



The Magic Candle III

THE FOUR AND FORTY

CLUE
BOOK

MINDCRAFT

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The Secrets of Gurtex

As your band of heroes explores the continent of Gurtex, you may find them in need of assistance. This book will solve their problems. Use it as a reference work, an aid to memory, or a source of clues. But use it wisely—don't lose the thrill of discovery or the triumph of a challenge faced and met.

The first few chapters have general advice about beginning the game, fighting monsters and the procedures involved in rescuing the imprisoned Four eldens.

Next are maps of the towns and villages your party will visit as it explores Oshcrun and Gurtex.

The largest section of this guide consists of maps of the dungeons, towers, cellars, mines and caverns, along with comments about their special features.

Finally, a series of lists and tables tell of the characters available for your party, where to find information, how to spell magic words, where the gods and goddesses and their temples are, and what objects to use in teleportal chambers.

Opening Strategies

The rule book has several pieces of good advice for the beginning stages of the game. This guide provides specific tips to help get you started. Although there are many paths you can follow, these tips are at least worth thinking about.

In Telermain

Stop by the Eastern Breeze Tavern and invite Ralle (or the *Keys to Maramon* hero) to join the party. This is one of the two spellcasters on Oshcrun Island who will join your hero.

Argas and Nimmo don't show up at the Black Rooster Tavern until evening, and there's no reason to wait for them. In fact, Argas shouldn't be hired until just before you expect to start serious fighting.

Sooner or later, you should wander around Telermain and talk to its inhabitants. But, if you'd like a change of scenery, there's no need to do all the talking at the very beginning. Buy a shovel before you leave town.

Building a Party

Go to Castle Oshcrun and talk to King Rebnard. His Majesty will give your hero three mindstones and the magic greatsword Brennix, and will tell you of your first two

quests: clearing the cellars of Castle Oshcrun and finding Llendorra with Lady Subia.

Leave Lady Subia in the throne room until you're through with the Oshcrun cellars. Head west for the Knights' Room, adding Sir Gustron to the party on the way. In the Knights' Room, invite Commander Grolf and the wizard Rimfiztrik.

Visiting Ziyx

Your party of five is now strong enough to fight the denizens of the cellars. If you're spoiling for a fight, go on down and give it a try. You will shortly learn that there are at least two things missing from your party: nobody has any picks to open treasure chests, and, with only one spell book, nobody but Fiz can memorize spells. (You might also be running low on food and mushrooms.)

To get another spell book, leave the castle, hire Captain Garlin's ship, and sail due northeast to Ziyx's island. On the ship, "Camp" to sleep, learn spells and fix weapons. Although Ziyx is still writing the Book of Emenad, he has a copy of the Book of Demaro that he will give your hero. Now, by switching books around, your hero, Ralle and Fiz will all be able to learn spells on the way back. (It's

particularly nice to have three party members knowing "Resurrect.")

Find the mushroom patch south of Ziyx's tower before leaving his island.

In Ketrop

For lockpicks, go to Ketrop. (The trip from the coast is an opportunity to camp, learn more spells, and hunt for food if the weather's good.)

Three halflings in Ketrop are willing to join the party. Invite one of them, take his picks, and put him to work at the tailor shop. Invite another, take his picks, and either dismiss him or enroll him in trading school. Invite the third, and take him back to Telermain with you.

If you choose to do so, have one of the halflings buy a third magic book from Faranim for you before you leave the village. Ketrop is also a good place to buy or sell food.

There is a mushroom patch at the north end of the island that you may want to visit. Across the river west of Ketrop is a temple you definitely

should visit before exploring Castle Oshcrun's cellars.

Oshcrun Cellars

In Telermain, take the third halfling's lockpicks and put him to work. Consider the party's weapons and armor. For example, Fiz has no weapon to start with: your hero can give him a scimitar. You may decide to buy other weapons and armor in Telermain or borrow them from the castle armory later. Then hire Argas in the Black Rooster and head for the cellars.

After a few fights in the cellars, you will find the dwarf Sakar. Dismiss one of the party members and invite Sakar to replace him. Later in the game, you will be glad to have an experienced dwarf companion.

When you finally reach the Crystal Door to Deraum, you will have finished your first mission (clearing the cellars), will have found out about your third (finding the Crystal Key), and will be ready to start your second (taking Lady Subia to find Llendorra).

Ghosts, Scrolls and Candles

Rescuing the Four eldens from the flames of Zakhad's candles is a process involving ghosts, scrolls and the candles themselves.

In the dungeon Deraum is the ghost of the warrior Horann. Cast "Soulspeak" on the ghost to allow it to tell its story, then cast "Restsoul" to release its spirit. It will leave you with a blank white scroll, entitled "Candle of Despair."

Take the white scroll to the library in Telermain. Invite Brother Polo to join your party, and give him the white scroll. Select Polo, talk to the librarian, and say that he wants to research "Candle of Despair." Leave Polo on assignment.

When the research is done, invite Brother Polo to join your party again, get the completed white scroll from him, and dismiss him. Then, when you find the Candle of Despair itself in the Mines of Dorak and defeat its Naur guardian, "Use"

the scroll and the elden Zifar will be freed.

The same steps are involved in rescuing the next two eldens. The ghost of the warden Ermethra in the Tower of Maratul has the gray scroll for the Candle of Pain. Research it in Telermain and rescue Zulain from the Caverns of Ruz.

The ghost of the wizard Phokos with the pink scroll is in the mines of Drakhelm. Research the Candle of Anguish in the library in Wanasol (not Telermain). It's a good idea to find the stronghold of Sariss, near Wanasol, first, to provide a convenient meeting place. The elden Zewinul is trapped in the Tower of Namaz.

To rescue Zidoni, meet with Zifar, Zulain and Zewinul in the Wanasol Meeting Hall. They will give you the blue scroll. Research the Candle of Death in Wanasol. Zidoni is held captive by Zakhad himself in a tower of Castle Katarra.

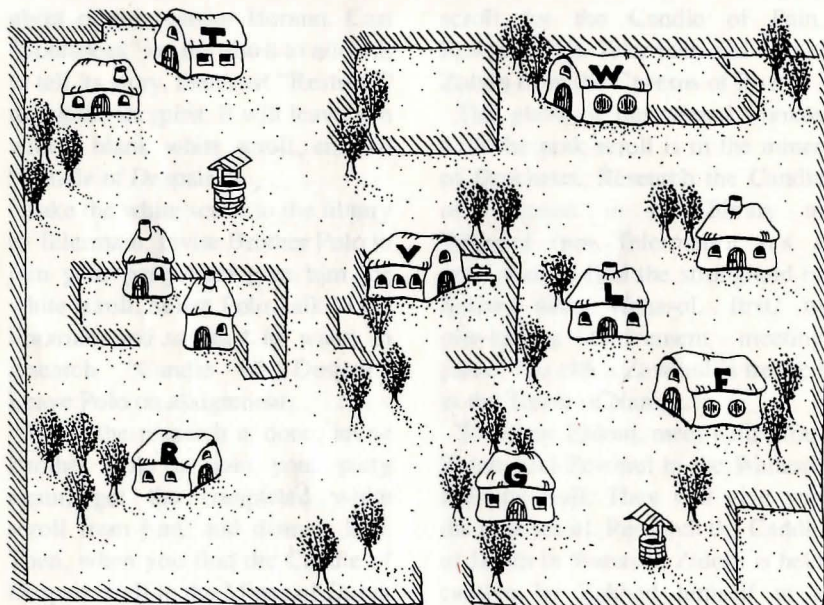
Telermain

A map of Telermain is included with the game. The following pages contain similar maps of Castle Oshcrun and the other towns and villages of Oshcrun Island and Gurtex.



Ketrop

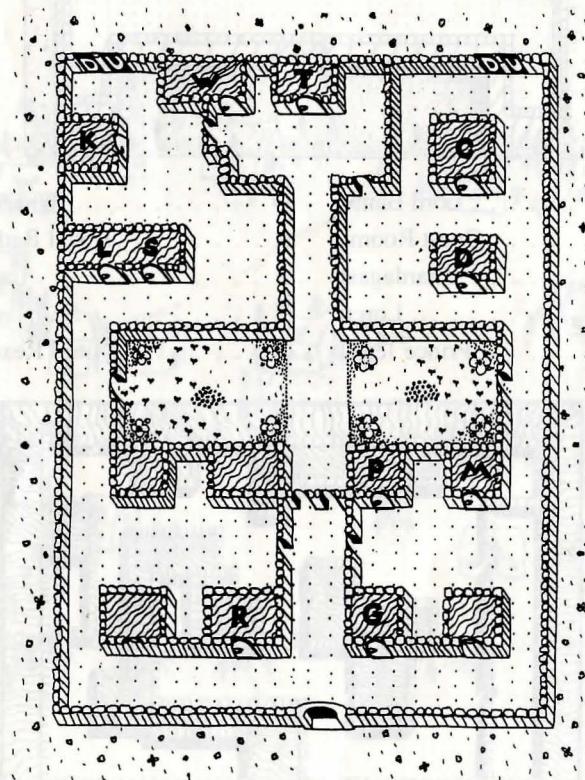
The halfling village of Ketrop is north of Telermain and Castle Oshcrun. Faranim, the wizard who lives in the northeast part of town, has spell books for sale.



| | | | |
|-------------|----------------------|-------------|-----------------|
| F | Food Store | T | Tailor Training |
| G | Guesthouse | V | Village Hall |
| L | Lockpick Instruction | W | Tailor Workshop |
| R | Trader Training | | |

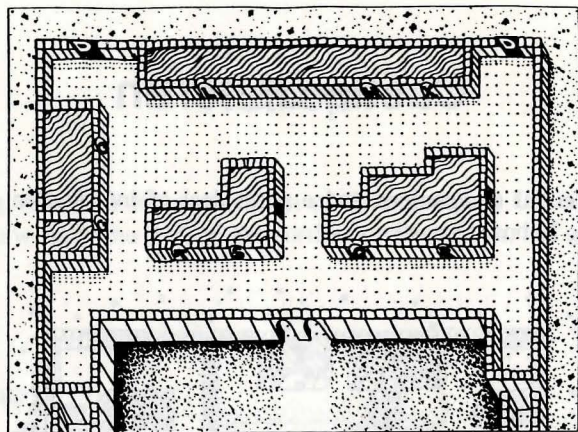
Castle Oshcrun

Several potential companions and a great deal of information await your hero in King Rebnard's castle.



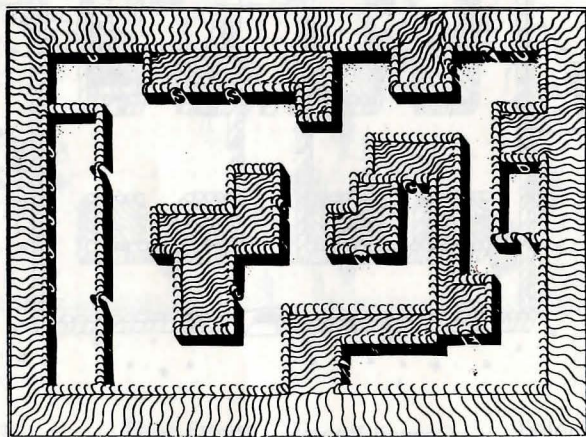
| | | | |
|-------------|---------------|-------------|---------------|
| C | Council Room | P | Prayer Room |
| D | Dining Hall | R | Training Room |
| G | Guards' Room | S | Study |
| K | Knights' Room | T | Throne Room |
| L | Library | W | Waiting Room |
| M | Music Room | | |

Upstairs:



| | | | |
|-------------|--------------|-------------|--------------------|
| B | Lord Banas | Q | Queen Alishia |
| G | Guest Rooms | R | Royal Bedchamber |
| H | Bhardagast | S | Lady Subia |
| L | Loren | T | Truk |
| P | Prince Jemil | X | Lord Rexor (later) |

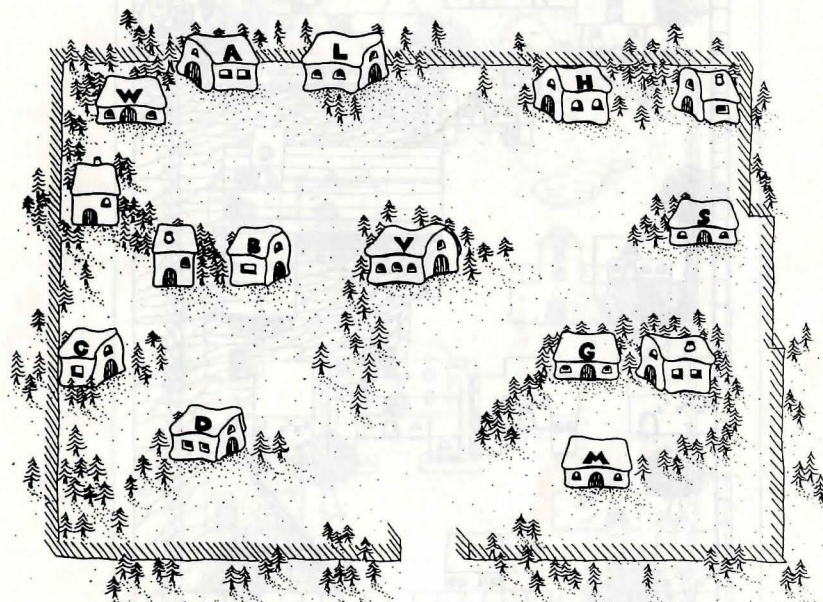
Downstairs:



| | | | |
|-------------|--------------------|-------------|------------|
| A | Armory | J | Jail Cells |
| C | Wine Cellar | K | Kitchen |
| D | Servants' Quarters | P | Pantry |
| E | Staples and Spices | S | Storage |
| G | Guards' Dorm | W | Warehouse |

