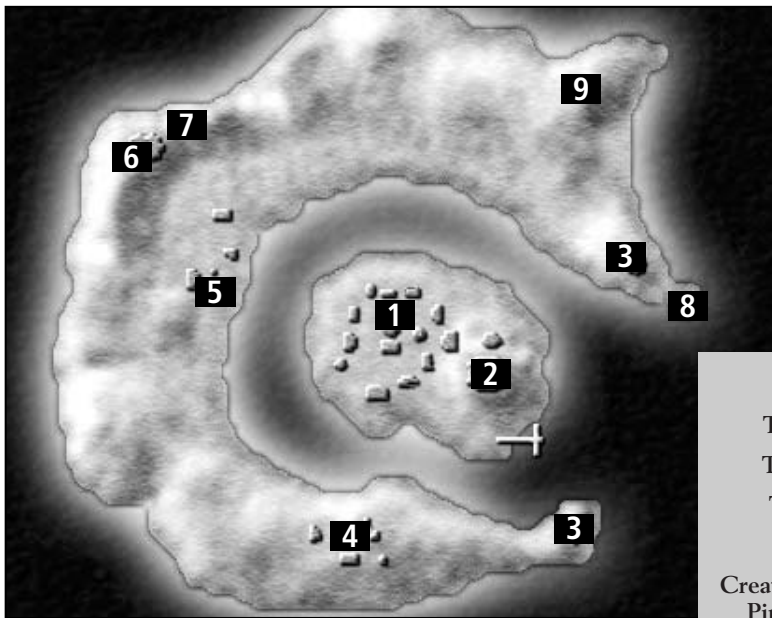
This large, well-guarded fortress contains the Dragon Egg that you need to ally with either the Dragons or Dragon Hunters—so you'll need to visit this place at some point.

The Dragon Egg is located in an underground labyrinth beneath the fortress. It's in a chest hidden behind a secret door.

Barbarian Fortress Locations

Area	Notes
Entrances (4)	Unlike most dungeons, which have only one entrance, this dungeon can be entered from four spots.
Lever	Upstairs, on a platform, is a lever. Throw it to open a pair of walls.
Walls Opened by Lever	These walls disappear after the lever is thrown.
Button to Open Secret Door	This button is on the wall. Press it and a secret door right beside it will open.
Chest with Dragon Egg	Behind the secret door is a pair of chests, one of which contains the Dragon Egg.

Regna



Regna

Trap Difficulty: 20
 Trap Deadliness: 5
 Treasure Value: 4
 Perception: 20
 Creatures: Pirate Warriors,
 Pirate Crossbowmen,
 Pirate Mages

Figure 7-40. Regna

Regna Locations

Area	Name	Notes
1	Gifts of Regna	Magic Item Shop
1	Nirses Loot	Teacher: Grandmaster Dagger
1	Poultices and Cures	Alchemist
1	Dragontracker Hall	Teacher: Grandmaster Sword
1	The Blessed Sea	Temple
1	Pirate's Rest	Tavern. Contains Dread Pirate Stanley, who's part of a Secondary Quest.
1	Burnkindle's Spoils	Teacher: Grandmaster Chain
1	Cleareye Hall	Teacher: Grandmaster Light Magic
1	Karr Battlegear	Armory
1	Custom Cutlass	Weapon Shop
1	Shadowrunner Vault	Teacher: Grandmaster Dark Magic
1	Lifter's Lockup	Teacher: Grandmaster Disarm Trap
1	Steelcoif Hall	Teacher: Grandmaster Armsmaster
2	Pirate Stronghold	Map follows.
3	Towers	Contain chests. Provide access to Passage Under Regna.
4	Pavel's Place	Sells Dried Sunfish, buys Pirate Amulets. Part of a Trading Triangle (see Chapter 5). The other houses here are of little interest.
5	One-Eye's Lair	Quest: Find the Treasure of the Dread Pirate Stanley
6	Abandoned Pirate Keep	Map follows—but this is a false entrance. The Abandoned Pirate Keep can only be entered through the Passage Under Regna
7	Cannon	Use this to destroy the Regnan Fleet, once you have the proper ammunition.
8	Obelisk	Provides Obelisk Clue
9	Old Loeb's Cave	Map follows.

General Notes

Regna is actually two islands, not one. The inner island contains no hostile foes, and is where all the teachers and shops are located. The outer island contains hostile Pirates and dungeons, and can be accessed either by spells or by crossing through the Passage Under Regna.

You won't visit Regna until fairly late in the game, so even though the challenges here are steep, you should be prepared to meet them. If not, leave and spend some more time adventuring in other regions before returning.

Indoor and Dungeon Areas

Small Sub Pen

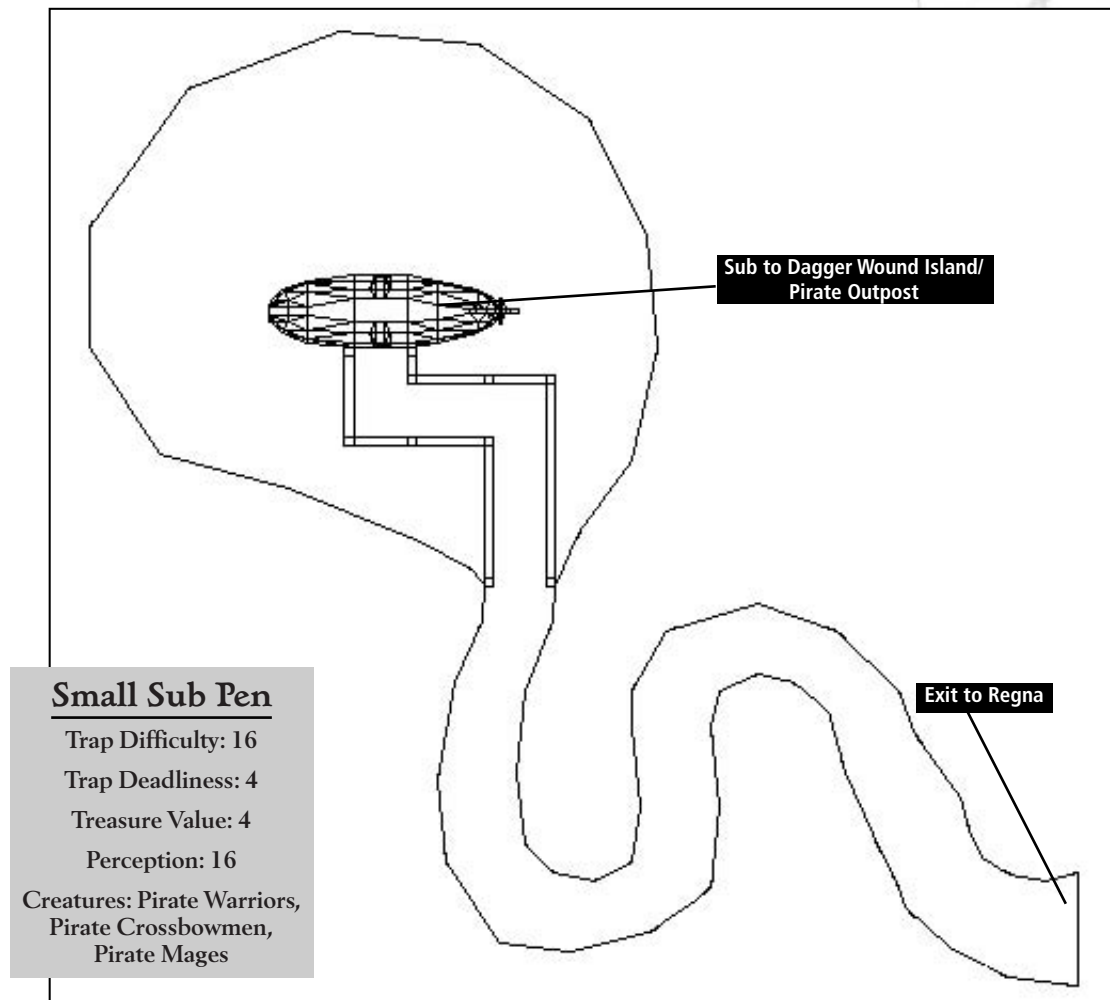


Figure 7-41. Small Sub Pen

The Small Sub Pen is just a cave that lets you access the submarine on one end, or exit to Regna on the other end. In the middle are a few Pirates to fight.

Pirate Stronghold

Pirate Stronghold

Trap Difficulty: 18

Trap Deadliness: 4

Treasure Value: 4

Perception: 24

Creatures: Pirate Warriors,
Pirate Crossbowmen,
Human Mercenaries

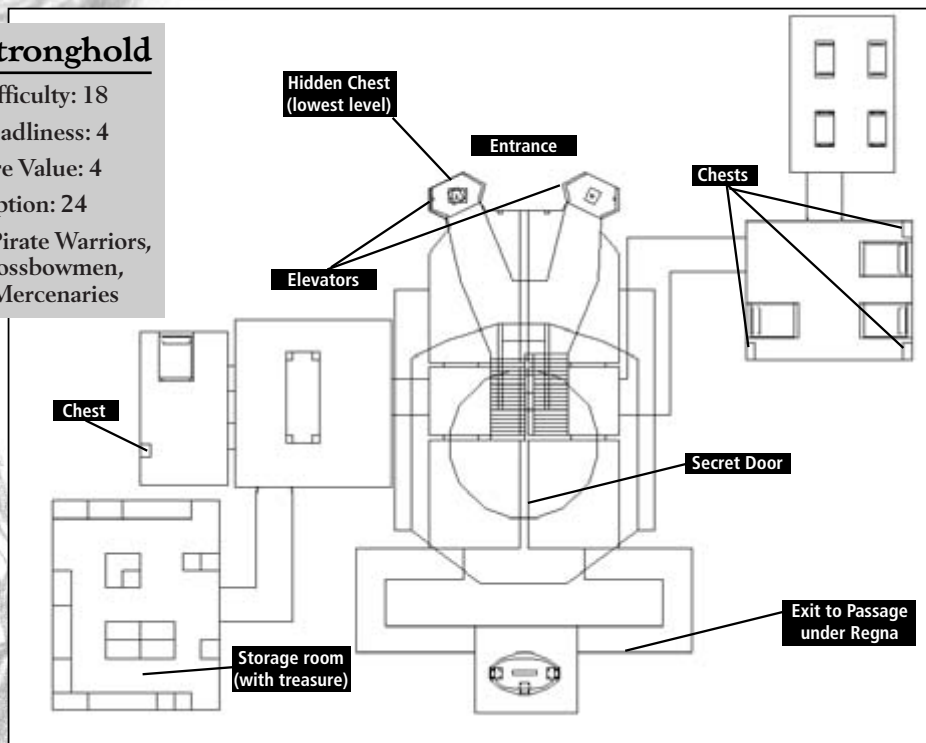


Figure 7-42. Pirate Stronghold

The Pirate Stronghold doesn't contain any necessary Quest Items, but it does lead to the Passage Under Regna. This passage is the only way to travel back and forth between the two main islands that comprise Regna without resorting to spells.

Pirate Stronghold Locations

Area	Notes
Elevators	Two elevators lead down to a lower level.
Storage Room	You'll find a few treasure items lying around on the floor here.
Hidden Chest	Go down the elevators, then take two more flights of stairs down, to find this chest hidden in a hole at the bottom of an elevator shaft.
Exit to Passage Under Regna	On the very bottom level of the stronghold is a secret door. The secret door leads to a tunnel, which in turn leads to this exit.

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Passage Under Regna

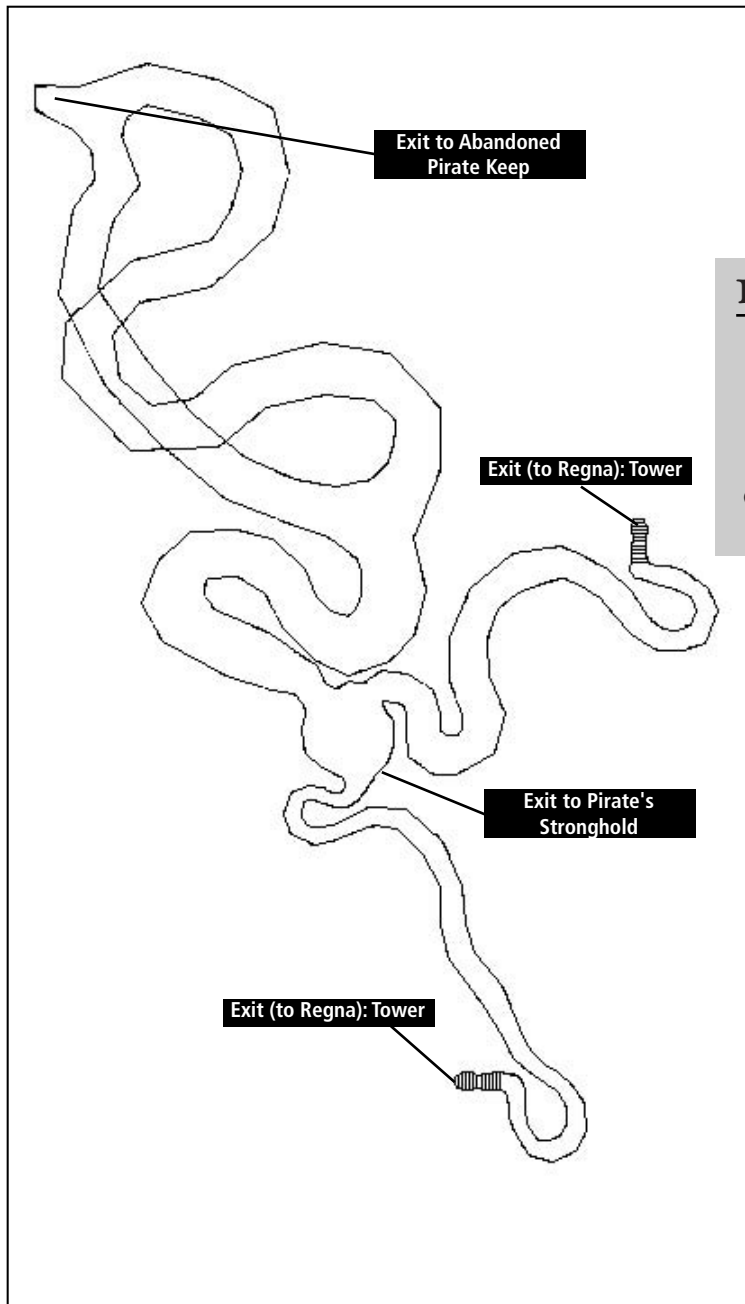


Figure 7-43.
Passage Under Regna

Passage Under Regna

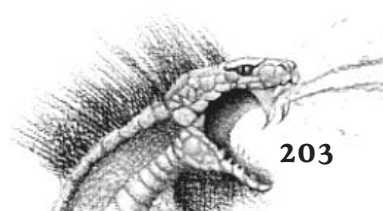
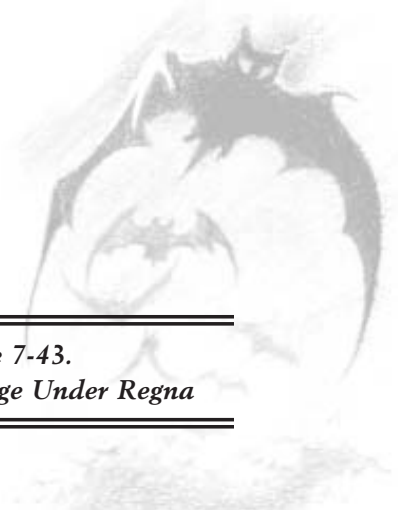
Trap Difficulty: 18

Trap Deadline: 5

Treasure Value: 4

Perception: 20

Creatures: Pirate Mages, Pirate Warriors, Ogre Warriors



This is another “in-between” level that connects more important areas. Two of its four exits lead to the Towers on Regna’s outer island. One leads to the Pirate Stronghold. The last leads to the Abandoned Pirate Keep.

This area swarms with tough Pirates and Ogres, but it’s the only way to travel back and forth between Regna’s two main islands, except for magic (Fly, Water Walk, Levitate).

Furthermore, this is the only way to reach the Abandoned Pirate’s Keep. The entrance from Regna itself is just a front.

Abandoned Pirate’s Keep

Abandoned Pirate’s Keep

Trap Difficulty: 22
 Trap Deadline: 5
 Treasure Value: 4
 Perception: 22
 Creatures: Pirate Mages, Pirate Warriors, Ogre Mages

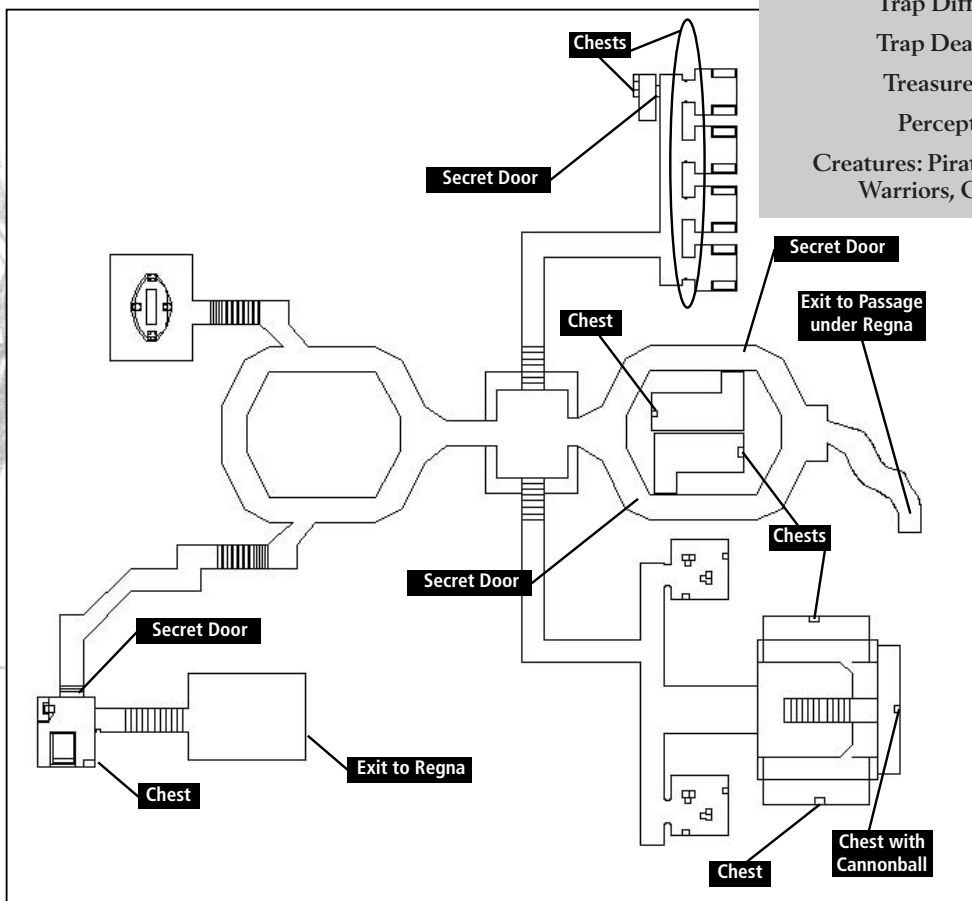


Figure 7-44. Abandoned Pirate’s Keep

CHAPTER 7 Regions of Jadame

This keep (which isn't actually abandoned) has two entrances. The first, on the surface of Regna, leads to a dead end. The only way to fully explore this keep is to enter via the Passage Under Regna. This allows you to explore the entire keep. You can then leave via the surface exit.

The main reason for entering the keep is to collect a special Cannonball, used to sink the Regnan fleet.

Abandoned Pirate's Keep Locations

Area	Notes
Exit to Passage Under Regna	This is the real way into the keep.
Chest with Cannonball	This chest contains the Cannonball needed to sink the Regnan fleet.
Secret Doors and Chests	There are several secret doors and chests. One secret door guards the exit to Regna.
Exit to Regna	Entering the keep through this door won't get you very far. However, if you entered via the Passage Under Regna, you can thoroughly explore the keep and then exit through here.

Old Loeb's Cave

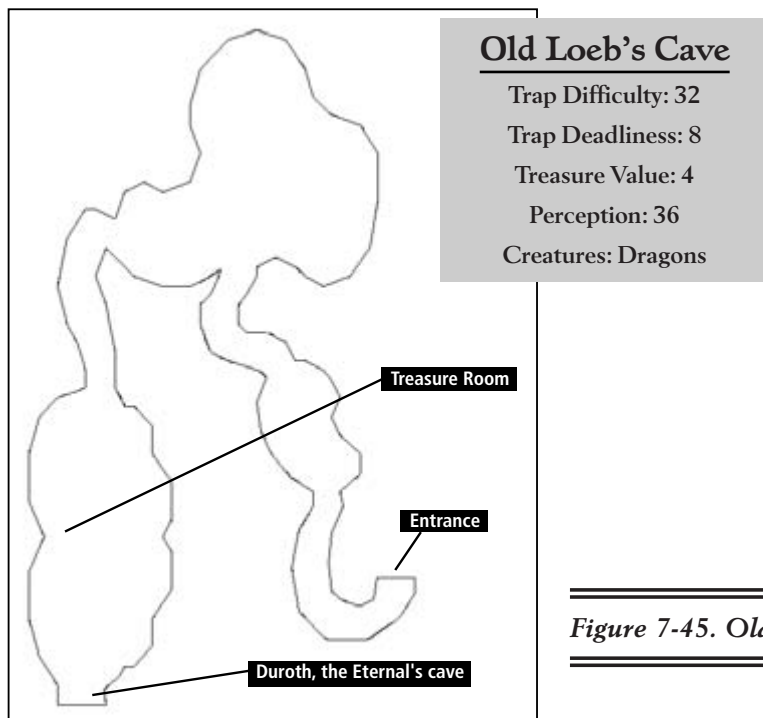


Figure 7-45. Old Loeb's Cave

Clearing out this cave requires a truly formidable party, for it's packed with Dragons. If you manage to kill them all, however, you can collect a random artifact scattered amid the gold in the Treasure Room.

More importantly, however, you can visit Duroth the Eternal's cave and get him to join your party—*after* you've sunk the Regnan Fleet. Duroth, a Level 50 Great Wurm, strengthens your party immeasurably. (Note that you must not only sink the fleet but also report back to the Council at Ravenshore before Duroth will join you. Visiting him before reporting to the Council won't work.)

Plane of Air

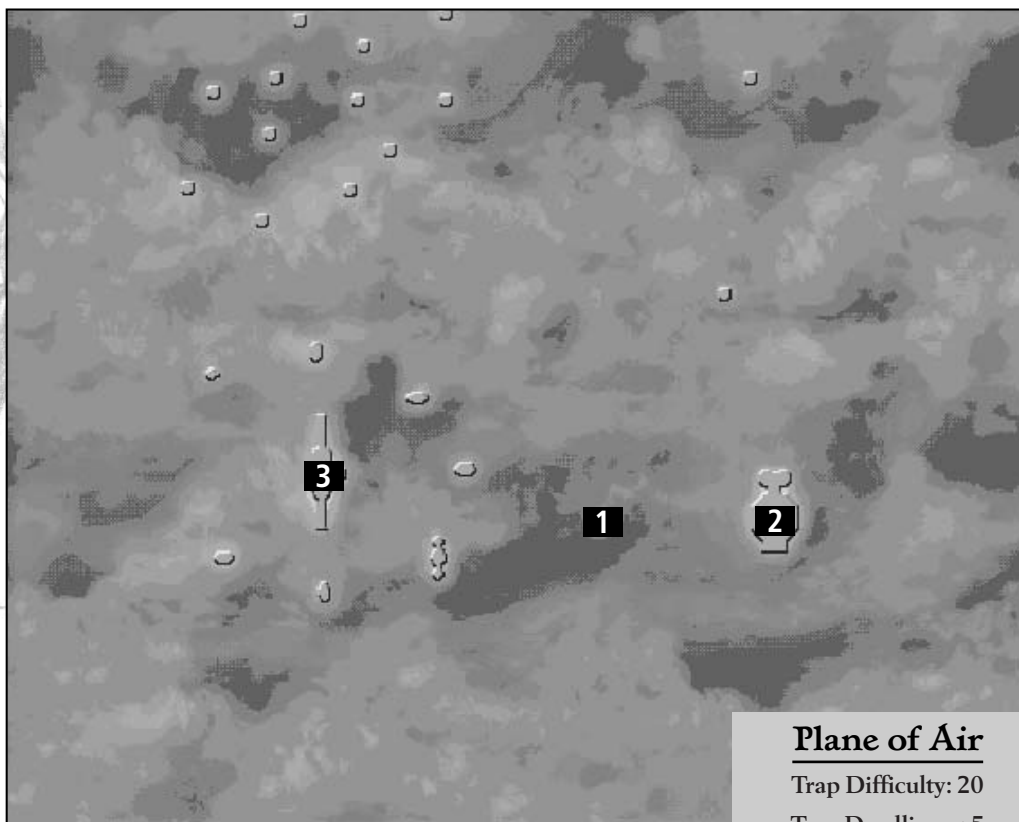


Figure 7-46. Plane of Air

Plane of Air

Trap Difficulty: 20

Trap Deadliness: 5

Treasure Value: 4

Perception: 20

Creatures: Air Elementals,
 Thunderbirds, Raven Men

CHAPTER 7 Regions of Jadame

Plane of Air Locations

Area	Name	Notes
1	Gateway to the Murmurwoods	This gate takes you back to the Murmurwoods.
2	House of Cloud Nedlon	Teacher: Grandmaster Air Magic
3	Castle of Air	

General Notes

The Plane of Air is a Spartan place. The ground is transparent, making it seem as if you could fall at any time—but you won't. The ground is all solid. The sparkling pathways leading across the map are simply for your point of reference; they let you see how high the ground is at certain points.

The map is littered with Air Elemental houses and Raven Man nests, but these should be avoided. Air Elementals, Thunderbirds, and Raven Men infest the hostile skies.

Aside from the three significant spots labeled on the map, the plane is largely devoid of significant features. You should Fly if possible, avoiding excessive combat with Air Elementals and other denizens. Get in and out quickly.

Indoor and Dungeon Areas

Castle of Air

This castle is filled with lots of tough Air Elementals, but it's still quite straightforward. A few barracks areas contain chests, but the thing you're really after, the Heart of Air, is behind a secret door in an eastern room on the upper level. Simply kill as many Air Elementals as necessary to reach that eastern room, open the secret door, and grab the Heart of Air.

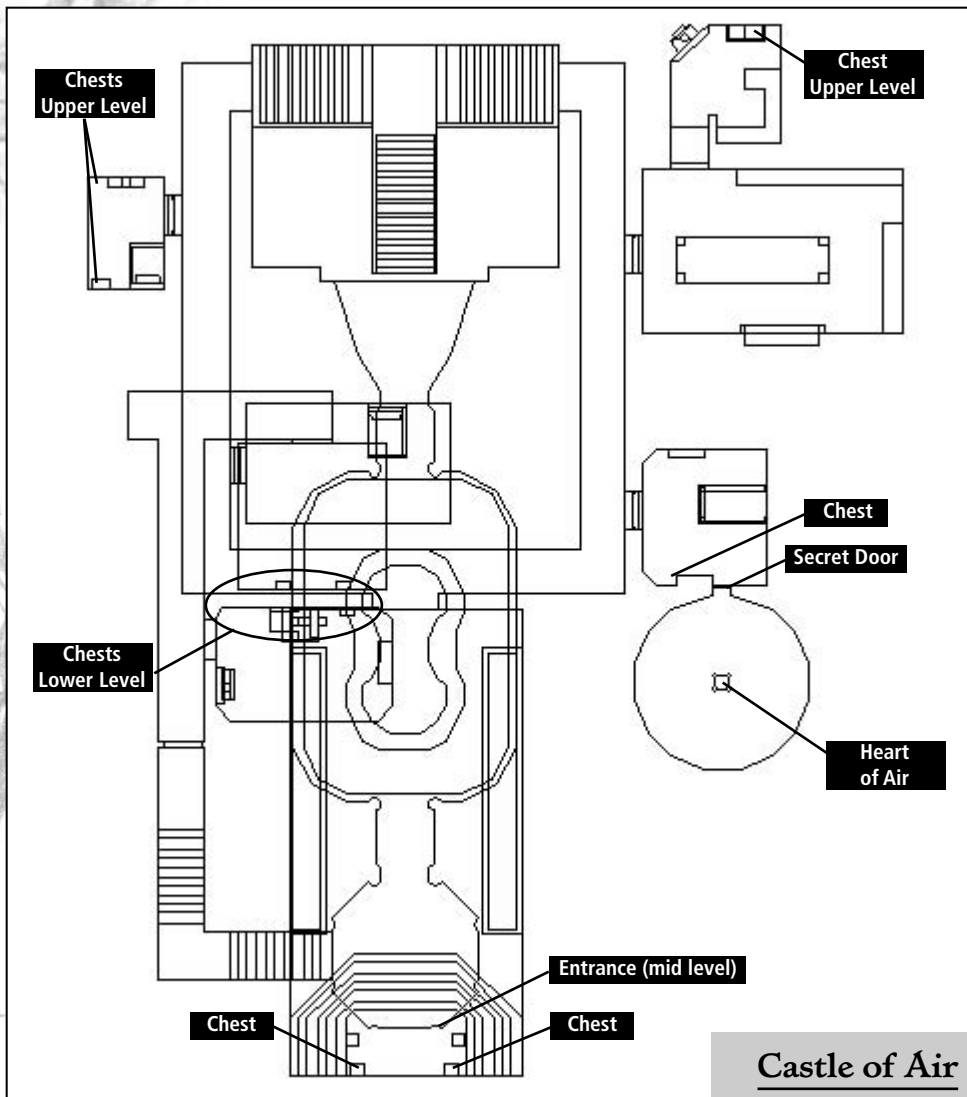


Figure 7-47. Castle of Air

Castle of Air

Trap Difficulty: 30

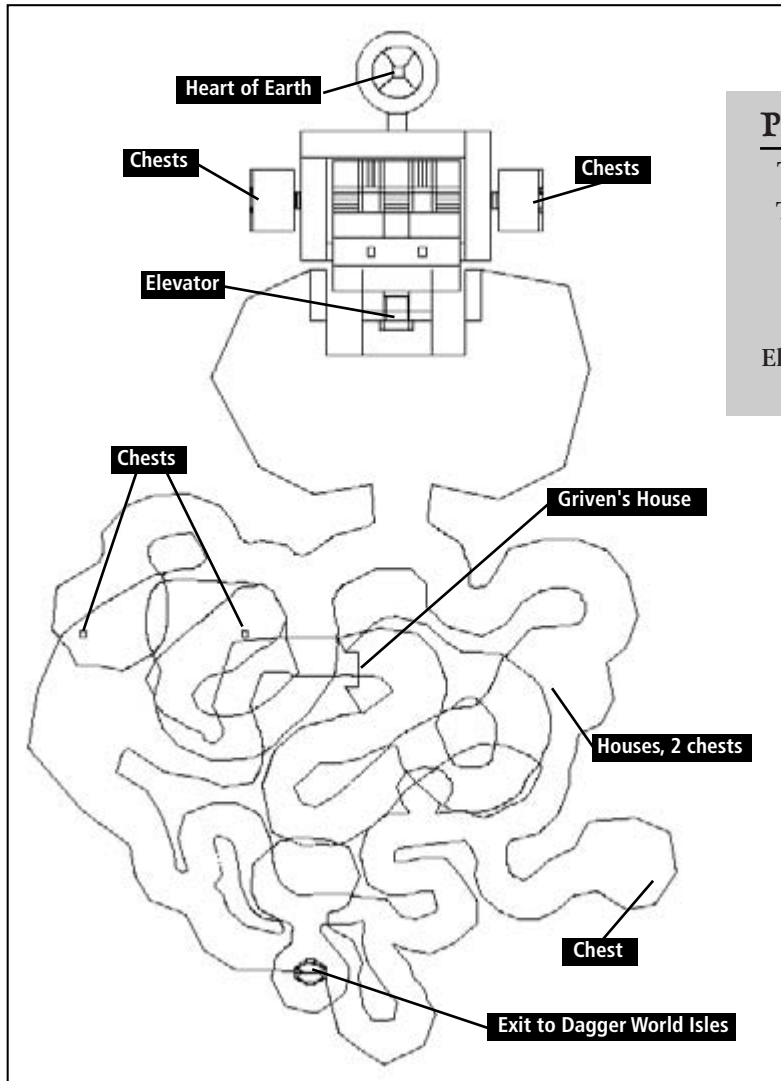
Trap Deadliness: 9

Treasure Value: 5

Perception: 36

Creatures: Air Elementals

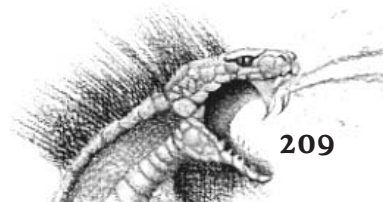
Plane of Earth



Plane of Earth
Trap Difficulty: 20
Trap Deadline: 5
Treasure Value: 4
Perception: 20
Creatures: Earth Elementals, Boulders, Juggernauts



Figure 7-48. Plane of Earth



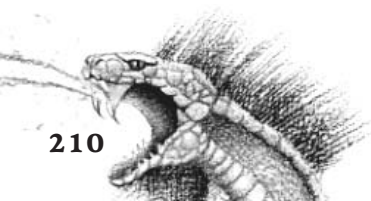
Plane of Earth Locations

<i>Name</i>	<i>Notes</i>
Gateway to Dagger Wound Isles	Your passage between this plane and Jadame
Griven's House	Teacher: Grandmaster Earth Magic
Elevator	Take this elevator to reach the Heart of Earth.
Heart of Earth	Grab this item and get out!

