

Might and Magic®

COMPENDIUM

THE AUTHORIZED STRATEGY GUIDE TO GAMES I-V



NEW WORLD COMPUTING, INC.

CAROLINE SPECTOR

MAPS, STRATEGIES, TIPS, AND SECRETS FOR THE AWARD-WINNING COMPUTER GAMES
WITH SPECIAL INSIGHTS FROM THE SERIES' CREATOR, JON VAN CANEGHEM

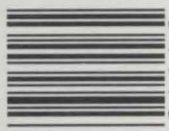
ISBN 1-55958-325-8

EAN

9 781559 583251



5 1995>



Might and Magic Compendium

Authorized Strategy Guide I-V

SECRETS OF THE GAMES SERIES

COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide
JetFighter II: The Official Strategy Guide
The Official Lucasfilm Games Air Combat Strategies Book
Wing Commander I and II: The Ultimate Strategy Guide
Chuck Yeager's Air Combat Handbook
Ultima: The Avatar Adventures
Ultima VII and Underworld: More Avatar Adventures
A-Train: The Official Strategy Guide
PowerMonger: The Official Strategy Guide
Dynamix Great War Planes: The Ultimate Strategy Guide
Global Conquest: The Official Strategy Guide
Empire Deluxe: The Official Strategy Guide
Gunship 2000: The Official Strategy Guide
Falcon 3: The Official Combat Strategy Book (with disk)
SimLife: The Official Strategy Guide
Populous: The Official Strategy Guide
Stunt Island: The Official Strategy Guide
Prince of Persia: The Official Strategy Guide
X-Wing: The Official Strategy Guide
Empire Deluxe: The Official Strategy Guide
Lemmings: The Official Companion
Secret of Mana: Official Game Secrets
7th Guest: Official strategy Guide
Myst: The Official Strategy Guide

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4
Nintendo Game Boy Secrets, Volumes 1 and 2
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5
Super NES Games Secrets, Volumes 1, 2, 3, and 4
Nintendo Games Secrets Greatest Tips
Sega Genesis Games Secrets Greatest Tips
Super NES Games Secrets Greatest Tips
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)
Super Mario World Game Secrets
The Legend of Zelda: A Link to the Past Game Secrets
Super Star Wars Official Games Secrets
Super Empire Strikes Back Official Game Secrets
Battletoads: The Official Battlebook

How to Order:

Quantity discounts are available from the publisher, Prima Publishing, P.O. Box 1260BK, Rocklin, CA 95677; fax (916) 786-0488. On your letterhead include information concerning the intended use of the books and the number of books you wish to purchase. Turn to the back of the book for more information.

Might and Magic Compendium

by Caroline Spector



Prima Publishing
P.O. Box 1260BK
Rocklin, CA 95677

Copyright © 1994 by Caroline Spector

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Library of Congress Catalog Card Number: 93-85086

ISBN: 1-55958-325-8

Executive Editor: Roger Stewart

Managing Editor: Neweleen A. Trebnik

Creative Director: Rusel DeMaria

Project Editor: Becky Freeman

Cover Production Coordinator: Kim Bartusch

Book Design and Production: Marian Hartsough Associates
and Linda Hartsough

Cover Design: The Dunlavey Studio

Indexer: Lynn Brown

Prima Publishing

Rocklin, CA 95677-1260

Prima Publishing, Inc., has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

94 95 96 97 RRD 10 9 8 7 6 5 4 3 2 1

Printed in the United States of America



Acknowledgements

This was one of the largest projects I've undertaken. The sheer volume of material for each of the *Might and Magic* games is quite impressive and I couldn't have pulled it all together without the help of the following people:

First and foremost, I must thank Scott McDaniel for assistance above and beyond the call of duty. He provided Prima and myself with the maps in this book, as well as copies of New World's tech manuals, which made my job simple rather than daunting. And he did all of this with good grace and humor—no small feat.

John Van Caneghem gave me a wonderful interview at the same time he was trying to get *Darkside of Xeen* out. This wasn't the best timing, but he handled it with aplomb.

Scott Caldwell provided help in securing the screen shots used in this book. And Benjamin Bent from New World's technical support helped me out when I got stuck and didn't even mind my stupid questions.

New World Computing's staff was a joy to work with and are a swell bunch of folks.

On the Prima side of things I must thank the following: Roger Stewart, Becky Freeman, Diane Pasquetti, Debbie Parisi, Neweleen Trebnik, and Matthew Briere-Hansen, all of whom had some part to play in the completion of this book.

To The Usual Gang of Suspects — well, you know the drill. You guys are the best and I'm far too lucky having friends like you.

And one last bit of thanks to Suede, The Cure, Depeche Mode, Elvis Costello, and the Smiths for helping me get through it all.

The maps and tables used in this book were originally published in New World Computing's hint books.

Introduction	123
Maps	124
Tables and Other Stuff	125
Credits	126
Copyright	169
Contents	177
Overview	184
Manuals	190
Spells	202
Items	231
Index	240



Table of Contents

Introduction	1
Part One: Tale of the Lands of Varn and Cron.....	3
Part Two: Might and Magic III — Isles of Terra	7
Quick Start and Overview.....	7
Awards.....	9
Towns	11
Castles	23
Dungeons	33
Caverns	45
True Terra	54
The Wilds	60
Monsters	78
Spells	97
Items	109
Passwords.....	118
Part Three: Might and Magic IV — Clouds of Xeen	121
Quick Start and Overview.....	121
Awards.....	122
Towns	124
Mines	132
Towers and Cloud Worlds	142
Castles	156
Caverns	169
Dungeons	177
Outdoors	188
Monsters	199
Spells	222
Items	231
Passwords.....	240



Part Four: Might and Magic V—Darkside of Xeen	243
Quick Start and Overview	243
Awards	245
Towns	247
Towers	260
Castles	273
Dungeons	282
Elemental Planes	292
Skyroads	295
Outdoors	304
Monsters	318
Spells	342
Items	351
Passwords	359
Part Five: Interview	361
Index	371



Introduction

How to Use This Book

If you're reading this Introduction you've probably played *Might and Magic* a few times. You might be a dedicated *Might and Magic* player interested in any special hints to help you better master the game. Or perhaps you're an amateur who wants to learn more about the game and give yourself a better chance at completing it. In either case, this book is aimed at giving the most complete coverage of the *Might and Magic* games in one easy-to-access place.

You'll notice that *Might and Magic I & II* are presented in a fictional background. One of the downsides of computer games is that, as PC technology advances, it tends to render obsolete much of the software designed for earlier systems. What was the height of software sophistication in 1985 is hopelessly out of date by 1993. For the sake of the overall *Might and Magic* story, the events in Cron and Varn are presented to give the reader a better understanding of the "whole" story.

This book is divided into sections on each game. Each section includes an overall plot as well as maps of major game areas and descriptions of the characters and events located there. At the end of each section are statistic tables for spells, armor, monsters, and other items. Then there is a hint section for extra clues. To use this book you will need to have the Cartography skill, as all items and events are expressed by their x and y axis locations.

Unlike games with a linear plot line, *Might and Magic* is geared more to allow the player to explore the world as he/she will. Though there are larger events that have shaped the world in which the player finds himself, the world can be explored without necessarily becoming involved in this story. Some players enjoy this style—just exploring the intricacies of the world is enough for them. Other players feel that aimless wandering is a waste of time and prefer to follow from one clue to another. Whatever type of player you are, the information in this book is geared to help you over any rough spots you might find.

Enjoy playing and reading.

—Caroline Spector





Might & Magic

I & II



The Tale of the Lands of Varn and Cron

My name is Corak. I am an android, though you would never know it to look at me. My flesh is as real as yours. I, too, bleed when I am cut. And my pain is every bit as real to me as yours is to you.

I was charged with the well-being of the land of Varn by my creators. They set us afloat into the sea of the universe with but one admonition: Do no harm. We were to tend the worlds with our benevolence. For eons we sailed through the timeless sky caring for our worlds, carrying out our mission with endless devotion. Until Sheltem came to Varn and changed everything.

The years passed and I had to obey my creators. Though Sheltem was running amuck in Varn, by my very nature, I was unable to stop him. But I was able to lend assistance to those who might stop him.

From the small town of Sorpigal, a band of adventurers emerged. They were willing and eager to learn and to face the dangers of Varn. For Varn was in those days a perilous place to live. Their journey started in an innocuous enough way—as it seems many of these stories do. They were weak, and needed much in the way of experience to survive the rigors of the future. In their search to solve the Secrets of the Inner Sanctum, they began to gain the talents needed to complete their quests.

As they worked their way from town to town, they gradually discovered that the land was being held by a False King. The True King was imprisoned in a fortress in Mount Doom while the False King kept court at Castle Alamar. Their travels took them from town to town, castle to castle, and dungeon to dungeon. In each place they discovered a different quest to be fulfilled. And still more clues as to the fate of the two Kings.

At last their travails led them to the True King. He gave them an Amulet, which gave the adventurers access to the Astral Plane. Once there, they found that the world was not as they supposed. But rather they find themselves in my realm. Though Sheltem was



once like me, his nature has been changed, perverted—those he was sent to protect are now vulnerable to his whims.

He threw these adventurers into his Soul Maze, but they managed to defeat this trap and Sheltem fled, his source of power denied him.

But he did not have far to run, for his path took him to Cron, another land like Varn. Vulnerable to his ministrations, Cron was perverted by Sheltem. He affected their history by killing their king. The king's secrets weren't passed along to his heirs and this imperiled the land.


As Sheltem left his trail of destruction, a group of stalwart adventurers began to follow the clues he left behind, until one day they discovered the most terrible truth of all: Sheltem was driving the world of Cron into the sun to destroy it.

The adventurers eventually tracked Sheltem down and forced him to flee from Cron. They saved Cron, but Sheltem was free to return to his homeworld, Terra. I followed because I could no longer allow him to terrorize other innocent worlds. Now all our fates are in your hands.




And the tale continues . . .





Might & Magic III



Isles of Terra

Sheltem was driven from Varn and Cron. Though I believed he was conquered, he turned up on Terra. Once again, I was prevented from directly confronting him. However, a group of stalwart adventurers, rising from the town of Fountain Head, stepped in and stopped his evil machinations.