Llendorra

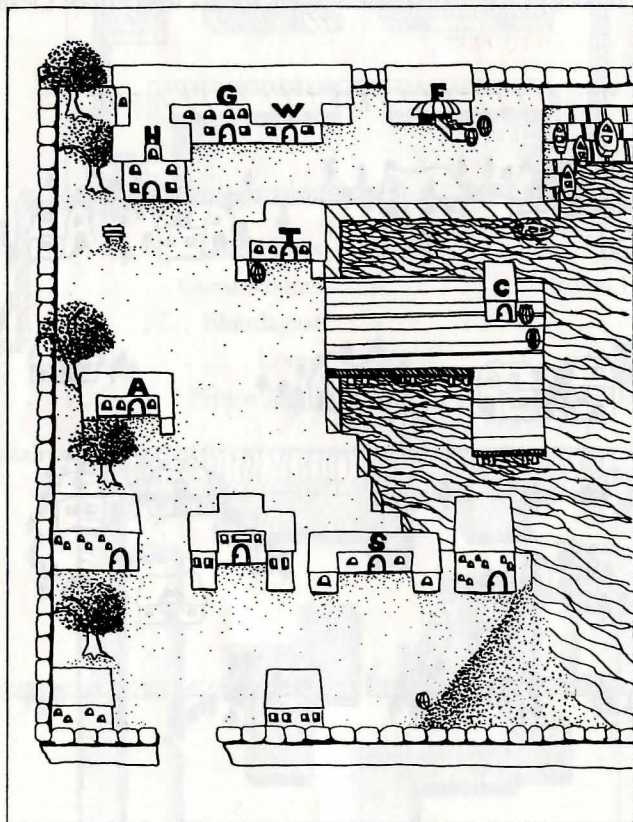
Llendorra, in the Upper Neirwood Forest, can only be found with Lady Subia in the party. It doesn't stay found unless Subia speaks with Prince Llesiton.



| | | | |
|-------------|------------------|-------------|---------------------|
| A | Armor Shop | L | Wizards' Lodge |
| B | Carpentry School | M | Mushrooms and Herbs |
| C | Clothing Store | S | Music School |
| D | Carpenter | V | Village Hall |
| G | Guesthouse | W | Weapon Store |
| H | Archery Training | | |

Ussa

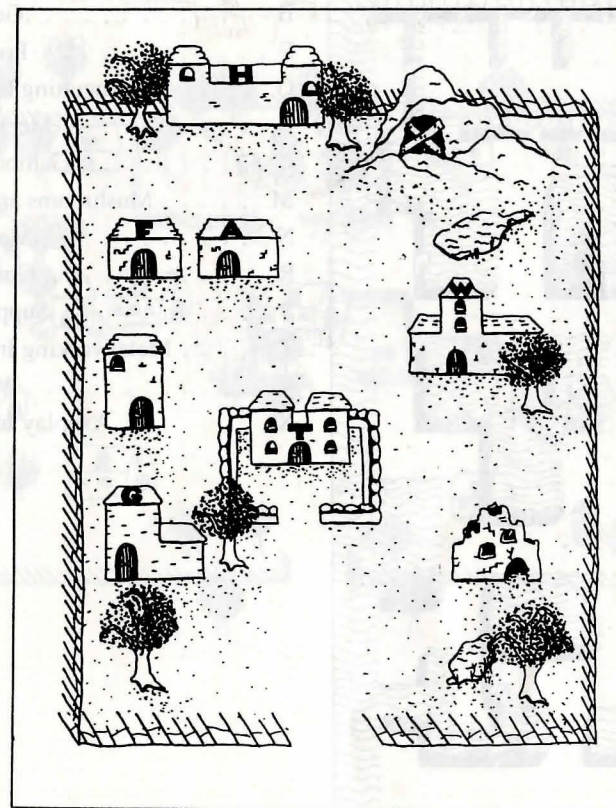
The fishing village of Ussa is on the north coast of the Throat of Gurtex.



- | | |
|---------------------------------|------------------------------|
| A Armory | H Guesthouse |
| C Swimming Instructor | S Supplies |
| F Food Store | T Salty Dog Tavern |
| G Gambling Hall | W Weapon Store |

Glusaga

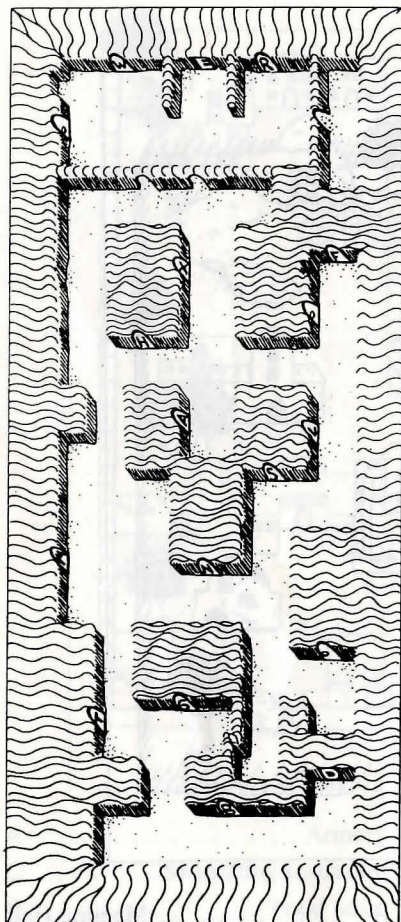
The orc town of Glusaga is in Ruul, at the south end of the Demonspine mountain range. Recall the "Disguise" spell before entering, but don't cast it until the program asks you to.



- | | |
|---------------------------|-----------------------------------|
| A Armory | H Meeting Hall |
| F Food Store | T Stinking Dwarf Tavern |
| G Gambling Hall | W Weapon Store |

Drakhelm

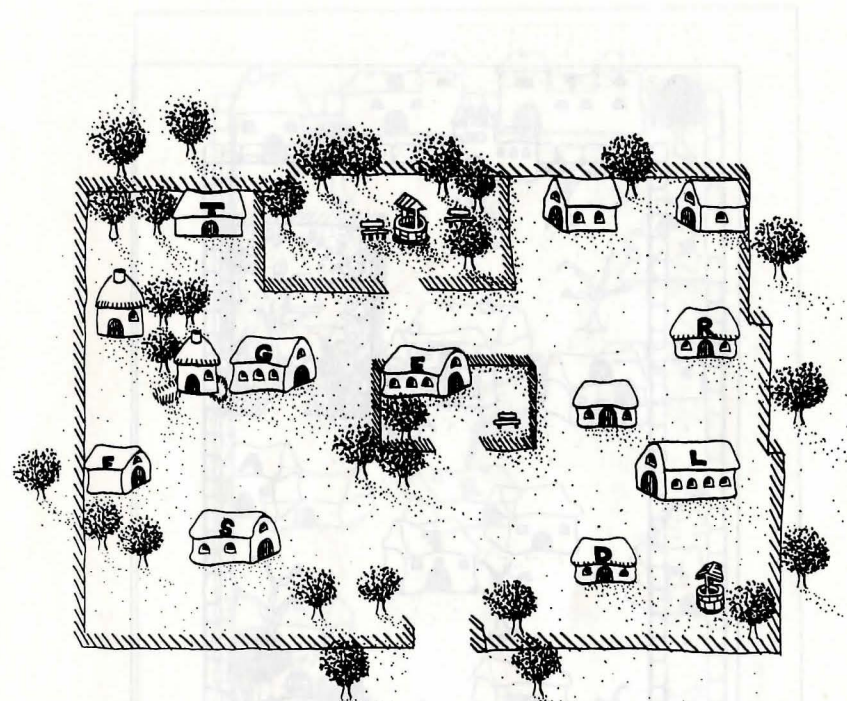
The underground dwarven town of Drakhelm is in the Gizra Mountains.



- A Armor Shop
- B Gemcutter
- F Food Store
- G Gemcutting Instructor
- H Meeting Hall
- L Gambling Hall
- M Mushrooms and Herbs
- N Metalsmith
- R Guesthouse
- S Supply Store
- T Metalworking Instructor
- W Weaponry
- X Axeplay Instructor

Wanasol

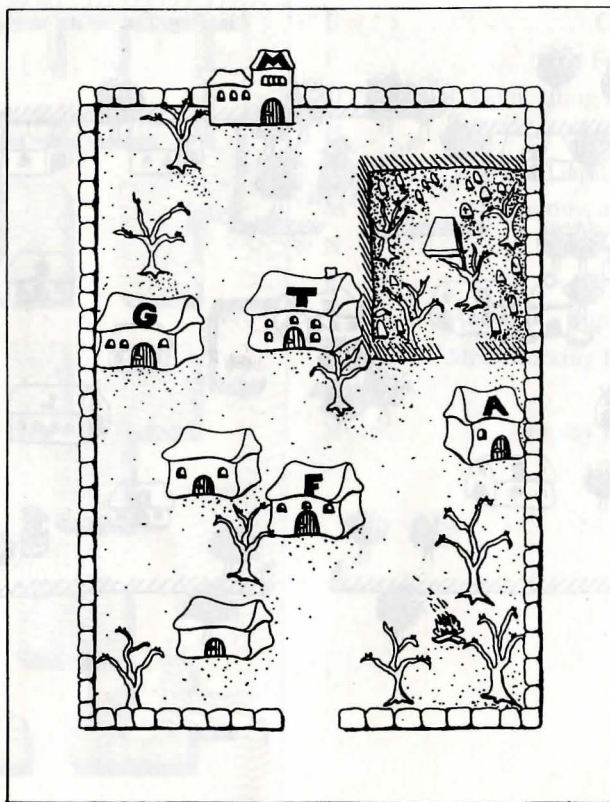
Wanasol, the village of scholars, is in the jungles of Sariss.



- | | |
|----------------------------|--------------------------------|
| D Wizards' Lodge | L Library |
| E Elden Hall | R School of Research |
| F Food Store | S Soul Reading |
| G Guesthouse | T Teleportal House |

Deadwood

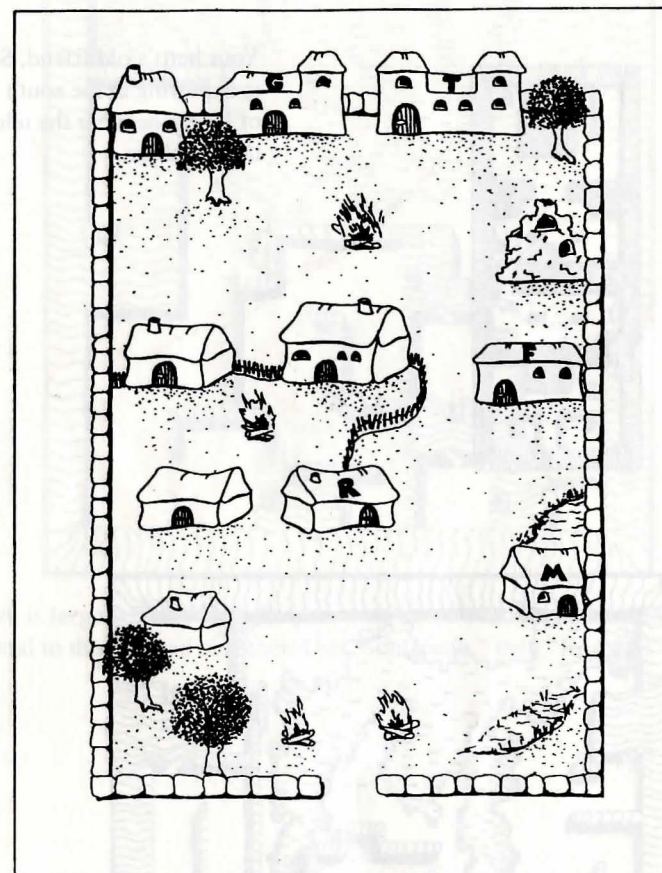
The goblin town of Deadwood is also the home of Kuygunna, the wicked witch of the east.



| | | | |
|-------------|---------------|-------------|------------------|
| A | Armor Shop | M | Temple |
| F | Food Store | T | Green Ale Tavern |
| G | Gambling Hall | | |

Hugda-Hag

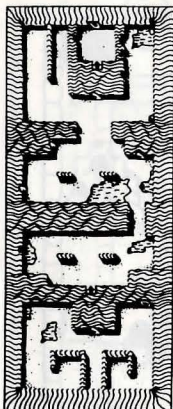
Hugda-Hag, in Krum, is the home of the trolls.



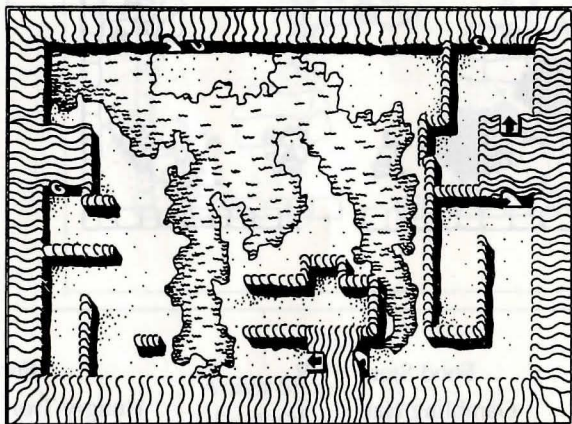
| | | | |
|-------------|---------------|-------------|---------------------|
| F | Food Store | R | Fur Trader |
| G | Gambling Hall | T | Hungry Troll Tavern |
| M | Medicine Man | | |

Oshcrun Cellars & Deraum

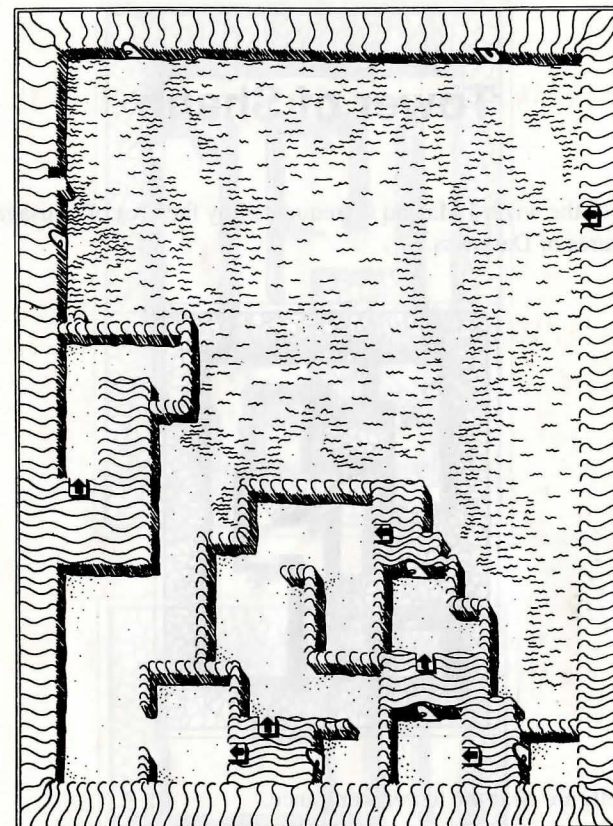
The cellars beneath Castle Oshcrun are still infested with the minions of Darkness. They lead to Deraum, a dungeon of great significance.