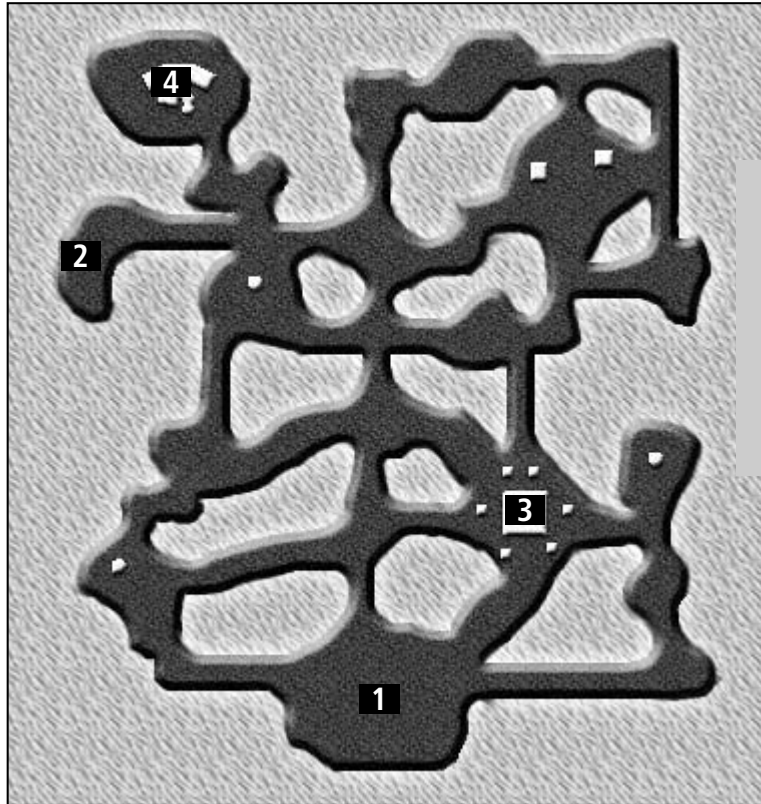
General Notes

The Plane of Earth is completely enclosed—essentially, it's just one big dungeon. It's fairly mazelike, with tunnels going over and under each other. This makes it hard to read the map. Keep exploring, and you'll eventually find the important spots.

The only places of consequence are Griven's House, some chests, some mostly abandoned houses, and the chamber containing the Heart of Earth. Because the treasure in here isn't overwhelming and the creatures are both tough and numerous, you'll probably want to look for the Heart of Earth immediately and then quickly leave as soon as it's found.



Plane of Fire



Plane of Fire

Trap Difficulty: 20

Trap Deadline: 5

Treasure Value: 4

Perception: 20

Creatures: Fire
Elementals, Efreeti,
Salamanders

Figure 7-49. Plane of Fire

Plane of Fire Locations

Area	Name	Notes
1	Gateway to Ironsand Desert	This portal leads back to Jadame.
2	Burn's House	Teacher: Grandmaster Fire Magic
3	War Camp	Map follows.
4	Castle of Fire	Map follows.

General Notes

The Plane of Fire is particularly nasty, because of the great number of tough foes, the narrow passageways above the deadly lava, and two difficult dungeons. We strongly recommend not coming here without both strong Fire Resistance spells and the Fly spell, which allows you to fight without worrying about falling off the ledges.

Again, your best bet here is to head straight for the important spots, avoiding combat as much as possible (the Fly spell helps with this) and then get out quickly.

Indoor and Dungeon Areas

War Camp

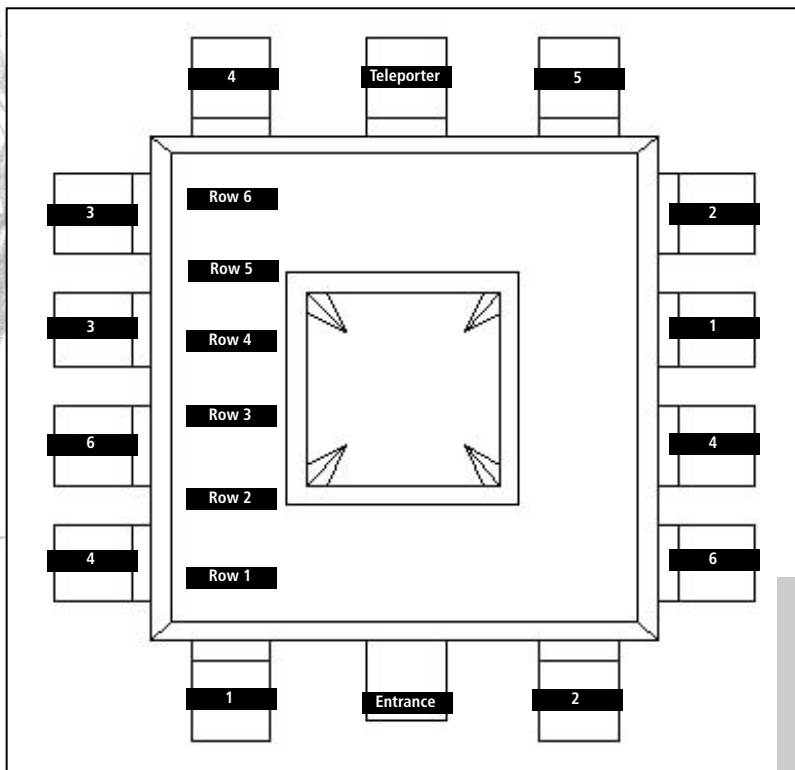


Figure 7-50. War Camp

War Camp

Trap Difficulty: 24

Trap Deadline: 7

Treasure Value: 5

Perception: 28

Creatures: Fire
Elementals, Efreeti, Gogs

CHAPTER 7

Regions of Jadame

The War Camp is actually quite simple, but the map requires some explanation.

As you stand near the entrance you'll see a checkerboard floor. Notice that on the map, the rows of the checkerboard are labeled. Walking onto a particular row causes the doors of the same number to open. Thus, walking onto Row 1 causes all doors labeled 1 to open.

Because there are Efreeti, Fire Elementals, and Gogs behind these doors, it's advisable to walk on Row 1 first, kill all the monsters that appear, then move to Row 2, destroy all the new monsters, and so forth. Don't walk across all the rows at once.

When all monsters are destroyed, walk onto the teleporter. It takes you up one level, into a room with treasure on the floor. A random artifact will be among the treasure.

To exit, simply drop through a hole in the floor. You'll find yourself on the checkerboard once again, and you can walk out the door you entered by.

Castle of Fire

This is a mean, nasty dungeon packed with dozens and dozens of Fire Elementals. It may be your toughest challenge so far. It's also a fairly complex castle, so we'll walk you through it.

When you enter, Elevator 1 is not usable. It's in the "up" position, so it looks like a column, not an elevator. You must jump across some lava to a doorway instead.

The doorway leads to a long, winding path over lava. A Levitate spell is recommended if you have it, because it's easy to fall. Be careful otherwise.

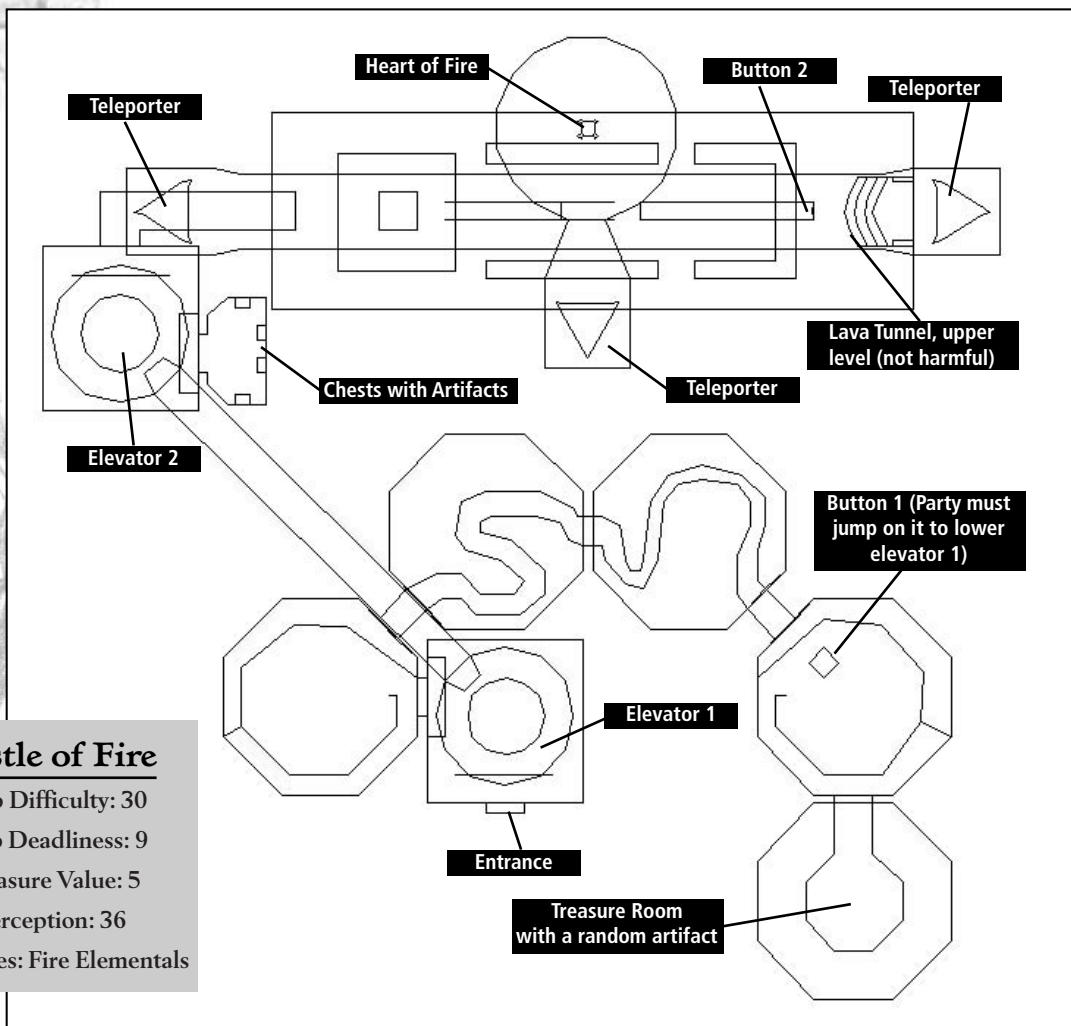
The path eventually takes you to Button 1, which is actually a pillar. Jump onto this pillar and it will start to sink. Ride it all the way down, then walk back up and follow the winding path back to Elevator 1, which is now usable.

Take Elevator 1 up. Upstairs is a straight tunnel that leads to Elevator 2. Take Elevator 2 down. At the bottom, enter a room filled with chests and collect several artifacts.

Now take the path into a long room. At the opposite end of the room is a button on a post. Press this button. Then jump right through a lava waterfall that's right in front of you. You'll pass through the waterfall and land in a room with a teleporter. Walk onto the teleporter.

The teleporter takes you to a lava tunnel. You can walk through the lava tunnel—it's not dangerous, despite the deadly appearance. Walk through it to the end, and then enter another teleporter.

This teleporter takes you to the chamber containing the Heart of Fire. Grab it. Then either whisk your party away by using Town Portal or Lloyd's Beacon, or backtrack to the entrance and leave.



Castle of Fire
 Trap Difficulty: 30
 Trap Deadline: 9
 Treasure Value: 5
 Perception: 36
 Creatures: Fire Elementals

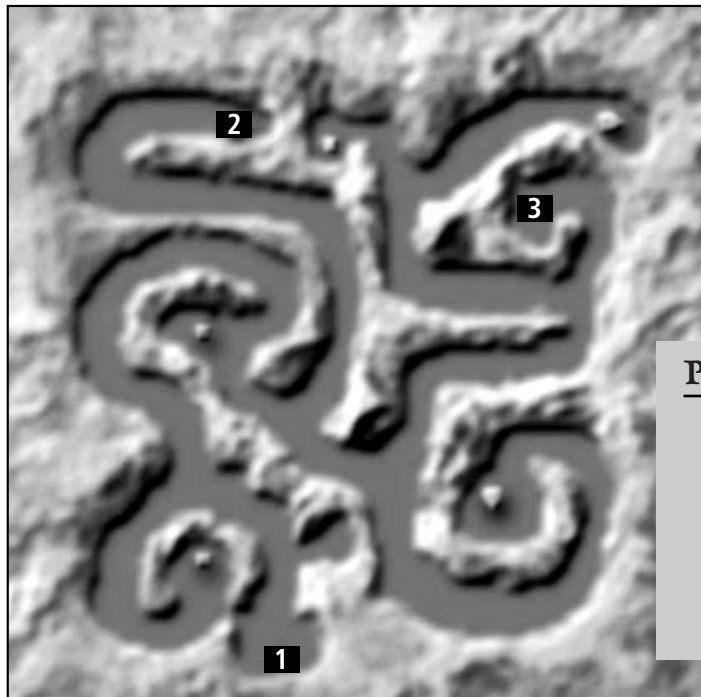
Figure 7-51. Castle of Fire

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Castle of Fire Locations

Area	Notes
Elevator 1	This elevator lowers when you stand on Button 1.
Button 1	It's actually more of a pedestal than a button; you must stand on it and wait while it sinks.
Elevator 2	This one operates without any button pushing.
Chests with Artifacts	These chests are packed full of random artifacts.
Button 2	Press Button 2 to open a path through the lava waterfall (see walkthrough, above).
Teleporters	There are two linked pairs of teleporters (see walkthrough, above).
Lava Tunnel	This lava tunnel looks dangerous but actually won't hurt you.
Heart of Fire	This is your goal.

Plane of Water



Plane of Water

Trap Difficulty: 20

Trap Deadlines: 5

Treasure Value: 4

Perception: 20

Creatures: Water Elementals, Tritons, Dragon Turtles

Figure 7-52. Plane of Water

Plane of Water Locations

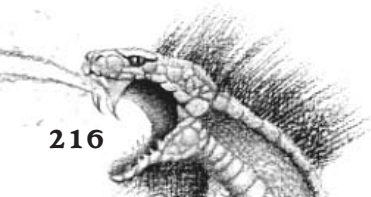
<i>Area</i>	<i>Name</i>	<i>Notes</i>
1	Gateway to Ravage Roaming	The gateway that your party entered by
2	Black Current's House	Teacher: Grandmaster Water Magic
3	Heart of Water	Your goal

General Notes

The Plane of Water, like the Plane of Earth, contains no dungeons. It's just a big watery maze. The water itself won't hurt you, but the swarms of Water Elementals, Tritons, and Dragon Turtles certainly will. In particular, stay away from the Dragon Turtles if you can.

The best way to traverse this map is by Flying. You'll be able to avoid most of your enemies this way, and you'll be able to Fly over ridges at certain spots, which allows for a fairly straight passage through the otherwise mazelike map.

As usual, once you grab the Heart of Water, we recommend a quick exit via a spell. If you lack the spells, just Fly back to the Gateway and return to Jadame that way.



Plane Between Planes

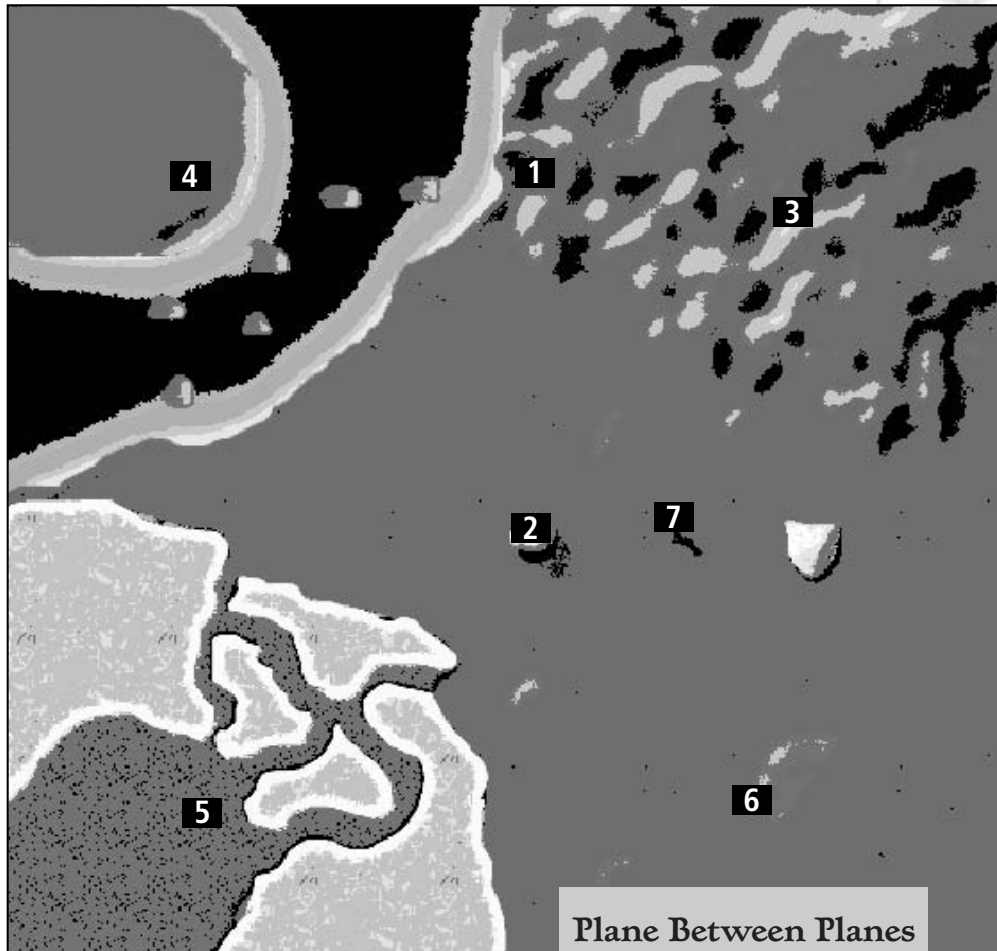


Figure 7-53. Plane Between Planes

Plane Between Planes

Trap Difficulty: 20
Trap Deadline: 10
Treasure Value: 5
Perception: 20
Creatures: Ether Knights, Plane Guardians, Nightmares

Plane Between Planes Locations

Area	Name	Notes
1	Gateway to Escaton's Crystal	Enter here to return to Jadame.
2	Escaton's Palace	Map follows.
3	Prison of the Lord of Air	Map follows.
4	Prison of the Lord of Fire	Map follows.
5	Prison of the Lord of Water	Map follows.
6	Prison of the Lord of Earth	Map follows.
7	New World Level	Map follows.

General Notes

This deadly terrain is infested with strange creatures, worst of which are the grotesque Nightmares. Flying is highly recommended, as fighting these abominations serves no real purpose.

Your first destination is Escaton's Palace, followed by the four prisons.

The New World level is a secret dungeon. You can only enter this level if you have the Flute from the Tomb of Lord Brinnie. To enter the dungeon, make sure the Flute is in your active character's pack, then click on the giant sword at location 7.

Indoor and Dungeon Areas

Escaton's Palace

This map looks like a maze, and it is. Trying to give step-by-step directions through this place would just confuse you, as there'd be too many steps. Here's a simple game plan that will get you through it.

First, understand that the palace contains a large number of levers and doors. Some doors are unlocked, and may be opened right away. Others can only be unlocked by throwing the lever of the same number. For example, throwing L6 (Lever 6) opens D6 (Door 6).

Proceed around the perimeter of the castle, opening as many standard and secret doors as you can. Also throw L1 through L4.

After exploring the perimeter, go to L5 and throw it. This unlocks D5, the door to the northeastern tower. Go in there and throw L6, thus opening D6. This, of course, allows you to reach L7 . . . you get the idea. Keep throwing levers, going through the doors those levers unlocked, and throwing more levers. Eventually you'll reach Escaton's Throne Room.

It pays to search this castle as thoroughly as possible. Among the treasure lying around on the floor are numerous random artifacts. Don't be in a hurry to leave!

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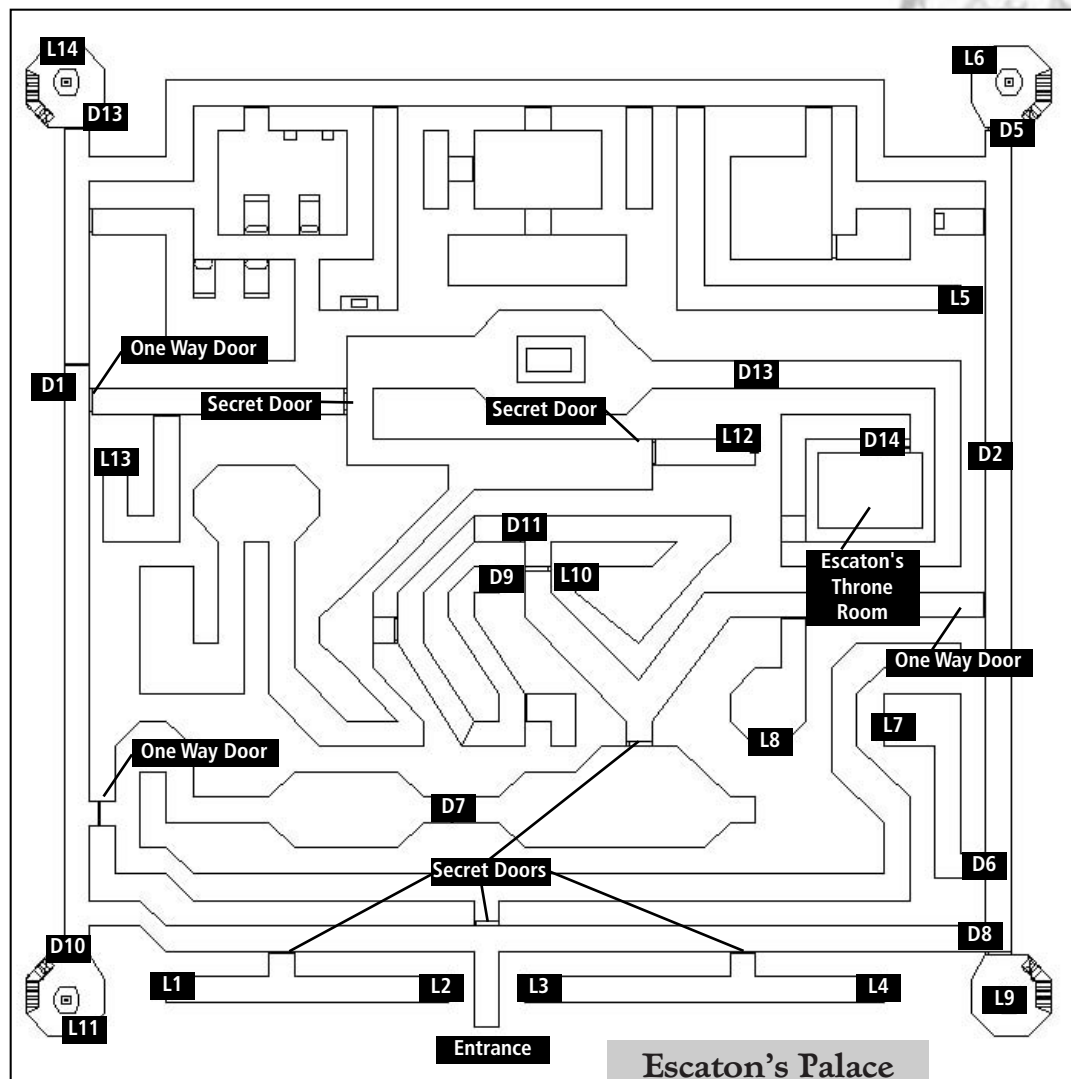


Figure 7-54. Escaton's Palace

Escaton's Palace
 Trap Difficulty: 40
 Trap Deadline: 10
 Treasure Value: 6
 Perception: 40
 Creatures: Plane Guardians,
 Ether Knights

Escaton's Palace Locations

<i>Area</i>	<i>Notes</i>
L	Levers
D	Doors corresponding to the levers of the same number
C	Chests
Escaton's Throne Room	You'll have to throw many levers and open a number of doors before gaining access to this central room. The answers to Escaton's three riddles are "Prison," "Inside," and "Egg."

Prison of the Lord of Air

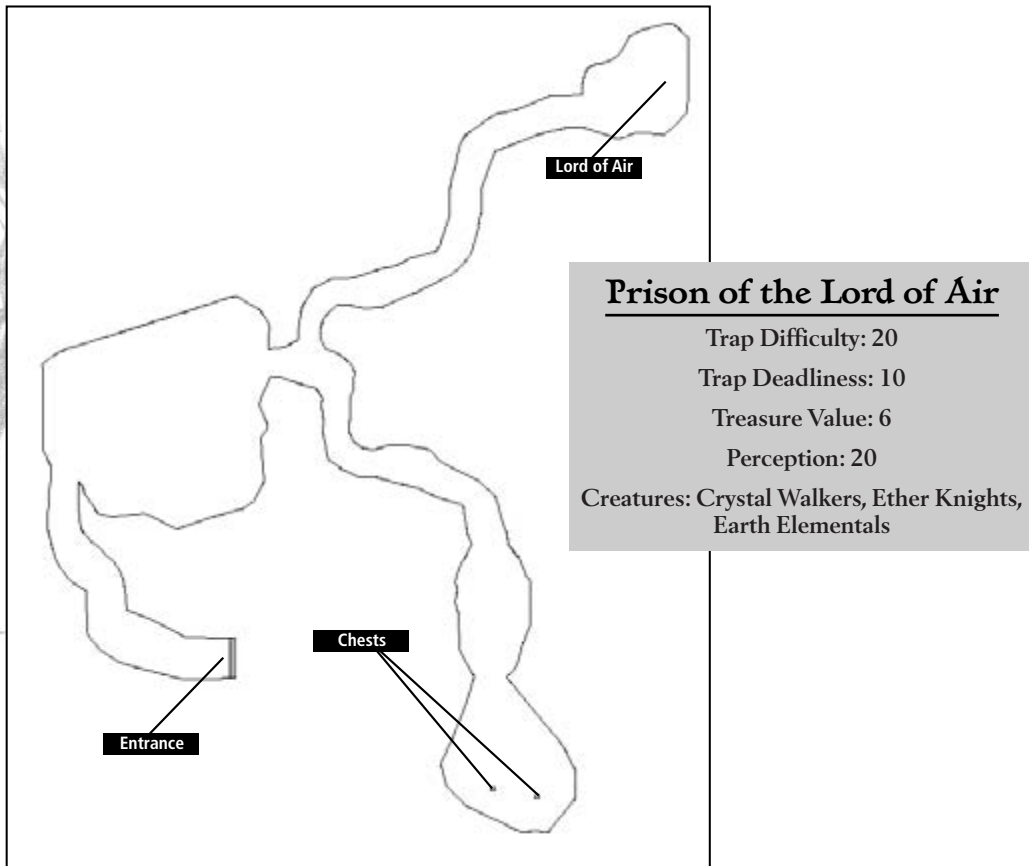
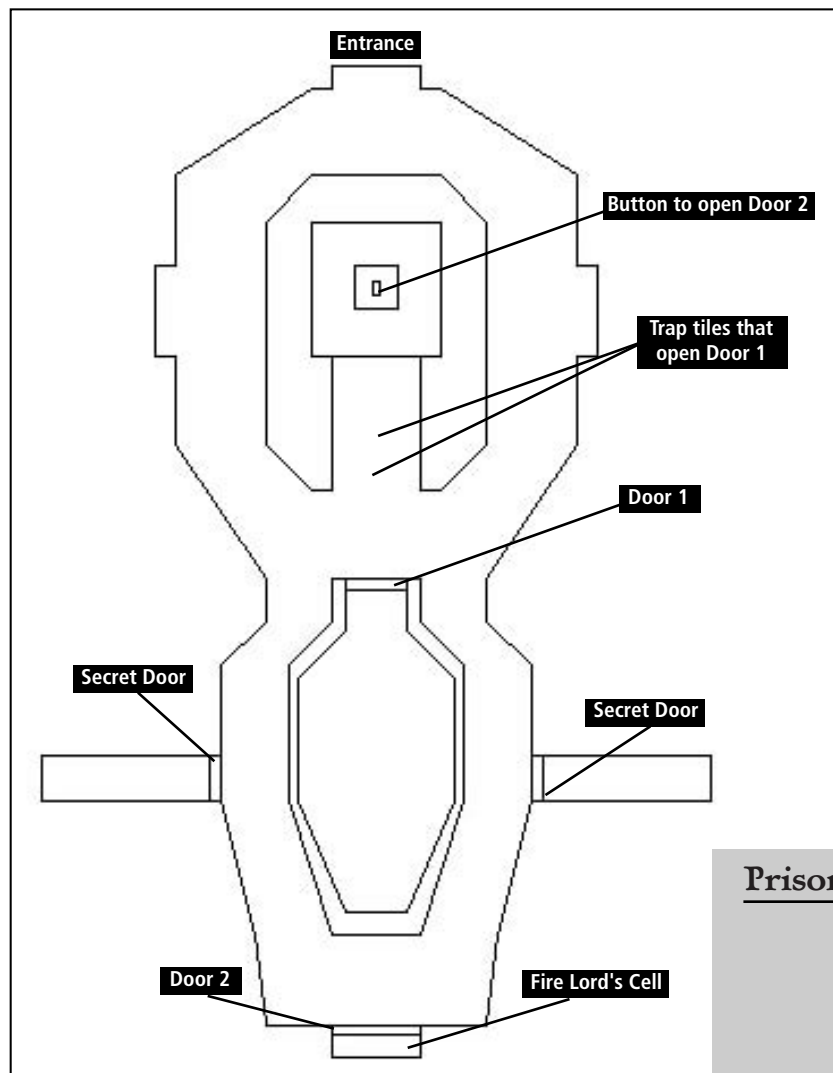


Figure 7-55. Prison of the Lord of Air

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This prison cavern holds the Lord of Air. Fight your way to the Lord of Air, talk to him, and release him. Also, investigate the chest in the southern branch of the cave.

Prison of the Lord of Fire



Prison of the Lord of Fire

Trap Difficulty: 20

Trap Deadliness: 10

Treasure Value: 6

Perception: 20

Creatures: Crystal Dragons, Ether Knights, Water Elementals

Figure 7-56. Prison of the Lord of Fire

This prison is a bit more complex than the last. There are two doors. The first, Door 1, contains a great number of enemies. This door is opened by trap tiles in the floor. You should avoid these trap tiles and leave the door closed, unless you want a fight.

The second, Door 2, is opened by pressing a button. You want to open this door, because opening it allows you to reach the Fire Lord's Cell. Visit the Fire Lord and release him.

The treasure in this dungeon is nondescript, so don't worry much about it.