Overview

Might and Magic III, Isles of Terra is made up of many quests, most of which are necessary to complete the game. Though not always linked, the quests will give you clues to the larger events shaping the *Might and Magic* universe. The quests need not be performed in any particular order, but trying to solve certain quests when your characters are low level will result in dead characters rather than a successful quest. As your characters solve the various quests, they will receive Awards. The Awards will be discussed in the Awards section below.

Unlike many computer role-playing games, *Might and Magic III* doesn't follow a set linear plot line. The game was designed to allow the player to roam around exploring the world at his/her leisure rather than following a set path. However, to reach the end game the player must complete certain quests to find the items needed to access this part of the game.

Starting Play—Quick Advancement

The game begins in the town of Fountain Head. You start with six first-level characters. If you go into the tavern, you can switch out characters until you get the party you like best. For the best party balance have a cleric, a ranger, a sorcerer, a thief, a druid, and a paladin. Before dismissing a party member, move their equipment and place it in a permanent party member's item inventory. To keep track of where your party has been, it will help to have one of your party with the cartography skill. The swimming, spot



secret doors, and direction sense skills are very useful in beginning play. You may buy skills from merchants in the towns as well as from gypsies in the outdoor areas.

Begin play by exploring the town of Fountain Head. This will give the clues to your first quest, which is to free Morphos from the Rat Overlord. You will have to enter the dungeon under Fountain Head and defeat the Goblins, Mooserats, and Vampire Bats that reside there. Each battle awards you experience points, as does solving the quest. You will collect a number of Silver Skulls which, when returned to the Skull Miser in Fountain Head, will also reward you with experience points. You may also buy various skills within the dungeon.

The more experience you have, the higher you can raise your level. To get your characters raised as high as possible as quickly as possible, go the Mirror Portal in Fountain Head located at coordinates x1, y10. When it asks your destination, say DOE MEISTER. This will transport you to one of three secret

rooms in the Dragon Cavern. In this room is 2,000,000 gold. Use Mr. Wizard, which will return you to Fountain Head. (By the way, Mr. Wizard will remove levels and some experience each time you use it. First-level characters lose only experience, not level ranking.) Go to the fountain at x13, y2 (this must be done after the town is saved) and buy as much experience as you want with the gold. Don't spend all the gold on experience, as you will need it to purchase spells, guild memberships, pay for training, buy food, and the like.

Go to the Training grounds and get your level raised. By buying your experience up, you should be able to raise your characters up to Level Nine or Ten.

Spell lists, armor lists, and other item information is listed after the maps section. Items are randomly generated by the program, so wherever items are indicated at a location, only the number of items is noted. If your party's backpacks are too full, you will receive only as many items as your party can carry.



Awards

Raven's Guild Member

Albatross Guild Member

Falcon's Guild Member

Buzzard's Guild Member

Eagle's Guild Member

To buy spells from a Guild, a party member must buy membership into that Guild. Guild membership may be purchased in the town where that Guild sits, with the exception of Swamp Town, whose membership may be purchased in Swamp Town Cavern.

Saved Fountain Head

To save Fountain Head and restore the fountains to their pure state, the Rat Overlord must be destroyed and Morphos freed. To get the secret word of passage to reach the Rat Overlord, give five Sacred Silver Skulls to Kranion the Skull Miser in Fountain Head.

Arena Wins

The total number of times a party member has emerged from the Arena victorious.

Blessed by the Forces

Each Temple (one in each town) is dedicated to one of the five Forces. This reward is given to Party members who have been blessed at all five Temples.

Sacred Silver Skulls Given to Kranion

The total number of Sacred Silver Skulls the Party has presented to Kranion in Fountain Head (see Saved Fountain Head above, as well as coordinates for Sacred Silver Skulls in Fountain Head Cavern, Cyclops Cavern, Slithercult Stronghold, Baywatch Cavern, and the Ancient Temple of Moo).

Sea Shells of Serenity Given to Althea

The total number of Sea Shells of Serenity given to Althea, Nymph of the Great Sea. She may be found on an island in the southwest corner of Area A4. Sea Shells of Serenity may be found by searching Rainbow Island at Area D4 x10 y1 on day 99 of the year.

Precious Pearls of Youth and Beauty Given to the Pirate Queen

The total number of Precious Pearls of Youth and Beauty presented to the Pirate Queen by the Party. The Pirate Queen is located in Area D2. See Blistering Heights Cavern, Cursed Cold Cavern, and Slithercult Stronghold for coordinates of the Pearls.

Princess Trueberry Rescued

Given when the Party has visited the Princess with ten men enchanted to Love



by the Nymph Althea. This will revive the Princess's heart and free her from her curse of isolation. She will reward the party with the Alacorn of Icarus.

Icarus Resurrected

When the party has freed Princess Trueberry, they will need to take the Alacorn of Icarus to the small shrine in Orc Meadow in Area A2. This will free the unicorn.

Greek Brothers Visited

The location of the Sea Shell of Serenity is divulged by the Greek Brothers, but only if visited in order. Begin the quest with Brother Alpha and end with Brother Zeta to find the shell.

Greywind Released

Release the ghost in Castle Greywind and gain the information needed to complete the final quest of the game. See the sections on Castle Greywind and Greywind Dungeon.

Blackwind Released

Release the ghost of Castle Blackwind and receive the second half of the information needed to complete the final quest of the game. See the sections on Castle Blackwind and Dungeon Blackwind.

Good, Neutral, and Evil Artifacts Recovered

The Artifacts of Alignment need to be returned to those who search for them. Return the Ancient Artifacts of Good to Praythos in Castle Whiteshield. Chathos in Castle Blood Reign welcomes the return of the Artifacts of Neutrality. Pathos in Castle Dragontooth seeks the Artifacts of Evil.

Experience will be rewarded to those who return these artifacts to their proper places.

See Blistering Heights, Swamp Town, Swamp Town Cavern, Cursed Cold Cavern, Fortress of Fear, Cyclops Cavern, Tomb of Terror, Slithercult Stronghold, Dark Warrior's Keep, Castle Whiteshield, Castle Dragontooth, and Castle Blood Reign for locations of the Artifacts.

King's Ultimate Power Orbs Given to Zealot, Tumult, and Malefactor

These items give the three kings of Terra special power over the hearts of the people of Terra. There are 31, but only 11 must be given to a single king to give him domination over the others. When one king is presented with 11 orbs, it will destroy the other two kings. Players earn experience each time they return an orb to a king.

See Dragon Cavern, Dark Warrior's Keep, Tomb of Terror, Alpha Engine Sector, Beta Engine Sector, Main Engine Sector, Aft Storage Sector, Halls of Insanity, and the Cathedral of Carnage for coordinates.

Champion of Good, Champion of Neutrality, Champion of Evil

Once a king is given 11 orbs, he will give the party a Blue Priority Pass Card signifying the reward of Champion of either Good, Evil, or Neutrality, depending upon which king is given the eleventh orb.

Ultimate Adventurer

At the center of the Maze from Hell is a statue, which rewards the Adventurer with the title of Ultimate Adventurer. This is key to finding out the knowledge of ultimate creation.

Towns

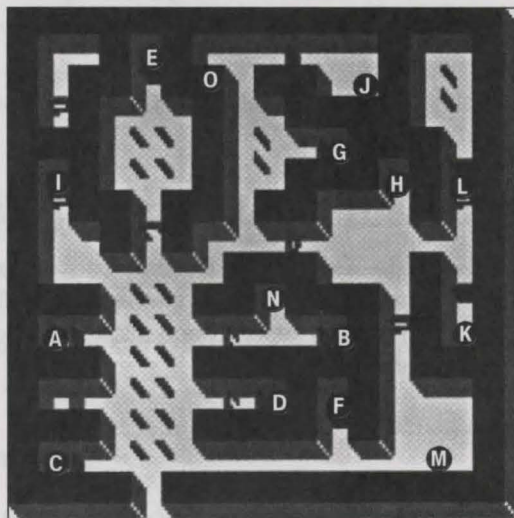
The villages of Terra are havens for the weary traveler. Taverns and Inns provide companionship as well as rumours about local happenings. There are all manner of shops and vendors here providing almost anything an adventurer would need. Though they have been plagued by various monsters, the townspeople know how to reward those who rid them of these inconveniences.

Fountain Head (Maze 1)

This is your home base. Your first quest is to free Morphos from the Rat Overlord. Monsters encountered here are Bubble Men, Moose Rats, and the Rat Overlord (see Monsters Section for stats).

Locations of Interest

- A** Forty Winks (Inn) x01, y05 (at the Inns you may hire and change party members)
- B** Fen's Fineries (Blacksmith) x10, y05 (weapons, armor and other items may be purchased from Blacksmith shops)
- C** Training Grounds (Training) x01, y01 (Training Grounds will allow players to rise in level according to their experience)
- D** Lonely Hearth (Tavern) x08, y03 (Taverns provide gossip and rumors as well as other information)
- E** Temple Greenleaf (Temple) x04, y14 (Characters can be Healed, Uncursed and Blessed at the Temples. Sufficient donations at the Temples will also provide the characters with additional magical protection in battle.)
- F** Raven's Guild (Guild) x10, y03 (if a character is a Guild member, it may buy spells from that Guild according to its level)
- G** Zahab's Vaults (Bank) x10, y11 (characters can deposit money and gems here, which will earn interest)





- H** Pit down to Fountain Head Cavern x12, y10 and x02, y14
- I** Mirror Portal, x01, y14 (the Mirror Portals will transport you to various locations on Terra if you know the right password)
- J** Odd Jobs x11, y13 (players will lose one week of time and receive 50 gold if they accept Ergon the Taskmaster's jobs)
- K** Skull Miser x14, y05
- L** Storehouse x15, y10 (trapped with many monsters)
- M** Encounter the Rat Overlord x01, y13 (only accessible from the Cavern)
- N** Peggie the Apprentice x08, y06 (sells Guild membership)
- O** Cypher the Chartmaker buys cartography skill for 25 gold. x06, y14

Chests

x	y	
01	03	receive one item and 900 gold
01	12	receive 25,000 experience points; if Fountain Head is saved, characters will receive six items
13	14	receive 2,500 gold, one item
14	14	receive 500 gold, 25 gems, one item

Other

To return to Fountain Head, go to Mirror Portal and say HOME.