Your hero's old friend, Sakar, is exploring at the south end of level one, near the teleportal chamber.



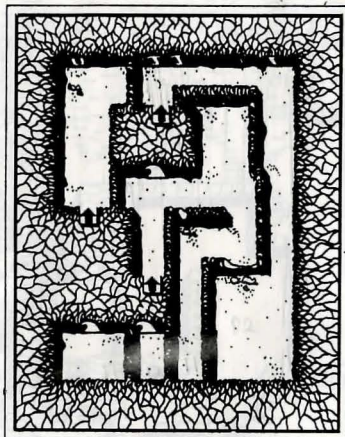
Marior, god of the sea, sleeps in level two. In the northeast corner is the sealed door to Deraum. Consult with the Great Ziyx to gain entry.



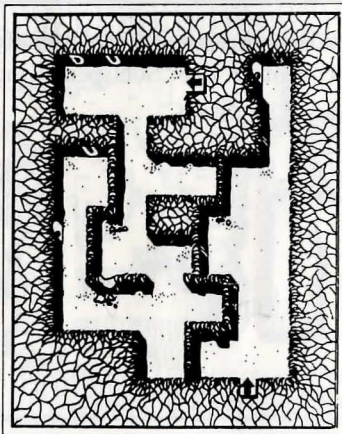
Deraum is largely flooded. Make your way to the southeast corner to find the portal to the haunted chamber. Use "Soulspeak," then "Restsoul" on the ghost.

Tower of Shann

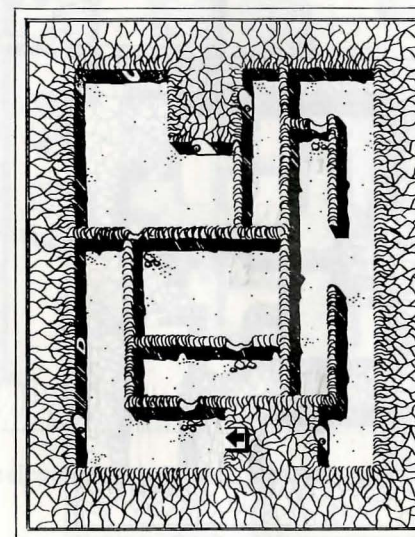
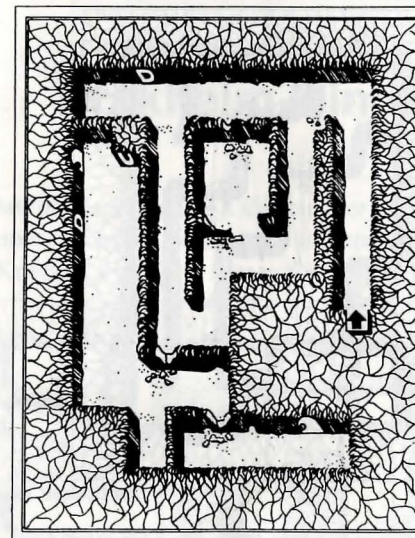
The tower of the wizard Maalaq is frequented by the orcs of Glusaga and other creatures of Darkness.



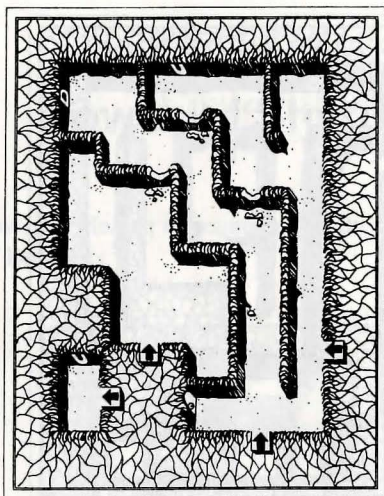
Two jail cells are near the tower's entrance.



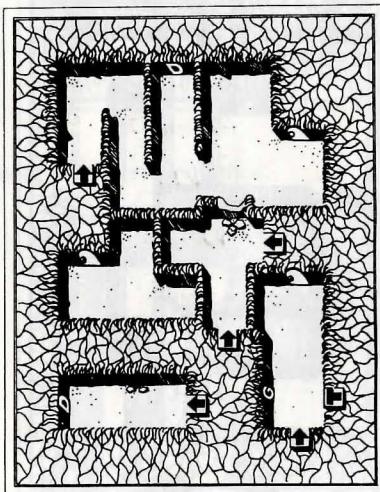
Two staircases lead up from the second story to separate parts of the third story.



On the fourth story, use a portal to reach the northern part. Avoid the other portals.



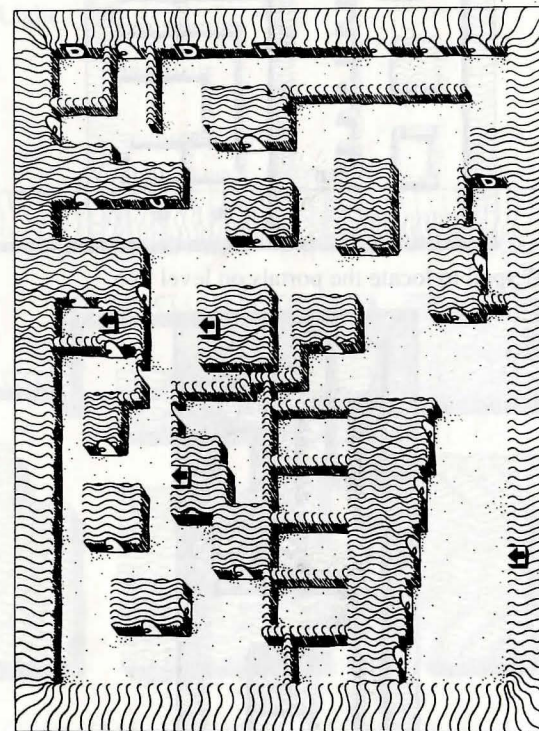
Two staircases lead up from the fifth story to separate parts of the sixth story.



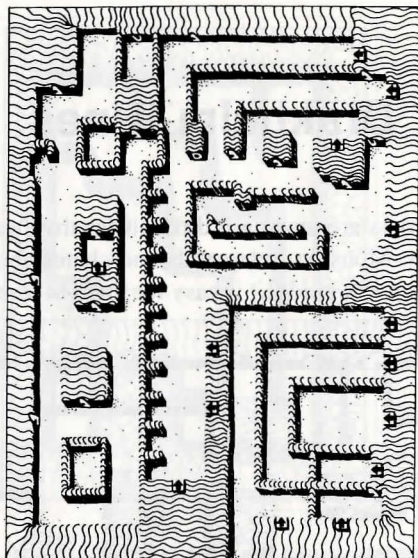
The Gray Study of Maalaq is in the southeast, across from a teleportal chamber.

Drakhelm Mines

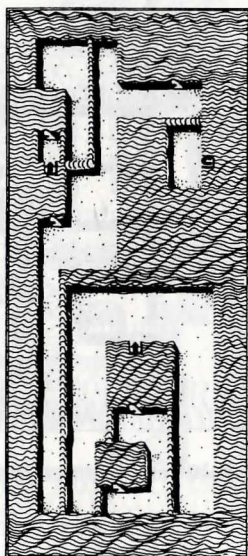
The forces of Darkness are making it difficult for the dwarves of Drakhelm to work their mines. Monsters, teleportals and chutes abound. Even if your party has hired Kruga as a guide, it is easy for them to lose their way.



Level one has a teleportal chamber and a buried magic axe.



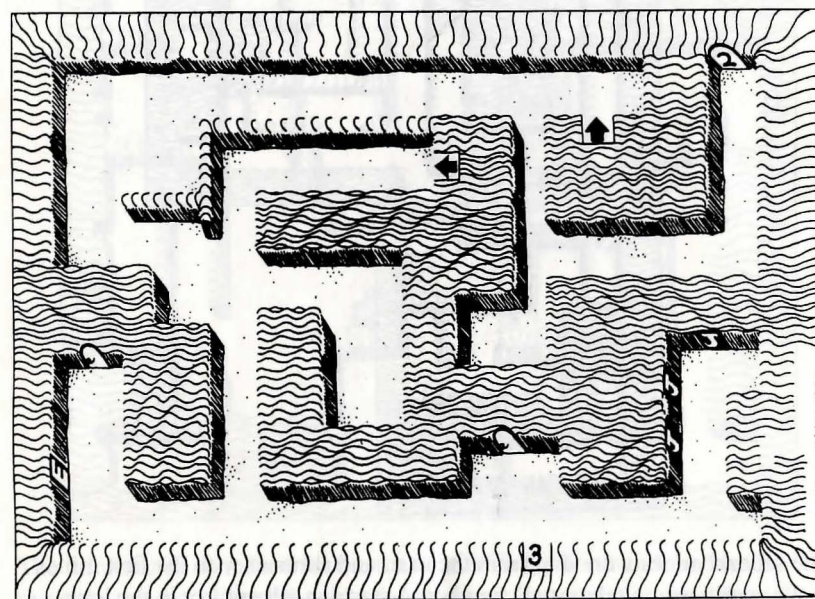
Use the "Detect" spell to locate the portals on level two.



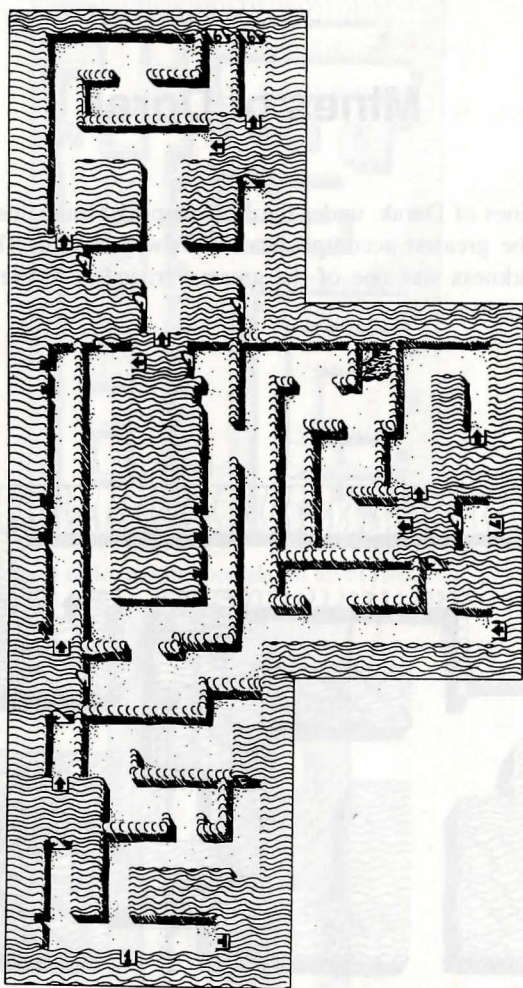
Kruga's father is held prisoner in the northwest room. A ghost is in the south room. A secret passage leads through the wall into the western corridor.

Mines of Dorak

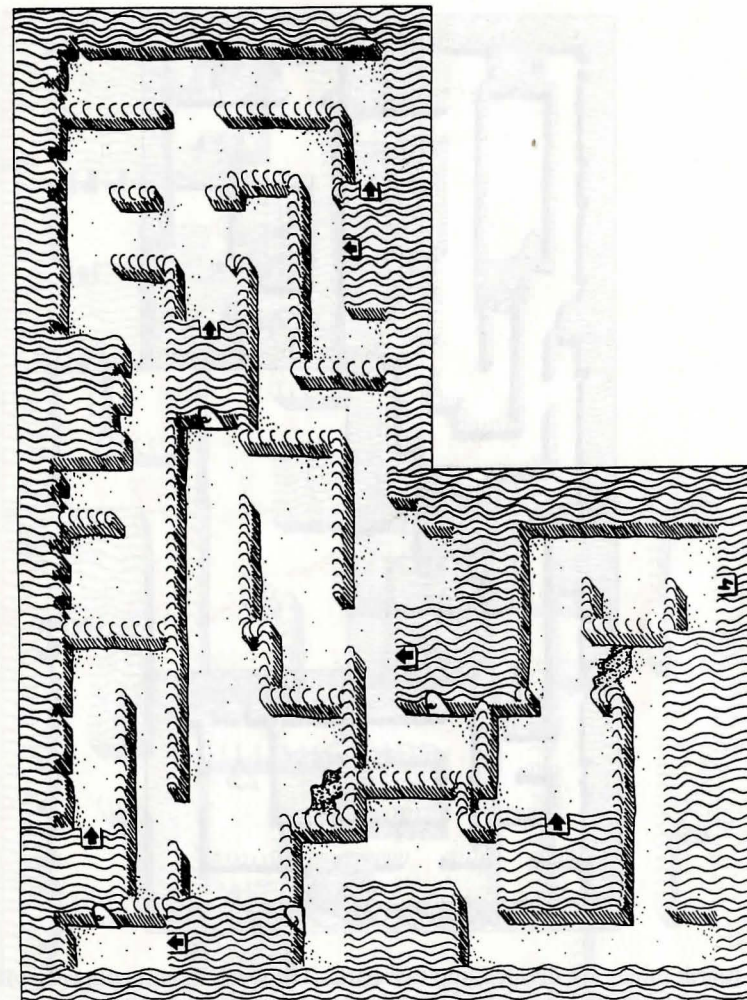
The great mines of Dorak, under the Demonspine Mountains, are generally considered the greatest accomplishment of dwarvenkind. Their fall to the forces of Darkness was one of the greatest tragedies in the history of the Children of Light.