Prison of the Lord of Water

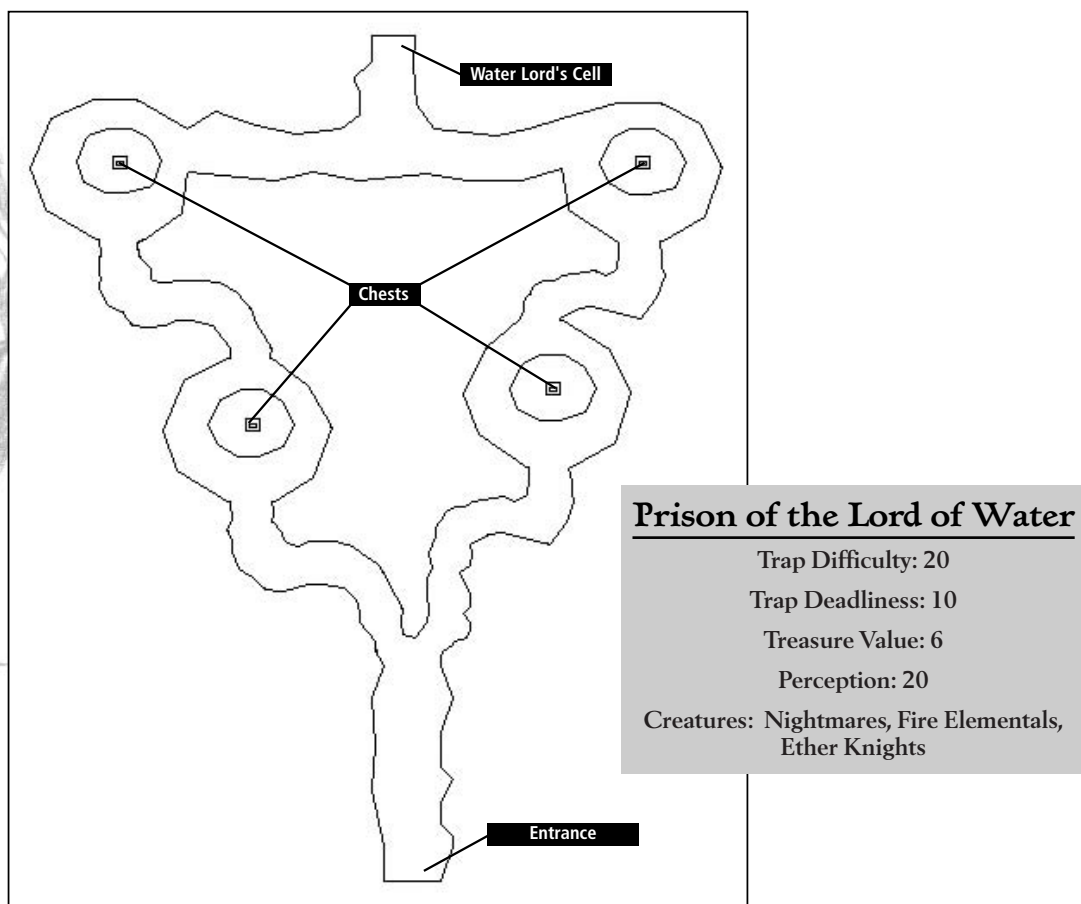


Figure 7-57. Prison of the Lord of Water

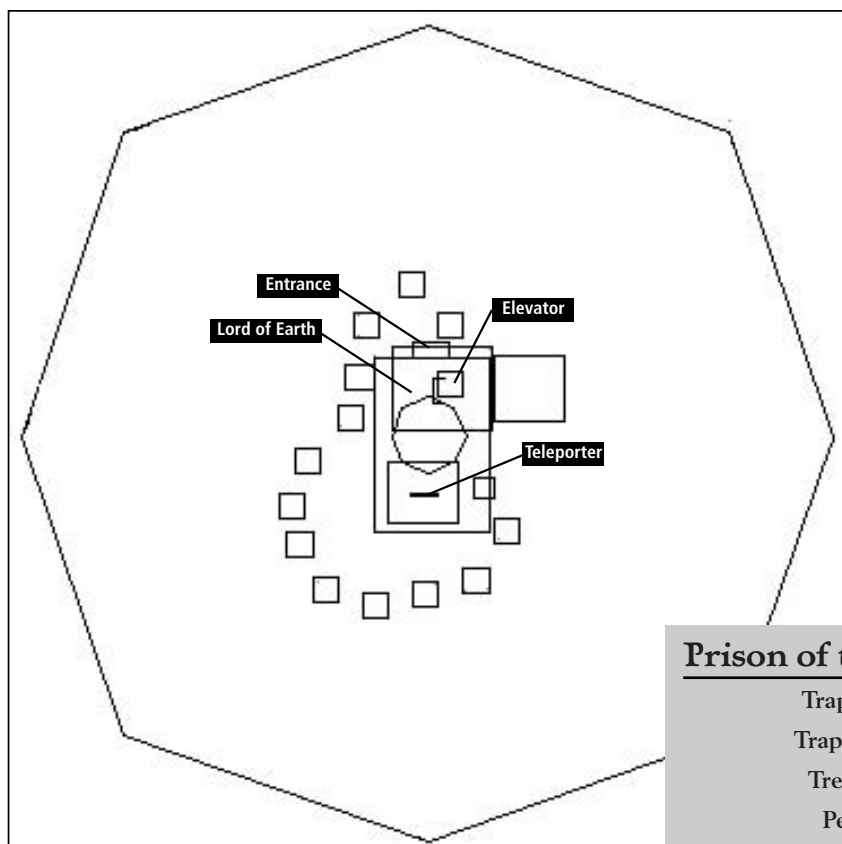
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This dungeon is very deadly if you don't have a Levitate spell. It's straightforward enough in theory—just kill the enemies, then run up to the Water Lord's Cell and release him. However, most of the dungeon's floor is lava. This is a problem if you don't have a Vampire with the Levitate spell.

If you lack such a spell, you'll need to stand on the sloping wall of the cave near the entrance while you fight the first horde of attackers, then dash to one of the four chests. These chests are situated on small islands of rock. Fight the next set of attackers while standing on the rock, heal your party, and move to the next chest.

To reach the Water Lord's Cell, just make a mad dash over the lava. Spells of Fire Resistance keep the damage from being lethal.

Prison of the Lord of Earth



Prison of the Lord of Earth

Trap Difficulty: 20


Trap Deadline: 10

Treasure Value: 6

Perception: 20

Creatures: Plane Guardians, Nightmares,
Air Elementals

Figure 7-58. Prison of the Lord of Earth



You start out in a small room with a teleporter. Walk through it and you'll find yourself on a platform in an airy place. Fight the Air Elementals that harass you, then start jumping up a series of platforms.

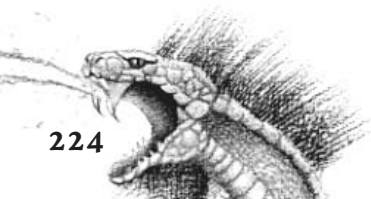
Eventually you'll jump up onto a platform that's actually an elevator. The elevator will take you up to the Lord of Earth's cell. Free the Lord of Earth.

If you happen to fall off the platforms at any point, you'll simply be returned to the starting room with the teleporter. Walk onto the teleporter to return to the platform room and try again.

When you've freed the Lord of Earth, just fall off a platform, then take the exit from the teleporter room.

New World Level

This level is simply a bonus area for you to poke around in. You need the Flute from the Tomb of Lord Brinnie to enter. Have fun!



C H A P T E R

8



Creatures

This chapter discusses every creature you'll encounter as you travel through Jadame. With this chapter to aid you, there's no need to develop the Identify Monster skill in any of your characters. Instead of right-clicking on monsters for information, you can just refer to this chapter. The result will be saved skill points, which can be spent on other skills instead.

Creature Attributes

Hit Points and Armor Class

Each creature has Hit Point and Armor Class ratings. Hit Point ratings indicate how much damage they can take. Unlike your party members who merely become unconscious at zero Hit Points, creatures die when their Hit Points reach zero. Creatures regain lost Hit Points when your party leaves the current map.

Armor Class functions the same for creatures as it does for your characters.

Experience

Each time your party kills a creature, it gains experience points equal to the creature's Experience rating. Experience is divided among the ambulatory members of your party.

Treasure

When you search the bodies of slain creatures, you may or may not find gold or items. The amount of gold found on each creature, and the chance of it having an item, is listed in the creature tables that follow. When you search a slain creature with gold, the amount of gold your party receives is determined randomly. Treasure items are listed with a percent chance that searching a creature will turn up an item of a given type and level. In other words, if a creature has "10d10 gold, 10 percent Level 4 Ring" listed as its treasure, searching it will give you between 10 and 100 gold, and there's a 10 percent chance that you'll get a random Level 4 ring (4, that is, on a scale of 1—6, 1 being the least valuable treasure and 6 being the best).

Fly

For this attribute in the creature table, a Yes indicates that a creature can fly and a No indicates it can't. You have to be particularly careful when approaching or fighting flying creatures because they can move over terrain obstacles to approach you from unexpected angles. If you're being attacked by flyers, be sure to look up occasionally to keep track of those attacking from above.

Movement Limit

When you enter a new map, the creatures that live there start at a spawning location set by the map's designer. They stay there until your party nears, at which point they're activated. Activated creatures begin to wander an area surrounding

their spawning location. How far they can move from this point is set by their Movement Limit, which may be short, medium, long, or free. Creatures can't travel through closed doors or teleporter gates. Activated creatures with a free Movement Limit may move anywhere on the current map they can reach.

Speed

Each creature has a Speed rating of 100 to 400. The higher the rating, the faster the creature moves. When creatures become hostile, their Speed doubles. This means that most creatures will be able to catch up to your party if you retreat from them, unless you run.

AI Type

As explained in Chapter 3, creatures may run away from the party when they receive a certain percentage of damage. At what point a creature will flee is determined by its AI (Artificial Intelligence) type.

Table 7-1. AI Type

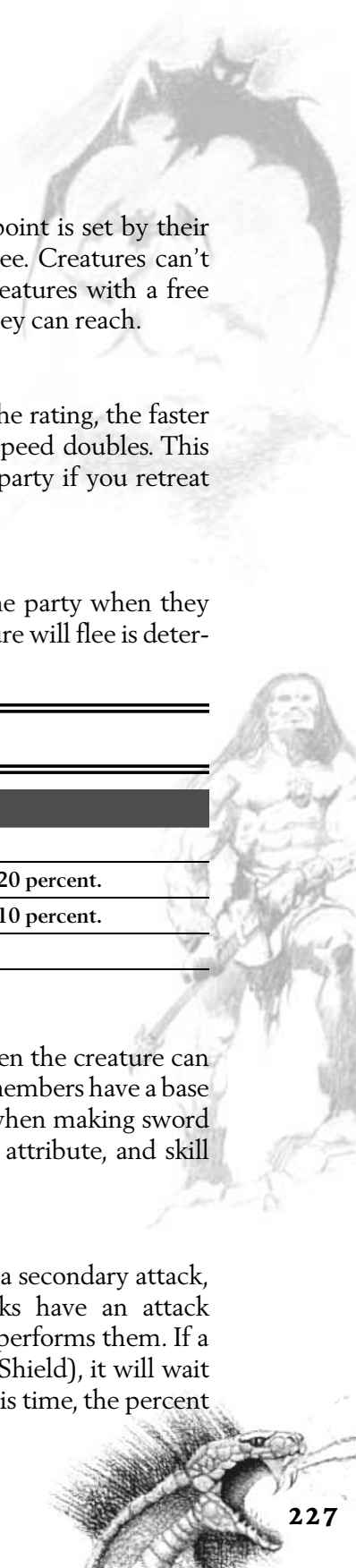
<i>AI Type</i>	<i>Effect</i>
Wimp	Creature will run away if it becomes hostile.
Normal	Creature will run when its hit points are reduced to 20 percent.
Aggressive	Creature will run when its hit points are reduced to 10 percent.
Suicidal	Creature will fight to the death.


Recovery

Each creature has a Recovery rating that determines how often the creature can perform attacks or other actions. For comparison, your party members have a base Recovery rating of 60 when making dagger attacks, and 90 when making sword attacks. These base Recovery rates can be reduced by spell, attribute, and skill effects.

Attacks

Creatures may have up to four attack types: a default attack, a secondary attack, and one or two spell attacks. Secondary and spell attacks have an attack percentage listed that indicates how frequently the creature performs them. If a creature performs a spell attack that has a duration (such as Shield), it will wait until the spell has dissipated before casting it again. During this time, the percent






chance that the creature had for casting the spell attack is added to the chance that the creature will perform its default attack. Each spell attack is listed with the type of spell cast and the expertise and skill at which the creature casts it.

An attack's type refers to what kind of damage the attack does and therefore what kind of resistance characters can apply against it. For example, if a creature's attack does Fire damage, a character's Fire resistance score provides a chance to take reduced damage.

Creatures with missile attacks can use them at either long or hand-to-hand range. Creatures without missile or spell attacks must close to hand-to-hand range before attacking in combat.

Bonus Attack Effects



Some creatures have bonus attack effects that have a chance of affecting your characters. When one of these creatures hits with a normal attack, a check is made against the struck character's appropriate resistance statistic. If the character fails to resist against the attack, the effect is immediately applied. A complete list of the various attack effects that may be applied to characters can be found in Chapter 3 in the Character States section.

Some creature attacks have a chance to steal or break items carried by the target character. The Break Armor and Break Weapon bonus attacks target the character's currently equipped armor or weapon, while the Break Item bonus targets a random item he or she carries or has equipped. The chance that a given item breaks is determined by its Material Toughness rating (see the next chapter). The Steal bonus attack removes a random item from the target character's backpack. If a creature steals an item from you, you will find it on the creature's body after you kill it.

Special Actions or Attacks

Some creatures may perform special actions or have attacks with special characteristics.

Shots x2 and Shots x3

The missile attacks of creatures with the Shots x2 or Shots x3 special attack fire multiple projectiles when they make ranged attacks. These projectiles are fired in a spread pattern, which makes them more difficult to dodge in real-time combat. Creatures with multi-shot attacks make them five percent of the time.

Explode

Creatures with the Explode special action blow up when they die, damaging all nearby creatures and party members. This tactic can be particularly dangerous to your party when these creatures perform gang attacks, because the death of one creature can set off a chain reaction.

Summon

Some creatures can summon reinforcements. Five percent of the time, creatures with this special action will call an ally rather than perform other actions.

Resistance Ratings

Like your characters, monsters may have resistance to various types of magical attack damage. For each creature, Resistance ratings for each type of attack are listed as either a number or as Immune. Creatures with Resistance ratings of zero have no resistance to that type of attack. An Immune Resistance rating means that the creature will receive no damage from that form of attack. Otherwise, the numbered Resistance rating is applied by the following formula:

1. The creature's Resistance rating against the particular type of attack is added to 30.
2. A random number is determined between 1 and the value from the previous step.
3. If the random number is greater than 30, then the creature has successfully resisted the attack. Otherwise the creature takes full damage.
4. If the creature resisted, it gets a second resistance check. If it fails that, it takes half damage.
5. If the creature succeeds on the second check, it gets a third check. If the creature succeeds, it takes one-eighth damage, otherwise it takes one-quarter damage.

Creatures

Bone Dragons

SKELETAL DRAGON

Hit Points:	180
Armor Class:	0
Experience:	1,200
Treasure:	10d20 gold, 35% Level 2 Amulet
Fly:	Yes
Movement Limit:	Short
Speed:	140
AI Type:	Aggressive
Recovery:	95
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	—	Dark	5d6	Dark
2	—	—	—	—

BONE DRAGON

Hit Points:	337
Armor Class:	0
Experience:	2,475
Treasure:	15d20 gold, 25% Level 3 Amulet
Fly:	Yes
Movement Limit:	Short
Speed:	160
AI Type:	Aggressive
Recovery:	95
Special Action:	None
Attack Bonus:	Curse

Attack	Attack%	Type	Damage	Missile
1	—	Dark	7d6	Dark
2	—	—	—	—

UNDEAD DRAGON

Hit Points:	540
Armor Class:	0
Experience:	4,200
Treasure:	18d20 gold, 15% Level 4 Amulet
Fly:	Yes
Movement Limit:	Short
Speed:	180
AI Type:	Suicidal
Recovery:	95
Special Action:	None
Attack Bonus:	Insane

Attack	Attack%	Type	Damage	Missile
1	—	Dark	9d6	Dark
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	Immune
Spirit:	0
Body:	5
Light:	0
Dark:	Immune
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	Immune
Spirit:	0
Body:	10
Light:	0
Dark:	Immune
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	Immune
Spirit:	0
Body:	15
Light:	0
Dark:	Immune
Physical:	15

CHAPTER 8

Creatures

Centaurs

CENTAUR

Hit Points:	45
Armor Class:	6
Experience:	231
Treasure:	5d6 gold, 35% Level 1 Bow
Fly:	No
Movement Limit:	Medium
Speed:	275
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d4 +2	Arrow
2	—	—	—	—

CENTAUR WARRIOR

Hit Points:	61
Armor Class:	12
Experience:	336
Treasure:	5d8 gold, 25% Level 2 Bow
Fly:	No
Movement Limit:	Medium
Speed:	285
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d4 +4	Arrow
2	—	—	—	—

CENTAUR WARLORD

Hit Points:	86
Armor Class:	20
Experience:	504
Treasure:	5d10 gold, 35% Level 3 Bow
Fly:	No
Movement Limit:	Short
Speed:	295
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d4 +6	Arrow
2	—	—	—	—

Spell Type Attack%

1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	15

Spell Type Attack%

1	Level 4 Expert Shield	10
2	—	—

Resistances

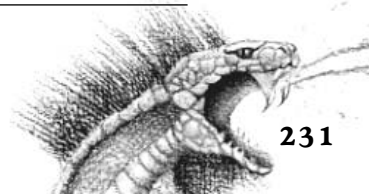
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	20

Spell Type Attack%

1	Level 7 Master Shield	10
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	25



Clerics of the Sun

ACOLYTE OF THE SUN

Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	10d10 gold, 25% Level 1 Staff
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d4	Fire
2	—	—	—	—

CLERIC OF THE SUN

Hit Points:	100
Armor Class:	15
Experience:	600
Treasure:	10d14 gold, 25% Level 2 Staff
Fly:	No
Movement Limit:	Medium
Speed:	180
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d4 +4	Fire
2	—	—	—	—

PRIEST OF THE SUN

Hit Points:	180
Armor Class:	25
Experience:	1,200
Treasure:	10d16 gold, 25% Level 3 Staff
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	9d4 +8	Light
2	—	—	—	—

Spell	Type	Attack%
1	Level 4 Expert Light Bolt	10
2	Level 5 Expert Heal	10

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	15
Spirit:	15
Body:	15
Light:	Immune
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Day of the Gods	15
2	Level 7 Master Heal	15

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	25
Spirit:	25
Body:	25
Light:	Immune
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Light Bolt	20
2	Level 11 Grand Master Heal	20

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	35
Spirit:	35
Body:	35
Light:	Immune
Dark:	0
Physical:	0

CHAPTER 8

Creatures

Couatls

YOUNG COUATL

Hit Points:	3
Armor Class:	0
Experience:	11
Treasure:	2d5 gold, 5% Level 1 Gem
Fly:	No
Movement Limit:	Free
Speed:	225
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Poison 3 x1

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d2	No
2	10	Fire	3d2	Fire

COUATL

Hit Points:	6
Armor Class:	0
Experience:	24
Treasure:	2d5 gold, 10% Level 1 Gem
Fly:	No
Movement Limit:	Free
Speed:	245
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Poison 3 x2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d2 +3	No
2	10	Water	3d2 +3	Water

WINGED SERPENT

Hit Points:	13
Armor Class:	0
Experience:	56
Treasure:	2d5 gold, 15% Level 1 Gem
Fly:	No
Movement Limit:	Free
Speed:	275
AI Type:	Aggressive
Recovery:	60
Special Action:	None
Attack Bonus:	Poison 3 x3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d2 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	5
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	5
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	Level 1 Normal Lightning Bolt	10
2	—	—

Resistances

Fire:	0
Air:	0
Water:	5
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Crystal Dragons

EMERALD DRAGON

Hit Points:	787
Armor Class:	60
Experience:	6,375
Treasure:	250d10 gold, Level 6 item
Fly:	No
Movement Limit:	Long
Speed:	240
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Energy	12d8	Energy
2	50	Energy	12d8	Energy

SAPPHIRE DRAGON

Hit Points:	1,300
Armor Class:	80
Experience:	11,000
Treasure:	300d10 gold, Level 6 item
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	65
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Energy	14d8	Energy
2	50	Energy	14d8	Energy

RUBY DRAGON

Hit Points:	1,937
Armor Class:	100
Experience:	16,875
Treasure:	400d10 gold, Level 6 item
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	60
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Energy	16d8	Energy
2	50	Energy	16d8	Energy

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	10
Dark:	10
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	20
Body:	20
Light:	15
Dark:	15
Physical:	30

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	30
Body:	30
Light:	20
Dark:	20
Physical:	40

Crystal Walkers

CRYSTAL WALKER

Hit Points:	540
Armor Class:	0
Experience:	4,200
Treasure:	200d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Air	15d4	No
2	35	Air	15d4	Air

CRYSTAL SENTRY

Hit Points:	880
Armor Class:	0
Experience:	7,200
Treasure:	250d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Air	20d4	No
2	45	Air	20d4	Air

CRYSTAL GUARDIAN

Hit Points:	1,300
Armor Class:	0
Experience:	11,000
Treasure:	300d10 gold, 30% Level 6 item
Fly:	No
Movement Limit:	Short
Speed:	330
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Air	25d4	No
2	55	Air	25d4	Air

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	15
Dark:	15
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	25
Spirit:	25
Body:	25
Light:	25
Dark:	25
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	30
Body:	30
Light:	30
Dark:	30
Physical:	0

Cyclops

CYCLOPS	
Hit Points:	129
Armor Class:	0
Experience:	816
Treasure:	15d10 gold
Fly:	No
Movement Limit:	Long
Speed:	270
AI Type:	Normal
Recovery:	110
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Physical	14d2 +3	No
2	—	—	—	—

CYCLOPS HUNTER	
Hit Points:	237
Armor Class:	0
Experience:	1,656
Treasure:	20d10 gold
Fly:	No
Movement Limit:	Medium
Speed:	280
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Physical	16d2 +4	No
2	—	—	—	—

CYCLOPS WARRIOR	
Hit Points:	374
Armor Class:	0
Experience:	2,784
Treasure:	25d10 gold
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	65
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Physical	18d2 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	15

CHAPTER 8

Creatures

Dark Dwarves

DARK DWARF GRUNT

Hit Points:	79
Armor Class:	12
Experience:	459
Treasure:	15d8 gold, 20% Level 1 Gem
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d5 +10	No
2	—	—	—	—

DARK DWARF POUNDER

Hit Points:	129
Armor Class:	14
Experience:	816
Treasure:	15d10 gold, 20% Level 2 Gem
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d5 +15	No
2	—	—	—	—

DARK DWARF BERSERKER

Hit Points:	189
Armor Class:	16
Experience:	1,271
Treasure:	15d16 gold, 40% Level 3 Gem
Fly:	No
Movement Limit:	Medium
Speed:	280
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d5 +25	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	Immune
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	Immune
Mind:	15
Spirit:	0
Body:	15
Light:	0
Dark:	0
Physical:	15

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	Immune
Mind:	20
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	20

Dark Elves

DARK ELF PEASANT MALE A

Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

DARK ELF PEASANT MALE B

Hit Points:	17
Armor Class:	5
Experience:	75
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

DARK ELF PEASANT MALE C

Hit Points:	30
Armor Class:	6
Experience:	144
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

DARK ELF PEASANT FEMALE A

Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

DARK ELF PEASANT FEMALE B

Hit Points:	17
Armor Class:	5
Experience:	75
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

DARK ELF PEASANT FEMALE C

Hit Points:	30
Armor Class:	6
Experience:	144
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

DARK ELVEN WARRIOR

Hit Points:	67
Armor Class:	15
Experience:	375
Treasure:	5d8 gold, 15% Level 2 Sword
Fly:	No
Movement Limit:	Long
Speed:	240
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d4 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Lightning Bolt	10
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0

DARK ELVEN DEFENDER

Hit Points:	153
Armor Class:	20
Experience:	999
Treasure:	5d8 gold, 15% Level 3 Sword
Fly:	No
Movement Limit:	Long
Speed:	260
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 7 Master Poison Spray	15
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

DARK ELVEN CRUSADER

Hit Points:	269
Armor Class:	28
Experience:	1,911
Treasure:	5d8 gold, 15% Level 4 Sword
Fly:	No
Movement Limit:	Medium
Speed:	280
AI Type:	Aggressive
Recovery:	60
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d4 +8	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 7 Master Fireball	20
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

Dire Wolves

DIRE WOLF YEARLING

Hit Points:	35
Armor Class:	5
Experience:	171
Treasure:	15% Level 1 Ring
Fly:	No
Movement Limit:	Long
Speed:	275
AI Type:	Suicidal
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4	No
2	—	—	—	—

DIRE WOLF

Hit Points:	61
Armor Class:	9
Experience:	336
Treasure:	20% Level 1 Ring
Fly:	No
Movement Limit:	Medium
Speed:	295
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +2	No
2	—	—	—	—

PACK LEADER

Hit Points:	93
Armor Class:	14
Experience:	551
Treasure:	25% Level 2 Ring
Fly:	No
Movement Limit:	Medium
Speed:	315
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Curse

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10

Dragon Hunters

DRAGON HUNTER

Hit Points:	67
Armor Class:	45
Experience:	375
Treasure:	5d20 gold, 35% Level 1 Plate
Fly:	No
Movement Limit:	Long
Speed:	235
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d5 +5	No
2	—	—	—	—

CRUSADER

Hit Points:	180
Armor Class:	65
Experience:	1,200
Treasure:	7d20 gold, 40% Level 3 Plate
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d5 +5	No
2	—	—	—	—

DRAGONSLAYER

Hit Points:	337
Armor Class:	85
Experience:	2,475
Treasure:	10d20 gold, 50% Level 4 Plate
Fly:	No
Movement Limit:	Short
Speed:	285
AI Type:	Suicidal
Recovery:	50
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	12d5	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	0
Physical:	15

CHAPTER 8

Creatures

Dragon Turtles

YOUNG DRAGON TURTLE

Hit Points:	400
Armor Class:	60
Experience:	3,000
Treasure:	10d25 gold, 25% Level 4 Sword
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d15	No
2	—	—	—	—

DRAGON TURTLE

Hit Points:	700
Armor Class:	80
Experience:	5,600
Treasure:	10d25 gold, 25% Level 5 Spear
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d15	No
2	—	—	—	—

ELDER TORTOISE

Hit Points:	1,080
Armor Class:	100
Experience:	9,000
Treasure:	10d25 gold, 25% Level 5 Dagger
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d15	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	10
Water:	Immune
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	5
Dark:	5
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	20
Water:	Immune
Earth:	20
Mind:	20
Spirit:	0
Body:	20
Light:	5
Dark:	5
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	30
Water:	Immune
Earth:	30
Mind:	30
Spirit:	0
Body:	30
Light:	5
Dark:	5
Physical:	30

Dragons

HATCHLING

Hit Points:	67
Armor Class:	40
Experience:	375
Treasure:	4d8 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	180
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	5d10	Water
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	10

DRAGONETTE

Hit Points:	227
Armor Class:	50
Experience:	1,575
Treasure:	4d12 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	160
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	7d10	Water
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	0
Dark:	0
Physical:	15

YOUNG DRAGON

Hit Points:	540
Armor Class:	60
Experience:	4,200
Treasure:	4d20 gold
Fly:	Yes
Movement Limit:	Short
Speed:	140
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	9d10	Water
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	20
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	20

CHAPTER 8

Creatures



DRAGON	
Hit Points:	700
Armor Class:	60
Experience:	5,600
Treasure:	250d10 gold, Level 6 item
Fly:	Yes
Movement Limit:	Long
Speed:	240
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	12d8	Fire
2	—	—	—	—

DRAGON FLIGHTLEADER	
Hit Points:	977
Armor Class:	80
Experience:	8,075
Treasure:	300d10 gold, Level 6 item
Fly:	Yes
Movement Limit:	Medium
Speed:	260
AI Type:	Suicidal
Recovery:	65
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	14d8	Cold
2	—	—	—	—

GREAT WYRM	
Hit Points:	1,300
Armor Class:	100
Experience:	11,000
Treasure:	400d10 gold, Level 6 item
Fly:	Yes
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	60
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	16d8	Electricity
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

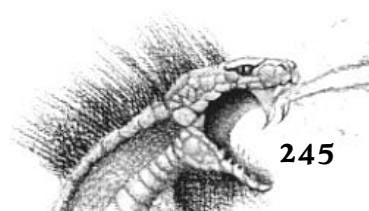
Resistances	
Fire:	35
Air:	35
Water:	35
Earth:	35
Mind:	35
Spirit:	35
Body:	35
Light:	10
Dark:	10
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	40
Air:	40
Water:	40
Earth:	40
Mind:	40
Spirit:	40
Body:	40
Light:	15
Dark:	15
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	45
Air:	45
Water:	45
Earth:	45
Mind:	45
Spirit:	45
Body:	45
Light:	20
Dark:	20
Physical:	30



Efreeti

EFREETI SOLDIER

Hit Points:	337
Armor Class:	0
Experience:	2,475
Treasure:	10d20 gold, 50% Level 4 Sword
Fly:	Yes
Movement Limit:	Medium
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	7d8	No
2	—	—	—	—

EFREETI KNIGHT

Hit Points:	467
Armor Class:	0
Experience:	3,575
Treasure:	10d20 gold, 50% Level 4 Sword
Fly:	Yes
Movement Limit:	Medium
Speed:	310
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	9d8	No
2	—	—	—	—

EFREETI LORD

Hit Points:	617
Armor Class:	0
Experience:	4,875
Treasure:	10d20 gold, 50% Level 5 Sword
Fly:	Yes
Movement Limit:	Medium
Speed:	330
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	10d8	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 5 Master Fireball	10
2	—	—

Resistances

Fire:	Immune
Air:	5
Water:	0
Earth:	5
Mind:	Immune
Spirit:	0
Body:	5
Light:	0
Dark:	0
Physical:	20

Spell	Type	Attack%
1	Level 7 Master Fireball	20
2	—	—

Resistances

Fire:	Immune
Air:	10
Water:	0
Earth:	10
Mind:	Immune
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	30

Spell	Type	Attack%
1	Level 9 Master Fireball	30
2	—	—

Resistances

Fire:	Immune
Air:	20
Water:	0
Earth:	20
Mind:	Immune
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	40

CHAPTER 8

Creatures

Elementals

LESSER FIRE ELEMENTAL

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	10d30 gold
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	7d10	No
2	—	—	—	—

FIRE ELEMENTAL

Hit Points:	617
Armor Class:	0
Experience:	4,875
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	310
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	9d10	No
2	—	—	—	—

GREATER FIRE ELEMENTAL

Hit Points:	880
Armor Class:	0
Experience:	7,200
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	330
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	10d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Fireball	20
2	—	—

Resistances

Fire:	Immune
Air:	10
Water:	0
Earth:	10
Mind:	Immune
Spirit:	0
Body:	10
Light:	10
Dark:	10
Physical:	10

Spell	Type	Attack%
1	Level 9 Master Haste	30
2	—	—

Resistances

Fire:	Immune
Air:	20
Water:	0
Earth:	20
Mind:	Immune
Spirit:	0
Body:	20
Light:	20
Dark:	20
Physical:	20

Spell	Type	Attack%
1	Level 10 Grand Master Incinerate	40
2	—	—

Resistances

Fire:	Immune
Air:	30
Water:	0
Earth:	30
Mind:	Immune
Spirit:	0
Body:	30
Light:	30
Dark:	30
Physical:	30

LESSER WATER ELEMENTAL

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	10d30 gold
Fly:	Yes
Movement Limit:	Short
Speed:	250
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	7d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 7 Expert Ice Bolt	20
2	—	—

Resistances

Fire:	10
Air:	10
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	10
Light:	10
Dark:	10
Physical:	10

WATER ELEMENTAL

Hit Points:	617
Armor Class:	0
Experience:	4,875
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Short
Speed:	270
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	9d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Acid Burst	30
2	—	—

Resistances

Fire:	20
Air:	20
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	20
Light:	20
Dark:	20
Physical:	20

GREATER WATER ELEMENTAL

Hit Points:	880
Armor Class:	0
Experience:	7,200
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Short
Speed:	290
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	10d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 10 Grand Master Ice Blast	40
2	—	—

Resistances

Fire:	30
Air:	30
Water:	Immune
Earth:	0
Mind:	Immune
Spirit:	0
Body:	30
Light:	30
Dark:	30
Physical:	30

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Creatures

LESSER EARTH ELEMENTAL

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	10d30 gold
Fly:	No
Movement Limit:	Long
Speed:	110
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d10	No
2	—	—	—	—

EARTH ELEMENTAL

Hit Points:	617
Armor Class:	0
Experience:	4,875
Treasure:	10d40 gold, 20% Level 5 Gem
Fly:	No
Movement Limit:	Long
Speed:	130
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	9d10	No
2	—	—	—	—