Fountain Head Cavern (Maze 6)

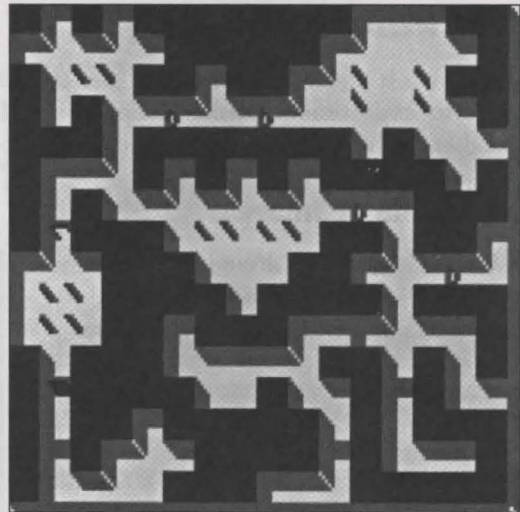
Moose Rats, Goblins, and Vampire Bats all frequent this cavern. The altar will sell experience for gold. Low-level characters will need to return to the Temple in Fountain Head to heal their wounds and allow them to continue on their way. The pendulums do 5 points of damage.

Altars

x	y	
13	15	pay 250 gold for Detect Hidden Door skill
00	05	pay 500 gold for Danger Sense skill
02	05	pay 100 gold for Direction Sense skill
15	08	pay 200 gold for Swimming skill
12	05	asks for password (RATS) or character will be teleported to x12, y07 (Skull Miser will reveal password if given 5 Sacred Silver Skulls)

**Barrels**

x	y	
00	14	receive Sacred Silver Skull and additional Endurance (permanent)
01	15	receive 400 gold
03	15	poison
04	14	receive 750 gold
06	13	receive Sacred Silver Skull and additional Might (permanent)
11	15	poison
12	15	receive one item
14	14	receive one item
15	11	receive Sacred Silver Skull and additional Intelligence (permanent)
14	10	receive Sacred Silver Skull and additional Personality (permanent)
11	11	take damage
00	07	receive 200 gold
02	07	receive 300 gold
06	07	receive 750 gold
08	07	receive 200 gold
07	06	receive Sacred Silver Skull and additional Accuracy (permanent)
15	03	receive Sacred Silver Skull and additional Speed (permanent)
14	01	receive Sacred Silver Skull and additional Endurance (permanent)
05	05	receive Sacred Silver Skull and additional Endurance (permanent)
07	03	receive Sacred Silver Skull and additional Endurance (permanent)
04	02	receive one item
03	01	poison
04	01	chosen character will be killed
05	01	receive one item
04	00	poison
01	02	receive Sacred Silver Skull and additional Luck (permanent)



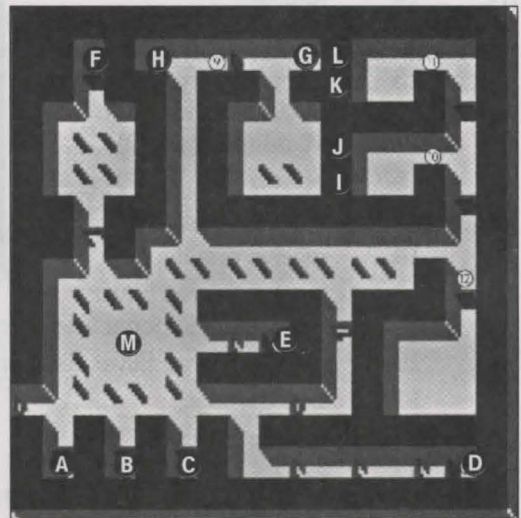


Baywatch (Maze 2)

This town is under a terrible spell that causes the dead to walk the earth. Characters will have to overcome Ghouls, Skeletons, and Zombies to survive in this cursed place. Brother Alpha sends you on your next Quest—to find his brothers.

Locations of Interest

- A** The Yardarm (Training) x01, y01
- B** The Captain's Quarters (Inn) x03, y01
- C** The Ship's Store (Blacksmith) x05, y01
- D** The Albatross Guild (Guild) x14, y01
- E** The Galley (Tavern) x08, y05
- F** Temple Mandrake (Temple) x02, y14
- G** Pit to Baywatch Cavern x09, y14
- H** Mirror Portal x04, y14
- I** Chozan the Seer (Guild Membership, 100 gold) x11, y10
- J** Oror the Ranger (Mountaineering skill, 5,000 gold) x11, y11
- K** Darek the Explorer (Pathfinder skill, 2,500 gold) x11, y13
- L** Brother Alpha (gives the first clue in the Quest for the Greek Brothers) x11, y14
- M** Mermaid Fountain (toss one gold and get chance to have temporary increase in Luck) x03, y05



Pits

x	y	
10	03	Pit of Pestilence—receive 500 experience (first visit only), receive item (first visit only), take damage and disease
12	03	Pit of Despair—receive 500 experience (first visit only), receive item (first visit only), take damage and insanity
12	04	Pit of Doom—receive 500 points experience (first visit only), receive gold (first visit only), take damage and insanity
07	12	Pit of Desolation—receive 500 experience (first visit only), 3,000 gold (first visit only), take damage and disease
09	12	Pit of Shame—receive 500 experience (first visit only), 50 gems (first visit only), damage and disease



Other

To return to Baywatch say SEADOG at Mirror Portal.

Baywatch Cavern (Maze 7)

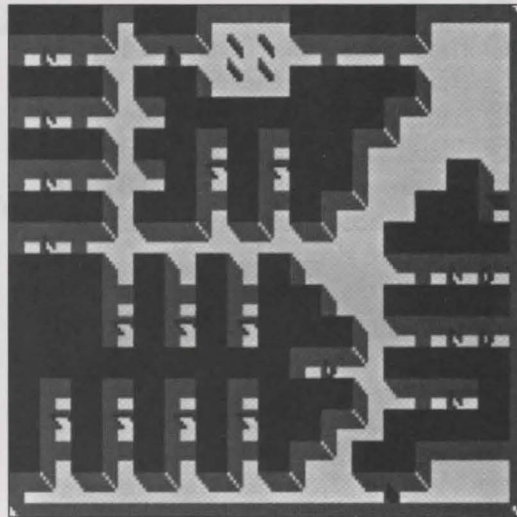
Brother Beta may be found here shackled against his will. He will give you the next clue in the Greek Brothers' Quest. Characters will encounter Bubble Men, Phantoms, and Screamers here.

Locations of Interest

- Ladder to Baywatch x00, y00
- Darlana (Cleric Healer, Hireling) x15, y01
- Sir Galant (Fighter, Hireling) x15, y00
- Brother Beta x15, y09

Skeletons

x	y	
03	03	nothing
05	03	nothing
07	03	receive Ancient Jewelry
09	04	nothing
14	03	receive Ancient Jewelry
01	03	one item
15	05	receive <i>Lloyd's Beacon</i> spell (Sorcerer)
15	07	receive <i>Levitate</i> spell (Sorcerer)
07	05	receive Sacred Silver Skull
05	05	receive Sacred Silver Skull
03	05	receive <i>Lightning Bolt</i> spell (Sorcerer)
00	08	receive <i>Turn Undead</i> spell (Cleric)
00	10	receive <i>Power Cure</i> spell (Cleric)
00	12	receive Sacred Silver Skull
00	14	receive Sacred Silver Skull
06	11	receive Ancient Jewelry
08	11	receive Ancient Jewelry





Other

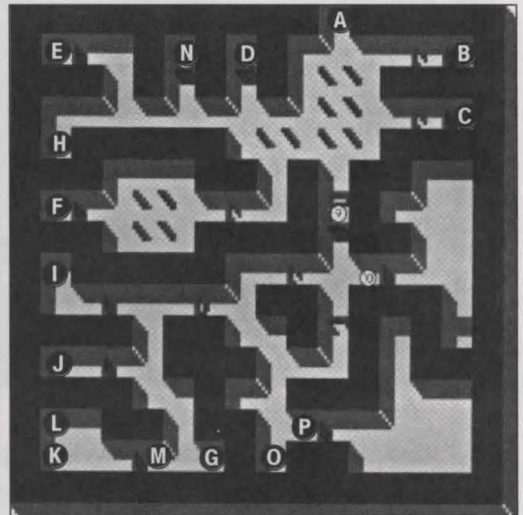
All the sewage puddles will do damage randomly (1-20 points). The trap doors will do 50 points of damage if the party isn't using the *Levitation* spell.

Wildabar (Maze 3)

Brother Gamma resides here and will give you the next clue in the Brothers' Quest. Ninjas, Sonic Ninjas, and Mad Dwarves reside here waiting to attack the unwary.

Locations of Interest

- A** Exit from city x10, y15
- B** The Round Table (Tavern) x14, y14
- C** The Armory (Blacksmith) x14, y12
- D** Gatehouse Inn (Inn) x07, y14
- E** Falcon's Guild (Guild) x01, y14
- F** Bloodroot Temple (Temple) x01, y09
- G** Pit to Wildabar cavern (requires rope to access) x06, y01
- H** Mirror Portal x01, y11
- I** Shoaman the Necromancer (Guild Membership 1,000 gold) x01, y07
- J** Shoron the Sailor (Navigator skill, 3,000 gold) x01, y04
- K** Kelzen (Arms Master skill, 500 gold) x01, y01
- L** Tsubu the Strong (Body Builder skill, 200 gold) x01, y02
- M** Battle Training x04, y01
- N** The Battlements (Training) x05, y15
- O** Brother Gamma (Greek Brothers' Quest) x08, y01
- P** Ninja Cult x09, y03



Sacs

x	y	
13	10	receive 2,000 gold
14	10	receive <i>Nature's Gate</i> spell (Druid)
12	09	receive 2,000 gold
14	06	receive <i>Magic Boat</i> spell
14	05	receive five items



12	05	receive 50 gems
12	04	receive 3,000 gold
14	03	receive 5,000 gold
14	02	receive <i>Cure Poison</i> spell (Druid, Cleric)
14	01	receive <i>Cure Disease</i> spell (Druid, Cleric)

Other

Use FREEMAN at the Mirror Portal to return to Wildabar.

Wildabar Cavern (Maze 8)

Brother Delta is hidden in this cavern. Find him to continue the Greek Brothers' Quest. Witches brew foul potions here, which are helpful but poisonous. Wartowsan may be hired if freed. Lone Wolf is a Ranger with impressive skills who will be grateful if you free her from her prison.