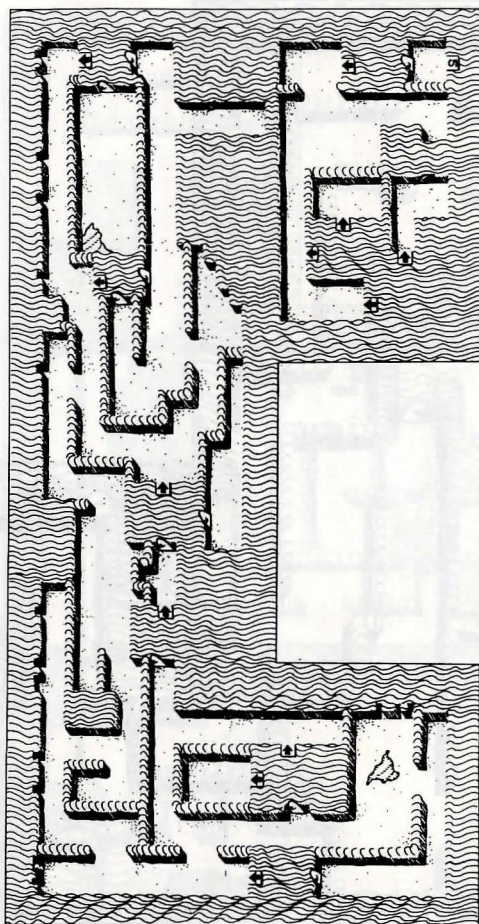
The first mines were dug beneath the western slope of the Demonspine. They contain three rooms that are now used as jail cells. The first mines connect to the second mines in the northeast and the third mines in the south.



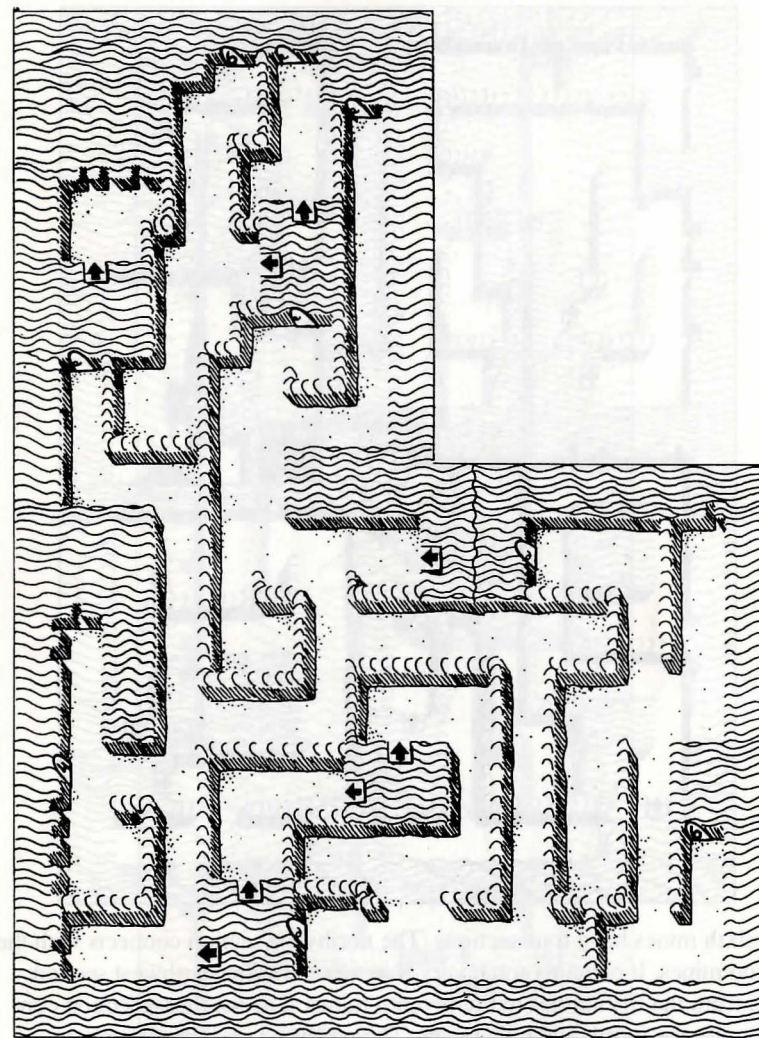
The second mines were dug from the east, and connect with the first mines to the south, near a teleportal chamber. A starving adventurer in the long western corridor has an important message. The second mines connect to part of the sixth mines in the north, and to a single stope of the seventh mines in the east.



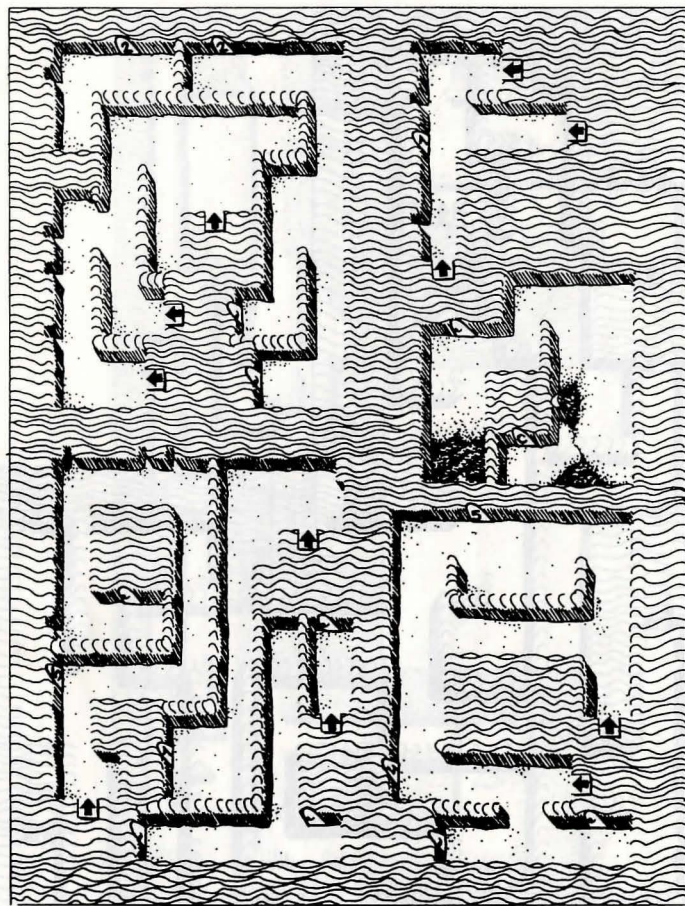
The third mines connect with the first mines in the north and the fourth mines in the east. The path to the fourth mines is strewn with portals to the first mines.



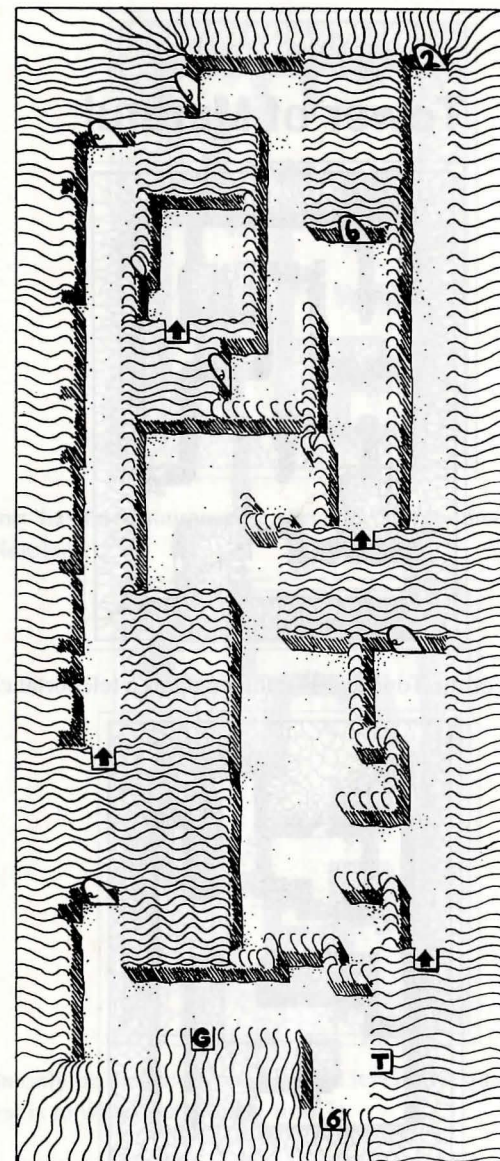
The fourth mines are divided into two parts. The western part connects with the third mines and, by portal, with the fifth mines. The portal is in the enclosed area in the north. The eastern part connects with the fifth and southeast sixth mines.



The fifth mines connect with the eastern fourth and southeast and southwest sixth mines.

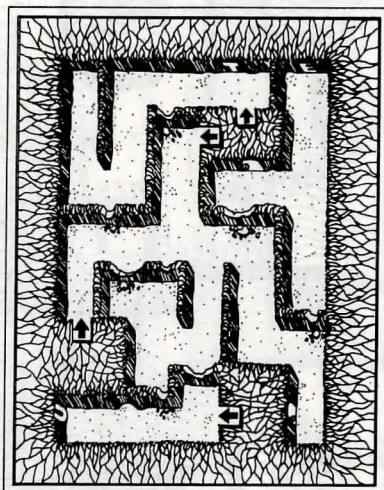


The sixth mines have four sections. The northwest section connects with the second mines. It contains some very fine treasure. The southwest section leads from the fifth mines to the seventh mines. The southeast section connects with the fourth and fifth mines. The northeast section can only be reached from the seventh mines. It holds the room containing the Candle of Despair.

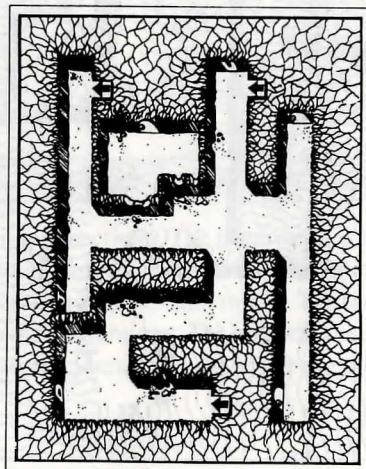


The god Rhokan sleeps in the seventh mines near a teleportal chamber. The mighty Vankruh is in the northwestern room. The isolated stope in the northeast leads to buried treasure.

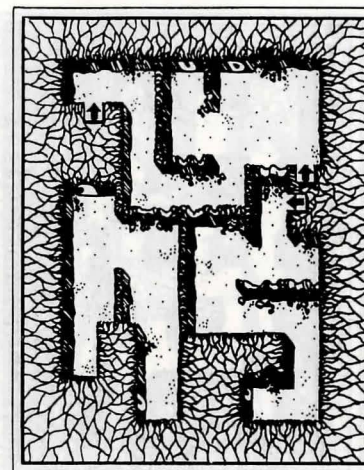
Tower of Maratul



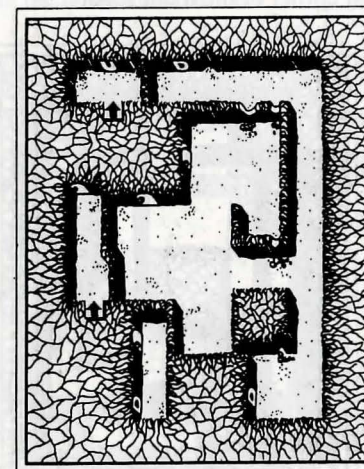
The bottom level of the Tower of Maratul contains a teleportal chamber.



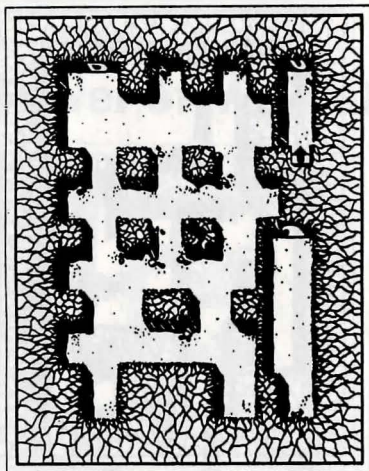
The Maratul Jail is on the second level.



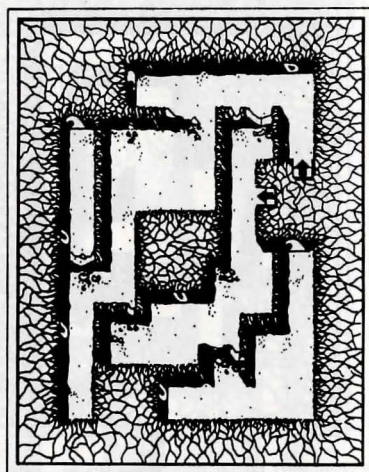
The third story has three staircases leading up. The southwestern stairs lead to the god Nerelnes.



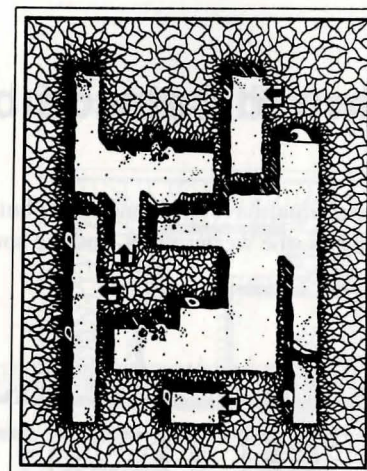
Nerelnes can only be reached from the third level. The quickest way to the treasure chest is to walk south, away from it.



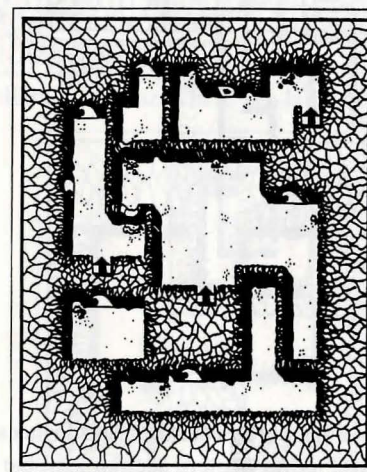
The separate section in the eastern part of level five can be reached by using a portal in the southeast corner of the main section.



“Snakes’ Heaven” is west of the staircase in the middle of level six.