GREATER EARTH ELEMENTAL

Hit Points:	880
Armor Class:	0
Experience:	7,200
Treasure:	10d40 gold
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	10d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Blades	20
2	—	—

Resistances

Fire:	10
Air:	0
Water:	10
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	10
Light:	10
Dark:	10
Physical:	10

Spell	Type	Attack%
1	Level 5 Master Rock Blast	30
2	—	—

Resistances

Fire:	20
Air:	0
Water:	20
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	20
Light:	20
Dark:	20
Physical:	20

Spell	Type	Attack%
1	Level 10 Grand Master Mass Distortion	40
2	—	—

Resistances

Fire:	30
Air:	0
Water:	30
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	30
Light:	30
Dark:	30
Physical:	30

LESSER AIR ELEMENTAL

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	10d30 gold
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	7d10	No
2	—	—	—	—

AIR ELEMENTAL

Hit Points:	617
Armor Class:	0
Experience:	4,875
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	9d10	No
2	—	—	—	—

GREATER AIR ELEMENTAL

Hit Points:	880
Armor Class:	0
Experience:	7,200
Treasure:	10d40 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	310
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	10d10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Sparks	20
2	—	—

Resistances

Fire:	10
Air:	Immune
Water:	10
Earth:	0
Mind:	Immune
Spirit:	0
Body:	10
Light:	10
Dark:	10
Physical:	10

Spell	Type	Attack%
1	Level 9 Master Lightning Bolt	30
2	—	—

Resistances

Fire:	20
Air:	Immune
Water:	20
Earth:	0
Mind:	Immune
Spirit:	0
Body:	20
Light:	20
Dark:	20
Physical:	20

Spell	Type	Attack%
1	Level 10 Grand Master Implosion	40
2	—	—

Resistances

Fire:	30
Air:	Immune
Water:	30
Earth:	0
Mind:	Immune
Spirit:	0
Body:	30
Light:	30
Dark:	30
Physical:	30

Ether Knights

ETHER KNIGHT	
Hit Points:	280
Armor Class:	40
Experience:	2,000
Treasure:	10d25 gold, 30% Level 5 Chain
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Normal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d7	No
2	20	Air	3d10	Air

ETHER CHAMPION	
Hit Points:	510
Armor Class:	50
Experience:	3,944
Treasure:	10d25 gold, 30% Level 5 Plate
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d7 +10	No
2	40	Water	4d10	Water

ETHER LORD	
Hit Points:	717
Armor Class:	60
Experience:	5,751
Treasure:	10d25 gold, 30% Level 5 Sword
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d7 +25	No
2	60	Fire	5d10	Fire

Spell	Type	Attack%
1	—	—
2	—	—

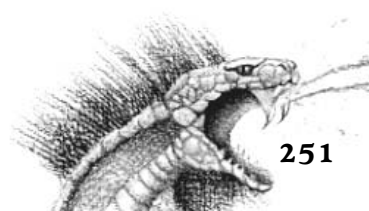
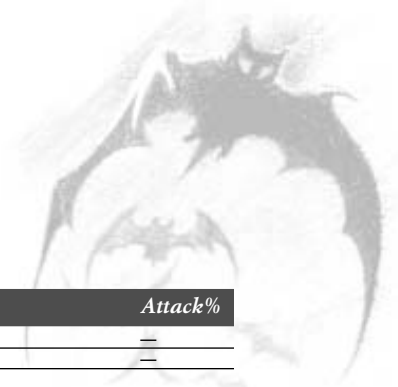
Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	15
Dark:	15
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	25
Spirit:	25
Body:	25
Light:	25
Dark:	25
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	30
Body:	30
Light:	30
Dark:	30
Physical:	0



Fish

SCHOOL OF FISH (NON-COMBAT) A

Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

SCHOOL OF FISH (NON-COMBAT) B

Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

SCHOOL OF FISH (NON-COMBAT) C

Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

Gogs

SMOKE GOG

Hit Points:	40
Armor Class:	6
Experience:	200
Treasure:	5d15 gold
Fly:	No
Movement Limit:	Short
Speed:	265
AI Type:	Normal
Recovery:	90
Special Action:	Explode, 2D5, fire
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	1d10 +2	Fire
2	—	—	—	—

EMBER GOG

Hit Points:	55
Armor Class:	10
Experience:	299
Treasure:	8d15 gold
Fly:	No
Movement Limit:	Short
Speed:	285
AI Type:	Normal
Recovery:	85
Special Action:	Explode, 3d5, fire
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	1d10 +6	Fire
2	—	—	—	—

FIRE GOG

Hit Points:	93
Armor Class:	14
Experience:	551
Treasure:	11d15 gold
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	80
Special Action:	Explode, 4D5, fire
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	2d10 +8	Fire
2	—	—	—	—

Spell	Type	Attack%
1	Level 5 Expert Fire Bolt	20
2	—	—

Resistances

Fire:	15
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Fire Bolt	25
2	—	—

Resistances

Fire:	25
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 3 Expert Fireball	30
2	—	—

Resistances

Fire:	30
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Gorgons

BRASS GORGON

Hit Points:	137
Armor Class:	20
Experience:	875
Treasure:	5d20 gold
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d4 +8	No
2	—	—	—	—

BRONZE GORGON

Hit Points:	227
Armor Class:	25
Experience:	1,575
Treasure:	10d20 gold
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +10	No
2	—	—	—	—

IRON GORGON

Hit Points:	337
Armor Class:	30
Experience:	2,475
Treasure:	15d20 gold
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d4 +12	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	Immune
Air:	Immune
Water:	0
Earth:	0
Mind:	5
Spirit:	5
Body:	5
Light:	5
Dark:	5
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	Immune
Air:	Immune
Water:	0
Earth:	0
Mind:	10
Spirit:	10
Body:	10
Light:	10
Dark:	10
Physical:	25

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	Immune
Air:	Immune
Water:	0
Earth:	0
Mind:	15
Spirit:	15
Body:	15
Light:	15
Dark:	15
Physical:	30

CHAPTER 8

Creatures

Juggernauts

CHARGER	
Hit Points:	337
Armor Class:	35
Experience:	2,475
Treasure:	5d50 gold, 20% Level 1 Gem
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d10 +20	No
2	—	—	—	—

JUGGERNAUT	
Hit Points:	540
Armor Class:	50
Experience:	4,200
Treasure:	10d50 gold, 30% Level 3 Gem
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d10 +30	No
2	—	—	—	—

DEMOLISHER	
Hit Points:	977
Armor Class:	80
Experience:	8,075
Treasure:	15d50 gold, 40% Level 6 Gem
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	60
Special Action:	None
Attack Bonus:	Break Armor x2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d10 +40	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

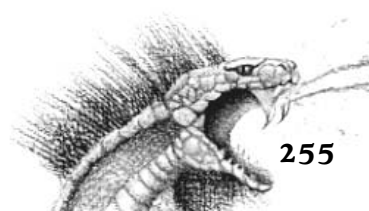
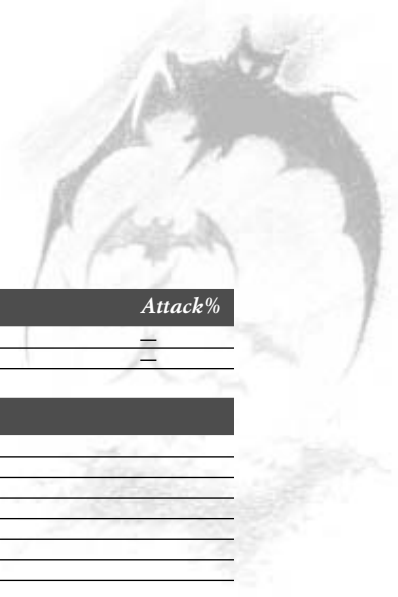
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	50

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	50

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	50



Lizardmen

LIZARDMAN PEASANT

Hit Points:	13
Armor Class:	0
Experience:	5
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

LIZARDMAN FARMER

Hit Points:	21
Armor Class:	0
Experience:	5
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Short
Speed:	215
AI Type:	Wimp
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

LIZARDMAN VILLAGER

Hit Points:	30
Armor Class:	0
Experience:	5
Treasure:	1d3 gold
Fly:	No
Movement Limit:	Short
Speed:	230
AI Type:	Wimp
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

LIZARDMAN SOLDIER

Hit Points:	13
Armor Class:	0
Experience:	56
Treasure:	1d6 gold
Fly:	No
Movement Limit:	Medium
Speed:	155
AI Type:	Normal
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4	No
2	10	Physical	4d2	Arrow

LIZARDMAN SERGEANT

Hit Points:	21
Armor Class:	0
Experience:	96
Treasure:	1d6 gold
Fly:	No
Movement Limit:	Medium
Speed:	175
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +2	No
2	15	Physical	4d2 +1	Arrow

LIZARDMAN CAPTAIN

Hit Points:	30
Armor Class:	0
Experience:	144
Treasure:	1d6 gold
Fly:	No
Movement Limit:	Short
Speed:	195
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +4	No
2	25	Physical	4d2 +4	Arrow

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	45
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Malevolent Boulders

BOULDER A

Hit Points:	50
Armor Class:	35
Experience:	264
Treasure:	15d15 gold, 25% Level 3 Gem
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	90
Special Action:	Explode, 4d5, Earth
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d10	No
2	25	Physical	2d6	Rock

BOULDER B

Hit Points:	100
Armor Class:	50
Experience:	600
Treasure:	20d20 gold, 35% Level 4 Gem
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	Explode, 4d5, Earth
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d10	No
2	25	Physical	4d6	Rock

BOULDER C

Hit Points:	227
Armor Class:	80
Experience:	1,575
Treasure:	25d25 gold, 45% Level 5 Gem
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	Explode, 4d5, Earth
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d10	No
2	25	Physical	6d6	Rock

Spell	Type	Attack%
1	Level 4 Expert Blades	15
2	—	—

Resistances

Fire:	20
Air:	5
Water:	5
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	Level 7 Master Blades	20
2	—	—

Resistances

Fire:	25
Air:	10
Water:	10
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	Level 4 Normal Rock Blast	25
2	—	—

Resistances

Fire:	30
Air:	15
Water:	15
Earth:	Immune
Mind:	Immune
Spirit:	0
Body:	30
Light:	0
Dark:	0
Physical:	15

CHAPTER 8

Creatures

Mercenaries

SOLDIER OF FORTUNE

Hit Points:	40
Armor Class:	10
Experience:	200
Treasure:	5d6 gold
Fly:	No
Movement Limit:	Long
Speed:	265
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d7 +4	No
2	—	—	—	—

MERCENARY

Hit Points:	79
Armor Class:	15
Experience:	459
Treasure:	5d6 gold, 15% Level 2 Sword
Fly:	No
Movement Limit:	Medium
Speed:	285
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d7 +6	No
2	—	—	—	—

MERCENARY CAPTAIN

Hit Points:	129
Armor Class:	20
Experience:	816
Treasure:	5d6 gold, 25% Level 3 Sword
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d7 +8	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	0
Physical:	0

Minotaurs

MINOTAUR GUARD

Hit Points:	269
Armor Class:	30
Experience:	1,911
Treasure:	20d5 gold, 25% Level 3 Axe
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d7	No
2	—	—	—	—

MINOTAUR WARRIOR

Hit Points:	525
Armor Class:	35
Experience:	4,071
Treasure:	20d5 gold, 25% Level 4 Axe
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d7 +5	No
2	—	—	—	—

MINOTAUR BATTLELEADER

Hit Points:	861
Armor Class:	40
Experience:	7,031
Treasure:	20d5 gold, 25% Level 5 Axe
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	60
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	10d7 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 5 Master Bless	10
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	5
Dark:	5
Physical:	5

Spell	Type	Attack%
1	Level 7 Master Heroism	15
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	10
Body:	15
Light:	10
Dark:	10
Physical:	15

Spell	Type	Attack%
1	Level 10 Master Heroism	20
2	—	—

Resistances

Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	25
Spirit:	15
Body:	25
Light:	15
Dark:	15
Physical:	25

CHAPTER 8

Creatures

MINOTAUR PEASANT A

Hit Points:	3
Armor Class:	0
Experience:	11
Treasure:	2d6 gold
Fly:	No
Movement Limit:	Short
Speed:	220
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4	No
2	—	—	—	—

MINOTAUR PEASANT B

Hit Points:	9
Armor Class:	0
Experience:	39
Treasure:	3d6 gold
Fly:	No
Movement Limit:	Short
Speed:	250
AI Type:	Wimp
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +2	No
2	—	—	—	—

MINOTAUR PEASANT C

Hit Points:	21
Armor Class:	0
Experience:	96
Treasure:	4d6 gold
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Wimp
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Nagas

NAGA	
Hit Points:	100
Armor Class:	10
Experience:	600
Treasure:	5d20 gold, 5% Level 1 Sword
Fly:	No
Movement Limit:	Short
Speed:	185
AI Type:	Normal
Recovery:	70
Special Action:	None
Attack Bonus:	Poison 1 x2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d3 +6	No
2	20	Water	2d6	—

NAGA WARRIOR	
Hit Points:	162
Armor Class:	12
Experience:	1,064
Treasure:	7d20 gold, 10% Level 2 Sword
Fly:	No
Movement Limit:	Short
Speed:	210
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Poison 1 x3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d3 +6	No
2	20	Water	3d6	—

NAGA QUEEN	
Hit Points:	258
Armor Class:	16
Experience:	1,824
Treasure:	10d20 gold, 15% Level 3 Sword
Fly:	No
Movement Limit:	Short
Speed:	235
AI Type:	Suicidal
Recovery:	50
Special Action:	None
Attack Bonus:	Poison 2 x4

Attack	Attack%	Type	Damage	Missile
1	—	Physical	10d3 +6	No
2	20	Water	4d6	—

Spell	Type	Attack%
1	Level 2 Normal Blades	5
2	—	—

Resistances	
Fire:	5
Air:	0
Water:	5
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	Level 3 Normal Blades	7
2	—	—

Resistances	
Fire:	10
Air:	5
Water:	10
Earth:	5
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	Level 4 Normal Blades	10
2	—	—

Resistances	
Fire:	15
Air:	10
Water:	15
Earth:	10
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	15

CHAPTER 8

Creatures

Necromancers

DARK PATH JOURNEYMAN

Hit Points:	180
Armor Class:	14
Experience:	1,200
Treasure:	20d8 gold, 15% Level 3 Ring
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	—	Dark	9d4	Dark
2	—	—	—	—

NECROMANCER

Hit Points:	302
Armor Class:	18
Experience:	2,184
Treasure:	20d8 gold, 15% Level 3 Wand
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	—	Dark	12d4	Dark
2	—	—	—	—

MASTER NECROMANCER

Hit Points:	495
Armor Class:	30
Experience:	3,819
Treasure:	20d8 gold, 15% Level 5 Boots
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	—	Dark	16d4	Dark
2	—	—	—	—

Spell	Type	Attack%
1	Level 4 Expert Toxic Cloud	20
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	5
Spirit:	0
Body:	5
Light:	0
Dark:	50
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Lightning Bolt	30
2	—	—

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	75
Physical:	0

Spell	Type	Attack%
1	Level 9 Master Fireball	40
2	Level 10 Master Pain Reflection	10

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	15
Spirit:	10
Body:	15
Light:	0
Dark:	Immune
Physical:	0

Nightmares



FEAR	
Hit Points:	400
Armor Class:	60
Experience:	3,000
Treasure:	8d30 gold, 25% Level 3 Ring
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Afraid

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d8	No
2	—	—	—	—

TERROR	
Hit Points:	700
Armor Class:	80
Experience:	5,600
Treasure:	8d30 gold, 25% Level 4 Ring
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	Insane

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d8	No
2	—	—	—	—

NIGHTMARE	
Hit Points:	1,080
Armor Class:	100
Experience:	9,000
Treasure:	8d30 gold, 25% Level 5 Ring
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	Insane

Attack	Attack%	Type	Damage	Missile
1	—	Physical	10d8	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

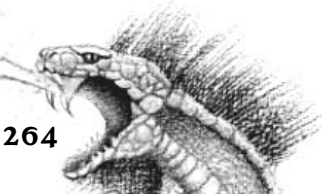
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	Immune

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	Immune

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	Immune



CHAPTER 8

Creatures

Ogres

OGRE PEASANT

Hit Points:	6
Armor Class:	3
Experience:	24
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

OGRE PEASANT

Hit Points:	25
Armor Class:	5
Experience:	119
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

OGRE PEASANT

Hit Points:	45
Armor Class:	6
Experience:	231
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10

OGRE BRAWLER

Hit Points:	67
Armor Class:	18
Experience:	375
Treasure:	10d5 gold, 20% Level 1 Club
Fly:	No
Movement Limit:	Long
Speed:	280
AI Type:	Suicidal
Recovery:	110
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d3 +6	No
2	—	—	—	—

OGRE WARRIOR

Hit Points:	100
Armor Class:	24
Experience:	600
Treasure:	10d7 gold, 25% Level 2 Club
Fly:	No
Movement Limit:	Long
Speed:	300
AI Type:	Suicidal
Recovery:	100
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d3 +10	No
2	—	—	—	—

OGRE WARLEADER

Hit Points:	162
Armor Class:	30
Experience:	1,064
Treasure:	10d9 gold, 35% Level 3 Club
Fly:	No
Movement Limit:	Medium
Speed:	310
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d3 +14	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	0
Spirit:	0
Body:	5
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	0
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	15

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	20
Air:	20
Water:	20
Earth:	20
Mind:	5
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	25

CHAPTER 8

Creatures

Ogre Magi

OGRE MAGE APPRENTICE

Hit Points:	100
Armor Class:	14
Experience:	600
Treasure:	10d4 gold, 25% Level 2 Scroll
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d4 +4	No
2	30	Fire	4d4	Fire

OGRE MAGE

Hit Points:	162
Armor Class:	18
Experience:	1,064
Treasure:	10d6 gold, 30% Level 3 Scroll
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	Curse

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d4 +6	No
2	30	Water	6d4	Water

OGRE MAGI

Hit Points:	227
Armor Class:	30
Experience:	1,575
Treasure:	10d10 gold, 35% Level 7 Scroll
Fly:	No
Movement Limit:	Short
Speed:	240
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Curse

Attack	Attack%	Type	Damage	Missile
1	—	Physical	9d4 +8	No
2	30	Air	8d4	Air

Spell	Type	Attack%
1	Level 5 Expert Fire Bolt	20
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	5
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Poison Spray	20
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	10
Physical:	0

Spell	Type	Attack%
1	Level 7 Master Lightning Bolt	20
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	15
Physical:	0

Peasants



HUMAN PEASANT	
Hit Points:	3
Armor Class:	3
Experience:	11
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

HUMAN PEASANT	
Hit Points:	6
Armor Class:	5
Experience:	24
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

HUMAN PEASANT	
Hit Points:	9
Armor Class:	6
Experience:	39
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

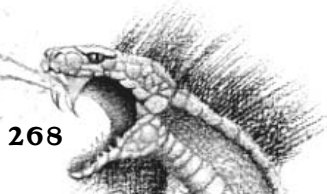
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0



CHAPTER 8

Creatures

Phoenix

<i>FIRE BIRD</i>	
Hit Points:	269
Armor Class:	30
Experience:	1,911
Treasure:	11d20 gold
Fly:	Yes
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	4d17 +10	No
2	—	—	—	—

<i>PHOENIX</i>	
Hit Points:	525
Armor Class:	35
Experience:	4,071
Treasure:	17d20 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	5d17 +5	No
2	—	—	—	—

<i>GRAND PHOENIX</i>	
Hit Points:	861
Armor Class:	40
Experience:	7,031
Treasure:	21d20 gold
Fly:	Yes
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	6d17 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

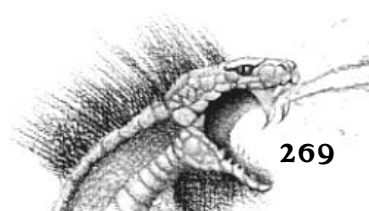
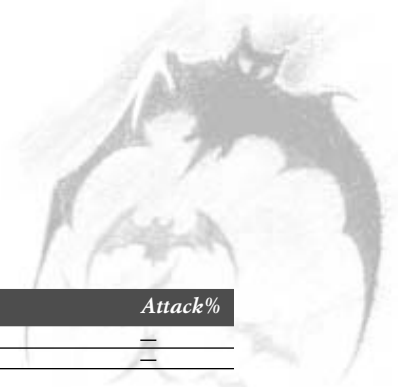
<i>Resistances</i>	
Fire:	Immune
Air:	10
Water:	0
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	5
Dark:	5
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

<i>Resistances</i>	
Fire:	Immune
Air:	15
Water:	0
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	5
Dark:	5
Physical:	15

Spell	Type	Attack%
1	—	—
2	—	—

<i>Resistances</i>	
Fire:	Immune
Air:	20
Water:	0
Earth:	20
Mind:	20
Spirit:	0
Body:	20
Light:	5
Dark:	5
Physical:	20



Pirates

PIRATE

Hit Points:	20
Armor Class:	0
Experience:	75
Treasure:	5d2 gold
Fly:	No
Movement Limit:	Long
Speed:	155
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d5	No
2	—	—	—	—

BUCCANEER

Hit Points:	35
Armor Class:	0
Experience:	125
Treasure:	7d2 gold
Fly:	No
Movement Limit:	Long
Speed:	175
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d5 +2	No
2	—	—	—	—

CORSAIR

Hit Points:	50
Armor Class:	0
Experience:	195
Treasure:	10d2 gold, 60% Level 1 Sword
Fly:	No
Movement Limit:	Free
Speed:	195
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d5 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

REGNAN CROSSBOWMAN

Hit Points:	17
Armor Class:	0
Experience:	75
Treasure:	5d2 gold
Fly:	No
Movement Limit:	Long
Speed:	110
AI Type:	Normal
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	1d9 +3	No
2	20	Physical	4d3	Arrow

REGNAN ARBALESTER

Hit Points:	30
Armor Class:	0
Experience:	144
Treasure:	7d2 gold
Fly:	No
Movement Limit:	Long
Speed:	130
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	1d9 +5	No
2	30	Physical	4d3 +1	Arrow

REGNAN LIEUTENANT

Hit Points:	40
Armor Class:	0
Experience:	200
Treasure:	10d2 gold, 60% Level 1 Bow
Fly:	No
Movement Limit:	Free
Speed:	160
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	1d9 +7	No
2	40	Physical	4d3 +4	Arrow

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0



PIRATE SEER	
Hit Points:	3
Armor Class:	0
Experience:	11
Treasure:	5d2 gold
Fly:	No
Movement Limit:	Long
Speed:	110
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d4 +1	No
2	—	—	—	—

PIRATE MAGI	
Hit Points:	6
Armor Class:	0
Experience:	24
Treasure:	7d2 gold
Fly:	No
Movement Limit:	Long
Speed:	130
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d4 +2	No
2	—	—	—	—

PIRATE WIZARD	
Hit Points:	9
Armor Class:	0
Experience:	39
Treasure:	10d2 gold, 50% Level 1 Scroll
Fly:	No
Movement Limit:	Long
Speed:	150
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 4 Expert Fire Bolt	30
2	—	—

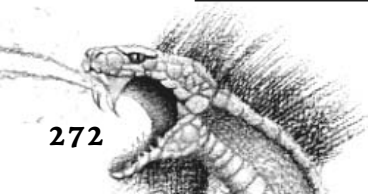
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 4 Expert Lightning Bolt	40
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 4 Expert Poison Spray	50
2	—	—

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0



CHAPTER 8

Creatures

Plane Guardians

CHAOS GUARDIAN

Hit Points:	400
Armor Class:	60
Experience:	3,000
Treasure:	200d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	15d4	No
2	—	—	—	—

CHAOS PROTECTOR

Hit Points:	700
Armor Class:	80
Experience:	5,600
Treasure:	250d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	20d4	No
2	—	—	—	—

CHAOS OVERLORD

Hit Points:	1,080
Armor Class:	100
Experience:	9,000
Treasure:	300d10 gold, 30% Level 6 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	25d4	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Paralyze	20
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	15
Dark:	15
Physical:	0

Spell	Type	Attack%
1	Level 9 Master Paralyze	30
2	—	—

Resistances

Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	25
Spirit:	25
Body:	25
Light:	25
Dark:	25
Physical:	0

Spell	Type	Attack%
1	Level 9 Master Paralyze	40
2	—	—

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	30
Body:	30
Light:	30
Dark:	30
Physical:	0

PLANE GUARDIAN

Hit Points:	400
Armor Class:	60
Experience:	3,000
Treasure:	200d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d8 +10	No
2	—	—	—	—

PLANE PROTECTOR

Hit Points:	700
Armor Class:	80
Experience:	5,600
Treasure:	250d10 gold, 30% Level 5 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d8 +15	No
2	—	—	—	—

PLANE OVERLORD

Hit Points:	1,080
Armor Class:	100
Experience:	9,000
Treasure:	300d10 gold, 40% Level 6 item
Fly:	No
Movement Limit:	Short
Speed:	200
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	10d8 +20	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Paralyze	20
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	15
Dark:	15
Physical:	0

Spell	Type	Attack%
1	Level 9 Master Paralyze	30
2	—	—

Resistances

Fire:	25
Air:	25
Water:	25
Earth:	25
Mind:	25
Spirit:	25
Body:	25
Light:	25
Dark:	25
Physical:	0

Spell	Type	Attack%
1	Level 9 Master Paralyze	40
2	—	—

Resistances

Fire:	30
Air:	30
Water:	30
Earth:	30
Mind:	30
Spirit:	30
Body:	30
Light:	30
Dark:	30
Physical:	0

CHAPTER 8

Creatures

Raven Men

ROOK	
Hit Points:	280
Armor Class:	15
Experience:	2,000
Treasure:	10d25 gold, 30% Level 3 Sword
Fly:	Yes
Movement Limit:	Long
Speed:	240
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	12d7	No
2	—	—	—	—

CORBIE	
Hit Points:	400
Armor Class:	20
Experience:	3,000
Treasure:	10d25 gold, 40% Level 4 Sword
Fly:	Yes
Movement Limit:	Long
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	13d7	No
2	—	—	—	—

RAVEN	
Hit Points:	540
Armor Class:	28
Experience:	4,200
Treasure:	10d25 gold, 50% Level 5 Sword
Fly:	Yes
Movement Limit:	Long
Speed:	280
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	14d7	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

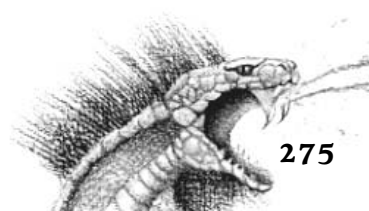
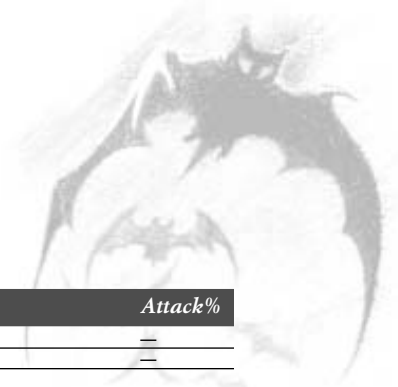
Resistances	
Fire:	10
Air:	Immune
Water:	10
Earth:	0
Mind:	10
Spirit:	0
Body:	10
Light:	5
Dark:	5
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	20
Air:	Immune
Water:	20
Earth:	0
Mind:	20
Spirit:	0
Body:	20
Light:	5
Dark:	5
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	30
Air:	Immune
Water:	30
Earth:	0
Mind:	30
Spirit:	0
Body:	30
Light:	5
Dark:	5
Physical:	30



Regnans

REGNAN BANDIT

Hit Points:	86
Armor Class:	0
Experience:	504
Treasure:	5d30 gold, 20% Level 2 Sword
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	Break Item

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d10 +8	No
2	—	—	—	—

REGNAN PIRATE

Hit Points:	189
Armor Class:	0
Experience:	1,271
Treasure:	7d30 gold, 20% Level 3 Sword
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d10 +8	No
2	—	—	—	—

REGNAN BRIGADIER

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	5d30 gold, 20% Level 4 Sword
Fly:	No
Movement Limit:	Long
Speed:	280
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d10 +8	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

REGNAN CROSSBOWMAN

Hit Points:	86
Armor Class:	0
Experience:	504
Treasure:	5d30 gold, 15% Level 2 Bow
Fly:	No
Movement Limit:	Long
Speed:	160
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	Break Item

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d4 +6	No
2	35	Physical	6d2 +6	Arrow

REGNAN ARBALESTER

Hit Points:	189
Armor Class:	0
Experience:	1,271
Treasure:	7d30 gold, 15% Level 3 Bow
Fly:	No
Movement Limit:	Long
Speed:	170
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	Break Armor

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d4 +7	No
2	45	Physical	7d2 +7	Arrow

REGNAN LIEUTENANT

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	5d30 gold, 15% Level 4 Bow
Fly:	No
Movement Limit:	Long
Speed:	180
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	Break Weapon

Attack	Attack%	Type	Damage	Missile
1	—	Physical	8d4 +8	No
2	55	Physical	8d2 +8	Arrow

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0



REGNAN SORCERER

Hit Points:	137
Armor Class:	0
Experience:	875
Treasure:	5d30 gold, 20% Level 2 Wand
Fly:	No
Movement Limit:	Medium
Speed:	60
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d6 +3	Air
2	—	—	—	—

Spell	Type	Attack%
1	Level 7 Master Lightning Bolt	20
2	—	—

Resistances

Fire:	0
Air:	25
Water:	0
Earth:	0
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

REGNAN BATTLEMAGE

Hit Points:	400
Armor Class:	0
Experience:	3,000
Treasure:	7d30 gold, 20% Level 3 Wand
Fly:	No
Movement Limit:	Medium
Speed:	80
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d6 +4	Water
2	—	—	—	—

Spell	Type	Attack%
1	Level 7 Master Poison Spray	25
2	—	—

Resistances

Fire:	0
Air:	0
Water:	25
Earth:	0
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

REGNAN ARCHMAGE

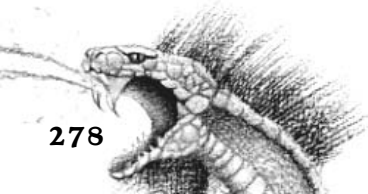
Hit Points:	787
Armor Class:	0
Experience:	6,375
Treasure:	5d30 gold, 20% Level 4 Wand
Fly:	No
Movement Limit:	Short
Speed:	90
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d6 +5	Fire
2	—	—	—	—

Spell	Type	Attack%
1	Level 9 Master Firebolt	35
2	—	—

Resistances

Fire:	25
Air:	0
Water:	0
Earth:	0
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0



Salamanders

FIRE NEWT

Hit Points:	171
Armor Class:	30
Experience:	1,131
Treasure:	11d20 gold
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	6d7	No
2	—	—	—	—

FIRE LIZARD

Hit Points:	387
Armor Class:	35
Experience:	2,891
Treasure:	17d20 gold
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	8d7 +5	No
2	—	—	—	—

SALAMANDER

Hit Points:	683
Armor Class:	40
Experience:	5,451
Treasure:	21d20 gold
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	10d7 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 5 Master Fire Bolt	10
2	—	—

Resistances

Fire:	Immune
Air:	10
Water:	0
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	5
Dark:	5
Physical:	10

Spell	Type	Attack%
1	Level 7 Master Fire Bolt	20
2	—	—

Resistances

Fire:	Immune
Air:	15
Water:	0
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	5
Dark:	5
Physical:	15

Spell	Type	Attack%
1	Level 9 Master Fire Bolt	30
2	—	—

Resistances

Fire:	Immune
Air:	20
Water:	0
Earth:	20
Mind:	20
Spirit:	0
Body:	20
Light:	5
Dark:	5
Physical:	20

Serpentmen



SERPENTMAN	
Hit Points:	17
Armor Class:	0
Experience:	75
Treasure:	5d5 gold
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d4	No
2	—	—	—	—

SERPENTMAN ELDER	
Hit Points:	25
Armor Class:	0
Experience:	119
Treasure:	5d5 gold, 10% Level 1 Ring
Fly:	No
Movement Limit:	Medium
Speed:	250
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d6 +2	No
2	—	—	—	—

SERPENTMAN WARRIOR	
Hit Points:	45
Armor Class:	0
Experience:	231
Treasure:	5d5 gold, 10% Level 2 Ring
Fly:	No
Movement Limit:	Short
Speed:	280
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d8 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

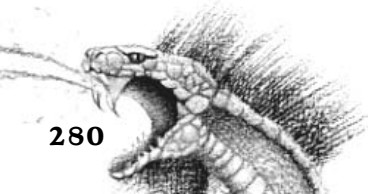
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0