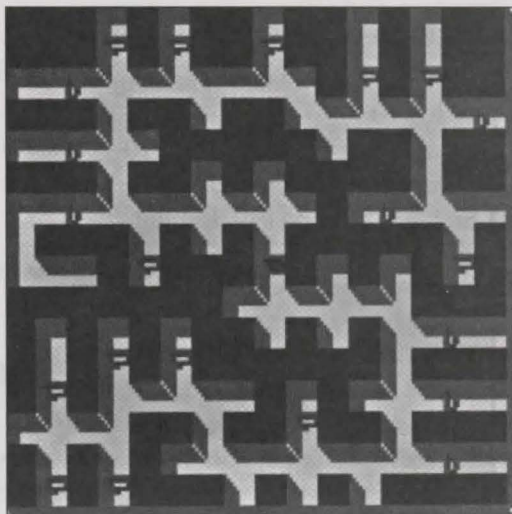
Characters will face attacks by Wicked Witches, Phase Heads, and Ogres here.

Locations of Interest

- Brother Delta x15, y12
- Lone Wolf (Ranger, Hireling)
x00, y13
- Wartowsan (Ninja, Hireling) x04, y07
- Entrance x00, y02

Barrels

x	y	
01	05	receive 1,000 experience, additional Might (permanent)
09	03	receive 1,000 experience, additional Intelligence (permanent)
05	01	receive 1,000 experience, Acid damage
07	00	receive 1,000 experience, Acid damage
09	00	receive 1,000 experience, Acid damage
11	00	receive 1,000 experience, Acid damage
15	03	receive 1,000 experience, additional Endurance (permanent)





12	07	receive 1,000 experience, additional Personality (permanent)
10	07	receive 1,000 experience, additional Accuracy (permanent)
10	05	receive 1,000 experience, additional Luck (permanent)
08	10	receive 1,000 experience, Acid damage
09	09	receive 1,000 experience, Acid damage
05	15	receive 1,000 experience, Acid damage
11	15	receive 1,000 experience, additional Speed (permanent)

Other

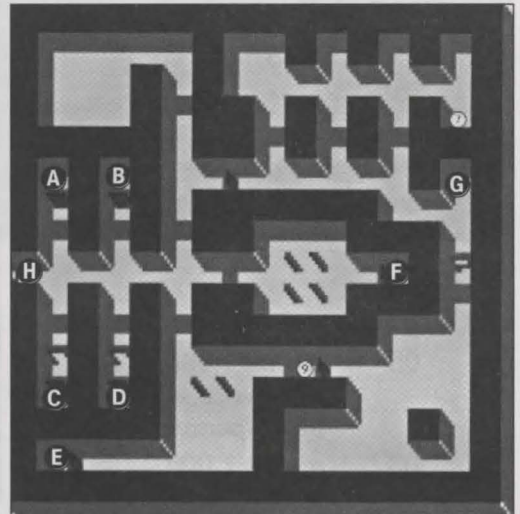
Floor levers open grates in the floor that do damage; leave them alone—they don't do anything else.

Swamp Town (Maze 4)

At one time a thriving city, Swamp Town has since been invaded by legions of the walking dead. Ghosts and Ghouls roam in eternal agony. The only humans who remain are the Ninja clan, who have made a bargain with the undead master VonEmosh.

Locations of Interest

- A** Village View Training (Training) x01, y10
- B** Lion's Crest Inn (Inn) x03, y10
- C** Silver Stein (Tavern) x01, y03
- D** Smithy's Shoppe (Blacksmith) x03, y03
- E** Buzzard's Guild (Guild) x01, y01
- F** Moonshadow Temple (Temple) x12, y07
- G** Mirror Portal x14, y10
- H** Entrance to Town x00, y07



Warrior Statues

x	y	
02	13	The answer to the statue's question is MIRROR (gives password to Main Engine Sector)
06	02	The answer to the statue's question is STAIRS (gives password to Beta Engine Sector)
13	04	Tells the story of Princess Trueberry and Sheltem

**Graves**

x	y	
01	14	empty
01	13	empty
01	12	receive Ancient Jewelry
07	14	party is cursed
08	14	receive 5,000 gold
10	14	party is cursed
12	14	receive 200 gems
14	14	receive <i>Holy Bonus</i> spell (Cleric)
08	04	encounter a ghostly apparition
07	01	party is cursed
14	05	encounter ghostly apparition
12	05	receive <i>Heroism</i> spell (Cleric)
09	02	receive <i>Cure Paralysis</i> spell (Cleric)
09	01	receive Ancient Artifact of Evil
11	01	receive Ancient Jewelry
12	01	receive Ancient Jewelry
14	01	receive Ancient Artifact of Evil
14	04	receive Ancient Jewelry
11	03	encounter ghostly apparition

Other

To return to Swamp Town say DOOMED at the Mirror Portal.

Swamp Town Cavern (Maze 9)

The twisting corridors of this cavern are designed to confuse and trap the unwary adventurer. Phantoms, Reapers, and Scorpias populate these halls. The Reapers in particular are difficult to destroy and inflict magical damage.

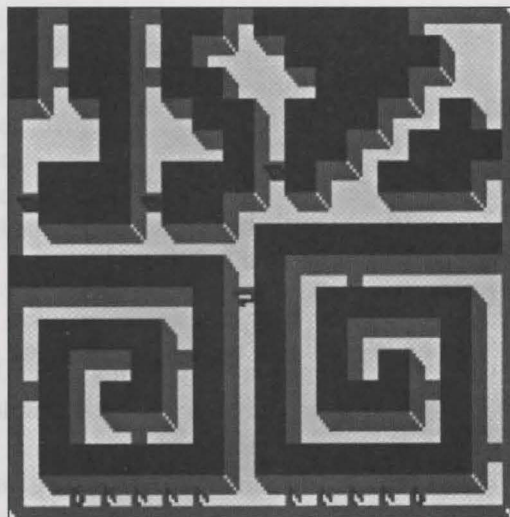
Locations of Interest

- Stairs x15, y12
- Gem Altar (will increase Might to 50 if < 50) x03, y04
- Gem Altar (will increase Endurance to 50 if < 50) x11, y04
- Gagish the Conjurer (sells Buzzard's Guild membership 5,000 gold) x15, y10



Coffins

x	y	
13	15	receive <i>Dragon's Breath</i> spell (Sorcerer)
15	15	nothing
15	14	nothing
10	10	receive <i>Create Food</i> spell (Sorcerer)
09	13	receive five items
06	14	receive 10,000 gold
07	13	party is Cursed for disturbing the rest of the dead
04	15	receive Ancient Artifact of Evil
02	11	party is Cursed for disturbing the rest of the dead
02	12	receive five items
01	15	receive Ancient Artifact of Evil

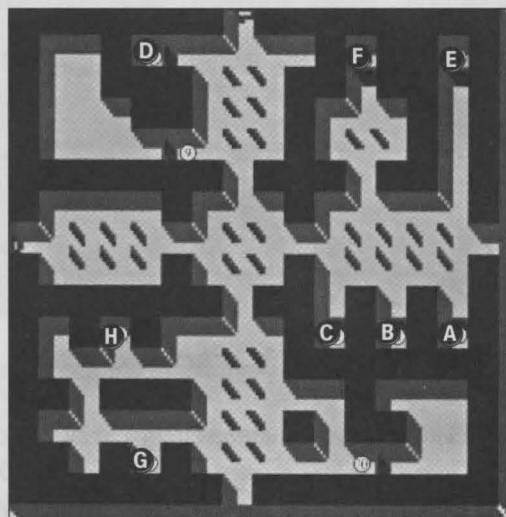


Blistering Heights (Maze 5)

Secluded on the Isle of Fire, Blistering Heights is a dangerous place to travel. Visit the four statues in each corner of the town and receive protection from the elements. Characters will encounter Fire Lizards, Mini Dragons, and Major Demons here.

Locations of Interest

- A** Restless Knight (Inn) x14, y05
- B** The Coliseum, (Training) x12, y05
- C** Farrago's Forge (Blacksmith) x10, y05
- D** Verdant Spirits (Tavern) x04, y14
- E** Eagle's Guild (Guild) x14, y14
- F** Nightwing Temple (Temple) x11, y14
- G** Pit to Cavern (need rope) x04, y01
- H** Mirror Portal x03, y05





Statues

x	y	
07	08	describes the statues
11	08	receive temporary resistance to fire for entire party
03	08	receive temporary resistance to electrical injury for entire party
07	12	receive temporary resistance to cold for entire party
07	03	receive temporary resistance from poison for entire party

Boxes

x	y	
12	03	receive five items
14	04	receive Guild Membership for free—Ornean the Warlock
02	01	receive an Ancient Artifact of Good
01	02	receive an Ancient Artifact of Evil
01	05	receive Artifact of Neutrality
01	14	receive 250,000 gold
02	14	receive 5,000 gems

Other

To return to Blistering Heights, say REDHOT at the Mirror Portal

Blistering Heights Cavern (Maze 10)

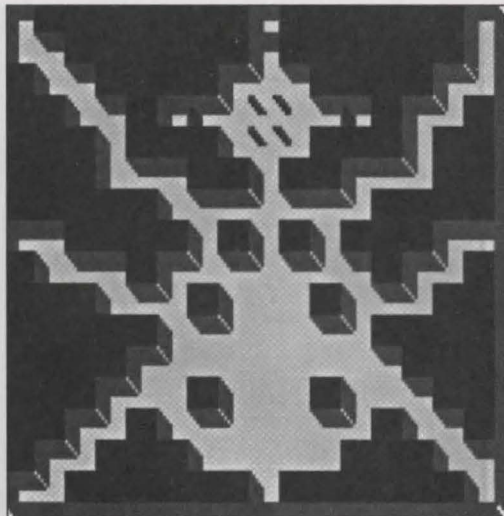
By looking carefully at the map you will see the outline of the body of the giant spider from which it was formed. Major Devils, Scorpias, and Fire Stalkers reside here. It is said that the Cold Ray spell is effective in destroying the Fire Stalkers.