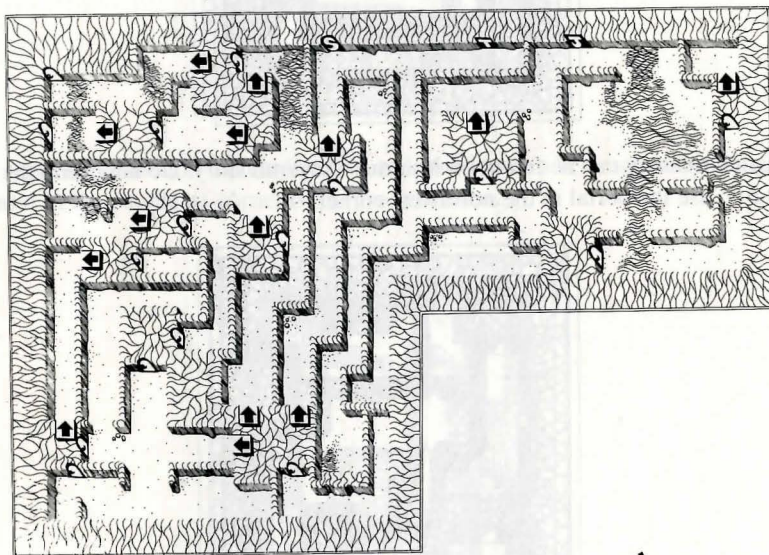
A fine treasure can be found on Maratul’s seventh story. Do not climb the stairs; use the portal in the northwest corner.



The Barbarians’ Horn is being guarded in the northern room. The western section can be reached by using a portal in the blind corridor in the southeast. Speak to the ghost before porting down to the jail level.

Deadwood Catacombs

The catacombs below Deadwood have only one level, but it is divided into three sections: the eastern part, the western part, and the southeast corridor.



The eastern part contains a teleportal chamber, and Princess Lupi's stolen bow Darkfinder. The portal to the western section is in the Hole of Curses at the south end of the middle corridor.

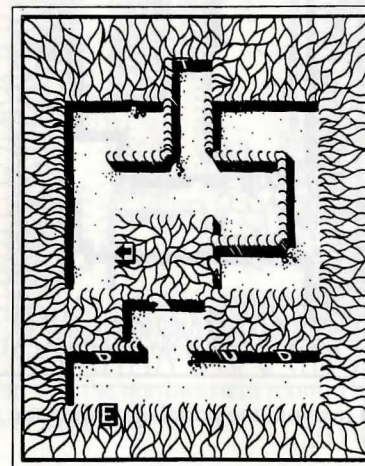
The Conch of Calm is in the far northwestern room in the western section. The three dead-end corridors lead to the portal to the southeast corridor, buried treasure, and nothing.

The southeast corridor has a treasure chest and a portal back to the eastern area.

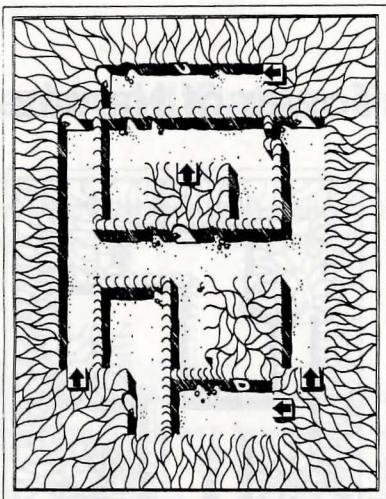
Tower of Namaz



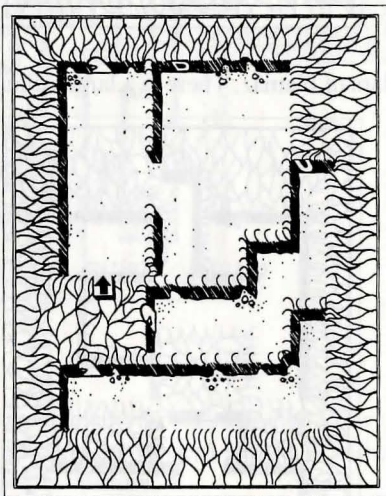
Level one is the cellars of Namaz. There is a large cellar and a small cellar.



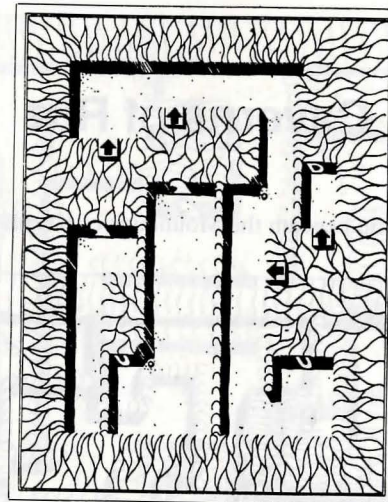
The main entrance to the Tower of Namaz is on level two. There is also a teleportal chamber in the north.



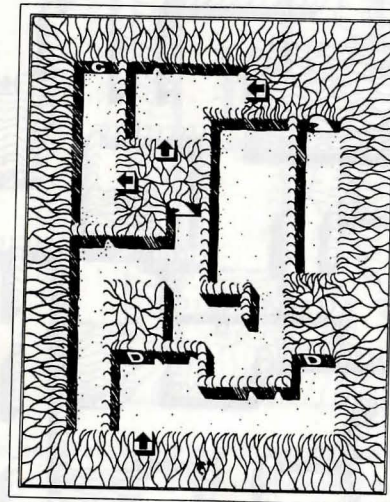
The chest in the south-central corridor can be reached by a portal to the northeast. Beware the chute north of the portal.



Use the "Detect" spell to avoid the portals guarding the treasure buried in the northeast corner.



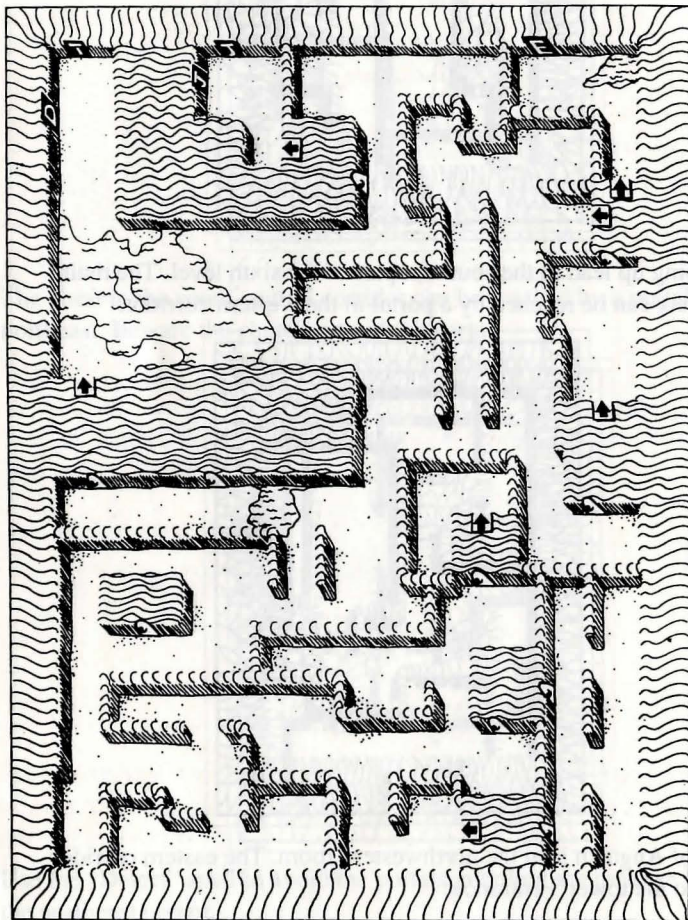
The stairs going up lead to the southern part of the sixth level. The main part of level six can be reached by a portal in the western corridor.



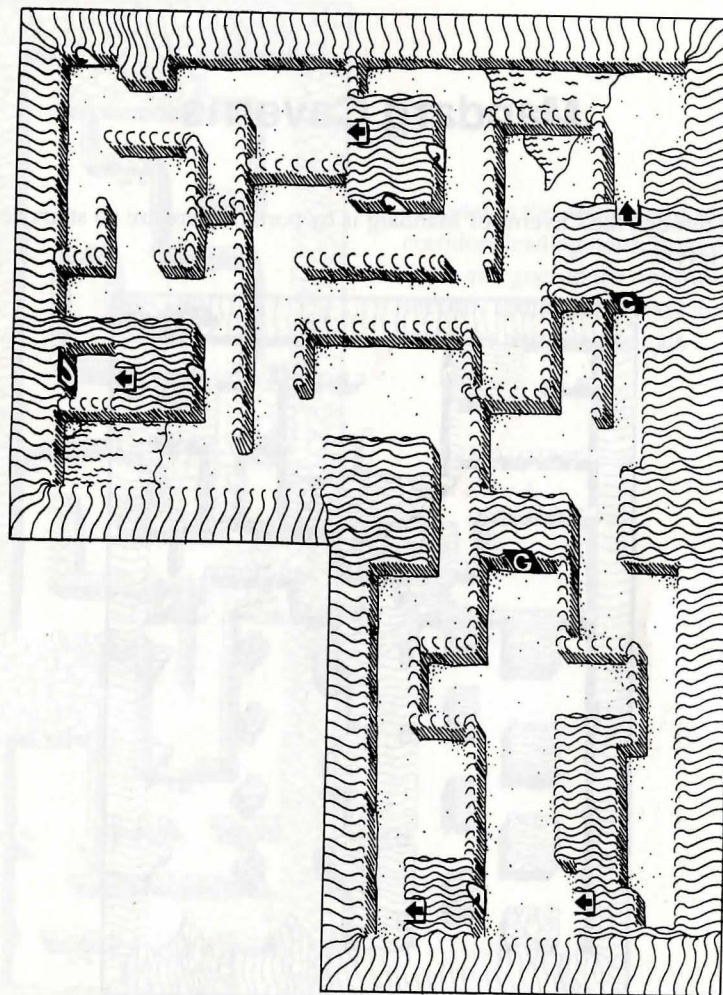
The Candle of Anguish is in the northwestern room. The eastern corridor has a portal to the tower's entrance.

Caverns of Ruz

The Caverns of Ruz lie beneath the Mountains of Krum.



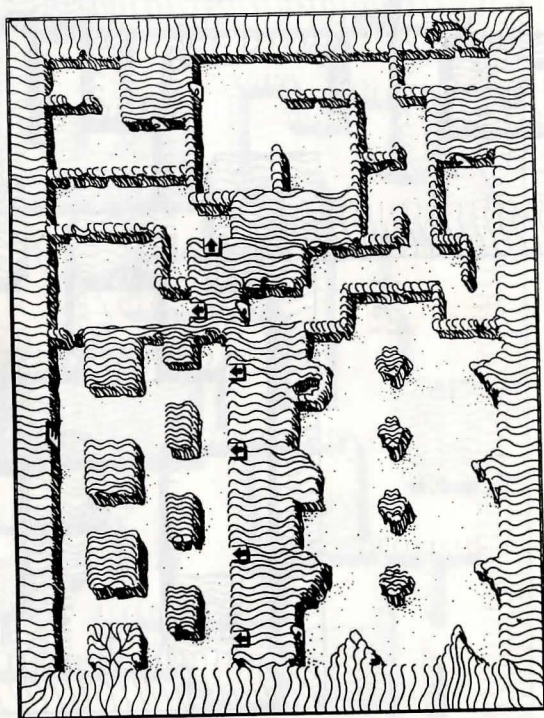
In the north of level one are a teleportal chamber and two jail cells. The large pool south of the teleportal chamber holds a shortcut to level two.



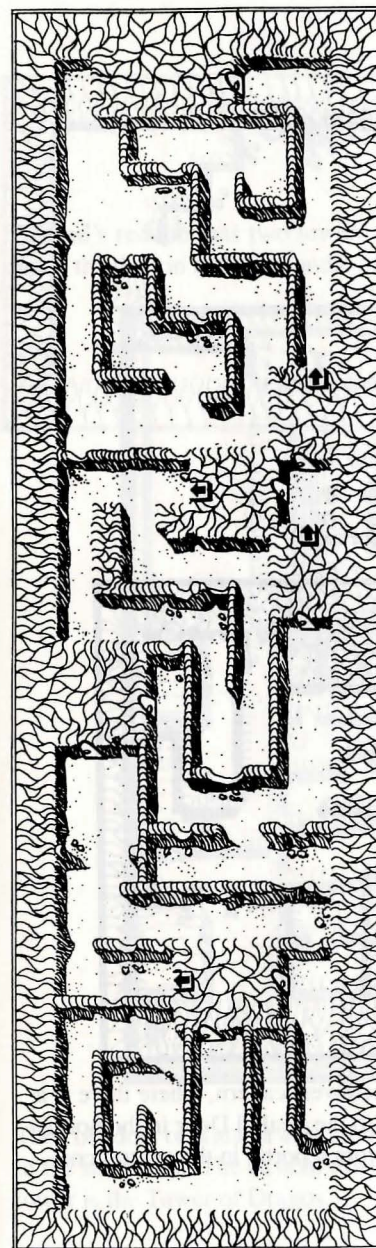
The God Ghartel sleeps on level two: if you do not choose to meet his demand, your quest can still succeed. In the southeastern room is a treasure of great worth in your approach to Zakhad. The corridor to the Candle of Pain can be reached from the pool south of the stairs. In the corridor west of the candle room is a portal back to level one.

Mandarg Caverns

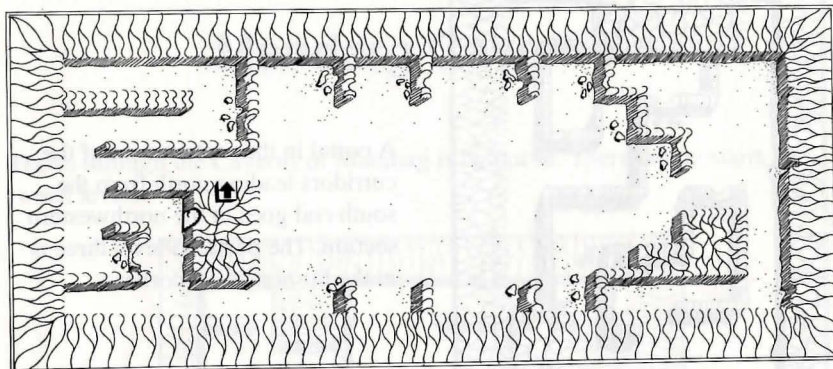
Travel through the Caverns of Mandarg is by portal. There are no stairs between levels.