Skeletons

SKELETON BOWMAN

Hit Points:	45
Armor Class:	14
Experience:	231
Treasure:	5d20 gold, 5% Level 1 Bow
Fly:	No
Movement Limit:	Short
Speed:	140
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d6 +2	Arrow
2	10	Fire	2d6 +2	Fire Arrow

SKELETON HUNTER

Hit Points:	55
Armor Class:	16
Experience:	299
Treasure:	7d20 gold, 10% Level 2 Bow
Fly:	No
Movement Limit:	Short
Speed:	150
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d6 +3	Arrow
2	10	Fire	3d6 +3	Fire Arrow

SKELETON ARCHER

Hit Points:	79
Armor Class:	22
Experience:	459
Treasure:	10d20 gold, 15% Level 3 Bow
Fly:	No
Movement Limit:	Short
Speed:	160
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d7 +3	Arrow
2	15	Fire	3d7 +3	Fire Arrow

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	30
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	40
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	0
Light:	0
Dark:	50
Physical:	0

Thunder Lizards

YOUNG BASILISK

Hit Points:	100
Armor Class:	0
Experience:	600
Treasure:	5d5 gold
Fly:	No
Movement Limit:	Long
Speed:	220
AI Type:	Normal
Recovery:	100
Special Action:	None
Attack Bonus:	Paralyze

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d13	No
2	—	—	—	—

BASILISK

Hit Points:	153
Armor Class:	0
Experience:	999
Treasure:	7d5 gold
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d13	No
2	—	—	—	—

ELDER BASILISK

Hit Points:	258
Armor Class:	0
Experience:	1,824
Treasure:	10d5 gold
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Stone

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d13	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	10
Mind:	5
Spirit:	0
Body:	5
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	20
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	30
Mind:	15
Spirit:	0
Body:	15
Light:	0
Dark:	0
Physical:	15

CHAPTER 8

Creatures

Thunderbirds

MIST HAWK

Hit Points:	269
Armor Class:	30
Experience:	1,911
Treasure:	20d30 gold
Fly:	Yes
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	6d7	No
2	—	—	—	—

STORM EAGLE

Hit Points:	525
Armor Class:	35
Experience:	4,071
Treasure:	25d30 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	8d7 +5	No
2	—	—	—	—

THUNDERBIRD

Hit Points:	861
Armor Class:	40
Experience:	7,031
Treasure:	30d30 gold
Fly:	Yes
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	10d7 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 5 Master Lightning Bolt	10
2	—	—

Resistances

Fire:	5
Air:	Immune
Water:	5
Earth:	0
Mind:	5
Spirit:	0
Body:	5
Light:	5
Dark:	5
Physical:	5

Spell	Type	Attack%
1	Level 7 Master Lightning Bolt	20
2	—	—

Resistances

Fire:	10
Air:	Immune
Water:	10
Earth:	0
Mind:	10
Spirit:	0
Body:	10
Light:	5
Dark:	5
Physical:	10

Spell	Type	Attack%
1	Level 9 Master Lightning Bolt	30
2	—	—

Resistances

Fire:	20
Air:	Immune
Water:	20
Earth:	0
Mind:	20
Spirit:	0
Body:	20
Light:	5
Dark:	5
Physical:	20



TRITON	
Hit Points:	100
Armor Class:	30
Experience:	600
Treasure:	10d9 gold, 15% Level 1 Spear
Fly:	No
Movement Limit:	Long
Speed:	250
AI Type:	Normal
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d7	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	5
Water:	Immune
Earth:	5
Mind:	5
Spirit:	0
Body:	5
Light:	0
Dark:	0
Physical:	5



TRITON WARRIOR	
Hit Points:	180
Armor Class:	35
Experience:	1,200
Treasure:	10d13 gold, 15% Level 2 Spear
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d7	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

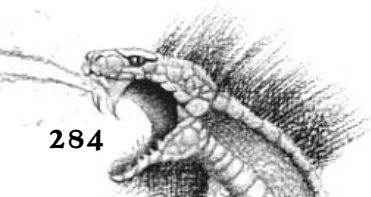
Resistances	
Fire:	0
Air:	10
Water:	Immune
Earth:	10
Mind:	10
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	10

TRITON CRUSADER	
Hit Points:	337
Armor Class:	40
Experience:	2,475
Treasure:	10d15 gold, 15% Level 3 Spear
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d7	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	15
Water:	Immune
Earth:	15
Mind:	15
Spirit:	0
Body:	15
Light:	0
Dark:	0
Physical:	15



CHAPTER 8

Creatures

Trolls

TROLL CLUBMAN

Hit Points:	86
Armor Class:	18
Experience:	504
Treasure:	6d6 gold
Fly:	No
Movement Limit:	Medium
Speed:	200
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d10 +4	No
2	—	—	—	—

TROLL WARRIOR

Hit Points:	162
Armor Class:	28
Experience:	1,064
Treasure:	6d6 gold, 5% Level 2 Club
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d10 +6	No
2	—	—	—	—

TROLL CHIEFTAIN

Hit Points:	258
Armor Class:	38
Experience:	1,824
Treasure:	6d6 gold, 15% Level 3 Club
Fly:	No
Movement Limit:	Medium
Speed:	260
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d10 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	0
Body:	10
Light:	0
Dark:	0
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	0
Body:	20
Light:	0
Dark:	0
Physical:	30

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	0
Body:	30
Light:	0
Dark:	0
Physical:	40



TROLL PEASANT	
Hit Points:	13
Armor Class:	0
Experience:	56
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	10



TROLL PEASANT	
Hit Points:	21
Armor Class:	0
Experience:	96
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

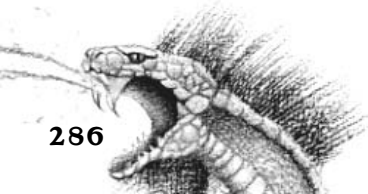
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	20

TROLL PEASANT	
Hit Points:	40
Armor Class:	0
Experience:	200
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	30



CHAPTER 8

Creatures

Unicorns

UNICORN FOAL

Hit Points:	137
Armor Class:	20
Experience:	875
Treasure:	20d5 gold, 45% Level 1 Ring
Fly:	No
Movement Limit:	Medium
Speed:	140
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Water	5d6	Water
2	—	—	—	—

UNICORN

Hit Points:	227
Armor Class:	30
Experience:	1,575
Treasure:	20d5 gold, 45% Level 2 Amulet
Fly:	No
Movement Limit:	Medium
Speed:	160
AI Type:	Aggressive
Recovery:	60
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Fire	6d6	Fire
2	—	—	—	—

UNICORN HERD LEADER

Hit Points:	337
Armor Class:	40
Experience:	2,475
Treasure:	20d5 gold, 45% Level 3 Gem
Fly:	No
Movement Limit:	Short
Speed:	180
AI Type:	Aggressive
Recovery:	50
Special Action:	Shot, x3
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Air	7d6	Air
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	25
Water:	0
Earth:	25
Mind:	10
Spirit:	0
Body:	10
Light:	25
Dark:	0
Physical:	10

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	35
Water:	0
Earth:	35
Mind:	20
Spirit:	0
Body:	20
Light:	35
Dark:	0
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	45
Water:	0
Earth:	45
Mind:	30
Spirit:	0
Body:	30
Light:	45
Dark:	0
Physical:	30

Vampires

FEMALE PEASANT A

Hit Points:	13
Armor Class:	0
Experience:	56
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

FEMALE PEASANT B

Hit Points:	21
Armor Class:	0
Experience:	96
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

FEMALE PEASANT C

Hit Points:	40
Armor Class:	0
Experience:	200
Treasure:	None
Fly:	No
Movement Limit:	Long
Speed:	140
AI Type:	Wimp
Recovery:	100
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

VAMPIRE MINION

Hit Points:	100
Armor Class:	25
Experience:	600
Treasure:	20d8 gold, 15% Level 2 Boots
Fly:	No
Movement Limit:	Medium
Speed:	220
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	2d7 +15	No
2	—	—	—	—

VAMPIRE

Hit Points:	162
Armor Class:	35
Experience:	1,064
Treasure:	20d8 gold, 15% Level 2 Gloves
Fly:	No
Movement Limit:	Medium
Speed:	240
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Drain Spell Points

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d7 +15	No
2	—	—	—	—

GREATER VAMPIRE

Hit Points:	280
Armor Class:	45
Experience:	2,000
Treasure:	20d8 gold, 15% Level 3 Cloak
Fly:	No
Movement Limit:	Short
Speed:	260
AI Type:	Suicidal
Recovery:	60
Special Action:	None
Attack Bonus:	Drain Spell Points

Attack	Attack%	Type	Damage	Missile
1	—	Physical	6d7 +15	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 4 Expert Mind Blast	15
2	Level 4 Expert Bless	10

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	15
Physical:	0

Spell	Type	Attack%
1	Level 7 Expert Harm	15
2	Level 4 Expert Heroism	10

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	20
Spirit:	20
Body:	20
Light:	0
Dark:	20
Physical:	0

Spell	Type	Attack%
1	Level 7 Master Spirit Lash	15
2	Level 7 Master Heroism	10

Resistances

Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	25
Spirit:	25
Body:	25
Light:	0
Dark:	25
Physical:	0

Wasps

WASP WORKER

Hit Points:	67
Armor Class:	12
Experience:	375
Treasure:	5d7 gold, 20% Level 1 Dagger
Fly:	Yes
Movement Limit:	Long
Speed:	300
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	3d7 +2	No
2	—	—	—	—

WASP SENTRY

Hit Points:	86
Armor Class:	14
Experience:	504
Treasure:	5d9 gold, 20% Level 1 Sword
Fly:	Yes
Movement Limit:	Long
Speed:	310
AI Type:	Aggressive
Recovery:	90
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d7 +5	No
2	—	—	—	—

WASP WARRIOR

Hit Points:	121
Armor Class:	16
Experience:	759
Treasure:	5d11 gold, 20% Level 2 Sword
Fly:	Yes
Movement Limit:	Long
Speed:	320
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d7 +10	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

Wererats

ANIMALIST	
Hit Points:	40
Armor Class:	0
Experience:	200
Treasure:	4d8 gold
Fly:	No
Movement Limit:	Short
Speed:	250
AI Type:	Aggressive
Recovery:	120
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d6 +2	No
2	—	—	—	—

SHAPESHIFTER	
Hit Points:	55
Armor Class:	0
Experience:	299
Treasure:	5d8 gold, 15% Level 1 Sword
Fly:	No
Movement Limit:	Short
Speed:	270
AI Type:	Aggressive
Recovery:	110
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d6 +4	No
2	—	—	—	—

LYCANTHROPE	
Hit Points:	79
Armor Class:	0
Experience:	459
Treasure:	6d8 gold, 25% Level 2 Sword
Fly:	No
Movement Limit:	Short
Speed:	290
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	Disease 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d6 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	Level 4 Normal Poison Spray	15
2	—	—

Resistances	
Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 4 Normal Poison Spray	25
2	—	—

Resistances	
Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	Level 4 Expert Poison Spray	35
2	—	—

Resistances	
Fire:	15
Air:	15
Water:	15
Earth:	15
Mind:	15
Spirit:	15
Body:	15
Light:	0
Dark:	0
Physical:	0

RATMAN

Hit Points:	30
Armor Class:	0
Experience:	144
Treasure:	3d3 gold
Fly:	No
Movement Limit:	Short
Speed:	270
AI Type:	Aggressive
Recovery:	110
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +2	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

WERERAT

Hit Points:	45
Armor Class:	0
Experience:	231
Treasure:	3d3 gold, 35% Level 1 Ring
Fly:	No
Movement Limit:	Short
Speed:	290
AI Type:	Aggressive
Recovery:	100
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	0

GREATER WERERAT

Hit Points:	67
Armor Class:	0
Experience:	375
Treasure:	3d3 gold, 45% Level 2 Ring
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Suicidal
Recovery:	90
Special Action:	None
Attack Bonus:	Disease 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	5d4 +6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	0

CHAPTER 8

Creatures

BESTIAL ANIMALIST

Hit Points:	55
Armor Class:	0
Experience:	299
Treasure:	4d6 gold
Fly:	No
Movement Limit:	Short
Speed:	300
AI Type:	Aggressive
Recovery:	80
Special Action:	None
Attack Bonus:	Disease 1

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d8	No
2	—	—	—	—

BESTIAL SHAPESHIFTER

Hit Points:	79
Armor Class:	0
Experience:	459
Treasure:	5d6 gold, 20% Level 2
Fly:	No
Movement Limit:	Short
Speed:	315
AI Type:	Suicidal
Recovery:	80
Special Action:	None
Attack Bonus:	Disease 2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d8 +2	No
2	—	—	—	—

BESTIAL LYCANTHROPE

Hit Points:	107
Armor Class:	0
Experience:	651
Treasure:	6d6 gold, 20% Level 3
Fly:	No
Movement Limit:	Short
Speed:	325
AI Type:	Suicidal
Recovery:	70
Special Action:	None
Attack Bonus:	Disease 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	4d8 +4	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	5
Water:	5
Earth:	5
Mind:	5
Spirit:	5
Body:	5
Light:	0
Dark:	0
Physical:	5

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	10
Water:	10
Earth:	10
Mind:	10
Spirit:	10
Body:	10
Light:	0
Dark:	0
Physical:	10

Will 'O Wisps

DANCING LIGHT

Hit Points:	67
Armor Class:	11
Experience:	375
Treasure:	10d15 gold, 25% Level 2 Gem
Fly:	Yes
Movement Limit:	Free
Speed:	240
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Light	8d4	Light
2	—	—	—	—

WISP

Hit Points:	121
Armor Class:	14
Experience:	759
Treasure:	10d15 gold, 25% Level 3 Gem
Fly:	Yes
Movement Limit:	Free
Speed:	260
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Light	14d4	Light
2	—	—	—	—

WILL 'O WISP

Hit Points:	258
Armor Class:	19
Experience:	1,824
Treasure:	10d15 gold, 25% Level 4 Gem
Fly:	Yes
Movement Limit:	Free
Speed:	280
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	None

Attack	Attack%	Type	Damage	Missile
1	—	Light	20d4	Light
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	5
Air:	0
Water:	0
Earth:	0
Mind:	Immune
Spirit:	0
Body:	0
Light:	Immune
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	10
Air:	5
Water:	0
Earth:	5
Mind:	Immune
Spirit:	0
Body:	0
Light:	Immune
Dark:	0
Physical:	0

Spell	Type	Attack%
1	—	—
2	—	—

Resistances

Fire:	15
Air:	10
Water:	5
Earth:	10
Mind:	Immune
Spirit:	5
Body:	5
Light:	Immune
Dark:	0
Physical:	0

CHAPTER 8 Creatures

Wyverns

WYVERN	
Hit Points:	93
Armor Class:	14
Experience:	551
Treasure:	10d15 gold
Fly:	Yes
Movement Limit:	Free
Speed:	250
AI Type:	Normal
Recovery:	80
Special Action:	None
Attack Bonus:	Poison 2

Attack	Attack%	Type	Damage	Missile
1	—	Physical	7d6	No
2	—	—	—	—

HORNED WYVERN	
Hit Points:	162
Armor Class:	28
Experience:	1,064
Treasure:	10d20 gold
Fly:	Yes
Movement Limit:	Long
Speed:	280
AI Type:	Aggressive
Recovery:	70
Special Action:	None
Attack Bonus:	Poison 3

Attack	Attack%	Type	Damage	Missile
1	—	Physical	9d6	No
2	—	—	—	—

ANCIENT WYVERN	
Hit Points:	247
Armor Class:	42
Experience:	1,739
Treasure:	10d30 gold
Fly:	Yes
Movement Limit:	Medium
Speed:	320
AI Type:	Suicidal
Recovery:	60
Special Action:	None
Attack Bonus:	Dead

Attack	Attack%	Type	Damage	Missile
1	—	Physical	12d6	No
2	—	—	—	—

Spell	Type	Attack%
1	—	—
2	—	—

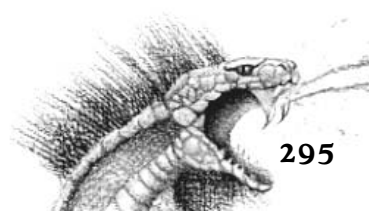
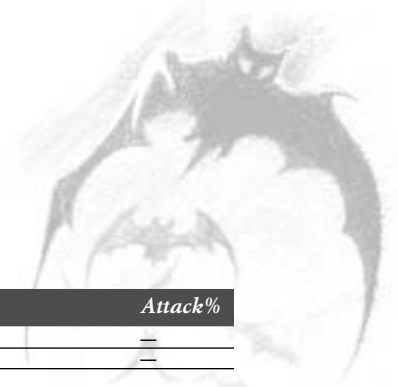
Resistances	
Fire:	0
Air:	0
Water:	0
Earth:	0
Mind:	0
Spirit:	0
Body:	0
Light:	0
Dark:	0
Physical:	15

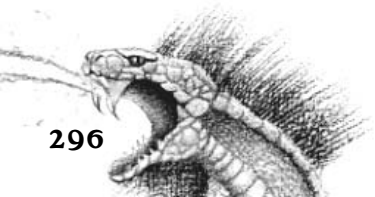
Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	5
Air:	0
Water:	5
Earth:	0
Mind:	5
Spirit:	0
Body:	5
Light:	0
Dark:	0
Physical:	20

Spell	Type	Attack%
1	—	—
2	—	—

Resistances	
Fire:	10
Air:	5
Water:	10
Earth:	5
Mind:	10
Spirit:	5
Body:	10
Light:	0
Dark:	0
Physical:	25





C H A P T E R

9



Inventory Items

This chapter contains listings of all the equipment that your characters can use during their adventures. Quest Items—those items that don't affect your characters' abilities to adventure, but rather are the objects of quests—are covered in the sections that deal with completing quests in Chapter 6.

Item Statistics

Treasure Level

Although *Might and Magic VIII's* game designers had the ability to place specific items at specific locations, most of the equipment you'll find is randomly generated based on its type (such as sword, armor, or potion), and its treasure level. Generally, the tougher the dungeon you're in, the higher the treasure level of the items you'll find in it.

An item's treasure level also affects how likely it is to have a magical enchantment. Enchantments give items special abilities and increase their value. Artifacts, Relics, and Special items are not generated randomly. They already have special properties, and therefore can't receive additional enchantments.

Base Value

The base value is the worth of a nonenchanted item.

Toughness

Various attacks have a chance to break items your characters are using or carrying. The higher an item's toughness is, the less likely it is to break. Relics are tougher than normal items. Artifacts and Special items are tougher still.

ID/Repair

This value is used in calculations with the Identify Item and Repair Item skills. The higher an item's Identify/Repair value, the more difficult it is to identify or repair. For more information, see Chapter 4.

Hand(s)

This statistic is listed for Axes and Swords, both of which can be either one- or two-handed weapons. If a weapon must be used with two hands, then the character using it can't carry a shield or second weapon.

Base Damage

This statistic is listed for weapons. It is how much damage the weapon does before any bonuses are applied.

Dmg/Att Bonus

This statistic is listed for weapons, and stands for “Damage and Attack Bonus.” This value is how much the weapon adds to a character’s chance to hit with the weapon (Attack Bonus) and to the amount of damage done by the weapon when it hits (Damage Bonus).

Armor Class

This statistic is listed for items of armor. It represents how much wearing the item adds to a character’s Armor Class. The higher the number, the more protection provided by the item.

Charges

This value is listed for wands. Wands cast spells; each time you use a wand, a charge is spent. When a wand’s charges reach zero, the wand disappears. This number is the maximum number of charges a wand can have.

Description

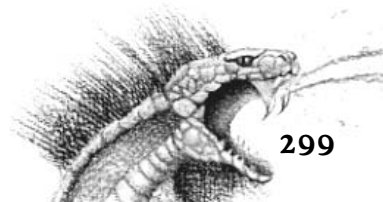
When you right-click on an item, the game displays some descriptive text. This text is duplicated for each item here. Some Special items have additional notes in their descriptions explaining their particular powers.


Weapons

Your characters must have the proper skill to use a particular weapon. Weapons are listed in this section grouped by the skill needed to use them. Weapons of the same skill class all have the same base Recovery rate for their attacks. This information is given for each skill class.

Swords (Sword Skill)

Swords may be either one- or two-handed. Two-handed swords tend to do more damage, but preclude the use of a shield or second weapon. Sword attacks have a base Recovery rate of 90.






Longsword

Treasure Level:	1-3
Base Value:	50
Toughness:	8
ID/Repair:	1
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	0

Description: Produced in great numbers, these slightly overbalanced swords are the arms of militiamen across the land.

Trollish War Sword



Treasure Level:	2-4
Base Value:	200
Toughness:	8
ID/Repair:	3
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	3

Description: Though of primitive craftsmanship, the great weight of this weapon's blade gives it excellent striking power.

Dark Elven Longsword

Treasure Level:	3-5
Base Value:	350
Toughness:	8
ID/Repair:	6
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	6

Description: The weapon of a merchantman from the Dark Elven city of Alvar. Its wavy edged blade holds a good edge.

Templar's Sword

Treasure Level:	4-5
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Base Value:	500
Toughness:	8
ID/Repair:	9
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	9

Description: A sword for a true swordsman. Its lack of ornamentation bespeaks of the singular purpose of its design.

Champion's Sword

Treasure Level:	5–6
Base Value:	650
Toughness:	8
ID/Repair:	12
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	12

Description: These are made exclusively for members of the Jadamen Order of the Blade. Since by tradition they are buried with their fallen wielders on hallowed and guarded grounds, they are rare articles indeed.

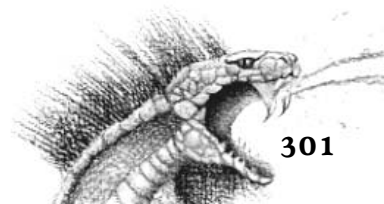
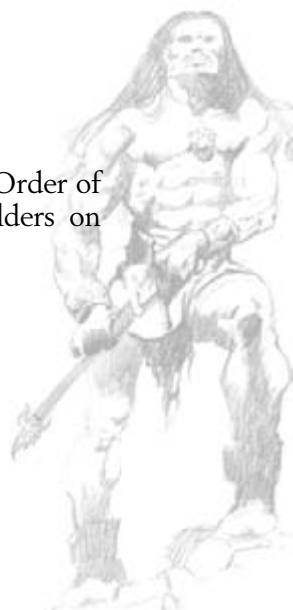
Two-Handed Sword


Treasure Level:	1–3
Base Value:	400
Toughness:	8
ID/Repair:	1
Hands:	Two
Base Damage:	4d5
Dmg/Att Bonus:	0

Description: This blade's great weight and length give its blows greater reach and damage. Otherwise, it is unexceptional in quality.

Dark Elven Bastard Sword

Treasure Level:	2–4
Base Value:	500






Toughness:	8
ID/Repair:	4
Hands:	Two
Base Damage:	4d5
Dmg/Att Bonus:	2

Description: Often carried by Elven caravan guards, these slightly under-proportioned blades are nearly, but not quite, light enough to brandish single-handedly.


Minotaur Battlesword



Treasure Level:	3–5
Base Value:	800
Toughness:	8
ID/Repair:	7
Hands:	Two
Base Damage:	4d5
Dmg/Att Bonus:	6

Description: Only those possessed of great strength and balance can gracefully swing these mighty blades let alone control them in the heat of combat.

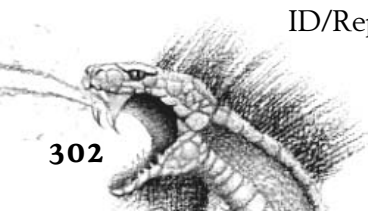
Dragonning Blade



Treasure Level:	4–5
Base Value:	1,250
Toughness:	8
ID/Repair:	9
Hands:	Two
Base Damage:	4d5
Dmg/Att Bonus:	9

Description: A deep biting, perfectly balanced weapon designed for one purpose—the slaying of dragons.

Headsman's Reaver



Treasure Level:	5–6
Base Value:	2,000
Toughness:	8
ID/Repair:	13

Hands: Two

Base Damage: 4d5

Dmg/Att Bonus: 12

Description: Crafted from purified erudine alloy and then tempered in a pool of roiling lava, this sword's practically undullable and perfectly balanced blade backs up its intimidating appearance.

Iron Broadsword

Treasure Level: 1-3

Base Value: 100

Toughness: 8

ID/Repair: 1

Hands: One

Base Damage: 3d4

Dmg/Att Bonus: 0

Description: Some swordsmen swear that the soft metal of an iron sword gives them certain combat advantages. Those swordsmen never seem to be very old.

Trollish Claymore

Treasure Level: 2-4

Base Value: 300

Toughness: 8

ID/Repair: 4

Hands: One

Base Damage: 3d4

Dmg/Att Bonus: 2

Description: Though of primitive design and craftsmanship, these Troll forged weapons are effective in strong hands.

Lizardman Broadsword

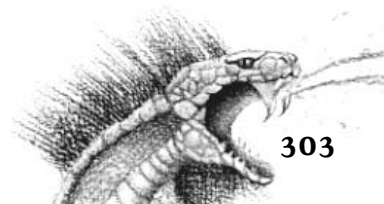
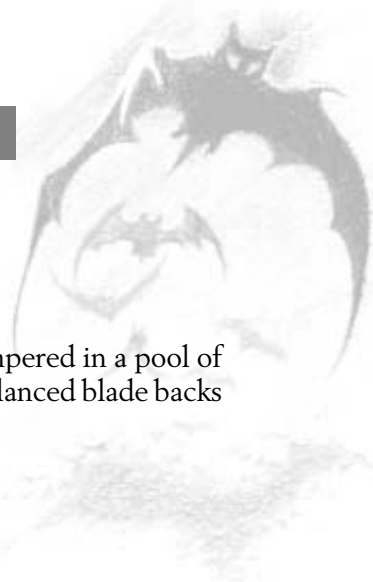
Treasure Level: 3-5


Base Value: 600

Toughness: 8

ID/Repair: 7

Hands: One





Base Damage: 3d4
Dmg/Att Bonus: 6
Description: The Lizardmen produce a weapon capable of giving sturdy service.

Knightly Broadsword

Treasure Level: 4-5
Base Value: 800
Toughness: 8
ID/Repair: 9
Hands: One
Base Damage: 3d4
Dmg/Att Bonus: 9

Description: The weight of this sword's untapered blade would make it unwieldy if not for its exacting counterbalance.



Archangel Broadsword

Treasure Level: 5-6
Base Value: 1,100
Toughness: 8
ID/Repair: 13
Hands: One
Base Damage: 3d4
Dmg/Att Bonus: 12

Description: This blade of pure erudine steel can cut armor like butter and gleams with a starlight glow. There are finer swords available, but their numbers can be counted on a single hand.

Rusty Cutlass

Treasure Level: 1-3
Base Value: 40
Toughness: 7
ID/Repair: 1
Hands: One
Base Damage: 2d4
Dmg/Att Bonus: 0

CHAPTER 9

Inventory Items

Description: This weapon may once have been of some quality, though it would be hard to tell through the apparent years of corrosion.

Goblin Scimitar

Treasure Level:	2-4
Base Value:	290
Toughness:	7
ID/Repair:	3
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	2

Description: After the Gowdar Deep Goblins were wiped off the face of Jadame in the Goblin-Ogre Wars, thousands of these weapons appeared on the common market.

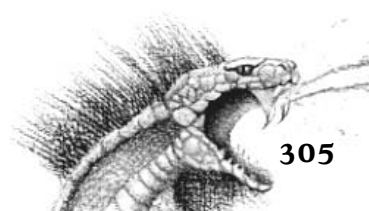
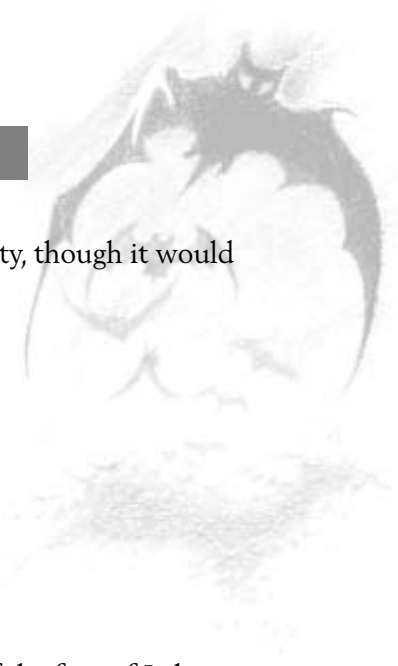
Regnan Cutlass


Treasure Level:	3-5
Base Value:	590
Toughness:	7
ID/Repair:	5
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	6

Description: Issued to Regnan seamen as a basic side arm, these blades have gained a sturdy reputation.

Regnan Falchion

Treasure Level:	4-5
Base Value:	750
Toughness:	7
ID/Repair:	9
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	8





Description: The extremely forward balance of this weapon's blade gives it extra striking power, but requires great strength and skill from its wielder.

Captain's Cutlass

Treasure Level:	5-6
Base Value:	1,100
Toughness:	7
ID/Repair:	12
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	11

Description: Given to Regnan captains upon gaining their first command, these superior weapons help them to dominate their foes and subordinates.



Elsenrail

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	3d3
Dmg/Att Bonus:	14

Description: (Accuracy +40, 10-20 points of Light damage) The Forge of Chaos was destroyed in the making of the Swords of Balance. Legend says the Blade of Light, Elsenrail, and the Blade of Dark, Glomenthal, will play major roles in the last act of the universe.

Glomenthal

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	3d3
Dmg/Att Bonus:	14

CHAPTER 9 Inventory Items

Description: (Might +40, 10–20 points of Dark damage) The Forge of Chaos was destroyed in the making of the Swords of Balance. Legend says the Blade of Light, Elsenrail, and the Blade of Dark, Glomenthal, will play major roles in the last act of the universe.

Terminus

Treasure Level:	Artifact
Base Value:	15,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	3d4
Dmg/Att Bonus:	14

Description: (Armsmaster skill +7, Air Resistance +30) As a child, before he carved his barbarian kingdom in Vori, Lars Eilief found this sword deep in an ice cave. When he died, it was set adrift with him on his funeral barge. How it ended up in Jadame is a mystery.

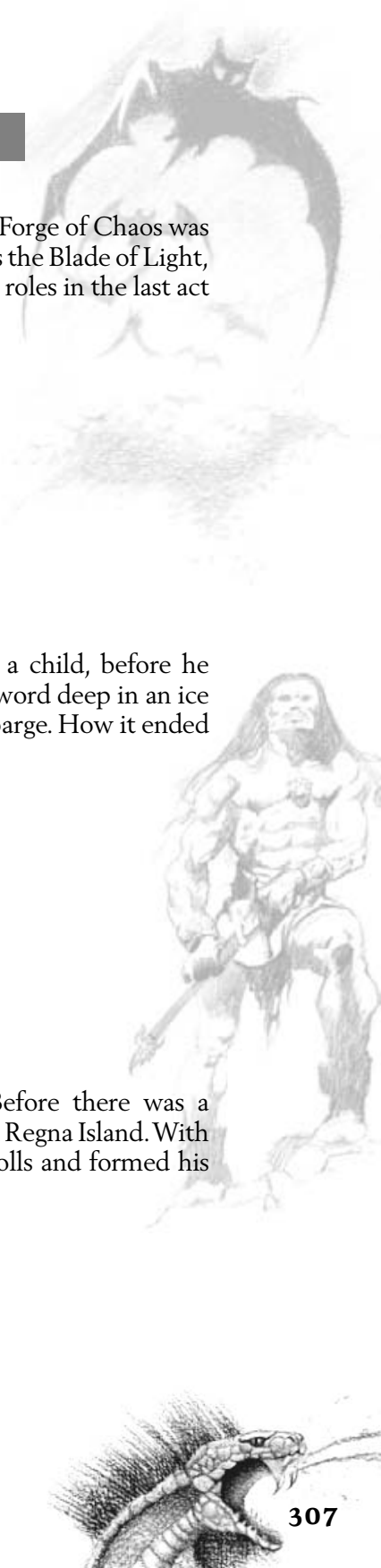
Judicious Measure


Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	2d4
Dmg/Att Bonus:	13

Description: (Endurance +40, Luck +40, Ogre Slaying) Before there was a Regnan Empire, the ancestors of the Trolls of Ironsand lived on Regna Island. With this blade and a horde of sea raiders, Hareck I ousted the Trolls and formed his pirate nation.

Snake

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30






Hand(s): One
 Base Damage: 3d4
 Dmg/Att Bonus: 12

Description: (Slows target, Water Resistance -50, Personality -15) The pommel of this sword is gruesomely butted by a shrunken Medusa's head. Though greatly diminished, the Medusa's power flows along Snake's blade and into its targets—a good design, but poorly implemented, for some of the negative energies flow into the sword's wielder as well.