Locations of Interest

- Gem Altar (party will receive a permanent Fire resistance increase depending upon their current status) x00, y15
- Gem Altar (party will receive a permanent Electrical resistance increase depending upon their current status) x15, y15
- Gem Altar (party will receive a permanent Electrical resistance increase depending upon their current status)



- Gem Altar (party will receive a permanent Cold resistance increase depending upon their current status)
x00, y08
- Gem Altar (party will receive a permanent Poison resistance increase depending upon their current status)
- Gem Altar (party will receive a permanent Energy resistance increase depending upon their current status)
- Gem Altar (party will receive a permanent Magic resistance increase depending upon their current status)



Chests

x	y	
05	12	receive <i>Incinerate</i> spell (Sorcerer)
07	13	receive a Precious Pearl of Youth and Beauty
09	13	receive a Precious Pearl of Youth and Beauty
11	12	receive <i>Raise Dead</i> spell (Cleric)
08	14	receive 1,000,000 gold
08	15	receive five items

Other

The fires on the floor of the Cavern will do 100 points of Fire damage to characters unless they have fire protection.

Castles

There are five great castles in Terra. Three are inhabited by the kings of the alignments. Each is in constant struggle with the others for domination; only the future knows how their fight shall be resolved. The other two castles once held two of the greatest sorcerers of Terra, but their hatred drove them to destroy one another. Perhaps there is wisdom to be gained from the ruins of their castles.

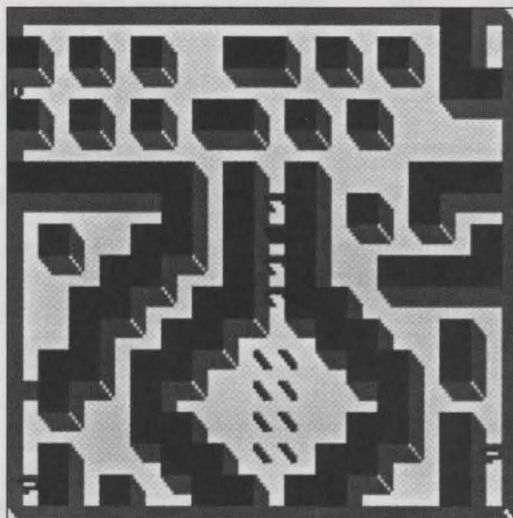
Castle Blackwind (Maze 28)

The spirit of the Sorcerer who once lived here is trapped by a spell from his neighbor. The characters must accept the quest into the castle's dungeon to free him.

Roaming the ruins are many mythical beasts: Dinosaurs, Mystic Clouds, and Piranhas. Only the fearless will survive this place.

Locations of Interest

- Exit x00, y13
- Ladder to Dungeon x11, y00 (password is TEN)
- Blackwind's ghost x08, y00 (once the Quest is completed, return and receive 2,000,000 experience points and second half of the Initialization Sequence needed to go to the end game)
- Throne x15, y00 (if it is the 66th day, the characters will receive six items and six Precious Pearls of Youth and Beauty; if it's any other day, no reward)
- Throne x00, y00 (if it is the 66th day, the characters will receive six items and six Precious Pearls of Youth and Beauty; if it's any other day, no reward)
- Mermaid Fountain x08, y13 (pay 2,000,000 gold and selected character will have spell book filled)





Whirlpool

x	y	
05	00	Teleport party to Arena
10	07	Teleport party to Arena
04	09	Teleport party to Arena
15	14	Teleport party to Arena
00	01	Party poisoned and takes 50 points of damage
02	02	Party poisoned and takes 50 points of damage
15	02	Party poisoned and takes 50 points of damage
12	05	Party poisoned and takes 50 points of damage
00	08	Party poisoned and takes 50 points of damage
06	08	Party poisoned and takes 50 points of damage
15	09	Party poisoned and takes 50 points of damage
08	11	Party poisoned and takes 50 points of damage
04	13	Party poisoned and takes 50 points of damage
05	14	Party poisoned and takes 50 points of damage
01	15	Party poisoned and takes 50 points of damage
12	15	Party poisoned and takes 50 points of damage
15	06	Party takes same damage as above but receives five items
00	15	Party takes same damage as above but receives five items
15	15	Party takes same damage as above but receives five items

Blackwind Dungeon (Maze 33)

Much turmoil will this dungeon create. An invisible path magically protects these environs from any careless interlopers. At three corners stand statues of legends from bygone days. To free the ghost in castle above, you must pay the price requested of each.

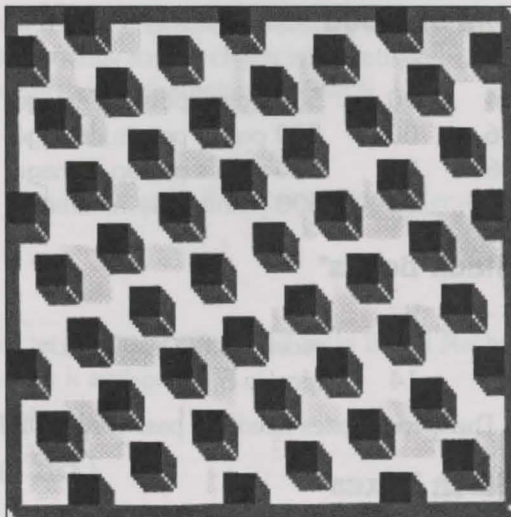
Locations of Interest

- Exit x15, y15
- Statue of Hamon Othreute x13, y00 (must give 100,000 gold to help free ghost)
- Statue of Tempest Storm x00, y00 (must give 1,000 gems to free ghost)
- Statue of Blood Mane (one of the characters must forfeit a life to help free ghost, character is eradicated)



Note: To avoid being teleported repeatedly back to your beginning point, use the *Teleport* spell at x13, y15 (this is a little east of the ladder into the dungeon) to *Teleport* to the west 8. You'll be at x05, y15 *Teleport* to the west again, this time moving 5. You'll be in front of Blood Mane at x0, y15. After completing your task, turn and *Teleport* to the south 9. You will be at x00, y05 *Teleport* to the south 5.

In front of you will be Tempest Storm. Complete the task there, then *Teleport* from x01, y00 to the east 7. You'll be at x08, y00. *Teleport* again, 7 to the east and behind you will be the statue of Hamon Otherute; this is your final task in this dungeon. Step anywhere off the gray section of the map and you'll be teleported back to the section near the ladder. Check your map to see how far you are from the ladder up to the castle.

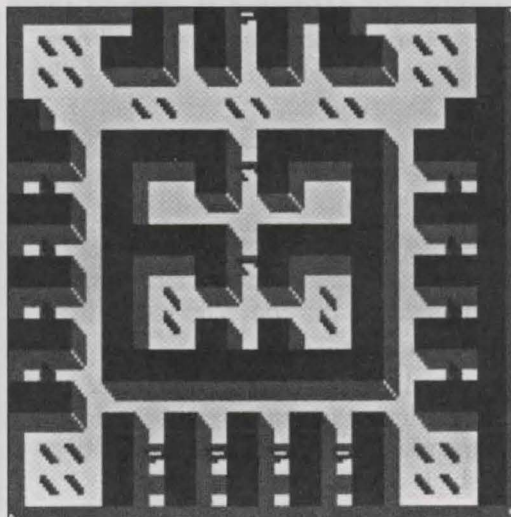


Castle Blood Reign (Maze 25)

This stronghold of Tumult King Chaotic, the Lord of Neutrality, is filled with Sorcerers, Trolls, and Castle Guards who do his bidding. He will charge you with returning to him the King's Ultimate Power Orbs so that he might sway the balance of power in his favor. His minion Chathos will urge you to return the Ancients Artifacts of Neutrality to their rightful seat.

Locations of Interest

- Exit x07, y15
- Ladder down to dungeon x09, y15 (password is OGRE)
- King Chaotic x07, y15 (gives King's Quest for Orbs of Ultimate Power)
- Chathos x05, y15 (gives Artifacts Quest)





Pits of Blood

x	y	
04	00	500 points poison damage, 5,000 experience, Ancient Artifact of Good
06	00	500 points poison damage, 5,000 experience, Ancient Artifact of Good
08	00	500 points poison damage, 5,000 experience, Ancient Artifact of Evil
10	00	500 points poison damage, 5,000 experience, Ancient Artifact of Evil

Black Boxes*

x	y		x	y	
04	10	receive 2,000,000 gold	00	10	receive 2,000,000 gold
13	14	receive 5,000 gems	00	09	receive 5,000 gems

* These four boxes need the password NORTIC to open.

Black Boxes*

x	y		x	y	
00	10	receive 25,000 gold	00	04	receive six items
00	08	receive 5,000 gold and 2,000 gems	14	10	receive 15,000 gold
			07	11	receive six items

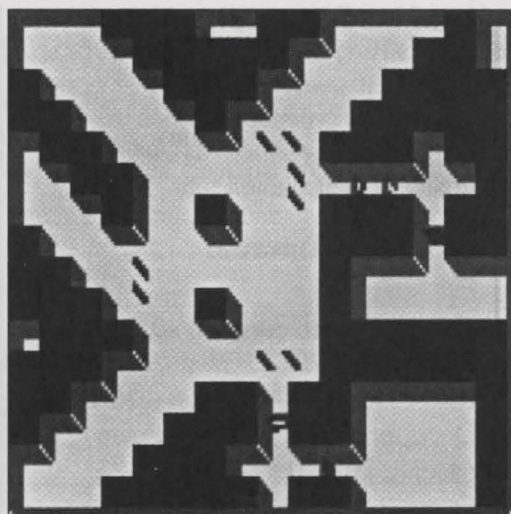
* These boxes will automatically summon the Castle Guard when opened.

Blood Reign Dungeon (Maze 30)

This cavern houses ferocious Dragon Worms that prey upon both the meek and the mighty. By defeating them and the Draconi and Sonic Ninjas that dwell here, the characters will be rewarded by the crystals growing from the cavern floor.

Locations of Interest

- Exit x00, y00
- Son of Abu x14, y03 (a fine Robber whose prowess is matched only by his gratitude to the ones who rescue him)
- Charity x14, y00 (a Paladin who served under King Zealot until her unfortunate capture; free her and reap the rewards of your good deeds, for she is a fierce and loyal fighter)





- Crystal x00, y05 (add 50 Luck permanently to one character's statistics)
- Crystal x06, y15 (add 50 Armor Class permanently to one character's statistics)
- Crystal x15, y15 (add 50 Speed permanently to one character's statistics)

Vapor

Does 50 points Fire damage to party when passed through. *Protection from Elements* spell will nullify.