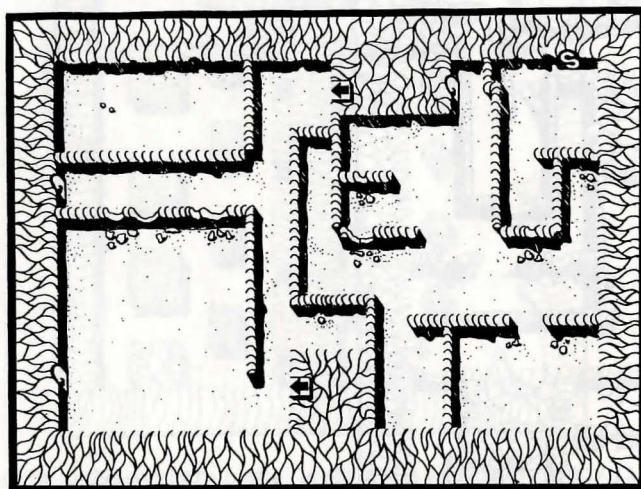
The portal from the southern part of level one is at the north end of the large cavern. The portal block in the north corridor can be bypassed by using the portal to the south of it. The portal to level two is in the northwest corridor. (The Iron Key to Castle Katarra is buried in the Hidden Hole in the northeast, but can only be reached from level four.)



A portal in the easternmost of the corridors leading north from the south end goes to the northwestern section. The portal to level three is in the far northwest corner.



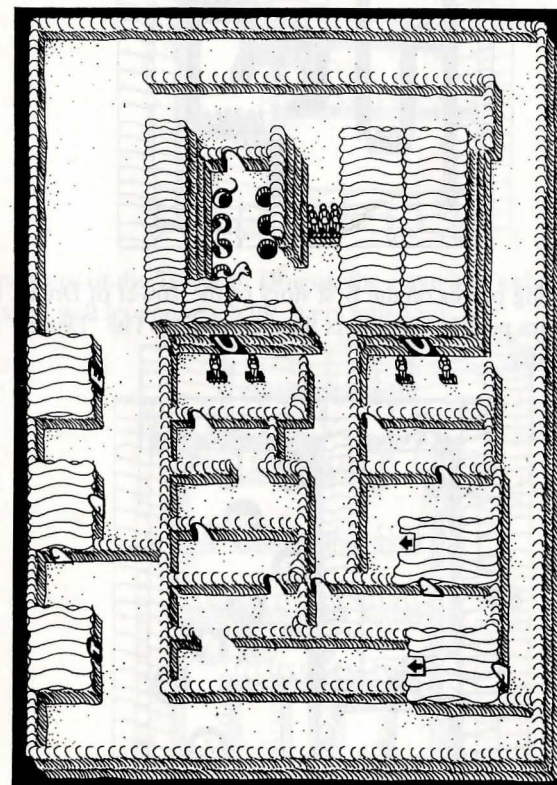
The portal to level four is in the northeast corridor.



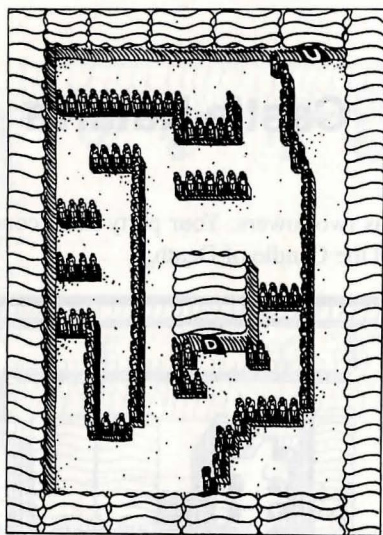
In the southwest cavern is a portal to the northwest cavern, where there is a chute to the Hidden Hole and the Iron Key to the Sealed Door in the northeast. The northeast cavern can be reached from a portal in the central corridor.

Castle Katarra

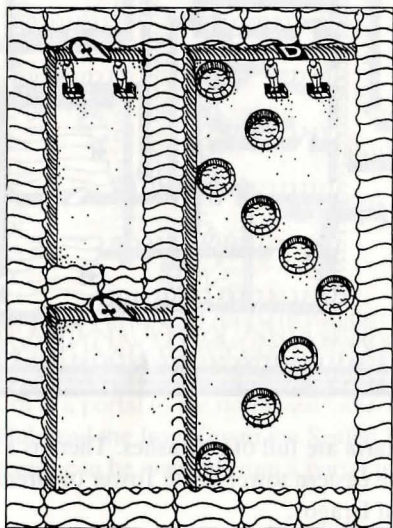
Zakhad's redoubt has two towers. Your party must conquer both of them to reach the demon and the Candle of Death.



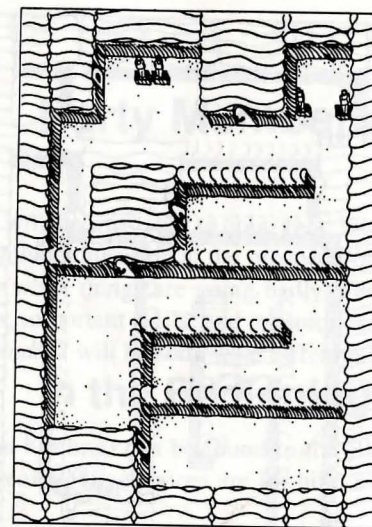
The corridors of Katarra are full of ambushes. There is a teleportal chamber in the southwest. The eastern tower is the Tower of Dreax; the western tower is the Tower of Dragos.



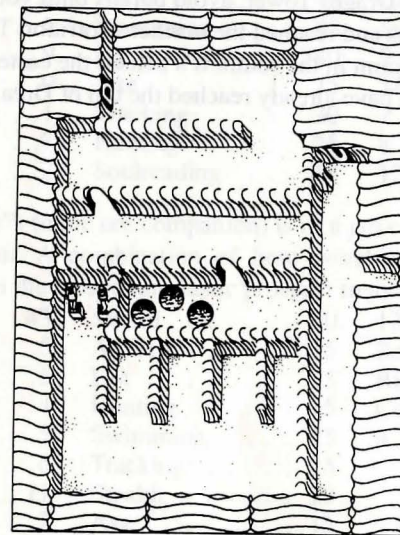
There are no resting places on the first story of the Tower of Dreax. It is crowded with Petra people—invaders turned to stone. The “Detect” spell can help you greatly.



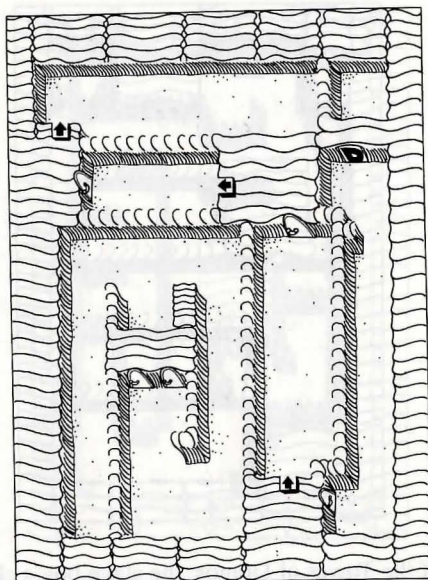
The top story of Dreax Tower has a false candle room and a true candle room. However, Zakhad will only be present if you didn't find him at the top of Dragos Tower. Again, the “Detect” spell is a great help.



On the first story of the Tower of Dragos, the slave boy's clue and the “Detect” spell will let you reach the stairs going up.



Use the “Detect” spell to avoid the portal that is in your party's path and to step into the portal they would normally walk right by. Of the four alcoves in the south, use the first (western) one. The other three lead to starvation.



On the top story of Dragos Tower, avoid portals until you have been through three rooms and reached the northern corridor. The portal at the end leads to Zakhad's room in the south. It's behind the eastern door. Zakhad will be there if you have already reached the top of Dreax Tower.

Party Members

Thirty-one people will be available to join your hero in his or her adventures. Some are wildly enthusiastic at the prospect; others are more likely to abandon your hero when things are going badly. They are all listed below, with their attributes, important skills, and inventories. (Characters you bring from *The Magic Candle I* will be somewhat different.)

In the Beginning

Argas (male human hireling) can be found in the Black Rooster Tavern in Telermain in the evening. His services are for hire; his enthusiasm is not an issue.

| | | | | |
|------------------------|----|-----------------------|----|-----------------|
| Hit Points | 51 | Stealth | 75 | 150 Coins |
| Bravery | 8 | Sword | 70 | 9 Blue Pearls |
| Strength | 7 | Fist | 55 | Elvensword |
| Dexterity | 8 | Archery | 45 | Elven Chainmail |
| Endurance | 6 | Swimming | 45 | Suede Outfit |
| Agility | 9 | Lockpicking | 40 | 9 Potions |
| Loyalty | 0 | Axe | 35 | 18 Gonshis |
| Charm | 1 | Tracking | 30 | 7 Nifts |
| Intelligence | 7 | Hunting | 25 | 8 Mirgets |
| Resistance | 2 | Soulreading | 15 | 12 Luffins |

Buzbazgut ("Buz") (male orc companion) is in a jail cell in the lower level of Castle Oshcrun. A combination of hero worship and the desire for freedom make him the most enthusiastic prospect to join the party.

| | | | | |
|------------------------|----|-----------------------|----|-------------|
| Hit Points | 43 | Sword | 40 | 120 Coins |
| Bravery | 5 | Archery | 25 | Scimitar |
| Strength | 5 | Fist | 25 | Ringmail |
| Dexterity | 4 | Hunting | 25 | Cotton Robe |
| Endurance | 5 | Swimming | 25 | 4 Food |
| Agility | 6 | Tracking | 25 | |
| Loyalty | 11 | Stealth | 20 | |
| Charm | 2 | Axe | 15 | |
| Intelligence | 3 | Lockpicking | 15 | |
| Resistance | 1 | Trading | 10 | |

Commander **Grolf** of the Royal Guard (male human companion) is in the Knights' Room of Castle Oshcrun. He is growing bored, and will gladly join your hero's adventures.

| | | | | |
|------------------------|----|-----------------------|----|--------------|
| Hit Points | 51 | Axe | 60 | 400 Coins |
| Bravery | 8 | Fist | 60 | Longsword |
| Strength | 7 | Leadership | 50 | Battleaxe |
| Dexterity | 6 | Sword | 35 | Steel Plate |
| Endurance | 6 | Hunting | 30 | Steel Helmet |
| Agility | 5 | Swimming | 30 | Wool Outfit |
| Loyalty | 11 | Soulreading | 25 | 5 Food |
| Charm | 4 | Stealth | 20 | 4 Potions |
| Intelligence | 7 | Tracking | 20 | 15 Gonshis |
| Resistance | 1 | Archery | 15 | 6 Nifts |

Sir Gustron ("Gus") (male human companion) can be found in Castle Oshcrun, between the Throne Room and the Knights' Room. He will join your hero willingly.

| | | | | |
|------------------------|----|-----------------------|----|-------------|
| Hit Points | 43 | Sword | 45 | 300 Coins |
| Bravery | 6 | Hunting | 30 | Shortsword |
| Strength | 6 | Stealth | 30 | Longsword |
| Dexterity | 7 | Swimming | 30 | Chainmail |
| Endurance | 5 | Trading | 30 | Bronze Helm |
| Agility | 7 | Archery | 25 | Wool Outfit |
| Loyalty | 7 | Tracking | 25 | 4 Food |
| Charm | 8 | Fist | 20 | 5 Gonshis |
| Intelligence | 5 | Leadership | 20 | 5 Nifts |
| Resistance | 1 | Soulreading | 15 | 6 Mirgets |

Jimbo Lim (male halfling companion) is now happily married and living in Ketrop. He will join your hero, if only for old times' sake.

| | | | | |
|------------------------|----|-----------------------|----|------------|
| Hit Points | 35 | Carpenter | 75 | 750 Coins |
| Bravery | 5 | Lockpicking | 75 | Shortsword |
| Strength | 4 | Trading | 75 | Leathers |
| Dexterity | 7 | Soulreading | 55 | Silk Robe |
| Endurance | 4 | Swimming | 50 | 40 Food |
| Agility | 9 | Stealth | 45 | 5 Potions |
| Loyalty | 9 | Hunting | 40 | 5 Sermins |
| Charm | 9 | Tracking | 40 | 6 Lokas |
| Intelligence | 8 | Sword | 35 | 4 Medicins |
| Resistance | 1 | Archery | 25 | 3 Picks |

Nimmo (male halfling hireling) does odd jobs in Telermain. He is available for hire in the evenings at the Eastern Breeze Tavern.

| | | | | |
|----------------------|----|----------------------|----|-------------|
| Hit Points | 43 | Trading | 75 | 700 Coins |
| Bravery | 4 | Carpenter | 70 | 2 Rubies |
| Strength | 3 | Metalsmith | 65 | Cotton Robe |
| Dexterity | 6 | Tailor | 65 | 12 Food |
| Endurance | 5 | Gemcutter | 60 | |

| | | | |
|------------------------|---|-----------------------|----|
| Agility | 7 | Stealth | 55 |
| Loyalty | 5 | Lockpicking | 45 |
| Charm | 9 | Swimming | 45 |
| Intelligence | 7 | Tracking | 35 |
| Resistance | 1 | Soulreading | 30 |

Father Orbonn ("Orbo") (male human companion) is in the prayer room in Castle Oshcrun. He will be pleased to join the party when his skills are needed.

| | | | | |
|------------------------|----|-----------------------|----|-------------|
| Hit Points | 51 | Researching | 85 | 300 Coins |
| Bravery | 6 | Soulreading | 60 | Cotton Robe |
| Strength | 5 | Axe | 30 | 12 Food |
| Dexterity | 4 | Stealth | 30 | 24 Sermins |
| Endurance | 6 | Archery | 25 | 10 Gonshis |
| Agility | 3 | Sword | 25 | 8 Lokas |
| Loyalty | 9 | Trading | 25 | |
| Charm | 4 | Fist | 20 | |
| Intelligence | 8 | Lockpicking | 15 | |
| Resistance | 1 | Leadership | 10 | |

Perin (male halfling companion) thinks that it would be exciting to go adventuring. You will find him in the Ketrop Meeting Hall.

| | | | | |
|------------------------|----|-----------------------|----|---------------|
| Hit Points | 35 | Metalsmith | 65 | 1200Coins |
| Bravery | 4 | Trading | 65 | 5 Topazes |
| Strength | 3 | Stealth | 55 | Shortsword |
| Dexterity | 6 | Lockpicking | 50 | Leather Armor |
| Endurance | 4 | Swimming | 45 | Cotton Robe |
| Agility | 8 | Soulreading | 35 | 25 Food |
| Loyalty | 6 | Sword | 35 | 7 Nifts |
| Charm | 9 | Tracking | 30 | 4 Medicins |
| Intelligence | 7 | Archery | 25 | 3 Picks |
| Resistance | 2 | Fist | 25 | 1 Blanket |