Havoc



Treasure Level: Relic
 Base Value: 30,000
 Toughness: Relic
 ID/Repair: 30
 Hand(s): One
 Base Damage: 3d3
 Dmg/Att Bonus: 15

Description: (Speed +70, Accuracy +70, Armor Class -20) Havoc's enchantment makes it able to readily defeat any target's defenses. Unfortunately, its aggressive spirit makes it indifferent to parrying movements.

Finality

Treasure Level: Relic
 Base Value: 30,000
 Toughness: Relic
 ID/Repair: 30
 Hand(s): Two
 Base Damage: 4d5
 Dmg/Att Bonus: 15

Description: (10–20 points of Fire damage, Slow, Speed -20) When the arch-assassin Demetri Razen was finally brought to justice, it was found that his skin was granted unusual hardness by a permanent enchantment. Normal blades would not cut him, so Finality was forged to deliver the death blow sentenced by the Enrothian courts.

Sword of Whistlebone

Treasure Level:	Special
Base Value:	0
Toughness:	Special
ID/Repair:	0
Hand(s):	Two
Base Damage:	4d5
Dmg/Att Bonus:	12

Description: Quest Item. That the Whistlebones would settle upon such a fierce weapon for their heirloom speaks much of their commitment to the family business of Dragon hunting.

Daggers (Dagger Skill)

Daggers don't do very much damage, but are faster than any other hand-to-hand weapon (Recovery rate of 60). At higher levels of skill expertise, characters gain a dual weapon attack ability and damage bonuses that make this weapon class very effective.

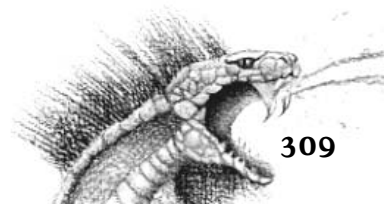
Crude Dagger

Treasure Level:	1-3
Base Value:	8
Toughness:	6
ID/Repair:	1
Hands:	One
Base Damage:	2d2
Dmg/Att Bonus:	0

Description: As much a cutting tool and eating implement as a weapon, this dagger of soft steel will take an edge, but will lose it through very little use.

Crystal Dagger

Treasure Level:	2-4
Base Value:	100
Toughness:	6
ID/Repair:	2
Hands:	One
Base Damage:	2d2






Dmg/Att Bonus: 2

Description: These daggers are often carried by members of the Necromancer's Guild. The crystals used for the blades are found in the Shadowspire mountains. They are incredibly sharp, but have a tendency to shatter.

Merchantman's Dagger

Treasure Level: 3–5
Base Value: 150
Toughness: 6
ID/Repair: 4
Hands: One
Base Damage: 2d2
Dmg/Att Bonus: 3

Description: This dagger is a typical example of those produced by the weapon-smiths of Alvar. It is made of hardened steel and has excellent balance.



Master's Dagger

Treasure Level: 4–5
Base Value: 250
Toughness: 6
ID/Repair: 6
Hands: One
Base Damage: 2d2
Dmg/Att Bonus: 5

Description: Daggers of this quality are rare indeed. Made of erudine and rare woods, finished in gold, and set with a sizable ruby, this would be a rich man's extravagance if it were not also so effective a weapon.

Fanged Blade

Treasure Level: 5–6
Base Value: 300
Toughness: 6
ID/Repair: 9
Hands: One
Base Damage: 2d2
Dmg/Att Bonus: 6

Description: The grip on this blade has clearly been rewrapped many times. It is said that such blades were used by the first Vampires who appeared millennia before the Silence. Could this possibly be one of those ancient weapons?

Long Dagger

Treasure Level:	1–3
Base Value:	15
Toughness:	7
ID/Repair:	1
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	0

Description: With a blade in length between sword and dagger, these weapons are meant for the knife fighter who desires a bit of extra reach. This particular weapon is of mediocre workmanship in soft steel.

Alvarian Poignard

Treasure Level:	2–4
Base Value:	200
Toughness:	7
ID/Repair:	4
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	2

Description: At many social functions in Alvar, it is deemed inappropriate to carry a sword. It is common for Elven warriors to carry a smaller blade in case things become uncivil.

Regnan Fighting Knife

Treasure Level:	3–5
Base Value:	350
Toughness:	7
ID/Repair:	7
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	4

Description: Not wishing to be encumbered by a shield, many Regnan Pirate raiders fight with a cutlass in one hand and one of these shorter blades in the other.

Twilight Kris

Treasure Level:	4-5
Base Value:	500
Toughness:	7
ID/Repair:	9
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	6

Description: This wavy bladed long dagger of the best quality steel is the product of the Twilight weaponsmiths. The bat wing guard set with a blood red ruby marks it as the weapon of a Vampire.

Dueling Long Dagger

Treasure Level:	5-6
Base Value:	790
Toughness:	7
ID/Repair:	12
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	7

Description: While they present a united front to the rest of the world, there is much internal strife among the Vampires of Shadowspire. By custom, very serious differences are settled in battle using these deadly blades of exquisite craftwork.

Foulfang

Treasure Level:	Relic
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hands:	One
Base Damage:	2d3
Dmg/Att Bonus:	10

Description: (Vampiric, 10 points of Poison damage, Vampire) At the conclusion of the Vampires' War of the Chalice, Korbu exacted horrific retribution on his defeated enemy, Calden Fain. It is better for the world that knowledge of the necromantic arts which rendered Fain—body and soul—into this living blade, is lost.

Blade of Mercy

Treasure Level: Relic
 Base Value: 30,000
 Toughness: Relic
 ID/Repair: 30
 Hand(s): One
 Base Damage: 2d2
 Dmg/Att Bonus: 15


Description: (Might +40, 4–10 points Electrical damage, Accuracy -40, Necromancer) Though generally considered unfashionable among current necromantic customs, live sacrifice was once widely practiced. To reduce the cruelty inflicted on his victims, the Necromancer Ferredine the Merciful created a blade capable of bringing about a quicker and less suffered end.

Axes (Axe Skill)

Axes do good damage, but are a bit on the slow side (Recovery 100). Axes come in one- and two-handed varieties. The two-handed poleaxes are particularly fierce weapons.

Stone Axe

Treasure Level: 1–3
 Base Value: 30
 Toughness: 5
 ID/Repair: 1
 Hands: One
 Base Damage: 4d2
 Dmg/Att Bonus: 0



Description: Not much more than fire-hardened sticks lashed to sharp stones, these crude implements make for poor tools and weapons.

Battle Hatchet

Treasure Level:	2–4
Base Value:	100
Toughness:	5
ID/Repair:	2
Hands:	One
Base Damage:	4d2
Dmg/Att Bonus:	2

Description: Often carried by mounted knights as a secondary arm, battle hatchets are preferred by some who carry them to the exclusion to any sword.



Battleaxe

Treasure Level:	3–5
Base Value:	250
Toughness:	5
ID/Repair:	4
Hands:	One
Base Damage:	4d2
Dmg/Att Bonus:	5

Description: These heavy axes are meant to be carried one-handed for use against both armored and unarmored foes.

Dwarven Battleaxe

Treasure Level:	4–5
Base Value:	550
Toughness:	5
ID/Repair:	6
Hands:	One
Base Damage:	4d2
Dmg/Att Bonus:	8

Description: While the blacksmiths of the Jadamean Dark Dwarves are not as skilled as their Jadamen counterparts, they still produce a product superior to most of what is otherwise available.

Minotaur Battleaxe

Treasure Level:	5–6
Base Value:	775
Toughness:	5
ID/Repair:	9
Hands:	One
Base Damage:	4d2
Dmg/Att Bonus:	11

Description: Forged by the Minotaurs for their wars with the Ogres, these axes are forged of a secret alloy formula. Their edges are difficult to dull and even harder to sharpen.

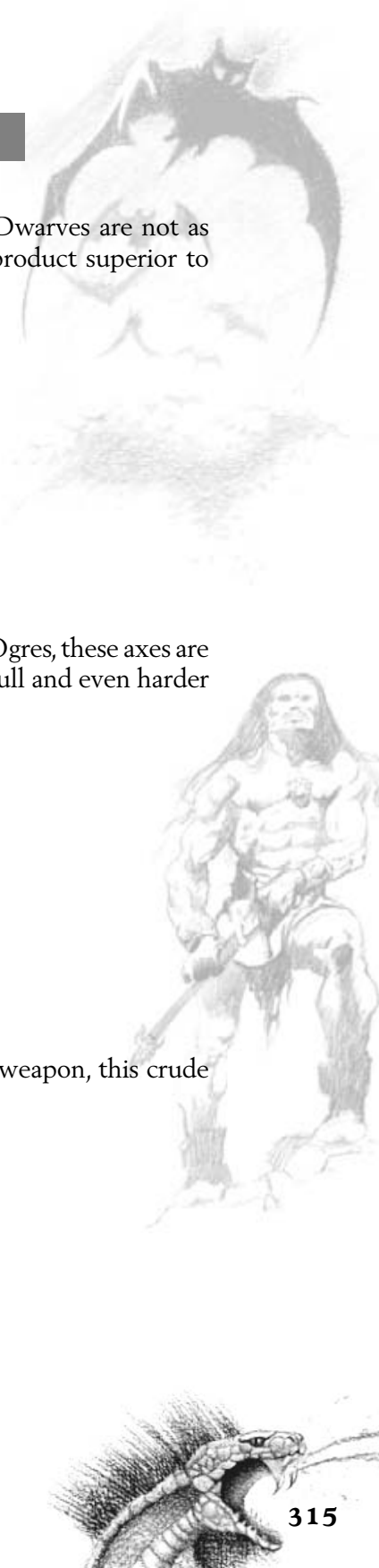
Two-Handed Axe

Treasure Level:	1–3
Base Value:	225
Toughness:	6
ID/Repair:	1
Hands:	Two
Base Damage:	3d7
Dmg/Att Bonus:	0

Description: As much an implement for working wood as a weapon, this crude axe can still deliver a telling blow.

Footman's Axe

Treasure Level:	2–4
Base Value:	450
Toughness:	6
ID/Repair:	4
Hands:	Two
Base Damage:	3d7



Dmg/Att Bonus: 2

Description: Capable of splitting armor, these two-handed axes are a favorite among soldiers facing mounted knights.

Minotaur War Axe

Treasure Level: 3–5

Base Value: 900

Toughness: 6

ID/Repair: 7

Hands: Two

Base Damage: 3d7

Dmg/Att Bonus: 5

Description: These two-handed axes are commonly used by Minotaurs who have the strength necessary to handle their great weight.



Elite Minotaur Axe

Treasure Level: 4–5

Base Value: 1,250

Toughness: 6

ID/Repair: 9

Hands: Two

Base Damage: 3d7

Dmg/Att Bonus: 9

Description: These axes of superior workmanship are issued only to members of The Blackened Horn, the elite warriors who guard Minotaur holy sites.

Minotaur Herdsman Axe

Treasure Level: 5–6

Base Value: 1,500

Toughness: 6

ID/Repair: 13

Hands: Two

Base Damage: 3d7

Dmg/Att Bonus: 12

Description: Minotaur herdsmen lead their troops into battle wielding these devastating war axes of superlative balance and workmanship.

Elderaxe

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	4d2
Dmg/Att Bonus:	12

Description: (Might +20, Swift, 6–12 points of Cold damage, Minotaur) When the Dark Dwarves carved the first Minotaur labyrinth into the heart of Mt. Ashenbane they forged this axe for Xaxius, the first herdmaster.

Volcano

Treasure Level:	Artifact
Base Value:	15,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	Two
Base Damage:	3d7
Dmg/Att Bonus:	15

Description: (10–20 points of Fire damage, Fire Resistance +40) The mad artificer, Cornelius of Blackshire, built this axe for the purpose of clearing the trees around his country estate. "A single blow will both fell a tree and render it into firewood!"

Hell's Cleaver

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Hand(s):	One

Base Damage: 4d2

Dmg/Att Bonus: 12

Description: (Might +70, Accuracy +70, Personality -50, Intellect -50) So called because of its power to demonize its wielder. Nevertheless, there are many who would willingly pay the price for the power offered by "Hell's Cleaver."

Axe of Balthazar

Treasure Level: Special

Base Value: 0

Toughness: Special

ID/Repair: 0

Hand(s): Two

Base Damage: 3d7

Dmg/Att Bonus: 15

Description: Quest Item. No Minotaur kings wear a crown. Instead, as their badge of office, they carry great axes of the finest workmanship. This axe was lost when Balthazar was betrayed by the Vori Frost Giants. That it is strongly enchanted is clear; when used in battle its blows deliver both normal damage and impart a numbing bite of freezing cold.

Spears, Halberds, and Tridents (Spear Skill)

Spears are two-handed weapons that may be used one-handed by those with a master Spear skill expertise. When used two-handed, they gain an additional "dice" of damage. For example, the Halberd does 3d6 damage when used one-handed, and 4d6 damage when held in two hands. Recovery for Spear attacks is 80.

Ogre Fighting Stick

Treasure Level: 1-3

Base Value: 15

Toughness: 6

ID/Repair: 1

Hands: One or Two

Base Damage: 1d9

Dmg/Att Bonus: 0

Description: A fire-hardened and sharpened sapling studded with thorns, spears like these are used by Ogre troops for drill and basic combat training.

Steel Spear

Treasure Level:	2–4
Base Value:	50
Toughness:	6
ID/Repair:	3
Hands:	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	2

Description: Basic spears are found stockpiled in the armories of many races, and for good reason—they are effective and deadly weapons. This particular one is of Minotaur origin.


Elven Long Spear

Treasure Level:	3–5
Base Value:	250
Toughness:	6
ID/Repair:	6
Hands:	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	5

Description: The fine craftsmanship and balance of this alloy steel headed spear mark it as the work of the weaponsmiths of Alvar.

War Spear

Treasure Level:	4–5
Base Value:	450
Toughness:	6
ID/Repair:	9
Hands:	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	9



Description: This spear is built for battle. Far too heavy to be wielded by the part-time militiaman, it is built for the professional warrior who prefers the spear to other weapons.

Dragon Harpoon

Treasure Level:	5–6
Base Value:	650
Toughness:	6
ID/Repair:	12
Hands:	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	13

Description: The back-barbed stilt steel head of this weapon is designed to deal grievous damage to even the most ancient of dragons. Naturally, it is the spearfighter's choice for dispatching all foes.



Improvised Voulge

Treasure Level:	1–3
Base Value:	200
Toughness:	6
ID/Repair:	1
Hands:	One or Two
Base Damage:	3d6
Dmg/Att Bonus:	0

Description: This simple poleaxe appears to have been made by attaching the blade of a farm implement to a poorly crafted spear.

Halberd

Treasure Level:	2–4
Base Value:	400
Toughness:	6
ID/Repair:	3
Hands:	One or Two
Base Damage:	3d6

Dmg/Att Bonus: 3

Description: A versatile weapon combining the qualities of an axe and a spear, the halberd is designed to perform in formation and individual close quarter fighting.

Beaked Halberd

Treasure Level: 3–5

Base Value: 700

Toughness: 6

ID/Repair: 5

Hands: One or Two

Base Damage: 3d6

Dmg/Att Bonus: 6

Description: This improved halberd has a spiked blade opposite its axe face to provide both balance and a means of penetrating plate armor.

Minotaur Campaign Pole-axe

Treasure Level: 4–5

Base Value: 1,300

Toughness: 6

ID/Repair: 8

Hands: One or Two

Base Damage: 3d6

Dmg/Att Bonus: 10

Description: When the Minotaurs went to war with the Frost Giants of faraway Vori, their king Balthazar commissioned this polearm to arm his troops. He reportedly said, "Since they will be gone so long, arm them with something versatile."

Labyrinth Grapple

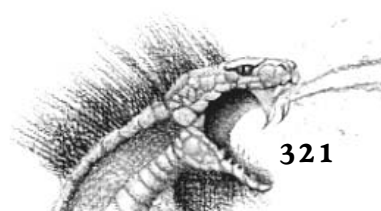
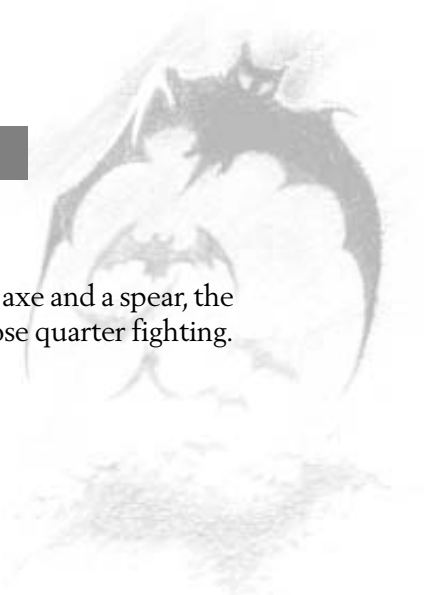
Treasure Level: 5–6

Base Value: 1,600

Toughness: 6

ID/Repair: 11

Hands: One or Two





Base Damage: 3d6

Dmg/Att Bonus: 13

Description: Minotaurs have very little tolerance for intruders in their hallowed mazes. This fact is well evidenced in the attention paid to weapons constructed for the labyrinth guards.

Hayfork

Treasure Level: 1-3

Base Value: 100

Toughness: 6

ID/Repair: 1

Hands: One or Two

Base Damage: 2d6

Dmg/Att Bonus: 0

Description: Though a common farming implement, this hayfork is of sturdy construction and could be an excellent, if improvised, weapon.



Infantry Fork

Treasure Level: 2-4

Base Value: 400

Toughness: 6

ID/Repair: 3

Hands: One or Two

Base Damage: 2d6

Dmg/Att Bonus: 2

Description: A highly specialized piece of equipment intended to equalize contests between foot soldiers and mounted, armored opponents, these modified spears are effective, if slightly clumsy, weapons.

Lizardman Trident

Treasure Level: 3-5

Base Value: 650

Toughness: 6

ID/Repair: 6

Hands: One or Two

Base Damage: 2d6

Dmg/Att Bonus: 6

Description: The blacksmiths on the Dagger Wound Islands craft a wide variety of spearheads. This trident is one of their most unusual designs. The barbed tines cause extra damage during straight thrusting attacks.

Regnan Trident

Treasure Level: 4–5

Base Value: 900

Toughness: 6

ID/Repair: 9

Hands: One or Two

Base Damage: 2d6

Dmg/Att Bonus: 9

Description: No Regnan ship leaves port without a cache of tridents. Boarding attacks against their galleys seldom succeed against massed walls of their erudine tines.

Triton Trident

Treasure Level: 5–6

Base Value: 1,250

Toughness: 6

ID/Repair: 12

Hands: One or Two

Base Damage: 2d6

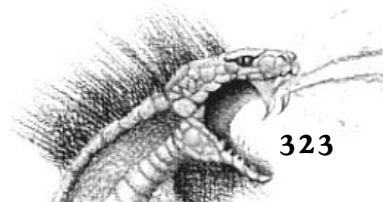
Dmg/Att Bonus: 13


Description: The first thing one notices when first handling this trident is that it is unusually cool to the touch. The second is a sense that the dragon turtle bone tines seem to seek vulnerabilities in their targets' defenses as if guided by an unseen hand.

Wurm Spitter

Treasure Level: Artifact

Base Value: 20,000






Toughness:	Artifact
ID/Repair:	20
Hand(s):	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	14

Description: (Endurance +20, Dragon Slaying, Swift) Arguably the best Dragon Hunter of all times, Sir Ryan Smedly carried this mighty spear with him on all his expeditions, claiming that with it in hand, he could best any Dragon in single combat. This proved true, but nevertheless he was slain by no less than a dozen Dragons who ambushed him at Shadowmarsh Pass.

Guardian



Treasure Level:	Artifact
Base Value:	15,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One or Two
Base Damage:	3d6
Dmg/Att Bonus:	15

Description: (+10 to all attributes, 10–20 points of Body damage) The great Vampire, Korbu, was known to use living men to guard his crypt during daylight hours. Compelled by a spell of enslavement, these sorry souls would walk their rounds carrying these mighty halberds. When Korbu mysteriously vanished, and the Slave spell failed, a few of these weapons appeared in the larger world.

Spiritslayer

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Hand(s):	One or Two
Base Damage:	1d9
Dmg/Att Bonus:	13

Description: (Vampiric, Might +50, Luck -40) Many under the rule of Luthiner the Severe saw the existence of his spear, the Spiritslayer, as proof of the existence of evil. The injuries caused by the spear go beyond the physical as Spiritslayer takes a strike as an opportunity to drink its target's very essence.

Trident of Rulership

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Hand(s):	One or Two
Base Damage:	2d6
Dmg/Att Bonus:	13

Description: (Water Breathing, +70 Water Resistance, -70 Fire Resistance) The Trident of Rulership was never meant to be on dry land, yet when the once mighty, ocean to ocean, Triton empire collapsed, many of its greatest artifacts including those of its royal treasure were looted and made their way to the surface.


Ebonest

Treasure Level:	Special
Base Value:	0
Toughness:	Special
ID/Repair:	0
Hand(s):	One or Two
Base Damage:	2d9
Dmg/Att Bonus:	13

Description: Quest Item. Charles Quixote's personal spear of Dragon Slaying, Ebonest is a fine weapon indeed. When used against a Dragon, it seems to aim unerringly for the chinks between its target's tough scales.

Bows and Crossbows (Bow Skill)

If a character has a bow or crossbow equipped, it is automatically used when you aim for faraway targets. These weapons may not be used on creatures that are standing very close to your party. Bows have a Recovery of 100.



Hunting Bow

Treasure Level:	1-3
Base Value:	200
Toughness:	6
ID/Repair:	1
Hands:	Missile
Base Damage:	5d2
Dmg/Att Bonus:	0

Description: These lightweight bows of simple construction are meant for bringing down small game animals—not for direct combat.



Recurve Bow

Treasure Level:	2-4
Base Value:	300
Toughness:	3
ID/Repair:	3
Hands:	Missile
Base Damage:	5d2
Dmg/Att Bonus:	2

Description: Recurved bowstaves allows an archer to pull a heavier bow than they might otherwise be able to. Greater pull weight means greater arrow speed for increased range and damage.

Snakewood Bow

Treasure Level:	3-5
Base Value:	400
Toughness:	3
ID/Repair:	6
Hands:	Missile
Base Damage:	5d2
Dmg/Att Bonus:	4

Description: The human soldiers of Enroth carry bows made from the native snakewood tree. The strong, flexible wood makes a sturdy bow.

Elven Warbow

Treasure Level:	4–5
Base Value:	500
Toughness:	3
ID/Repair:	9
Hands:	Missile
Base Damage:	5d2
Dmg/Att Bonus:	6

Description: By laminating together layers of wood, steel, and bone the bowsmiths of Alvar have created a bow of perfect balance, strength, and accuracy. The process consumes a lot of time, craft, and expensive materials which explains the steep price.

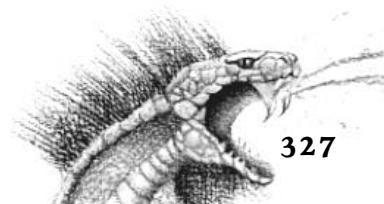
Devilbone Bow


Treasure Level:	5–6
Base Value:	750
Toughness:	3
ID/Repair:	12
Hands:	Missile
Base Damage:	5d2
Dmg/Att Bonus:	7

Description: Dark Elven bowsmiths have discovered that unusual characteristics of the Kreegan spinal column make it the best material for heavy bowstaves. A clever arrangement of composite pulleys make it possible for those of less than superhuman strength to pull these mighty weapons.

Light Crossbow

Treasure Level:	1–3
Base Value:	50
Toughness:	4
ID/Repair:	1
Hands:	Missile
Base Damage:	4d2
Dmg/Att Bonus:	0





Description: Because of their ease of use, crossbows like these are stockpiled in militia armories everywhere. Their low pull strength and mediocre workmanship however, make them only moderately effective.

Blood Drop Crossbow

Treasure Level:	2-4
Base Value:	200
Toughness:	4
ID/Repair:	3
Hands:	Missile
Base Damage:	4d2
Dmg/Att Bonus:	3

Description: A light crossbow of good quality, these weapons feature a grooved table, basic sights, and a smooth releasing nut.



Hunting Crossbow

Treasure Level:	3-5
Base Value:	300
Toughness:	4
ID/Repair:	6
Hands:	Missile
Base Damage:	4d2
Dmg/Att Bonus:	5

Description: Built for use in the field, this medium crossbow is designed for hunting, but is equally effective as a battle weapon.

Caravaner's Crossbow

Treasure Level:	4-5
Base Value:	400
Toughness:	4
ID/Repair:	9
Hands:	Missile
Base Damage:	4d2
Dmg/Att Bonus:	7

Description: The Merchants of Alvar like to see their caravan guards well armed. This well-crafted heavy crossbow has a cranked drawing mechanism.

Regnan Crossbow

Treasure Level:	5–6
Base Value:	550
Toughness:	4
ID/Repair:	12
Hands:	Missile
Base Damage:	4d2
Dmg/Att Bonus:	8

Description: The Pirates of Regna Island have spent centuries perfecting their crossbow design. The resulting weapon has a crystal-lensed sight and bowstaves of pure stalt—which would make the bow impossible to cock if not for the crank draw of erudine.


Longseeker

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	Missile
Base Damage:	5d2
Dmg/Att Bonus:	10

Description: (Accuracy +50, Swift, Bow skill +4) Legends tell of many great archer heroes, but none greater than Brennan Morland of whom it was said once pierced a gold sovereign at 300 paces in an archery tournament. Now, holding his bow you must wonder if the legend owes more to the bow than the man.

Tournament Bow

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Hand(s):	Missile



Base Damage: 5d2

Dmg/Att Bonus: 10

Description: (Accuracy +100, Bow skill +5, Armor Class -20) This bow was built to the specifications of the great Elven tournament archer, Terin Tourfeather. More concerned with fancy shooting than with the realities of the battlefield, the bow's detrimental effects were of no concern to Tourfeather—more workaday wielders should pay more heed.

Lightning Crossbow

Treasure Level: Relic

Base Value: 30,000


Toughness: Relic

ID/Repair: 30

Hand(s): Missile

Base Damage: 4d2

Dmg/Att Bonus: 12



Description: (Swift, Accuracy -50, Dark Elf) An ingenious combination of the mechanical and magical went into the creation of this self-cocking crossbow which launches its quarrels with incredible force. That the same launching force causes it to kick like a mule means only the most skilled can use it to any good effect.

Noblebone Bow

Treasure Level: Special

Base Value: 15,000

Toughness: Special

ID/Repair: 30

Hand(s): Missile

Base Damage: 5d4

Dmg/Att Bonus: 12

Description: Bows of Kreegan bone are highly sought after; the material is strong and takes enchantments easily. The most sought after bone comes from Kreegans of the devil race's former ruling class.

Maces, Flails, and Clubs (Mace Skill)

Weapons in this category have good Recovery (80) and do medium damage (except for clubs, which do poor damage). At higher levels of expertise, they can stun or even paralyze their opponents.

Mace

Treasure Level:	1–3
Base Value:	50
Toughness:	6
ID/Repair:	1
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	0

Description: A slight improvement over the common club, maces are better balanced, more durable, and deliver greater damage.

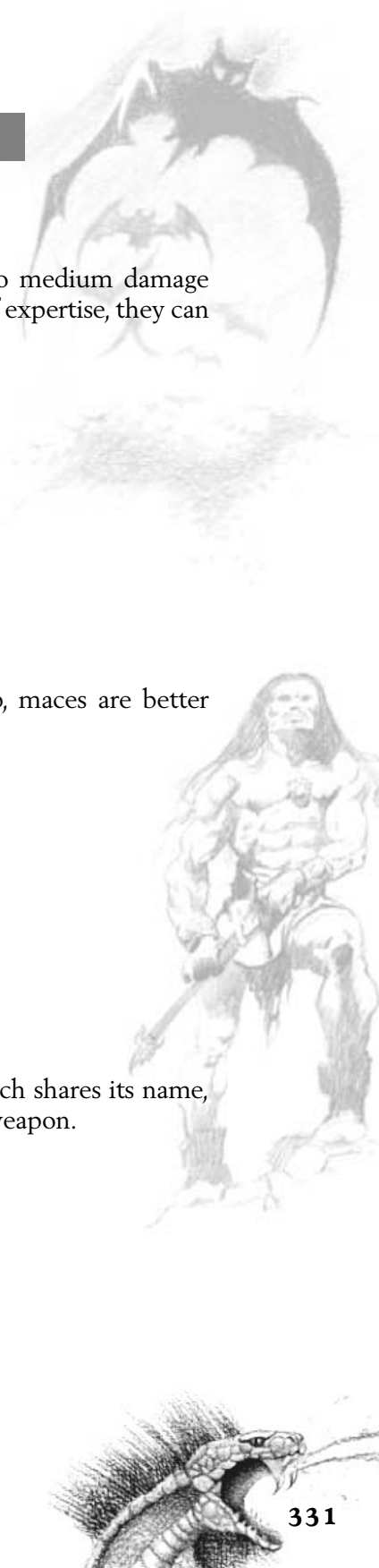
Flail

Treasure Level:	2–4
Base Value:	150
Toughness:	6
ID/Repair:	3
Hands:	One
Base Damage:	2d4
Dmg/Att Bonus:	2

Description: Though evolved from the farm implement which shares its name, the flail's great reach and striking power make it a fearsome weapon.

Temple Mace

Treasure Level:	3–5
Base Value:	300
Toughness:	6
ID/Repair:	6
Hands:	One
Base Damage:	2d4





Dmg/Att Bonus: 5

Description: The sunray corona circling the head of this well made mace serves as a devotional declaration for Temple of the Sun clerics; it also greatly increases the damage of its blows.

Reverend Sceptre

Treasure Level: 4-5

Base Value: 450


Toughness: 6

ID/Repair: 9

Hands: One

Base Damage: 2d4

Dmg/Att Bonus: 7



Description: As much a symbol of office as weapon, these finely crafted maces are carried by inner circle Sun Temple priests. Its highly decorated shaft belies the effectiveness of the gilded erudine-steel head.

Trollish War Mace

Treasure Level: 5-6

Base Value: 600

Toughness: 6

ID/Repair: 12

Hands: One

Base Damage: 2d4

Dmg/Att Bonus: 11

Description: While most races have concentrated on developing bladed weapons, the Trolls have always been content to refine the simple bludgeon. This brutal weapon forged of a single piece of stalt alloy is the finest example of their craft.

Sledgehammer

Treasure Level: 1-3

Base Value: 120

Toughness: 6

ID/Repair: 1

Hands: One

Base Damage: 2d5

Dmg/Att Bonus: 0

Description: This hammer is more a construction tool than a weapon. Still, it could deliver a telling, if clumsy, blow.

Field Hammer

Treasure Level: 2–4

Base Value: 300

Toughness: 6

ID/Repair: 3

Hands: One

Base Damage: 2d5

Dmg/Att Bonus: 3

Description: This hammer was designed as secondary infantry arm designed to finish off armored opponents who have fallen to the ground.

Warhammer

Treasure Level: 3–5

Base Value: 450

Toughness: 6

ID/Repair: 5

Hands: One

Base Damage: 2d5

Dmg/Att Bonus: 6

Description: An improved version of the field hammer, this weapon is heavier, better balanced, and more durable. While it requires strength to wield, it is a terrible sight to armored and unarmored foes alike.

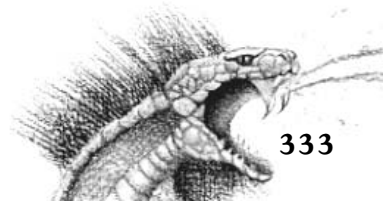
Sun Hammer

Treasure Level: 4–5

Base Value: 650

Toughness: 6

ID/Repair: 8





Hands: One
 Base Damage: 2d5
 Dmg/Att Bonus: 9

Description: Clerics of the Sun are prohibited from using bladed weapons. That they carry such fine warhammers is the natural result of this restriction. As an added measure of devotion, a reverse image of their sun symbol is embossed on the striking face

Trollish Maul

Treasure Level: 5-6
 Base Value: 890
 Toughness: 6
 ID/Repair: 12
 Hands: One
 Base Damage: 2d5
 Dmg/Att Bonus: 12

Description: It is necessary to handle this weapon to appreciate its perfect grip and balance. The hammer's head is carved from a single mineral crystal. Trollish weaponsmiths spend a lifetime mastering the shaping technique to produce a head that retains incredible hardness without being shatter prone.