Shackles

The clues spell out phonetically the password to the black boxes in Castle Blood Reign. (In for N; Oh for O, Are for R; Tea for T; Eye for I; and Sea for C.)

Castle Dragontooth (Maze 26)

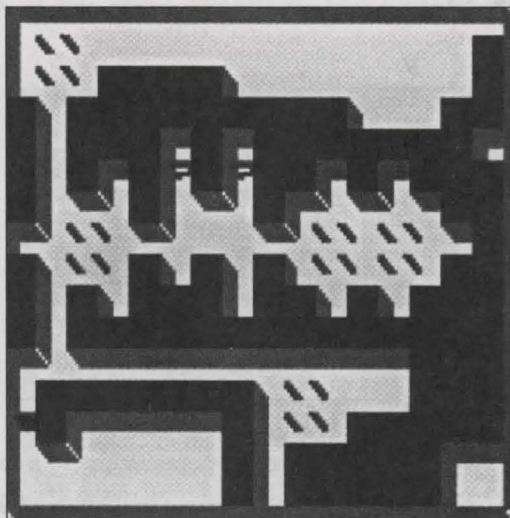
Deep within the heart of this castle Malefactor, King Malicious, Lord of Evil rules. He will try to get the party to help in his quest for dominion over the other two kings. At his command are Wizards, the castle Guard, and Dark Pegasus.

Locations of Interest

- Exit x00, y08
- Ladder to Dungeon x00, y08 (passcode is 20,000)
- Malefactor x14, y08 (gives Quest for King's Ultimate Power Orbs)
- Pathos x12, y04 (give Quest for Ancient Artifacts of Evil)

Pits of Acid

x	y	
05	15	500 points of damage
07	15	500 points of damage, 2,500 experience, three Quatloo Coins
08	13	500 points of damage
09	14	500 points of damage, 2,500 experience, three Quatloo Coins
11	14	500 points of damage
12	15	500 points of damage, 2,500 experience, four items
12	12	500 points of damage, 2,500 experience, Ancient Artifact of Neutrality
13	14	500 points of damage, 2,500 experience, four Quatloo Coins
15	15	500 points of damage, 2,500 experience, Ancient Artifact of Neutrality





Black Boxes

x	y	
05	11	receive 25,000 gold and five items
07	11	receive 10,000 gold and 1,000 gems
13	09	receive 4,000,000 gold and 5,000 gems
13	07	receive 1,000,000 gold and five items

Dragontooth Dungeon (Maze 31)

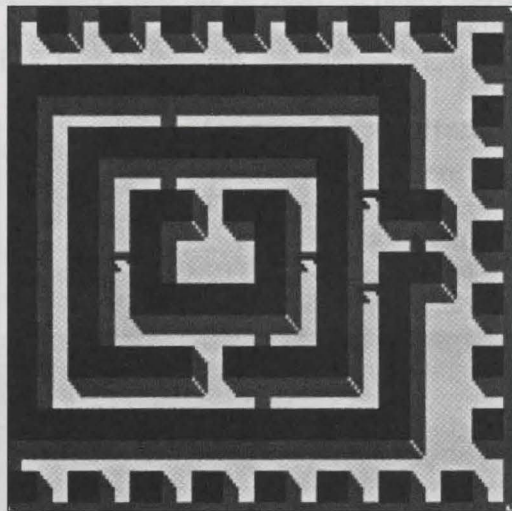
This covey of witches contains perils and rewards. The brews mixed up by the evil Hecates impart benefits to those brave enough to test them. Ghosts and Spirit Shields walk these halls to waylay the unsuspecting.

Locations of Interest

- Exit x12, y15

Caldrons

x	y	
05	08	Changes the characters' alignment to evil, ages them 10 years, and raises level by five (permanent)
05	07	Changes the characters' alignment to evil, ages them 10 years, adds 50 Endurance (permanent)
07	08	Changes the characters' alignment to evil, ages them 10 years, adds 50 Intelligence (permanent)
07	07	Changes the characters' alignment to evil, ages them 10 years, adds 50 Personality (permanent)



(Safes at x15, y15; x00, y15; x00, y01; x15, y00 gives clues to the passcodes for the Black Boxes in the castle above.)



Floor Safes

x	y	
13	00	receive 10,000 gold
10	15	receive 10,000 gold

(All other Floor Safes produce an encounter with a Ghost.)

Other

Floor spears do 50 points of damage to the party

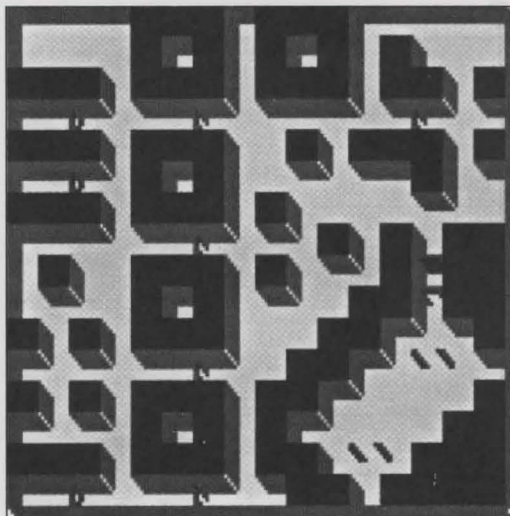
Castle Greywind (Maze 27)

Like Castle Blackwind, this once mighty fortress has fallen into ruin through the foolishness of its former occupant. His ghost haunts these corridors, waiting for the party strong enough to free him.

Three thrones line the eastern wall of the castle. Legend has it that they will reward those who sit there, but only on a specific day. While your party waits for that time to arrive, they will fight the current residents of this place: Dinosaurs, Fire Lizards, and Screamers.

Locations of Interest

- Exit x15, y12
- Greywind's ghost x11, y00 (gives quest to free him; upon completing quest, receive 2,000,00 experience and first half of Initialization Sequencing Code)
- Throne x00, y00 (character's statistics increase by 10; character wakes the next day; this occurs only on day 50)
- Throne x00, y10 (receive six items, awake the next day; occurs only on day 50)
- Throne x00, y12 (receive 1,000,000 gold and 10,000 gems; occurs only on day 50)
- Mermaid Fountain (will Cure party and change condition to good for 10,000 gold)
- Ladder down to dungeon x07, y15 (password is CIRCLE)





Floor Fires

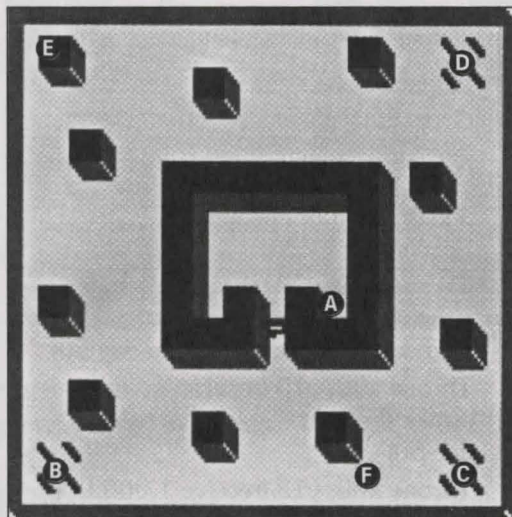
x	y	
12	10	receive 100 points of plasma damage to party
05	02	receive 100 points of plasma damage to party, five items (only on first visit)
05	06	receive 100 points of plasma damage to party, five items (only on first visit)
00	08	receive 100 points of plasma damage to party, five items (only on first visit)
09	14	receive 100 points of plasma damage to party, five items (only on first visit)
08	00	receive 100 points of plasma damage to party, 25,000 gold, 100 gems
02	02	receive 100 points of plasma damage to party, 25,000 gold, 100 gems
05	10	receive 100 points of plasma damage to party, 25,000 gold, 100 gems
05	14	receive 100 points of plasma damage to party, 25,000 gold, 100 gems

Greywind Dungeon (Maze 32)

Greywind lived up to his reputation as a great Illusionist when he created this dungeon. The dungeon is populated by Hydras and Death Snakes, and the treasure they guard may or may not be real.

Locations of Interest

- A** Ladder up x10, y06
- B** Hourglass x01, y01 (turn to up position along with c and d, then hit gong to reveal e; to free Greywind, turn b, c, d, and e to down position and then hit gong)
- C** Hourglass x14, y01 (turn to up position along with b and d, then hit gong to make e appear; turn all hourglasses to down position and then hit gong to free Greywind)
- D** Hourglass x14, y14 (turn to up position along with b and then hit gong to reveal e; turn all hourglasses to down position and then hit gong to release Greywind)
- E** Hourglass x01, y15 (after b, c and d are set properly, this Hourglass will be revealed; turn b, c, d, and e to down position and ring gong to free Greywind)
- F** Gong x01, y11





Treasure *

x	y	
10	02	receive 1,000,000 gold and five items
13	10	receive 1,000,000 gold and five items

* **Note:** All the other treasure piles in this dungeon are illusions and will not only not reward you, they will take *all* of the party's gold. There is no saving while the party is in this dungeon, so be careful.

Castle Whiteshield (Maze 24)

Though by far the most friendly castle in Terra, even Whiteshield is not immune to the dark forces that have been plaguing Terra. Suspicion is high and adventurers entering there should be prepared to battle the ever-vigilant Castle Guard, Black Knights, and Paladins who strive to guard its walls.

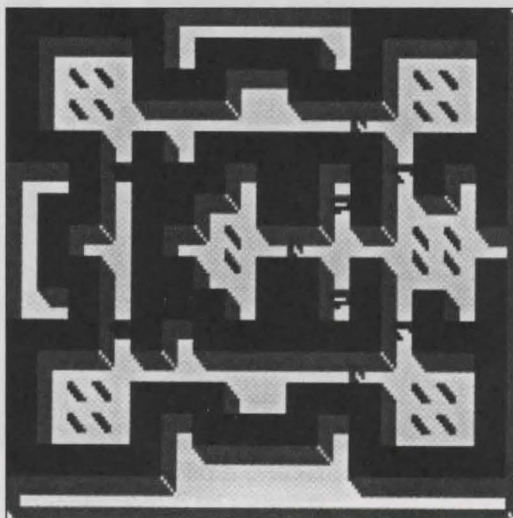
Zealot, King Righteous, Lord of Good holds sway over this castle. He will try to persuade you to return the King's Ultimate Power Orbs to him alone. Praythos, his priest will ask that you return to him any Ancient Artifacts of Good that you might run across in your journeys.