Brother Polo (male human companion) studies at the Telermain Library. He will consent to join the party for short periods.

| | | | | |
|------------------------|----|-----------------------|----|---------------|
| Hit Points | 43 | Researching | 60 | 400 Coins |
| Bravery | 6 | Soulreading | 50 | Scimitar |
| Strength | 6 | Fist | 40 | Leather Armor |
| Dexterity | 3 | Sword | 35 | Wool Outfit |
| Endurance | 5 | Archery | 30 | 6 Food |
| Agility | 4 | Stealth | 30 | 9 Nifts |
| Loyalty | 7 | Trading | 30 | 4 Medicins |
| Charm | 3 | Axe | 25 | |
| Intelligence | 6 | Lockpicking | 25 | |
| Resistance | 1 | Tracking | 20 | |

Ralle d'Bois (male human companion) will be found in the Eastern Breeze Tavern in Telermain (unless you bring a hero from *The Keys to Maramon*). He will be quite pleased to join your party.

| | | |
|-------------------------|-------------------------|--------------|
| Hit Points43 | Hunting50 | 150 Coins |
| Bravery7 | Archery40 | 5 Pearls |
| Strength6 | Swimming40 | Small Axe |
| Dexterity6 | Tracking40 | Ashbow |
| Endurance5 | Stealth30 | Chainmail |
| Agility6 | Sword30 | Suede Outfit |
| Loyalty4 | Axe25 | 5 Food |
| Charm5 | Leadership20 | 1 Lyre |
| Intelligence6 | Magic20 | 35 Arrows |
| Resistance3 | Researching20 | |

Rimfiztrik ("Fiz") (male wizard companion) is interested in the quest, but also has many other interests he might decide to pursue if left alone. You will find him in the Knights' Room of Castle Oshcrun.

| | | |
|-------------------------|-------------------------|------------------|
| Hit Points43 | Magic45 | 720 Coins |
| Bravery5 | Researching30 | 4 Blue Pearls |
| Strength4 | Soulreading30 | Silk Robe |
| Dexterity6 | Stealth20 | 5 Food |
| Endurance5 | Trading20 | 16 Sermins |
| Agility3 | Archery10 | 5 Gonshis |
| Loyalty11 | Fist10 | 1 Book of Felmis |
| Charm2 | Swimming10 | |
| Intelligence8 | Sword10 | |
| Resistance5 | | |

Sakar (male dwarf companion) is eager to join your hero and to slay the minions of Darkness. He waits in Castle Oshcrun's cellar.

| | | |
|-------------------------|-------------------------|-------------------|
| Hit Points59 | Axe60 | 500 Coins |
| Bravery10 | Fist40 | 4 Jade |
| Strength9 | Stealth40 | Battleaxe |
| Dexterity4 | Archery30 | Dwarven Chainmail |
| Endurance7 | Hunting30 | Bronze Helm |
| Agility4 | Leadership30 | 12 Food |
| Loyalty10 | Tracking30 | 5 Potions |
| Charm3 | Lockpicking25 | 15 Gonshis |
| Intelligence6 | Metalsmith25 | 8 Nifts |
| Resistance2 | Sword25 | 1 Mindstone |

Lady Subia (female human companion) is in Castle Oshcrun. She has a specific reason to join the party.

| | | |
|-------------------------|-------------------------|------------|
| Hit Points35 | Swimming50 | 500 Coins |
| Bravery8 | Researching40 | 1 Sapphire |
| Strength3 | Hunting30 | Silk Robe |
| Dexterity7 | Sword30 | 3 Food |
| Endurance4 | Musical25 | 1 Blanket |
| Agility6 | Stealth25 | |
| Loyalty8 | Tracking20 | |
| Charm6 | Trading20 | |
| Intelligence8 | Archery15 | |
| Resistance1 | Soulreading15 | |

Tuff (male halfling companion) of Ketrop very much wants to help both your hero and the image of the halfling race.

| | | |
|-------------------------|-------------------------|---------------|
| Hit Points35 | Lockpicking75 | 700 Coins |
| Bravery7 | Trading75 | Shortsword |
| Strength4 | Soulreading60 | Wool Outfit |
| Dexterity9 | Stealth50 | 25 Food |
| Endurance4 | Swimming50 | 2 Potions |
| Agility9 | Archery20 | 2 Nifts |
| Loyalty6 | Researching20 | 16 Fireglobes |
| Charm7 | Tailor20 | 4 Medicins |
| Intelligence8 | Tracking20 | 1 Lute |
| Resistance1 | Leadership15 | 5 Picks |

Later in the Game

Ben Trimmer (male human companion) is imprisoned in the Tower of Shann. When your party rescues him, he will be very eager to join.

| | | |
|-------------------------|-------------------------|--------------|
| Hit Points43 | Fist60 | 350 Coins |
| Bravery8 | Soulreading60 | Longsword |
| Strength6 | Sword60 | Chainmail |
| Dexterity4 | Leadership50 | Bronze Helm |
| Endurance5 | Swimming50 | 9 Food |
| Agility6 | Archery40 | 6 Gonshis |
| Loyalty5 | Stealth40 | 9 Luffins |
| Charm4 | Axe25 | 8 Fireglobes |
| Intelligence7 | Lockpicking15 | 1 Loka |
| Resistance0 | Trading15 | 1 Mindstone |

Queen Crystyn ("Crys") (female human companion) arrives at Castle Oshcrun in late July. She will join your party if asked.

| | | |
|------------------------|------------------------|------------|
| Hit Points35 | Musical75 | 750 Coins |
| Bravery6 | Leadership60 | Shortsword |

| | | | | |
|------------------------|----|-----------------------|----|------------|
| Strength | 4 | Swimming | 60 | Ashbow |
| Dexterity | 7 | Soulreading | 50 | Ringmail |
| Endurance | 4 | Stealth | 45 | Silk Robe |
| Agility | 9 | Archery | 40 | 9 Potions |
| Loyalty | 10 | Hunting | 40 | 20 Sermins |
| Charm | 7 | Researching | 40 | 12 Gonshis |
| Intelligence | 8 | Sword | 35 | 3 Lokas |
| Resistance | 2 | Magic | 22 | 60 Arrows |

Durin (male dwarf companion) has his camp in the Throat of Gurtex. He will join out of curiosity.

| | | | | |
|------------------------|----|-----------------------|----|-------------------|
| Hit Points | 51 | Gemcutter | 65 | 525 Gold |
| Bravery | 9 | Axe | 55 | 5 Rubies |
| Strength | 8 | Hunting | 40 | Hammeraxe |
| Dexterity | 9 | Metalsmith | 40 | Dwarven Chainmail |
| Endurance | 6 | Stealth | 40 | Bronze Helmet |
| Agility | 8 | Fist | 35 | Wool Outfit |
| Loyalty | 7 | Lockpicking | 35 | 18 Food |
| Charm | 2 | Tracking | 35 | 7 Potions |
| Intelligence | 6 | Archery | 20 | 12 Gonshis |
| Resistance | 3 | Leadership | 20 | 8 Nifts |

Eflun (male wizard companion) lives in Drakhelm. He will be extremely happy to join the party.

| | | | | |
|------------------------|----|-----------------------|----|---------------------|
| Hit Points | 43 | Magic | 65 | 300 Coins |
| Bravery | 7 | Researching | 50 | 3 Pearls |
| Strength | 4 | Soulreading | 50 | Scimitar |
| Dexterity | 5 | Sword | 15 | Cotton Robe |
| Endurance | 5 | Archery | 10 | 15 Food |
| Agility | 5 | Fist | 10 | Herbs and Mushrooms |
| Loyalty | 9 | Leadership | 10 | 1 Mindstone |
| Charm | 3 | Swimming | 10 | 8 Cubes |
| Intelligence | 10 | Trading | 10 | Book of Demaro |
| Resistance | 7 | Stealth | 10 | Book of Zoxinn |

Eldai (male elf hireling) is imprisoned in the Tower of Shann. When released, his services will be for hire.

| | | | | |
|----------------------|----|-----------------------|----|-----------------|
| Hit Points | 51 | Carpenter | 90 | 400 Coins |
| Bravery | 9 | Musical | 65 | 5 Blue Pearls |
| Strength | 6 | Archery | 55 | Longsword |
| Dexterity | 7 | Stealth | 50 | Brom Bow |
| Endurance | 6 | Swimming | 50 | Elven Chainmail |
| Agility | 8 | Tracking | 45 | 12 Food |
| Loyalty | 7 | Magic | 35 | 7 Potions |
| Charm | 4 | Researching | 35 | 5 Gonshis |

| | | | | |
|------------------------|---|-----------------------|----|-----------|
| Intelligence | 8 | Soulreading | 35 | 8 Luffins |
| Resistance | 5 | Sword | 35 | 50 Arrows |

Gilondo ("Gil") (male elf companion) of Llendor is moderately interested in joining the party.

| | | | | |
|------------------------|----|-----------------------|----|-----------|
| Hit Points | 43 | Musical | 95 | 700 Coins |
| Bravery | 7 | Swimming | 60 | 5 Topazes |
| Strength | 5 | Researching | 55 | Scimitar |
| Dexterity | 8 | Archery | 50 | Ashbow |
| Endurance | 5 | Carpenter | 50 | Ringmail |
| Agility | 9 | Gemcutter | 50 | 15 Food |
| Loyalty | 8 | Stealth | 50 | 7 Potions |
| Charm | 6 | Tracking | 50 | 5 Gonshis |
| Intelligence | 8 | Soulreading | 45 | 9 Nifts |
| Resistance | 4 | Magic | 30 | 40 Arrows |

Kruga (male dwarf hireling) of Drakhelm seeks employment as a guide to the mines.

| | | | | |
|------------------------|----|-----------------------|----|-------------------|
| Hit Points | 67 | Axe | 75 | 10 Blue Pearls |
| Bravery | 9 | Fist | 50 | Doubleaxe |
| Strength | 9 | Stealth | 50 | Dwarven Chainmail |
| Dexterity | 7 | Tracking | 40 | Iron Helmet |
| Endurance | 8 | Sword | 35 | 9 Potions |
| Agility | 5 | Archery | 25 | 7 Nifts |
| Loyalty | 5 | Gemcutter | 25 | 8 Fireglobes |
| Charm | 1 | Lockpicking | 25 | 1 Map Flask |
| Intelligence | 6 | Metalsmith | 25 | 1 Shovel |
| Resistance | 3 | Hunting | 20 | 2 Picks |

Princess Lupi (female elf companion) is visiting Llendor. She will be happy to join.

| | | | | |
|------------------------|----|-----------------------|----|-----------------|
| Hit Points | 43 | Musical | 75 | 375 Coins |
| Bravery | 8 | Stealth | 75 | 4 Rubies |
| Strength | 6 | Swimming | 60 | Ashbow |
| Dexterity | 8 | Tracking | 60 | Elven Chainmail |
| Endurance | 5 | Archery | 45 | 9 Food |
| Agility | 8 | Hunting | 40 | 6 Potions |
| Loyalty | 8 | Soulreading | 35 | 7 Sermins |
| Charm | 7 | Sword | 35 | 7 Luffins |
| Intelligence | 8 | Researching | 30 | 2 Lokas |
| Resistance | 3 | Magic | 25 | 50 Arrows |

Madir (male wizard hireling) is available for hire in Ussa.

| | | | | |
|------------------------|----|-----------------------|----|----------------|
| Hit Points | 51 | Magic | 60 | 290 Coins |
| Bravery | 8 | Researching | 50 | Longsword |
| Strength | 5 | Sword | 45 | Ringmail |
| Dexterity | 7 | Stealth | 35 | Suede Outfit |
| Endurance | 6 | Archery | 30 | 7 Food |
| Agility | 6 | Fist | 30 | 8 Potions |
| Loyalty | 6 | Hunting | 15 | 16 Sermins |
| Charm | 1 | Leadership | 15 | 7 Gonshis |
| Intelligence | 10 | Soulreading | 15 | 5 Nifts |
| Resistance | 6 | Swimming | 10 | Book of Ishban |

Nazim (male human companion) is camping in South Misor. He will be very glad to join his lifelong friend.

| | | | | |
|------------------------|----|-----------------------|----|---------------------|
| Hit Points | 51 | Tracking | 75 | 350 Coins |
| Bravery | 9 | Soulreading | 60 | 9 Blue Pearls |
| Strength | 6 | Stealth | 60 | Longsword |
| Dexterity | 6 | Hunting | 55 | Leather Armor |
| Endurance | 6 | Swimming | 55 | Suede Outfit |
| Agility | 7 | Archery | 50 | 16 Food |
| Loyalty | 11 | Musical | 50 | Mushrooms and Herbs |
| Charm | 5 | Sword | 45 | 18 Fireglobes |
| Intelligence | 7 | Carpenter | 40 | |
| Resistance | 7 | Magic | 30 | |

Nehor (male elf companion) is camped near Llendora. Although he will join your hero, he will not tolerate a great deal of meaningless hardship.

| | | | | |
|------------------------|----|-----------------------|----|---------------|
| Hit Points | 43 | Archery | 65 | 250 Coins |
| Bravery | 7 | Musical | 60 | Ashbow |
| Strength | 6 | Carpenter | 50 | Leather Armor |
| Dexterity | 7 | Swimming | 50 | Suede Outfit |
| Endurance | 5 | Tracking | 50 | 9 Food |
| Agility | 7 | Hunting | 40 | 3 Potions |
| Loyalty | 7 | Soulreading | 40 | 9 Gonshis |
| Charm | 4 | Stealth | 40 | 5 Nifts |
| Intelligence | 7 | Magic | 30 | 8 Luffins |
| Resistance | 3 | Sword | 30 | 36 Arrows |

King Rebnard will join your party when the time is right.

| | | | | |
|----------------------|----|----------------------|----|-------------|
| Hit Points | 59 | Leadership | 80 | 950 Coins |
| Bravery | 12 | Hunting | 60 | 5 Emeralds |
| Strength | 8 | Sword | 55 | 2 Diamonds |
| Dexterity | 3 | Stealth | 50 | Greatsword |
| Endurance | 7 | Archery | 40 | Steel Plate |
| Agility | 4 | Fist | 40 | Silk Robe |

| | | | | |
|------------------------|----|-----------------------|----|-------------|
| Loyalty | 12 | Soulreading | 40 | 2 Food |
| Charm | 4 | Axe | 30 | 12 Mirgets |
| Intelligence | 8 | Trading | 15 | 2 Mapflasks |
| Resistance | 1 | Swimming | 10 | 1 Mindstone |