Club

Treasure Level: 1-3
 Base Value: 1
 Toughness: 3
 ID/Repair: 0
 Hands: One
 Base Damage: 1d3
 Dmg/Att Bonus: 0

Description: A wooden head and handle studded with short iron spikes, the simple club's best attribute is that it can be constructed from found materials.

Thornbark Club

Treasure Level: 1-4
 Base Value: 100



Toughness:	3
ID/Repair:	2
Hands:	One
Base Damage:	1d3
Dmg/Att Bonus:	3

Description: The Trolls of the Ironsand Desert make these clubs by fire-hardening the fantastically tough root wood of the thornbark tree.

Overlord's Club

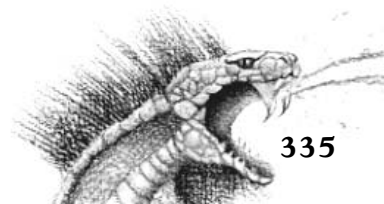
Treasure Level:	3-5
Base Value:	350
Toughness:	3
ID/Repair:	5
Hands:	One
Base Damage:	3d3
Dmg/Att Bonus:	6


Description: Troll tribal chieftains must win their position through trial by combat. The winner keeps his club as a symbol of office. The losers' clubs often find their way into the weapon marketplace.

Breaker

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Hand(s):	One
Base Damage:	3d3
Dmg/Att Bonus:	12

Description: (Might +20, Endurance +20, 10-20 points of Body damage) Trollish folklore is full of the fables of Sevenstrong Burlfist who with Biter, his faithful wolf companion, and his mighty club, Breaker, endlessly quested for the Silver Rose. Fables?





Mace of the Sun

Treasure Level:	Special
Base Value:	12,000
Toughness:	Special
ID/Repair:	0
Hand(s):	One
Base Damage:	3d4
Dmg/Att Bonus:	7

Description: Though at first it appears to be the same type of mace carried by Sun Temple clerics everywhere, this item seems to thrum with conflicting energies.

Staves (Staff Skill)

Staves are slow (Recovery 100) and do medium damage at best, but they're among the best weapons for Necromancers.



Journey Staff

Treasure Level:	1-3
Base Value:	40
Toughness:	3
ID/Repair:	1
Hands:	Two
Base Damage:	2d4
Dmg/Att Bonus:	0

Description: Many dangers face the Jadamean traveler. Even the least battle-minded carry some sort of weapon. These iron ended walking sticks are a common choice.

Orb Staff

Treasure Level:	2-4
Base Value:	150
Toughness:	3
ID/Repair:	3
Hands:	Two
Base Damage:	2d4

Dmg/Att Bonus: 2

Description: This staff is topped with a head of polished turquoise to give it greater striking force.

Priestly Staff

Treasure Level: 3–5

Base Value: 250

Toughness: 3

ID/Repair: 5

Hands: Two

Base Damage: 2d4

Dmg/Att Bonus: 4

Description: This finely decorated staff is the product of Lizardman craft. Wrapped with exotic leathers, and ended with a bronze footcap and striker, these staves are carried by Lizardman priests as a symbol of station.

Serpent Staff

Treasure Level: 4–5

Base Value: 400

Toughness: 3

ID/Repair: 8

Hands: Two

Base Damage: 2d4

Dmg/Att Bonus: 6

Description: These rare staves may appear unwieldy, but they are the product of sorcery. In combat they flex with animal intelligence to work in blows through their targets' defenses.

Bone Staff

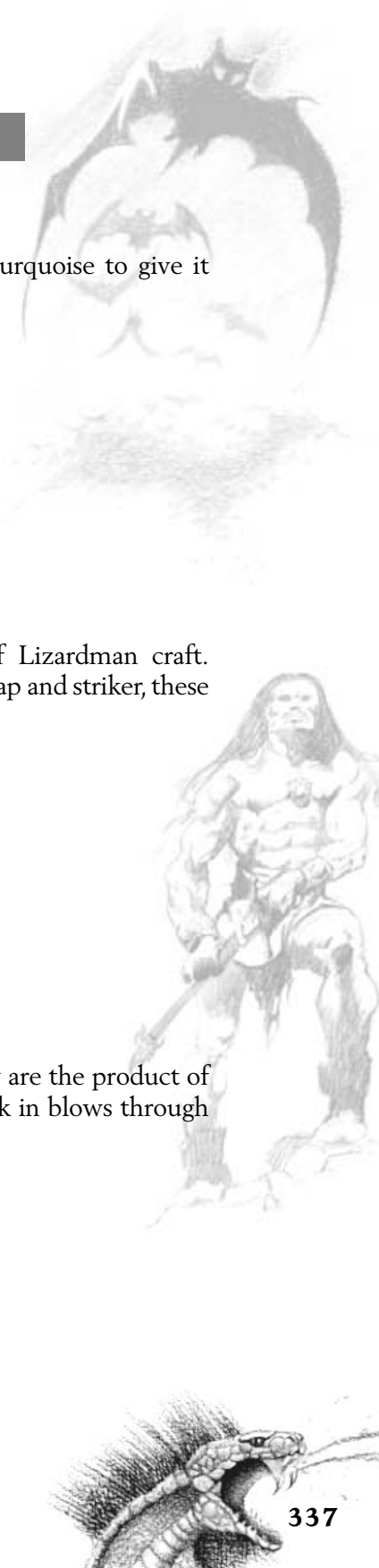
Treasure Level: 5–6

Base Value: 600

Toughness: 3

ID/Repair: 12

Hands: Two



Base Damage: 2d4
Dmg/Att Bonus: 8

Description: Fashioned from the spinal bones of Wyverns and crowned by a Dragon's lower spikeplate, these staves are the product of necromantic weapon-craft. It is unusual to find one of these deadly weapons that is not also carrying a powerful enchantment.

Scepter of Kings

Treasure Level: Artifact
Base Value: 20,000
Toughness: Artifact
ID/Repair: 20
Hand(s): One
Base Damage: 2d4
Dmg/Att Bonus: 14

Description: (Personality +40, Regenerate Hit Points) Uri Hossana, King of the Western Elves, also called "The Drunken King," was deposed the day he carelessly misplaced his scepter of office while on a hunting trip. This proved to be the last blunder of an incapable ruler. His advisors relieved him of his crown and left him to fend for himself in the Howling Marsh. He was never seen again.

Staff of the Swamp

Treasure Level: Artifact
Base Value: 20,000
Toughness: Artifact
ID/Repair: 20
Hand(s): Two
Base Damage: 3d4
Dmg/Att Bonus: 10

Description: (of Shielding; Immune to Disease, Paralysis, and Poison) Nemerit, an otherwise unremarkable witch of the last era, was renowned for her staff artificing skill. She created a staff for every conceivable use. It is said she carried this staff on reagent collecting trips into the swamplands.

CHAPTER 9 Inventory Items

Staff of Elements

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Hand(s):	Two
Base Damage:	2d4
Dmg/Att Bonus:	4

Description: (of Air Magic, of Fire Magic, of Water Magic, of Earth Magic, -40 Armor Class) By imposing upon its wielder a deepened state of concentration, the Staff of Elements increases his or her affinity with elemental magic to a profound degree. Of course, it is not always a good thing to have one's attention taken away from one's immediate concerns.

Armor

Leather, Chain, and Plate armor require their respective skills to wear. The same goes for Shields. All of these items add to the Recovery time of attacks. Helmets, Gauntlets, Boots, and Capes don't require any particular skill to use and don't add to Recovery.

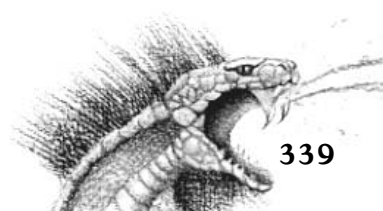
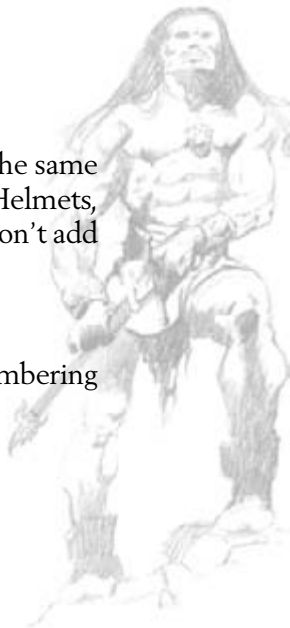
Leather Armor (Leather Skill)

Leather Armor is the lightest worn armor, so it is both the least encumbering (Recovery +10) and offers the least protection.

Leather Jerkin

Treasure Level:	1-2
Base Value:	150
Toughness:	3
ID/Repair:	1
Armor Class:	+4

Description: This armor of thick, supple leather studded with brass offers minimal protection against blows.






Hardened Leather Vest

Treasure Level:	2-4
Base Value:	250
Toughness:	3
ID/Repair:	4
Armor Class:	+6

Description: This item of Leather Armor has been hardened to offer increased protection. It is comfortable and light though offers little coverage.

Caravaner's Leather



Treasure Level:	3-5
Base Value:	450
Toughness:	3
ID/Repair:	8
Armor Class:	+10

Description: This is the type of armor worn most often by those guarding Alverian merchant caravans. A hardened and internally braced breastplate covers an under-suit of tough but supple hide, offering the wearer full body protection with a minimal hampering of movement.

Regnan Leather

Treasure Level:	4-6
Base Value:	750
Toughness:	3
ID/Repair:	10
Armor Class:	+16

Description: Though seemingly too thin to offer solid protection, this armor of Regnan design holds a subtle enchantment which makes the leather nearly steel tough. Additionally, a secret process makes the suit resistant to salt water corrosion.

Alvarian Leather

Treasure Level:	5-6
Base Value:	1,150

Toughness:	3
ID/Repair:	12
Armor Class:	+24

Description: Leather armor sets of this quality are of the finest produced by the Alvarian Armorers' Guild. The stalt-alloy edged panels are virtually impenetrable; their clever interlockings give the wearer excellent freedom of movement.

Serendine's Preservation

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Armor Class:	+34

Description: (Regenerates Spell Points, Endurance +30) A mage known as much for frailty of body as for magical prowess, Serendine of Freehaven built this armor to make the most of his strengths and the least of his weaknesses.

Last Stage Cuirass

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Armor Class:	+19


Description: (Personality +80, Intellect +70, -30 Mind and Spirit resistances) The final stage of degeneration from their human form leaves a Lich completely soulless and thus immune to certain magics. Such Liches often curse their personal items with vulnerabilities to these magics to dissuade others from using them.

Chain Armor (Chain Skill)

Chain, the medium class of armor, offers good protection while adding 20 to a character's Recovery time.

Rusty Mail Vest

Treasure Level:	1-3
Base Value:	400



Toughness: 6
ID/Repair: 1
Armor Class: +8

Description: This corroded ring mail vest has seen better days. It has been field repaired in many places and even has a large patch of thinner mail salvaged from a piece of chain cowl.

Steel Chainmail

Treasure Level: 2-4
Base Value: 600
Toughness: 6
ID/Repair: 5
Armor Class: +12

Description: Constructed of strong steel, this is the type of armor worn by the rank and file foot soldiers of many armies.



Minotaur Chainmail

Treasure Level: 3-5
Base Value: 900
Toughness: 6
ID/Repair: 10
Armor Class: +18

Description: Of a design originally created by the Minotaurs for their Vori campaigns, this type of chainmail, with its good coverage and fine construction, has proven popular among other races.

Siertal Chainmail

Treasure Level: 4-6
Base Value: 1,300
Toughness: 6
ID/Repair: 15
Armor Class: +26

Description: The Alvarian Dark Elves guard their siertal-alloy formula carefully. Chainmail made from this metal is both light and capable of turning the hardest blades.

Erudine Chainmail

Treasure Level:	5–6
Base Value:	1,800
Toughness:	6
ID/Repair:	20
Armor Class:	+36

Description: Another master product of the Alvarian Armorers' Guild, this hybrid suit of plate and mail is made of siertal-alloy finished erudine with an attention to craftsmanship worthy of the precious materials.

Glomenmail

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Armor Class:	+48

Description: (+10 to all statistics, +10 to all resistances, Dark Elf) Dark and Light Elven dealings have been peaceable, if uneasy, for centuries. Before that there was nothing but war. Few suits of this Dark Elven war armor have survived the ravages of time. Those that have are understandably coveted.

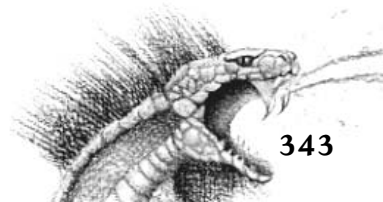
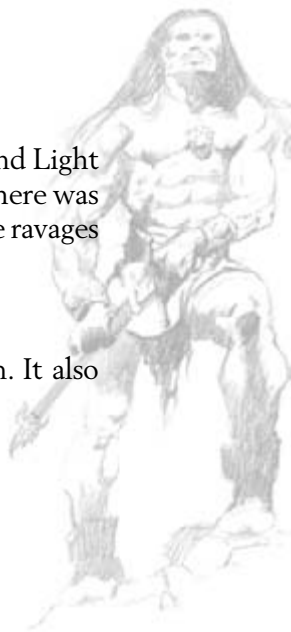
Plate Armor (Plate Skill)

Plate armor is the heaviest armor, so tends to offer the most protection. It also slows its wearer down (Recovery +30).

Rusty Breastplate

Treasure Level:	2–5
Base Value:	1,000
Toughness:	9
ID/Repair:	1
Armor Class:	+20

Description: This piece of plate armor salvaged from a larger suit is so corroded it is a question whether it is equipment for a warrior or junk for the scrap man.






Banded Plate

Treasure Level:	3-6
Base Value:	1,400
Toughness:	9
ID/Repair:	8
Armor Class:	+28

Description: Bands of steel cover the mid-torso of this chain and plate chest armor. While lighter and simpler to construct than continuously formed plate, this armor offers less protection than heavier plate.

Minotaur Plate



Treasure Level:	4-6
Base Value:	2,000
Toughness:	9
ID/Repair:	15
Armor Class:	+38

Description: An example of the work produced by the Minotaur armorers of Balthazar Lair, this plate armor provides excellent mid-section protection. The arms are left free in the Minotaur-style.

Dark Knight Plate

Treasure Level:	4-6
Base Value:	2,700
Toughness:	9
ID/Repair:	20
Armor Class:	+50

Description: Though lined with felt and red velvet, and decorated with enamel and gilding, this armor is no showpiece. The siertal-alloy plates are light, but tough enough that they must have been worked with tools with erudine working faces.

Dragoning Plate

Treasure Level:	5-6
Base Value:	3,500
Toughness:	9

ID/Repair: 25

Armor Class: +58

Description: The technique for making plate armor of erudine sheets is not known on Jadame. In fact, it is only produced by the master armorer, Derrick Goreth of Jadame, who spent a lifetime constructing his famed White Light Forgeworks.

Supreme Plate

Treasure Level: Artifact

Base Value: 20,000

Toughness: Artifact

ID/Repair: 20

Armor Class: +70

Description: (Swift, +15 Speed, +15 Accuracy, Knight) Each grandmaster of the Blackshire Armorers' Guild creates a masterpiece suit of plate as proof of his right to hold his station. It is not unusual for a guild member to spend ten to twenty years in the creation of one of these suits.

Shields (Shield Skill)

Shields are held in the left hand, so if a character is using one, he or she gives up the possibility of using a two-weapon attack. The obvious benefit is that shields give their wielders more protection in the form of a higher Armor Class. Shield use slows down a character somewhat (Recovery +10).

Trollish Shield

Treasure Level: 1-3

Base Value: 200

Toughness: 4

ID/Repair: 1


Armor Class: +6

Description: A simple wooden shield of Trollish make, the design is often copied by apprentice armorsmiths just learning their craft.

Thornbark Shield

Treasure Level: 2-4

Base Value: 300




Toughness: 4
ID/Repair: 4
Armor Class: +7

Description: Made from thornbark tree heartwood and rimmed with iron, this shield is sturdy, if a bit heavy.

Regnan Tournament Shield

Treasure Level: 3–5
Base Value: 400
Toughness: 4
ID/Repair: 8
Armor Class: +9



Description: Every ten moons, the Regnans hold a great festival which includes a tournament of arms. The noble class contestants spare no expense in the commissioning of shields that are light, but tough enough to shelter them from harm.

Veteran Shield

Treasure Level: 4–5
Base Value: 500
Toughness: 4
ID/Repair: 12
Armor Class: +12

Description: In the Demon Wars of Jadame, the Humans found that only erudine armor was proof against the fiery attacks of their foes. Bit by bit, pieces of this armor—like this shield—have made their way to Jadame.

Dragon Hunter's Shield

Treasure Level: 5–6
Base Value: 800
Toughness: 4
ID/Repair: 16
Armor Class: +19

Description: The town of Kriegspire in Enroth had a problem with Dragons. These shields were their answer. Magically bound layers of erudine, stalt-steel, and

hydra leather make a nearly unbreakable material resistant to most Dragon Breath weapons.

Wooden Buckler

Treasure Level:	1-3
Base Value:	100
Toughness:	4
ID/Repair:	1
Armor Class:	+4

Description: This small shield is gripped in the off-weapon hand. The wielder is much dependent on agility to make use of its scant defensive coverage.

Caravaner's Small Shield

Treasure Level:	2-4
Base Value:	200
Toughness:	4
ID/Repair:	4
Armor Class:	+6

Description: Caravan guards traveling Merchant of Alvar trade routes must often cover long distances on foot. This shield, like the rest of their equipment, is well made and lightweight.

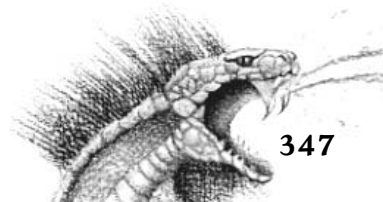
Calvary Shield


Treasure Level:	3-5
Base Value:	300
Toughness:	4
ID/Repair:	8
Armor Class:	+8

Description: A favorite among mounted knights, these steel shields are strong enough to turn aside the points of pikemen.

Death Head Shield

Treasure Level:	4-5
Base Value:	450
Toughness:	4





ID/Repair: 12
Armor Class: +12

Description: The Necromancer's Guild likes to arm its undead armies well. Their elite infantry carry these erudine alloy shields of great strength.

Eldritch Shield

Treasure Level: 5-6
Base Value: 750
Toughness: 4
ID/Repair: 16
Armor Class: +18

Description: There are only twelve of these shields in known existence. Their bodies are made of an alloy that appears to seethe with the color of coal fire. Their rims are made of another unknown metal that is soft enough to catch blades.



Eclipse

Treasure Level: Artifact
Base Value: 0
Toughness: Artifact
ID/Repair: 20
Armor Class: +21

Description: Quest Item: (of Spirit, of Body, of Mind, Cleric) When the First Temple of the Sun was burned in the War of Dove and Crow fought between the Sun and Moon temples, the holy altar was melted. The altar's metal was later collected and incorporated into this shield carried by Sun Priest Derico during his final deciding campaign of the war.

Herondale's Lost Shield

Treasure Level: Relic
Base Value: 30,000
Toughness: Relic
ID/Repair: 30
Armor Class: +14

Description: (Immune to Fear, Stone, Paralysis, and Sleep; Personality -15, Luck -15) The great knight Gerrald Herondale abandoned this shield after it took the

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brunt of a dark and deadly curse. Though it still retained its great powers, the shield was also weighed down with malevolent energies.

Cloaks and Capes

Traveler's Cloak

Treasure Level:	1-3
Base Value:	50
Toughness:	2
ID/Repair:	2
Armor Class:	+1

Description: This warm cloak of dyed wool also offers a small amount of protection from weapon attacks.

Moon Temple Cloak

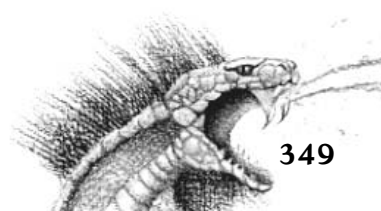
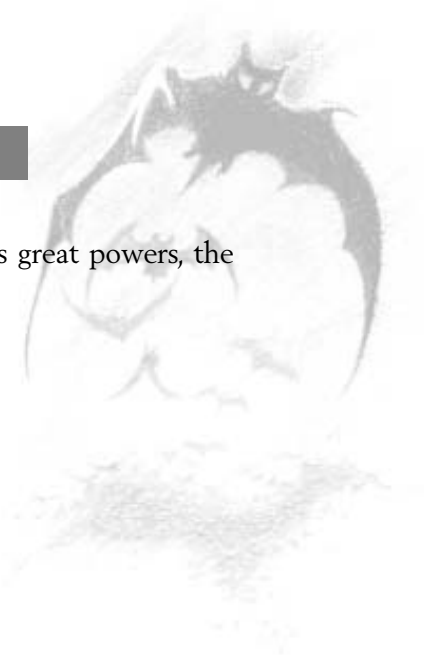
Treasure Level:	2-4
Base Value:	150
Toughness:	2
ID/Repair:	5
Armor Class:	+3

Description: The blue dye used to color the glove leather cloaks worn by Moon Temple clerics is derived from the frond petal flowers which grow only in the Mount Nighon region of Jadame.

Alvar Cloak

Treasure Level:	3-5
Base Value:	250
Toughness:	2
ID/Repair:	9
Armor Class:	+5

Description: Made in Alvar, cloaks of this quality are often seen on the shoulders of the more wealthy members of the Alvarian Merchant Guild.






Necromancer Cloak

Treasure Level:	4-5
Base Value:	450
Toughness:	2
ID/Repair:	15
Armor Class:	+7

Description: Clearly a cloak made for a practitioner of the dark arts. This fine cloak is worked with arcane designs embroidered in darkened silver thread.

Vampire Cloak



Treasure Level:	5-6
Base Value:	750
Toughness:	2
ID/Repair:	20
Armor Class:	+9

Description: This high collared, jet black cloak of Wyvern leather is lined in red velvet—a style much favored by the elder Vampires of Shadowspire.

Archangel Wings

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Armor Class:	+10

Description: (Feather Falling, Intellect +30, All magic resistances +10) When Angels fall from grace, they lose their wings. Since this is an event of extreme infrequency, angel wings are a very rare commodity. Archangel wings are almost never seen. When used as a material, they imbue the resulting item with fantastic powers.

Gauntlets

Leather Gloves

Treasure Level:	1-5
Base Value:	100
Toughness:	6
ID/Repair:	2
Armor Class:	+3

Description: These gloves of poorly cured leather are worn by workmen everywhere.

Troll Gauntlets

Treasure Level:	1-5
Base Value:	250
Toughness:	6
ID/Repair:	5
Armor Class:	+6

Description: These leather gloves of Trollish make are studded with iron spikes at the knuckles.

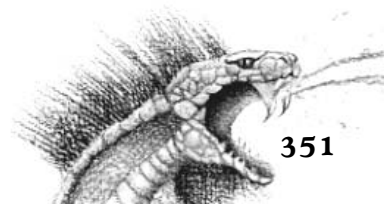
Steel Gauntlets


Treasure Level:	3-5
Base Value:	450
Toughness:	6
ID/Repair:	9
Armor Class:	+8

Description: Made of hinged plates of steel, these gauntlets offer good protection, but have a tendency to pinch.

Minotaur Gauntlets

Treasure Level:	3-6
Base Value:	650
Toughness:	6
ID/Repair:	14





Armor Class: +10

Description: Siertal-alloy makes these gauntlets light and tough. Superior workmanship make them comfortable and flexible.

Crusader's Gauntlets

Treasure Level: 3–6

Base Value: 850

Toughness: 6

ID/Repair: 20

Armor Class: +12

Description: These gauntlets are master crafted from pure erudine, marking them as the product of Derrick Goreth's White Light Forgeworks.



Fleetfingers

Treasure Level: Artifact

Base Value: 20,000

Toughness: Artifact

ID/Repair: 20

Armor Class: +3

Description: (+8 to Disarm Trap, Bow, and Armsmaster skills) That she would actually have a name for her gloves, is evidence of the flamboyant, if deserved, conceit of Darcie Darby—most widely known for her theft of the bejeweled Rod of Right, part of the royal regalia of Enroth.

Boots

Walking Boots

Treasure Level: 1–5

Base Value: 50

Toughness: 3

ID/Repair: 2

Armor Class: +2

Description: Built more for comfort than combat, these boots of soft leather offer good protection from mud and sharp stones, but are not meant to turn weapon blows.

Hardened Leather Boots

Treasure Level:	2–5
Base Value:	250
Toughness:	3
ID/Repair:	5
Armor Class:	+6

Description: The leather of these boots has been stiffened for greater protection. They are thick soled and lined with a thin layer of softer leather.

Regnan Boots

Treasure Level:	3–5
Base Value:	450
Toughness:	3
ID/Repair:	9
Armor Class:	+8

Description: These steel-capped boots are commonly worn by Regnan warriors. The leather parts are treated to make them waterproof.

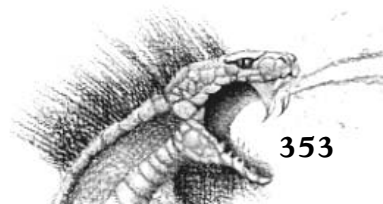
Alvarian Boots


Treasure Level:	4–6
Base Value:	650
Toughness:	3
ID/Repair:	15
Armor Class:	+10

Description: Made by the Alvarian Elves, these boots are internally reinforced by bands of siertal-alloy. Their soles are softer than most boots making them quieter stepping.

Dragonning Boots

Treasure Level:	4–6
Base Value:	850
Toughness:	3
ID/Repair:	21
Armor Class:	+12





Description: Dragon Hunters require unusually hardy protective gear, their boots not excepting. These boots are constructed with erudine-alloy shells lined with Wyvern leather.

Herald's Boots

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	20
Armor Class:	+10

Description: (Speed +30, Swift, Immunity to Sleep) When Jerico Ironfist secured the throne in the First War of Enrothian Succession, he sent forth heralds to spread the news. They were given pairs of these boots so the news would be spread quickly and thus soonest end widespread civil unrest.



Helmets and Hats

Helmets offer bonuses to Armor Class, while hats merely act as targets for enchantments. Unenchanted hats do your characters no good, so sell them off.

Helm

Treasure Level:	1-3
Base Value:	60
Toughness:	6
ID/Repair:	1
Armor Class:	+2

Description: This cap of soft iron and unhardened leather provides a small measure of protection from blows to the head.

Lizardman Helm

Treasure Level:	1-4
Base Value:	260
Toughness:	6
ID/Repair:	4
Armor Class:	+6

Description: Iron and leather helmets of this sort are produced by blacksmiths everywhere. This one is of Lizardman manufacture and sports genuine ram horns.

Full Helm

Treasure Level:	3–5
Base Value:	460
Toughness:	6
ID/Repair:	8
Armor Class:	+8

Description: Steel helmets of this design are commissioned in large numbers by the Merchants of Alvar who issue them to mounted caravan guards.

Battle Helm

Treasure Level:	3–6
Base Value:	660
Toughness:	6
ID/Repair:	10
Armor Class:	+10

Description: This full helmet is of superior materials and workmanship. The structurally weaker areas around the eye and nose slits are reinforced with siertal.


Dragon Helm

Treasure Level:	4–6
Base Value:	860
Toughness:	6
ID/Repair:	12
Armor Class:	+12

Description: The faceplate of this superior helmet hinges on nearly invisible seams so that when closed it provides a snug fit and full face coverage. Only the most well aimed blows have a chance of penetrating through.

Cloth Hat

Treasure Level:	2–5
Base Value:	20
Toughness:	2



ID/Repair: 1
Armor Class: +0
Description: A loose-fitting hat made of sturdy cloth.

Festival Hat

Treasure Level: 3–5
Base Value: 100
Toughness: 2
ID/Repair: 4
Armor Class: +0

Description: Hats decorated with cheap glass gems are worn by Regnans on festival occasions—of which they have many.



Merchantman's Hat

Treasure Level: 3–6
Base Value: 200
Toughness: 2
ID/Repair: 8
Armor Class: +0

Description: This pleated cap of velvet, lined and edged with black rabbit fur, is decorated with a small enameled medallion.

Drogg's Helm

Treasure Level: Artifact
Base Value: 20,000
Toughness: Artifact
ID/Repair: 20
Armor Class: +12

Description: (Personality +15, Intellect +15, Regenerates Hit Points) In the history of the barbarian tribes of Vori, it is rare to find a long reigning chieftain. Rarer still is one who held his position through magic rather than might. Drogg was such—a warrior mage who survived many years of rival challenges. It is said that he always wore his helmet, even in sleep. Now that you possess it, you understand why.

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Crown of Final Dominion

Treasure Level:	Artifact
Base Value:	20,000
Toughness:	Artifact
ID/Repair:	30
Armor Class:	+0

Description: (Intellect +50, of Dark Magic, Lich) So named by its creator and only sovereign wearer, Mederon, the first and last Lich Emperor of Nighon. The everlasting dynasty he hoped to found lasted barely a dozen years. Mederon escaped the fate of his kingdom. It is said he still lives as a madman and searches the world for his lost crown.

Lucky Hat

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Armor Class:	+0

Description: (Luck +90, Personality -50) The only reason someone would wear this hat is for the luck it conveys. It is the farthest thing from flattering!

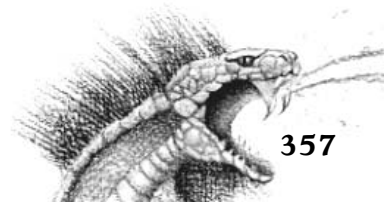
Belts, Amulets, and Rings


These item classes don't offer any bonuses to you unless they're enchanted. Enchanted belts, amulets, and rings, however, are important to your character's advancement, particularly at later levels of the game when character levels are harder to attain and skills cost many Skill Points to advance. A character may wear one belt, one amulet, and eight rings.

Belts

Leather Belt

Treasure Level:	2-5
Base Value:	40
Toughness:	3





ID/Repair: 1
Armor Class: +0

Description: A simple belt of cured leather. It is decorated with iron studs and closes with a pinned hasp.

Sturdy Belt

Treasure Level: 2–5
Base Value: 100
Toughness: 3
ID/Repair: 3
Armor Class: +0

Description: A thick leather belt. The studs and buckle are made of brass.



Wyvern Leather Belt

Treasure Level: 3–5
Base Value: 225
Toughness: 3
ID/Repair: 6
Armor Class: +0

Description: Wyvern leather is very tough and difficult to obtain. It is prized by Shadowspire leathercrafters because it becomes black when tanned—a color favored by their Vampire and Necromancer clientele.

Steel Belt

Treasure Level: 3–6
Base Value: 450
Toughness: 3
ID/Repair: 9
Armor Class: +0

Description: This well crafted belt is made of enameled steel. It has two cleverly concealed side hinges and has a latching clasp in back.

Artificer's Belt

Treasure Level: 3–6
Base Value: 600

Toughness:	3
ID/Repair:	12
Armor Class:	+0

Description: Finely crafted belts of Dragon Leather are made to hold enchantments. This one is worked in gold and circled by thin bands of siertal.

Berserker Belt

Treasure Level:	Relic
Base Value:	30,000
Toughness:	Relic
ID/Repair:	30
Armor Class:	+0

Description: (Might +100, Immune to Fear, Accuracy -30, Armor Class -15) An experiment of the Blackshire Artificers' Guild, this belt was designed to turn its wearer into the perfect warrior—mighty and fearless. No more were made when in field tests it became apparent that “foolhardy” and “careless” were not virtues of the perfect warrior.

Amulets

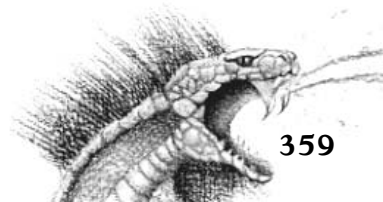
Brass Charm

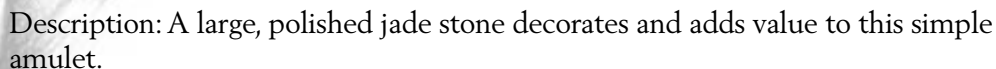
Treasure Level:	2–5
Base Value:	500
Toughness:	4
ID/Repair:	2
Armor Class:	+0

Description: These stamp-formed and lacquered baubles are cheap trinkets sold to pilgrims as keepsake mementos.

Jade Amulet

Treasure Level:	2–5
Base Value:	750
Toughness:	4
ID/Repair:	5
Armor Class:	+0





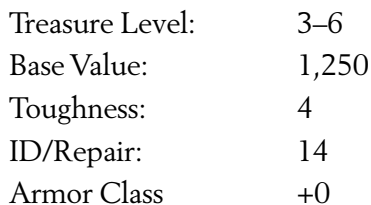
Description: A large, polished jade stone decorates and adds value to this simple amulet.