Locations of Interest

- Exit x15, y08
- Zealot, King Righteous x05, y08
(gives quest for King's Ultimate Power Orbs)
- Praythos x14, y10 (gives quest for Ancient Artifacts of Good)
- Ladder to dungeon below x05, y11
(password is JOABARY)

Black Boxes

x	y	
06	07	password is SMELLO
06	09	password is SMELLO
07	03	receive 25,000 gold (Castle Guard will be summoned)
08	03	receive six items (Castle Guard will be summoned)





x	y	
07	13	receive 25,000 gold (Castle Guard will be summoned)
08	13	receive six items (Castle Guard will be summoned)
02	08	receive 10 items (Castle Guard will be summoned)
00	06	receive 10,000 gold and an Ancient Artifact of Evil
00	10	receive 10,000 gold and an Ancient Artifact of Evil
00	00	receive five items and 20,000 gold
15	00	receive five items and 20,000 gold
05	15	receive five items and 20,000 gold
10	15	receive five items and 20,000 gold

Whiteshield Dungeon (Maze 29)

Though Zealot is the Lord of Good, that did not prevent him from punishing the dwarves who sought to destroy him. Their bones litter the floor of this dungeon and the clues found among their remains will reveal how to unlock the castle gold.

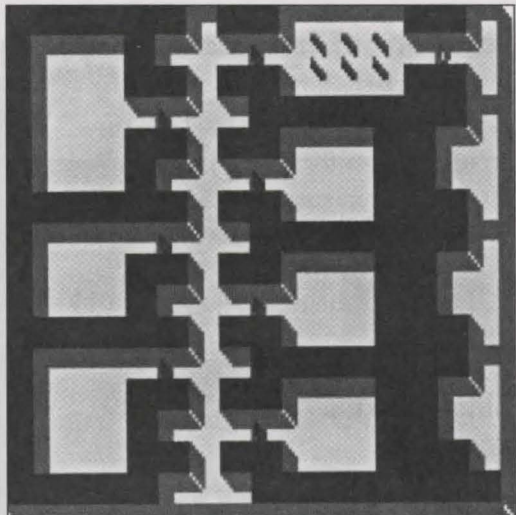
Evil Rangers, Major Demons, and Major Devils reside here, hoping for the chance to wreak havoc on the unprepared.

Locations of Interest

- Exit x15, y15

Altar Cups

x	y	
09	03	receive a raise in all statistics by 10 (permanent)
09	01	receive a raise in all statistics by 10 (permanent)
11	09	receive a raise in all statistics by 20 (permanent)
15	01	receive a raise in all statistics by 5 (permanent)



Other

The pendulums do 50 points of damage to party.

Dungeons

The deepest parts of Terra has Sheltem made his own. Populated by the foulest and most wretched of creatures, they prey upon the weak and unprepared. There are many rewards, riches, and magical delights to be found here, but beware, for only the strong shall survive these evil places.

The Ancient Temple of Moo (Maze 16)

To enter the castles of the three kings, characters must become Champions. To become a Champion, one must stand at the base of the statue of the lioness Fire Mane. Bones of unfortunate adventurers litter the floor, though who knows what treasures may still remain there.

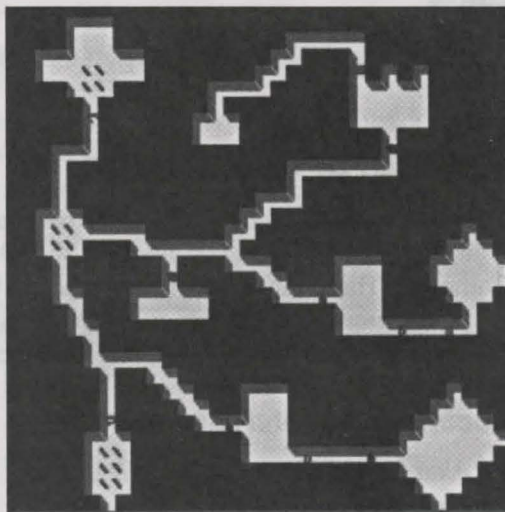
Clerics of Moo, Skeletons, and Zombies will all plague your party.

Locations of Interest

- Fire Mane (characters who approach her will become Champions) x29, y15

Bones

x	y	
05	01	receive <i>Light</i> spell (all classes)
07	01	nothing
05	04	nothing
07	04	receive Sacred Silver Skull
02	16	receive a <i>Suppress Poison</i> spell (Cleric, Druid)
09	12	receive a <i>Suppress Disease</i> spell (Cleric, Druid)
04	26	nothing
06	29	receive <i>Pain</i> spell (Cleric)
17	07	receive Sacred Silver Skull
26	01	receive <i>Turn Undead</i> spell (Cleric)





x	y	
27	06	receive Sacred Silver Skull
23	14	nothing
31	15	receive <i>Silence</i> spell (Cleric)
27	15	receive Sacred Silver Skull
26	27	receive Ancient Jewelry
26	24	nothing
12	24	receive <i>Fireball</i> spell (Sorcerer)
14	24	receive Ancient Jewelry

Chests

x	y		x	y	
17	05	receive 500 gold	03	28	receive three items
28	07	receive 3,000 gold	24	27	receive three items
31	04	receive four items	22	27	receive 2,000 gold
27	00	receive 1,000 gold	12	34	receive 2,000 gold
04	29	receive 1,000 gold	14	23	receive 6,000 gold and 60 gems

Other

The trap doors will inflict damage on the first two characters in the party.

Cathedral of Carnage

The center of the Moo Cult, this house of pain holds two of the mysterious King's Ultimate Power Orbs. To liberate the Orbs, you must decipher the secret of the Cathedral. The Altar Heads must be moved to liberate the Orbs.

Characters will find this a haven for gargoyles and the devotees of the Moo Cult: Clerics of Moo, Priests of Moo, and the Moo Master.

Locations of Interest

- Altar Head (turn to South) x27, y28
- Altar Head (turn to East) x25, y28
- Altar Head (turn to North) x23, y28
- Altar Head (turn to West) x21, y28
- Altar Head turn to North) x19, y28
- Altar Head (say WEEDS and receive Hologram Sequencing Card #004)
- Altar Head x25, y19 (see Note that follows)



(**Note:** By setting the Altar Heads in these positions you may now go to the Altar Head at x25, y19 and free the force field surrounding the King's Ultimate Power Orbs. When the Altar Head asks you for the password, say JVC or JVCIII. This may be done only after the six Altar Cups are drunk.)

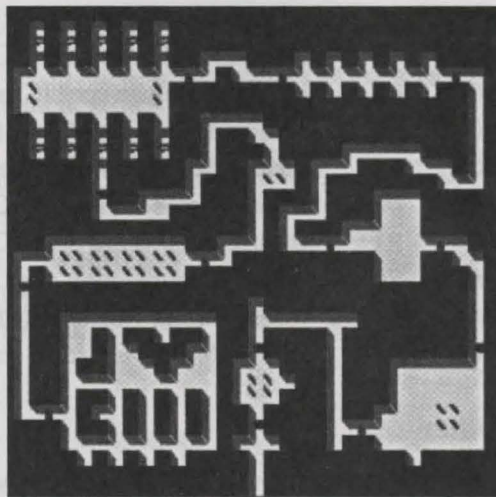
Altar Cups

x	y	
10	14	receive 100,000 experience; this kills character; you must do this to free King's Ultimate Power Orbs
10	16	receive 100,000 experience; this kills character; you must do this to free King's Ultimate Power Orb
07	14	receive 100,000 experience; character is turned to stone; you must do this to free King's Ultimate Power Orb
07	16	receive 100,000 experience; character is turned to stone; you must do this to free King's Ultimate Power Orb
04	14	receive 100,000 experience; character is eradicated; you must do this to free King's Ultimate Power Orb
04	16	receive 100,000 experience; character is eradicated; you must do this to free King's Ultimate Power Orb

(Characters who are eradicated have their armor destroyed. Remove the character's armor before you have him or her drink the potion. Both eradicated and killed characters may be Healed at any of the Temples. It is expensive, but by this time your party should have plenty of gold.)

Gem Altars

x	y	
13	11	receive a five-level increase (permanent)
13	03	receive a five-level increase (permanent)
25	08	receive <i>Bless</i> spell (Cleric)
26	08	receive <i>Immobilize</i> spell (Cleric)
27	08	receive <i>Cold Ray</i> spell (Cleric)





x	y	
28	08	receive <i>Acid Spray</i> spell (Cleric, Druid)
30	03	receive <i>Paralyze</i> spell (Cleric, Druid)
30	04	receive <i>Town Portal</i> spell (Cleric)
30	05	receive <i>Stone to Flesh</i> spell (Cleric, Druid)
30	06	receive <i>Raise Dead</i> spell (Cleric, Druid)
18	21	receive <i>Holy Word</i> spell (Cleric)
18	20	receive <i>Resurrection</i> spell (Cleric)
04	21	receive <i>Moon Ray</i> spell (Cleric)
04	03	receive <i>Mass Distortion</i> spell (Cleric)

Other

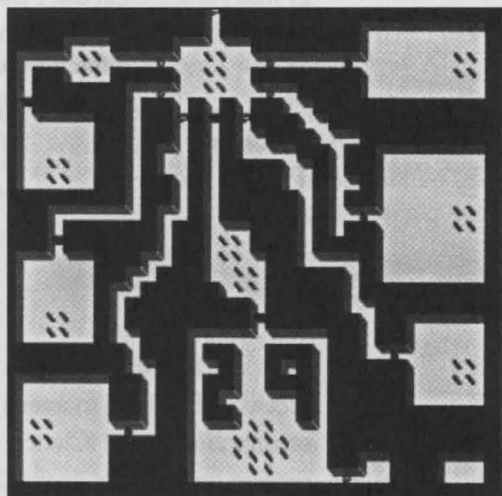
At the Gem Altar you will receive a letter which, when combined with the clue from The Temple of Moo, will reveal the answer to the question at Altar at x01, y26.