Lord Rexor (male human companion) arrives at Castle Oshcrun in response to an emergency. He will join the party, but has reservations.

| | | | | |
|------------------------|----|-----------------------|----|---------------|
| Hit Points | 51 | Leadership | 60 | 400 Coins |
| Bravery | 8 | Sword | 50 | 9 Blue Pearls |
| Strength | 6 | Trading | 45 | Longsword |
| Dexterity | 4 | Fist | 40 | Steel Plate |
| Endurance | 6 | Axe | 30 | Suede Outfit |
| Agility | 4 | Hunting | 30 | 5 Food |
| Loyalty | 8 | Stealth | 30 | 5 Potions |
| Charm | 6 | Archery | 25 | 4 Nifts |
| Intelligence | 6 | Lockpicking | 25 | 7 Luffins |
| Resistance | 1 | Soulreading | 20 | |

Rogga (male dwarf companion) is being held captive in the Tower of Maratul. When freed, he will be glad to join the party.

| | | | | |
|------------------------|----|----------------------|----|-------------------|
| Hit Points | 59 | Axe | 60 | 535 Coins |
| Bravery | 8 | Fist | 50 | 5 Rubies |
| Strength | 8 | Tracking | 50 | Hammeraxe |
| Dexterity | 9 | Gemcutter | 40 | Dwarven Chainmail |
| Endurance | 7 | Metalsmith | 35 | Iron Helmet |
| Agility | 6 | Stealth | 30 | Suede Outfit |
| Loyalty | 9 | Hunting | 25 | 6 Food |
| Charm | 2 | Leadership | 20 | 7 Sermins |
| Intelligence | 5 | Archery | 15 | 1 Shovel |
| Resistance | 2 | Sword | 15 | |

Somona the sorceress ("**Mona**") is traveling. If you meet her, she will join, but only because of past favors.

| | | | | |
|------------------------|----|-----------------------|----|----------------|
| Hit Points | 59 | Magic | 70 | 480 Coins |
| Bravery | 9 | Soulreading | 55 | 3 Sapphires |
| Strength | 3 | Stealth | 40 | Silk Robe |
| Dexterity | 7 | Researching | 35 | 5 Food |
| Endurance | 7 | Sword | 25 | 12 Sermin |
| Agility | 6 | Archery | 20 | Book of Sabano |
| Loyalty | 6 | Leadership | 20 | |
| Charm | 2 | Trading | 15 | |
| Intelligence | 11 | Fist | 10 | |
| Resistance | 7 | Swimming | 10 | |

Strephonio (“Stref”) (male mad wizard companion) wanders through Gurtex. He will join your party willingly and leave it for little reason.

| | | | | |
|------------------------|----|-----------------------|----|----------------|
| Hit Points | 43 | Researching | 70 | 153 Coins |
| Bravery | 7 | Magic | 65 | 1 Diamond |
| Strength | 3 | Stealth | 35 | Cotton Robe |
| Dexterity | 4 | Swimming | 20 | 2 Food |
| Endurance | 5 | Archery | 15 | 3 Potions |
| Agility | 4 | Soulreading | 15 | 20 Sermins |
| Loyalty | 0 | Sword | 15 | 1 Medicin |
| Charm | 1 | Hunting | 10 | 1 Mindstone |
| Intelligence | 10 | Leadership | 10 | Book of Zoxinn |
| Resistance | 8 | Trading | 10 | Book of Felmis |

Tamas (male wizard companion) is imprisoned beneath Deadwood. He will join your party warily when he is freed.

| | | | | |
|------------------------|----|-----------------------|----|----------------|
| Hit Points | 51 | Magic | 70 | 350 Coins |
| Bravery | 7 | Soulreading | 50 | Cotton Robe |
| Strength | 3 | Researching | 30 | 12 Food |
| Dexterity | 4 | Sword | 15 | 23 Sermins |
| Endurance | 6 | Trading | 15 | 9 Nifts |
| Agility | 5 | Archery | 10 | 4 Cubes |
| Loyalty | 8 | Fist | 10 | 4 Spheres |
| Charm | 2 | Leadership | 10 | Book of Ishban |
| Intelligence | 9 | Stealth | 10 | Book of Demaro |
| Resistance | 7 | Swimming | 10 | |

Interesting Matters and People

The first list has matters that will be important to your heroes. (Also see the chapters on “Ghosts, Scrolls and Candles” and “Strongholds, Gods and Temples.”) Alongside each matter is a number identifying the person who has information about it.

The second list has the knowledgeable people with numbers indicating where they can be found; the third list identifies the locations.

For example, to find out about Altesia, ask person 37, Nemrut, in location 20, Wanasol.

Matters

| | | | |
|---------------------------------|----------------|---------------------------|----------|
| Altesens | 12,30,48 | Ghartel | 34 |
| Altesia | 38 | Glusaga | 22 |
| Balene | 5 | Gods | 44 |
| Barbarians (Nomads) | 7,51,60 | Grey Scroll | 68 |
| Blue Scroll | 68 | Horn | 52 |
| Books, Magic | 13,16,36,40,68 | Hugda-Hag | 1 |
| Catacombs of Deadwood | 28 | Jails | 41 |
| Conch | 27 | Katarra | 65,66,67 |
| Crystal Key | 32,68 | “Lullaby of Gu” | 46 |
| Darkfinder | 31 | Maalaq | 68 |
| Deraum | 68 | “Mage’s Joy” | 50 |
| Dorak | 10,63 | Magic Weapons | 62 |
| Drakhelm | 10,20 | Maratul | 6,60 |
| Dwarves | 30 | Marior | 48 |
| Eflun | 25 | Mark | 35,59,62 |
| Eldens | 68 | Methreal Armor | 26 |
| Elves | 55 | “Morning Mist” | 8 |
| Emenad | 68 | Mushrooms | 57 |
| Felmis | 39,51 | Nalanduir | 29 |
| “Firedance” | 56 | Namaz | 3 |
| Fronnoxx | 49 | Naur | 21,37 |

| | | | |
|---------------------------|-------------|------------------------------|-------------------|
| Nerelnes | 58 | Scrolls (by color) | |
| Nomads (Barbarians) . . . | 7,51,60 | Senvara | 2 |
| Oolau Bird | 23 | Shann | 9,16,68 |
| Oraniana | 45 | Strongholds | 4 |
| Orb | 2,12 | Teleportals . . . | 13,16,33,40,61,64 |
| Orcbane | 18,37,43 | Temples | 47 |
| Pink Scroll | 68 | “Urg’s Dream” | 54 |
| Prophecy | 12,65,66,67 | Vankruh | 1,30,63 |
| Rhokadur | 53 | Vannex | 15 |
| Rhokan | 43,53 | Wanasol | 11 |
| “Rondo Miz” | 17 | White Scroll | 68 |
| Ruz | 19 | “Wind Song” | 14 |
| “Sambali” | 45 | Ziyx | 16,42 |
| Scholars | 24 | | |

Persons

| | | | |
|-------------------------|----|------------------------------|----|
| 1 Ahmed | 17 | 24 Kemrul | 17 |
| 2 Alin | 12 | 25 Kruga | 3 |
| 3 Avo | 12 | 26 Kruko | 3 |
| 4 Banas | 9 | 27 Kuhna | 20 |
| 5 Bazgandub | 4 | 28 Kurgu | 2 |
| 6 Blackwolf | 16 | 29 Librarian | 18 |
| 7 Brodin | 17 | 30 Llesiton | 7 |
| 8 Delfina | 8 | 31 Lupi | 7 |
| 9 Dunbaz | 4 | 32 Maalaq | 15 |
| 10 Durin | 1 | 33 Melvr | 17 |
| 11 Edin | 9 | 34 Mizogfr | 5 |
| 12 Efahir | 7 | 35 Moongold | 16 |
| 13 Ehrizem | 20 | 36 Naendix | 19 |
| 14 Elion | 7 | 37 Nagziban | 4 |
| 15 Estefaz | 7 | 38 Nemrut | 20 |
| 16 Faranim | 6 | 39 Nightshadow | 16 |
| 17 Giddar | 3 | 40 Nimmenzar | 20 |
| 18 Gizmug | 4 | 41 Nkh | 11 |
| 19 Gnumukfur | 5 | 42 Nuwar | 17 |
| 20 Gurnakvar | 4 | 43 Ogan | 3 |
| 21 Hagdaganak | 4 | 44 Orbonn (“Orbo”) | 9 |
| 22 Husson | 19 | 45 Pharus | 20 |
| 23 Jemil | 9 | 46 Piero | 9 |

| | | | |
|---------------------------------|----|------------------------------|----|
| 47 Polo | 18 | 58 Teres | 6 |
| 48 Rabbonkar | 17 | 59 Timm | 17 |
| 49 Rashpu | 2 | 60 Tomak | 19 |
| 50 Riloen | 17 | 61 Truk | 9 |
| 51 Rimfiztrik (“Fiz”) | 9 | 62 Wartow | 20 |
| 52 Roaring Bull | 16 | 63 Yurek | 3 |
| 53 Sakar | 10 | 64 Zak Firebringer | 16 |
| 54 Sheria | 19 | 65 Zewinul | 20 |
| 55 Subia | 9 | 66 Zifar | 20 |
| 56 Swiftwind | 16 | 67 Zulain | 20 |
| 57 Tannas | 17 | 68 Ziyx | 14 |

Locations

| | |
|--------------------|----------------------|
| 1 Blackwood Forest | 11 Oshcrun Jail |
| 2 Deadwood | 12 Oshcrun Library |
| 3 Drakhelm | 13 Pentyne |
| 4 Glusaga | 14 Rondl Island |
| 5 Hugda-Hag | 15 Shann |
| 6 Ketrop | 16 Shumaran |
| 7 Llendor | 17 Telermain |
| 8 Misor South | 18 Telermain Library |
| 9 Oshcrun Castle | 19 Ussa |
| 10 Oshcrun Cellars | 20 Wanasol |

Magic Words

When you learn what a magic word is used for, you can make a note next to it on this list. If nothing else, you can use this list to make sure to spell the words correctly.

Asharim

Azavaz

Banishahbat

Frilkenatz

Hefriti

Jimmelkin

Kimyabin

Kirrak

Nokarvahim

Ranalamma

Ruandair

Shadguram

Suuvdaun

Urumaen

Vumakleh

Waharnial

Yommanis

Zaradenak

Strongholds, Gods and Temples

Strongholds are ancient structures built by the Eldens in times past. They are magical sanctuaries that protect weary travelers from all sorts of threats and danger while they are within their walls.

There are fifteen of these strongholds in Gurtex.

| Region | X | Y | Region | X | Y |
|---------------|-----|----|-----------|-----|-----|
| Oshcrun | 31 | 51 | Sariss | 166 | 80 |
| South Misor | 56 | 61 | Altesia | 171 | 118 |
| North Misor | 60 | 29 | Mandarg | 188 | 53 |
| Demonspine | 93 | 23 | Farsum | 201 | 61 |
| Ruul | 96 | 63 | Rhon | 225 | 41 |
| The Throat | 124 | 41 | Krum | 231 | 7 |
| Isle Of Winds | 128 | 55 | Kar'Lomug | 234 | 81 |
| The Tundra | 163 | 13 | | | |





































Gods and Temples

| God or Goddess | Sleeps in | Temple |
|--------------------|---------------------------------------|-----------------------------|
| Marior | Oshcrun Cellars Lvl 2 X:7 Y:18 | Oshcrun Island X:14 Y:50 |
| Rhokan | Dorak Mines Sec 7 X:16 Y:66 | Demonspine X:96 Y:8 |
| Oraniana | Sariss Jungle X:175 Y:92 | Sariss X:163 Y:82 |
| Nerelnes | Maratul on Deladorn Lvl 4 X:6 Y:16 | The Tundra X:158 Y:18 |
| Senvara | Altesia X:212 Y:135 | Altesia X:179 Y:105 |
| Ghartel | Caverns of Ruz Lvl 1 X:52 Y:42 | The Throat X:110 Y:45 |
| Balene | Isle of Winds X:123 Y:58 | Krum X:212 Y:30 |
| Fronnoxx | Near Mt. Mandarg X:189 Y:55 | Mandarg X:174 Y:59 |

Teleportal Combinations

Teleportal chambers can transport your party across the length and breadth of Gurtex in an instant. This table shows the proper objects to use for each destination. For example, to return to Oshcrun Island, start with the pyramid at location C6. Going east, you see that the combination is "pyramid, pyramid, sphere."

| | | | |
|----------------------------|-------|----------------------------|-------|
| Blackwood Forest | C5 W | Keshkul Lakes | C2 SE |
| Deladorn Island | C2 E | Krum Mountains (North) . . | B2 E |
| Deladorn Lake | B5 NE | Krum Mountains (South) . . | D4 SE |
| Demonspine Mtns (North) . | A4 S | Mandarg | B2 SE |
| Demonspine Mtns (South) . | F5 NW | Misor (North) | B5 E |
| Duln Island | A4 NE | Misor (South) | C4 NE |
| Farsum | B6 N | Oshcrun Island | C6 E |
| Fronnoxx Chasm (North) . | D4 NW | Rhon | C6 NE |
| Fronnoxx Chasm (South) . | F6 NW | Ruul | C3 NW |
| Gizra Mountains | C3 SE | Sariss | D2 W |
| Kar'Lomug (East) | D2 SW | Throat of Gurtex | B3 NE |
| Kar'Lomug (West) | F5 N | Winds, Isle of | D4 S |

| | A | B | C | D | E | F |
|---|---|---|---|---|---|---|
| 1 |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |

Questions or Problems?

If you experience any difficulty with this product due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, contact our customer support hotline at (310) 320-5215 during regular business hours (Pacific Time). Or you may write us at:

Mindcraft Software

2291 205th Street, Suite 201

Torrance, CA 90501

If you have a modem, we operate a bulletin board system that contains product upgrades, information, and playing tips. The bulletin board operates at 300/1200/2400 baud, 24 hours a day, at (310) 320-5196.

MC2 Clue Book



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