Blood Talisman

Treasure Level:	3-5
Base Value:	1,000
Toughness:	4
ID/Repair:	9
Armor Class	+0

Description: Made by Necromancers to hold dark magics, other sorcerers have recognized their worth for other uses.

Shadow Sect Medallion



Treasure Level:	3-6
Base Value:	1,250
Toughness:	4
ID/Repair:	14
Armor Class	+0

Description: Formed in white and yellow gold, inlaid with jade, and studded with peridots, these amulets are worn by members of the secret Shadow Sect hidden beneath their clothing.

Locus Amulet

Treasure Level:	3-6
Base Value:	1,500
Toughness:	4
ID/Repair:	20
Armor Class	+0

Description: The pinnacle of artificer tradecraft, these amulets wrought in platinum and set with a perfect sapphire can contain enchantments of nearly unimaginable potency.

Rings

Bronze Ring

Treasure Level:	1–4
Base Value:	100
Toughness:	7
ID/Repair:	2
Armor Class	+0

Description: A simple bauble of very little value.

Gold Ring

Treasure Level:	1–4
Base Value:	300
Toughness:	7
ID/Repair:	6
Armor Class	+0

Description: A ring of soft gold rendered with half-hearted craftsmanship as a means of conveniently carrying a small amount of wealth.

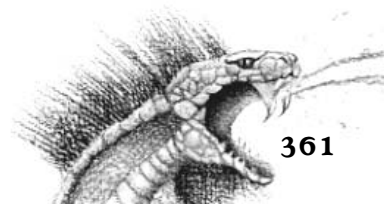
Pearl Ring

Treasure Level:	3–5
Base Value:	500
Toughness:	7
ID/Repair:	9
Armor Class	+0

Description: A silver ring set with a good quality pearl.

Gemstone Ring

Treasure Level:	3–5
Base Value:	700
Toughness:	7
ID/Repair:	12
Armor Class	+0



Description: This gold ring is decorated with a variety of tiny gems giving it a multicolored sparkle.

Amethyst Ring

Treasure Level:	3–5
Base Value:	900
Toughness:	7
ID/Repair:	15
Armor Class	+0

Description: A ring set with three amethysts. The largest is an excellent stone—richly and evenly purple with a perfect cut.

Necromatic Ring

Treasure Level:	3–5
Base Value:	1,100
Toughness:	7
ID/Repair:	18
Armor Class	+0

Description: Though made of semi-precious silver, this ring is highly valuable because it is well suited to holding enchantments of medium power.

Ruby Ring

Treasure Level:	3–6
Base Value:	1,300
Toughness:	7
ID/Repair:	21
Armor Class	+0

Description: This simply elegant ring is set with a single, oval ruby of high quality—pigeon blood red, perfectly cut, and clear of imperfections.

Vampire's Ring

Treasure Level:	3–6
Base Value:	1,500
Toughness:	7
ID/Repair:	24

Armor Class +0

Description: Worn only by elder Vampires of great power, it is said that a part of their life force is invested in the ring's creation. This would certainly explain their ability to hold powerful enchantments.

Sun Opal Ring

Treasure Level: 3–6

Base Value: 1,700

Toughness: 7

ID/Repair: 27

Armor Class +0

Description: Sun opals shine with a mild inner light. They are extremely rare and coveted by elemental magicians.

Focal Ring

Treasure Level: 5–6

Base Value: 2,000

Toughness: 7

ID/Repair: 30

Armor Class +0

Description: The "stone" of this platinum ring is actually a tiny interplanar portal which draws power from realms beyond. The strength limit of the enchantments such rings can hold is the skill and knowledge of the enchanter.

Ring of Planes

Treasure Level: Artifact

Base Value: 20,000

Toughness: Artifact

ID/Repair: 20

Armor Class: +0

Description: (+40 to Fire, Earth, Water, and Air resistances) When the cartographer Alvia Morrancia went to chart the terrain of the elemental planes she went well prepared. This ring of general protection was among the many special items commissioned by the Enrothian courts in support of her expedition.

Ring of Fusion

Treasure Level: Relic
 Base Value: 30,000
 Toughness: Relic
 ID/Repair: 30
 Armor Class: 0

Description: (of Water, Alchemy skill +5, Intellect +40, Endurance -20) A lost relic of the Freehaven Alchemists' Guild, until its disappearance, this ring was the signet of the guildmaster. It was meant to be worn only during the mixing of the most powerful potions for it drew much energy from the user.

Enchanted Items

The higher an item's treasure level, the greater its chance of gaining an enchantment. When higher treasure level items get enchantments, those enchantments are stronger. Some enchantments are gained by weapons, some by nonweapon items, and some by both. When items are enchanted, they usually get "of Something" applied to their name. For instance, an enchanted halberd could become a "Halberd of Poison" or a "Halberd of Recovery." Some effects add an adjective before the item name as in "Vampiric Halberd," or "Rogues' Halberd."

In the tables below, if the Value Bonus is a number, then it's added to a normal item's Base Value. Multipliers such as "x2" multiply an item's Base Value. Items that provide bonuses of unspecified amounts provide a bonus according to their treasure level as follows:

Table 9-1. Treasure Level Bonuses

Treasure Level	Stat Bonus
1	0
2	1-5
3	3-8
4	6-12
5	10-17
6	15-25

Such items have a Value Bonus = (100 x Stat Bonus).

Table 9-2. Weapon Enchantments

<i>Enchantment</i>	<i>Effect</i>	<i>Value Bonus</i>
of The Gods	+10 to all attributes	3,000
of Carnage	Explosive impact (bows only)	5,000
of Cold	Adds 3–4 points of Cold damage	500
of Frost	Adds 6–8 points of Cold damage	1,000
of Ice	Adds 9–12 points of Cold damage	2,000
of Sparks	Adds 2–5 points of Air damage	500
of Lightning	Adds 4–10 points of Air damage	1,000
of Thunderbolts	Adds 6–15 points of Air damage	2,000
of Fire	Adds 1–6 points of Fire damage	500
of Flame	Adds 2–12 points of Fire damage	1,000
of Infernos	Adds 3–18 points of Fire damage	2,000
of Poison	Adds 5 points of Body damage	500
of Venom	Adds 8 points of Body damage	1,000
of Acid	Adds 12 points of Body damage	2,000
Vampiric	Drains Hit Points from target and gives them to wielder	x2
Ogre Slaying	Double damage vs. Ogres, Trolls, and Cyclopes	x2
Dragon Slaying	Double damage vs. Dragons	x2
of Darkness	Drains Hit Points as Vampiric and reduces Recovery	x3
of the Dragon	Adds 10–20 points of Fire damage and +25 to Might	3,000
Elemental Slaying	Double damage against Elementals	x2
Undead Slaying	Double damage against Undead	x2
Assassins'	Adds 5 points of Body damage, +5 Disarm Traps	1,000
Barbarians'	Adds 6–8 points of Cold damage, +5 Armor Class	1,500
Swift	Reduces Recovery	x2

Table 9-3. Nonweapon Enchantments

<i>Enchantment</i>	<i>Effect</i>	<i>Value Bonus</i>
of Might	Boosts Might	100 x Stat Bonus
of Thought	Boosts Intellect	100 x Stat Bonus
of Charm	Boosts Personality	100 x Stat Bonus
of Vigor	Boosts Endurance	100 x Stat Bonus
of Precision	Boosts Accuracy	100 x Stat Bonus
of Speed	Boosts Speed	100 x Stat Bonus
of Luck	Boosts Luck	100 x Stat Bonus
of Health	Boosts Hit Points	100 x Stat Bonus
of Magic	Boosts Spell Points	100 x Stat Bonus
of Defense	Boosts Armor Class	100 x Stat Bonus
of Fire Resistance	Boosts Fire Resistance	100 x Stat Bonus
of Air Resistance	Boosts Air Resistance	100 x Stat Bonus
of Water Resistance	Boosts Water Resistance	100 x Stat Bonus
of Earth Resistance	Boosts Earth Resistance	100 x Stat Bonus
of Mind Resistance	Boosts Mind Resistance	100 x Stat Bonus
of Body Resistance	Boosts Body Resistance	100 x Stat Bonus
of Alchemy	Boosts Alchemy skill level	100 x Stat Bonus
of Disarming	Boosts Disarm Trap skill level	100 x Stat Bonus
of Items	Boosts Identify Item skill level	100 x Stat Bonus
of Monsters	Boosts Identify Monster skill level	100 x Stat Bonus
of Arms	Boosts Armsmaster skill level	100 x Stat Bonus
of Protection	+10 to all Resistances	1,000
of Recovery	Decreases Recovery	200
of Immunity	Wearer resistant to Disease	1,000

<i>Enchantment</i>	<i>Effect</i>	<i>Value Bonus</i>
of Sanity	Wearer resistant to Insanity	1,000
of Freedom	Wearer resistant to Paralysis	2,000
of Antidotes	Wearer resistant to Poison	1,000
of Alarms	Wearer resistant to Sleep	500
of The Medusa	Wearer resistant to Stone	2,000
of Air Magic	Increases effects of Air spells	2,000
of Body Magic	Increases effects of Body spells	2,000
of Dark Magic	Increases effects of Dark spells	2,000
of Earth Magic	Increases effects of Earth spells	2,000
of Fire Magic	Increases effects of Fire spells	2,000
of Light Magic	Increases effects of Light spells	2,000
of Mind Magic	Increases effects of Mind spells	2,000
of Spirit Magic	Increases effects of Spirit spells	2,000
of Water Magic	Increases effects of Water spells	2,000
of Thievery	Doubles chance of Disarm Trap success	2,000
of Shielding	Halves damage from missile attacks	1,000
of Regeneration	Regenerates Hit Points over time	1,000
of Mana	Regenerates Spell Points over time	1,000
of the Eclipse	+10 Spell Points and Regenerates Spell Points over time	2,000
of the Phoenix	+30 Fire Resistance and Regenerates Hit Points over time	3,000
of Plenty	Regenerates Spell and Hit Points over time	2,500
of Identifying	+3 to Identify Monster and Item skill levels	1,500
of the Storm	+20 Air Resistance and halves damage from missiles	1,500
of the Ocean	+10 Water Resistance and +2 Alchemy skill level	1,000
of Water Walking	Prevents damage from drowning	1,500
of Feather Falling	Prevents damage from falling	1,000

Table 9-4. Enchantments for All Items

Enchantment	Effect	Value Bonus
of Doom	+1 to all attributes, Hit Points, Spell Points, Armor Class, and Resistances	750
of Earth	+10 to Endurance, Armor Class, and Hit Points	2,000
Rogues'	+5 Speed and Accuracy	500
of the Golem	+15 Endurance and +5 Armor Class	1,500
of the Moon	+10 Intellect and Luck	1,000
of the Sky	+10 Spell Points, Speed, and Intellect	2,500
of the Stars	+10 Endurance and Accuracy	1,000
of the Sun	+10 Might and Personality	1,000
of the Troll	+15 Endurance and regenerate Hit Points over time	1,500
of the Unicorn	+15 Luck and regenerates Spell Points over time	1,500
Warriors'	+5 Might and Endurance	500
Wizards'	+5 Intellect and Personality	500
Antique	Increases item value	x10

Wands

Wands contain several “charges” of a given spell type. Any character can cast wand spells by equipping a wand and then attacking with it like a weapon. There’s no particular weapon skill needed to do this. Wand spells are cast by an expert in the spells school at skill level 8. If a wand spell is of Master or Grandmaster level, then it’s cast at the spell’s minimum expertise level at skill level 8.

Wands have a number of charges. Each time you use a wand, its total number of charges is reduced by one. When a wand reaches zero charges, it disappears. A good trick is to use a wand until it has one charge left and then sell it. It will still maintain its full value right up until it vanishes. You also can use the Recharge Item spell or a potion to regenerate a portion of a wand’s maximum charges as explained in Chapter 4.

Witch Wands

Treasure Level:	3–4
Base Value:	1,000
Toughness:	3
ID/Repair:	10
Charges:	35

Description: The primitive materials of this wand are infused with dark spiritual energy. To use this wand, you must equip it as though you were equipping a weapon.

<i>Wand</i>	<i>Spell</i>
Wand of Fire	Fire Bolt
Wand of Sparks	Sparks
Wand of Poison	Poison Spray
Wand of Stunning	Stun
Wand of Harming	Harm

Shaman Wands

Treasure Level:	3–4
Base Value:	1,500
Toughness:	3
ID/Repair:	14
Charges:	30

Description: Something rattles ominously within the Gog skull topping this wand—a product of Ogre Mage magic. To use it, you must equip it like a weapon.

<i>Wand</i>	<i>Spell</i>
Wand of Light	Light Bolt
Wand of Ice	Ice Bolt
Wand of Lashing	Spirit Lash
Wand of Mind	Mind Blast
Wand of Swarms	Deadly Swarm

Wizard Wands

Treasure Level: 3–5
 Base Value: 2,000
 Toughness: 3
 ID/Repair: 18
 Charges: 25

Description: A wand of highly polished thornbark wrapped with platinum wire. To use it, you must equip it like a weapon.

<i>Wand</i>	<i>Spell</i>
Wand of Fireballs	Fireball
Wand of Acid	Acid Burst
Wand of Lightning	Lightning Bolt
Wand of Blades	Blade
Wand of Berserking	Berserk

Serpent Wands

Treasure Level: 4–6
 Base Value: 2,500
 Toughness: 3
 ID/Repair: 22
 Charges: 20

Description: Made from the braided bodies of three snakes, this wand pulses like a slow heartbeat. To use it you must equip it like a weapon.

<i>Wand</i>	<i>Spell</i>
Wand of Blasting	Ice Blast
Wand of the Fist	Flying Fist
Wand of Rocks	Rock Blast
Wand of Paralysis	Paralyze
Arcane Wand of Clouds	Toxic Cloud

Necrotic Wands

Treasure Level: 5–6

Base Value:	3,000
Toughness:	3
ID/Repair:	26
Charges:	15

Description: A Unicorn horn capped with a gold set ruby and crowned with a sculpted skull, this wand could only be the creation of the Necromancer's Guild. To use it you must equip it like a weapon.

<i>Wand</i>	<i>Spell</i>
Wand of Implosion	Implosion
Wand of Distortion	Mass Distort
Wand of Shrapnel	Shrapmetal
Wand of Shrinking	Shrinking Ray
Wand of Incineration	Incinerate

Gems

Gems are treasure items that have a gold value, but no other properties as equipment. They can't be broken and don't need to be identified. They can't hold enchantments. Sell them for gold.

Zircon

Treasure Level:	1-3
Base Value:	250

Iolite


Treasure Level:	1-3
Base Value:	500

Citrine

Treasure Level:	1-3
Base Value:	750

Amber

Treasure Level:	1-3
Base Value:	1,000

**Amethyst**

Treasure Level:	2-4
Base Value:	1,250

Topaz

Treasure Level:	2-4
Base Value:	1,500

Emerald

Treasure Level:	3-5
Base Value:	1,750

Sapphire

Treasure Level:	3-5
Base Value:	2,000

**Ruby**

Treasure Level:	4-6
Base Value:	2,250

Diamond

Treasure Level:	4-6
Base Value:	3,000

Potions and Reagents

You can use potions to apply magical effects to your characters and equipment. Potions can recharge wands, remove conditions from your characters, increase their combat statistics, and temporarily or permanently alter their attributes and resistances.

You can find and purchase premixed potions, but you may also mix them yourself using potion ingredients called reagents. To create a new potion, open up a character's backpack, pick up a reagent, and right-click it over an empty potion bottle. Characters with the Alchemy skill can mix potions to create new potions.

There are five categories of potions. Simple potions can be mixed by any character from a reagent. Complex potions are mixed by combining simple potions.

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Simple and complex potions can be combined to form compound (a.k.a. “Layered”) potions. White potions can be mixed from compound and lesser potions, and black potions are mixed from white and lesser potions.

Each potion has a Power rating that is used differently by each type of potion. Power is set when a potion is mixed. For simple potions, their Power is equal to the Power of the reagent used to make them. For other potions, Power is the average Power of the two potions made to mix them. Characters with the Alchemy skill add their skill level to the Power of simple potions they mix. Catalysts are special types of simple potions that can be mixed with other potions to change Power. Characters who hold the Alchemy skill at any level of expertise can mix catalysts with potions of any category. Just make sure that any catalyst you use has a higher Power than the potion you mix it with, otherwise it will lower the Power of the potion.

Table 9-5. Alchemy Expertise Required to Mix Potions

Potion Type	Alchemy Skill Level
Simple	No Alchemy Required
Complex	Normal
Compound	Expert
White	Master
Black	Grandmaster

Table 9-6. Reagents

Name	Potion Created	Power	Value
Widowsweep Berries	Red	1	1
Wolf's Eye	Red	5	10
Phial of Gog Blood	Red	10	50
Ruby	Red	20	100
Phoenix Feather	Red	50	500
Phima Root	Blue	1	1

Name	Potion Created	Power	Value
Meteor Fragment	Blue	5	10
Will O' Wisp Heart	Blue	10	50
Datura	Blue	20	100
Dragon Turtle Fang	Blue	50	500
Poppy Pod	Yellow	1	1
Thornbark	Yellow	5	10
Sulfur	Yellow	10	50
Garnet	Yellow	20	100
Unicorn Horn	Yellow	50	500
Mushroom	Catalyst	1	1
Obsidian	Catalyst	5	10
Wasp Wing	Catalyst	10	50
Mercury	Catalyst	20	100
Philosopher's Stone	Catalyst	75	500

Potions

Catalyst (Gray)

Treasure Level: 1-2

Value: 1

Category: Simple

Mix: Reagent + Empty Potion Bottle

Description: Catalysts are mixed with potions to modify the strength of the potion. The potion will take the strength of the catalyst you mix with it. Be careful not to mix a strong potion with a weak catalyst!

Cure Wounds (Red)

Treasure Level: 1-2

Value: 5

Category: Simple

Mix: Reagent + Empty Potion Bottle

Description: Heals 10 plus the potion strength Hit Points

Magic Potion (Blue)

Treasure Level: 1–2

Value: 5

Category: Simple

Mix: Reagent + Empty Potion Bottle

Description: Restores 10 plus the potion strength Spell Points

Cure Weakness (Yellow)

Treasure Level: 1–2

Value: 5

Category: Simple

Mix: Regent + Empty Potion Bottle

Description: Cures Weakness

Cure Disease (Orange)

Treasure Level: 1–2

Value: 50

Category: Complex

Mix: Red + Yellow

Description: Cures Disease

Cure Poison (Purple)

Treasure Level: 1–2

Value: 50

Category: Complex

Mix: Red + Blue

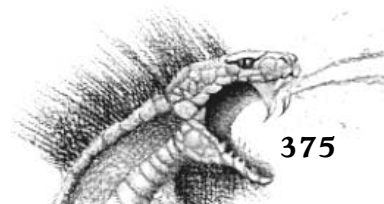
Description: Cures Poison

Awaken (Green)

Treasure Level: 1–2

Value: 50

Category: Complex






Mix: Blue + Yellow
Description: Removes Asleep condition

Haste (Red and Orange Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Red + Orange
Description: Grants Haste (as the spell) for 30 minutes per point of potion strength

Heroism (Red and Purple Layered)



Treasure Level: 3
Value: 150
Category: Compound
Mix: Red + Purple
Description: Grants Heroism (as the spell) for 30 minutes per point of potion strength

Bless (Red and Green Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Red + Green
Description: Grants Bless (as the spell) for 30 minutes per point of potion strength

Preservation (Blue and Orange Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Blue + Orange
Description: Grants Preservation (as the spell) for 30 minutes per point of potion strength

Shield (Blue and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Blue + Purple
Description:	Grants Shield (as the spell) for 30 minutes per point of potion strength

Recharge Item (Blue and Green Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Blue + Green
Description:	Grants Recharge Item (as the spell). The item permanently loses (70%-potion strength) of its charges. To use, pick the potion up and right-click over an item with charges.

Stone Skin (Yellow and Orange Layered)

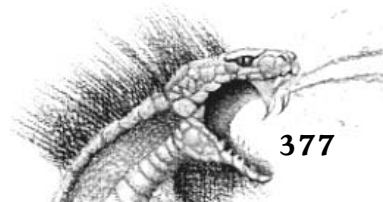
Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Yellow + Orange
Description:	Grants Stone Skin (as the spell) for 30 minutes per point of potion strength


Water Breathing (Yellow and Purple Layered)

Treasure Level:	3
Value:	150
Category:	Compound
Mix:	Yellow + Purple
Description:	Prevents drowning damage

Harden Item (Yellow and Green Layered)

Treasure Level:	3
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Value: 150
Category: Compound
Mix: Yellow + Green
Description: Increases an item's toughness, making it more resistant to breaking. To use, pick the potion up and right-click over an item.

Remove Fear (Orange and Purple Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Orange + Purple
Description: Cures Fear



Remove Curse (Purple and Green Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Purple + Green
Description: Cures Curse

Cure Insanity (Orange and Green Layered)

Treasure Level: 3
Value: 150
Category: Compound
Mix: Orange + Green
Description: Cures Insanity

Might Boost

Treasure Level: 4-5
Value: 750
Category: White
Mix: Purple + Red and Purple Layered

Description: Temporarily increases Might by three times the strength of the potion for 30 minutes per point of strength of the potion

Intellect Boost

Treasure Level: 4-5

Value: 750

Category: White

Mix: Green + Yellow and Green Layered

Description: Temporarily increases Intellect by three times the strength of the potion for 30 minutes per point of strength of the potion

Personality Boost

Treasure Level: 4-5

Value: 750

Category: White

Mix: Green + Blue and Green Layered

Description: Temporarily increases Personality by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Endurance Boost

Treasure Level: 4-5

Value: 750

Category: White

Mix: Purple + Blue and Purple Layered

Description: Temporarily increases Endurance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Speed Boost

Treasure Level: 4-5

Value: 750

Category: White

Mix: Orange + Red and Orange Layered


Description: Temporarily increases Speed by 3 times the strength of the potion for 30 minutes per point of strength of the potion



Accuracy Boost

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Orange + Yellow and Orange Layered
Description:	Temporarily increases Accuracy by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Flaming Potion




Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Red and Orange Layered, or Purple + Yellow and Orange Layered
Description:	Adds the "of Flame" property to a nonmagic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a nonmagic weapon.

Freezing Potion

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Green + Red and Purple Layered, or Orange + Blue and Purple Layered
Description:	Adds the "of Frost" property to a nonmagic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a nonmagic weapon.

Noxious Potion

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Orange + Blue and Purple Layered, or Purple + Yellow and Green Layered



Description: Adds the “of Poison” property to a nonmagic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a nonmagic weapon.

Shocking Potion

Treasure Level: 4–5
Value: 750
Category: White
Mix: Purple + Red and Orange Layered, or Orange + Red and Purple Layered

Description: Adds the “of Sparks” property to a nonmagic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a nonmagic weapon.

Swift Potion

Treasure Level: 4–5
Value: 750
Category: White
Mix: Green + Blue and Purple Layered, or Purple + Blue and Green Layered

Description: Adds the “of Swiftess” property to a nonmagic weapon for 30 minutes per point of strength of the potion. To use, pick the potion up and right-click over a nonmagic weapon.


Cure Paralysis

Treasure Level: 4–5
Value: 750
Category: White
Mix: Green + Yellow and Orange Layered, or Orange + Yellow and Green Layered

Description: Cures Paralysis

Divine Restoration

Treasure Level: 4–5
Value: 750
Category: White



Mix: Red and Orange Layered + Blue and Green Layered, Blue and Purple Layered + Yellow and Orange Layered, or Red and Purple Layered + Yellow and Green Layered

Description: Removes all conditions except Dead, Stoned, or Eradicated

Divine Cure

Treasure Level: 4-5

Value: 750

Category: White

Mix: Red and Orange Layered + Yellow and Orange Layered

Description: Heals 5 times the potion's strength of hit points

Divine Power

Treasure Level: 4-5

Value: 50

Category: White

Mix: Blue and Green Layered + Yellow and Green Layered

Description: Restores 5 times the potion's strength of spell points

Luck Boost

Treasure Level: 4-5

Value: 750

Category: White

Mix: Red and Purple Layered + Blue and Purple Layered

Description: Increases temporary Luck by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Fire Resistance

Treasure Level: 4-5

Value: 750

Category: White

Mix: Red and Orange Layered + Yellow and Green Layered

Description: Increases temporary Fire resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Air Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Red and Orange Layered + Blue and Purple Layered
Description:	Increases temporary Air resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Water Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Blue and Purple Layered + Yellow and Green Layered
Description:	Increases temporary Water resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Earth Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Red and Purple Layered + Yellow and Orange Layered
Description:	Increases temporary Earth resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Mind Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Red and Purple Layered + Blue and Green Layered
Description:	Increases temporary Mind resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion



Body Resistance

Treasure Level:	4-5
Value:	750
Category:	White
Mix:	Blue and Green Layered + Yellow and Orange Layered
Description:	Increases temporary Body resistance by 3 times the strength of the potion for 30 minutes per point of strength of the potion

Stone to Flesh

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Red and Purple Layered + Cure Paralysis (White)
Description:	Cures Stoned condition



Slaying Potion

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Blue and Purple Layered + Flaming Potion (White)
Description:	Adds "of Dragon Slaying" to a nonmagic weapon. To use, pick the potion up and right-click over a nonmagic weapon.

Pure Luck

Treasure Level:	5-6
Value:	2,000
Category:	Black
Mix:	Yellow and Orange Layered + Swift Potion (White)
Description:	Adds 50 to permanent Luck

Pure Speed

Treasure Level:	5-6
Value:	2,000

Category: Black
 Mix: Purple + Speed Boost (White)
 Description: Adds 50 to permanent Speed

Pure Intellect

Treasure Level: 5–6
 Value: 2,000
 Category: Black
 Mix: Orange + Intellect Boost (White)
 Description: Adds 50 to permanent Intellect

Pure Endurance

Treasure Level: 5–6
 Value: 2,000
 Category: Black
 Mix: Green + Endurance Boost (White)
 Description: Adds 50 to permanent Endurance

Pure Personality

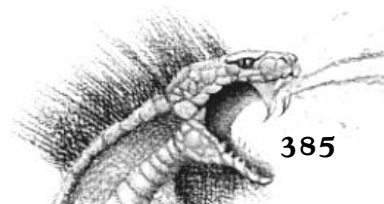
Treasure Level: 5–6
 Value: 2,000
 Category: Black
 Mix: Purple + Personality Boost (White)
 Description: Adds 50 to permanent Personality

Pure Accuracy

Treasure Level: 5–6
 Value: 2,000
 Category: Black
 Mix: Green Potion + Accuracy Boost (White)
 Description: Adds 50 to permanent Accuracy

Pure Might

Treasure Level: 5–6



Value: 2,000
 Category: Black
 Mix: Orange + Might Boost (White)
 Description: Adds 50 to permanent Might

Rejuvenation

Treasure Level: 5-6
 Value: 2,000
 Category: Black
 Mix: Divine Restoration (White) + (Red and Green Layered, Blue and Orange Layered, or Yellow and Purple Layered)
 Description: Removes all unnatural aging

Learning Books and Scrolls

Each of *Might and Magic VIII's* spells has a learning book and a scroll associated with it. A character of any class can cast a given spell by using its scroll. Characters with the proper magic school skill and expertise can use a spell's learning book to inscribe the spell in their own spell books. The following table lists each spell with the gold values of its scroll and learning book. For more information, see Magic Skills in Chapter 4.

Scroll spells take effect as if they were being cast by a character with master skill in their particular school of magic with a skill level of 8. If the spell is Grandmaster level, then the spell is cast at Grandmaster level 8.

Table 9-7. Scroll and Learning Book Values

Spell	School	Scroll Value	Book Value
Torch Light	Fire	10	100
Fire Bolt	Fire	20	200
Fire Resistance	Fire	30	300
Fire Aura	Fire	40	400
Haste	Fire	50	500
Fireball	Fire	75	750

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<i>Spell</i>	<i>School</i>	<i>Scroll Value</i>	<i>Book Value</i>
Fire Spike	Fire	100	1,000
Immolation	Fire	150	1,500
Meteor Shower	Fire	200	2,000
Inferno	Fire	300	3,000
Incinerate	Fire	500	5,000
Wizard Eye	Air	10	100
Feather Fall	Air	20	200
Air Resistance	Air	30	300
Sparks	Air	40	400
Jump	Air	50	500
Shield	Air	75	750
Lightning Bolt	Air	100	1,000
Invisibility	Air	150	1,500
Implosion	Air	200	2,000
Fly	Air	300	3,000
Starburst	Air	500	5,000
Awaken	Water	10	100
Poison Spray	Water	20	200
Water Resistance	Water	30	300
Ice Bolt	Water	40	400
Water Walk	Water	50	500
Recharge Item	Water	75	750
Acid Burst	Water	100	1,000
Enchant Item	Water	150	1,500
Town Portal	Water	200	2,000
Ice Blast	Water	300	3,000
Lloyd's Beacon	Water	500	5,000
Stun	Earth	10	100
Slow	Earth	20	200
Earth Resistance	Earth	30	300
Deadly Swarm	Earth	40	400
Stone Skin	Earth	50	500

<i>Spell</i>	<i>School</i>	<i>Scroll Value</i>	<i>Book Value</i>
Blades	Earth	75	750
Stone to Flesh	Earth	100	1,000
Rock Blast	Earth	150	1,500
Telekinesis	Earth	200	2,000
Death Blossom	Earth	300	3,000
Mass Distortion	Earth	500	5,000
Detect Life	Spirit	10	100
Bless	Spirit	20	200
Fate	Spirit	30	300
Turn Undead	Spirit	40	400
Remove Curse	Spirit	50	500
Preservation	Spirit	75	750
Heroism	Spirit	100	1,000
Spirit Lash	Spirit	150	1,500
Raise Dead	Spirit	200	2,000
Shared Life	Spirit	300	3,000
Resurrection	Spirit	500	5,000
Remove Fear	Mind	10	100
Mind Blast	Mind	20	200
Mind Resistance	Mind	30	300
Telepathy	Mind	40	400
Charm	Mind	50	500
Cure Paralysis	Mind	75	750
Berserk	Mind	100	1,000
Mass Fear	Mind	150	1,500
Cure Insanity	Mind	200	2,000
Psychic Shock	Mind	300	3,000
Enslave	Mind	500	5,000
Cure Weakness	Body	10	100
Heal	Body	20	200
Body Resistance	Body	30	300
Harm	Body	40	400

<i>Spell</i>	<i>School</i>	<i>Scroll Value</i>	<i>Book Value</i>
Regeneration	Body	50	500
Cure Poison	Body	75	750
Hammerhands	Body	100	1,000
Cure Disease	Body	150	1,500
Protection from Magic	Body	200	2,000
Flying Fist	Body	300	3,000
Power Cure	Body	500	5,000
Light Bolt	Light	100	1,000
Destroy Undead	Light	150	1,500
Dispel Magic	Light	200	2,000
Paralyze	Light	250	2,500
Summon Elemental	Light	300	3,000
Day of the Gods	Light	350	3,500
Prismatic Light	Light	400	4,000
Day of Protection	Light	500	5,000
Hour of Power	Light	600	6,000
Sunray	Light	750	7,500
Divine Intervention	Light	1,000	10,000
Reanimate	Dark	100	1,000
Toxic Cloud	Dark	150	1,500
Vampiric Weapon	Dark	200	2,000
Shrinking Ray	Dark	250	2,500
Shrapmetal	Dark	300	3,000
Control Undead	Dark	350	3,500
Pain Reflection	Dark	400	4,000
Dark Grasp	Dark	500	5,000
Dragon Breath	Dark	600	6,000
Armageddon	Dark	750	7,500
Soulrinker	Dark	1,000	10,000



Ore

Artisans located in towns can turn ore into items. There are six types of ore corresponding to the six treasure levels. If you bring a piece of ore to an artisan who uses it, he or she will take the ore and turn it into an item of the same level as the ore.

<i>Ore Type</i>	<i>Treasure Level</i>
Iron-Laced Ore	1
Siertal-Laced Ore	2
Phylt-Laced Ore	3
Kergar-Laced Ore	4
Erudine-Laced Ore	5
Stalt-Laced Ore	6



Other Items

These items don't fit into other categories.

Horseshoe

Description: Horseshoes give a character 2 Skill Points. Right-click them on a character's portrait to use them.

Green Apple

Description: These apples are unusually nutritious. Right-click the apple on a character's portrait to use it.

Flute

Description: This item, found in Lord Brinnie's Tomb, is needed to enter the secret New World level. Take it to the giant sword on the Plane Between Planes, then click on the sword to gain entrance.

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