Dark Warrior's Keep (Maze 20)

The characters' mettle will be sorely tested in this dungeon. Rangers and Mad Dwarves will be the least of their worries. Skilled Jousters and the Top Joustier will try to defeat them in single combat. To enter this place, the characters must first have recovered the Blue Key from Arachnoid Cavern.

Locations of Interest

- King's Ultimate Power Orb x30, y02
- King's Ultimate Power Orb x30, y03
- Horse Statue x24, y02 (answer "314" to open secret door to hidden room, or stand at x18, y6 and teleport North 2)
- Exit x10, y00





Shackled Skeletons

x	y	
05	24	receive increase in Might (permanent)
01	10	receive increase in Endurance (permanent)
01	01	receive increase in Might (permanent)
23	30	receive increase in Might (permanent)
30	22	receive increase in Endurance (permanent)
30	11	receive increase in Speed (permanent)
12	01	receive permanent two level increase

Iron Chests

x	y	
05	20	receive 5,000 gold and five items
05	10	receive 8,000 gold and five items
06	07	receive 25,000 gold and five items
30	30	receive 3,000 gold and five items
30	14	receive 10,000 gold and five items
30	06	receive 15,000 gold and five items
15	01	receive Ancient Artifact of Neutrality
16	01	receive Ancient Artifact of Neutrality
17	01	receive Hologram Sequencing Card #003
18	08	receive 100,000 gold and six items
06	01	receive 250 points of damage and dead character
06	07	receive 250 points of damage and dead character
10	21	receive 250 points of damage and dead character
15	17	receive 250 points of damage and dead character
13	14	receive 250 points of damage and dead character
23	02	receive 250 points of damage and dead character
18	20	receive 250 points of damage and dead character
26	06	receive 250 points of damage and dead character
24	22	receive 250 points of damage and dead character



Fortress of Fear (Maze 18)

Ghastly apparitions dwell in the bowels of this dungeon. The Mummy King commands his shabby army and only by defeating him will the characters gain the Hologram Sequencing Card needed to complete their quest.

The characters will face Plasmoids, poisonous amorphous blocks, Carnage Hands, Mummies, and the Mummy King himself.

Locations of Interest

- Exit x15, y00

Floor Lever

x	y	
15	02	set to off
05	21	set to off
18	22	set to off
06	12	set to off

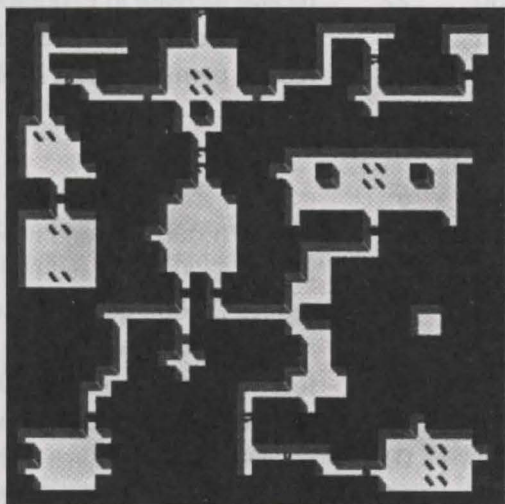
These are the only floor levers that need to be pulled.

Coffins

x	y	
02	14	receive 25,000 gold and Ancient Artifact of Good
04	14	receive five items
28	30	receive 15,000 gold and Ancient Artifact of Good
30	30	receive five items
18	20	encounter Mummies
28	20	encounter Mummies
02	03	encounter Mummies
05	01	receive 20,000 gold and Ancient Artifact of Neutrality
24	01	receive 2,000 gold and Precious Pearl of Youth and Beauty
26	11	receive four items
27	11	receive Hologram Sequencing Card #001
12	17	if the floor levers above are set correctly, characters will be teleported to x26, y12 (secret room); otherwise they are teleported to x12, y28

Other

Characters may reach the secret room by teleporting north six spaces from x26, y5.





Halls of Insanity (Maze 19)

Confusing, deadly, and frustrating describes this pit of despair. To enter this place the characters must have the Green Eyeball Key found in Cyclops Cavern. The characters will be confronted with Mini Dragons, Mystic Clouds, Evil Eyes, and the Eye Master.

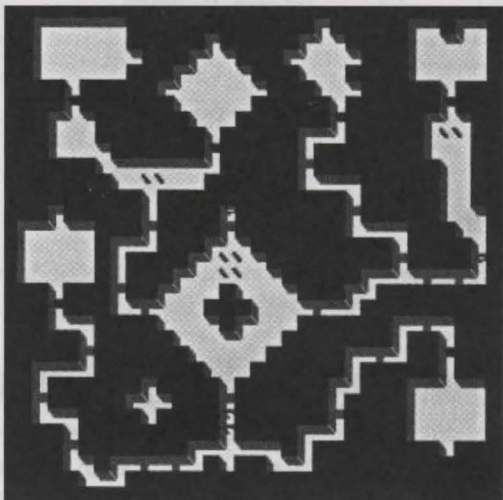
Locations of Interest

- Exit x14, y17
- King's Ultimate Power Orb x28, y03
- King's Ultimate Power Orb x03, y18

Invisible Teleporter

x	y
28	04
11	26
07	28
03	17
15	26
13	28

(All the teleporters send the characters to x14, y15.)



Lions Statues

x	y	
11	12	answer TEARS to turn off floor beam at x09, y12
17	12	answer EYES to turn off floor beam at x19, y12
14	90	answer BLINK to turn off floor beam at x14, y07
04	29	give 100,000 gold to set characters' skills as All Skills Master
27	29	first part of clue to hidden room (west 18)
29	29	second part of clue to hidden room (south 23)

Ornate Boxes

x	y	
09	06	receive 1,000,000 gold
01	17	receive 66,000 gold
05	17	receive 666 gems



x	y	
07	30	receive five items
08	28	receive Hologram Sequencing Card #002
10	26	receive Ancient Artifact of Evil
13	29	receive five items
16	26	receive Ancient Artifact of Evil
21	29	receive 10 items
26	30	party is Cursed
30	30	party is Cursed
26	04	receive 66,000 gold
30	04	receive 666 gems

Other

The floor beams will inflict 50 points of damage on the entire party.

The Maze from Hell (Maze 23)

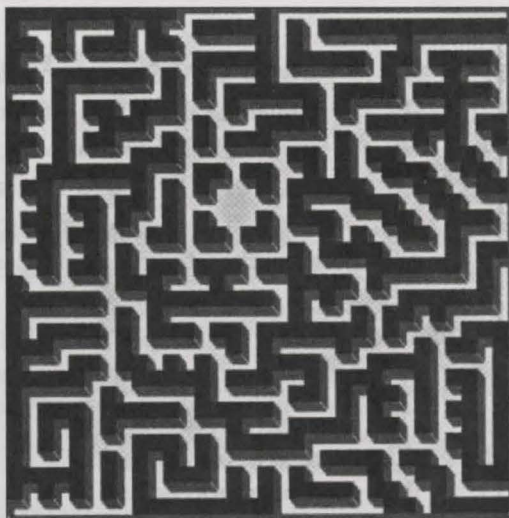
This pernicious labyrinth would destroy the serenity of a saint. At the center of this maze is the statue of Water Mane, which bestows upon the worthy the Award of Ultimate Adventurer. Medusas, Minotars, and the Minotar King will try to prevent the characters from completing their quest.

Locations of Interest

- Exit x26, y00
- King's Ultimate Power Orb x01, y01
- King's Ultimate Power Orb x 01, y30
- King's Ultimate Power Orb x30, y31
- King's Ultimate Power Orb x19, y19

Black Boxes

x	y	
15	01	receive six items
08	15	teleport to x06, y30
07	25	receive six items
27	23	receive Hologram Sequencing Card #006





x	y	
03	01	character is eradicated
04	18	character is eradicated
28	05	character is killed
24	06	character is killed
21	17	character is killed
11	03	character is turned to stone
01	17	character is turned to stone
08	30	character is turned to stone

Other

All whirlpools teleport to x06, y30.

Slithercult Stronghold

If the characters have completed the Greek Brother's Quest, they should have a store of Quatloo Coins. By finding the Altars hidden in the center of this dungeon, they may increase their abilities, but beware of trying to trick the Altars—misfortune shall befall them.

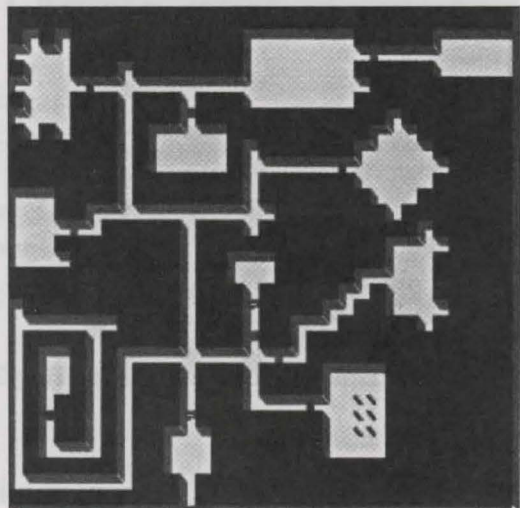
Lurking here to further vex the characters are Candle Creeps, Cobra Fiends, and Evil Rangers.

Locations of Interest

- Exit x13, y00
- Stone Altar x09, y21
- Stone Altar x11, y21
- Stone Altar x13, y21

(The Stone Altars at x09, y21; x11, y21; x13, y21 will give permanent increases in Might, Endurance, and Accuracy if a Quatloo Coin is used. Otherwise, character will get an Ancient Fisbin of Misfortune and will be eradicated.)

- Stone Altar x07, y26 (password is EPSILON)





Yellow Pools

x	y	
02	08	receive an increase of two levels (permanent)
22	04	receive increase in poison resistance (permanent)
15	15	receive five Quatloo Coins
00	17	receive a Sacred Silver Skull
28	28	receive an Ancient Artifact of Neutrality
22	07	receive increase in poison resistance (permanent)
26	14	receive Sacred Silver Skull
25	22	receive Ancient Fisbin of Misfortune
02	27	receive Precious Pearl of Youth and Beauty

(Characters receive 1,000 experience points for searching each pool as well as 25 points of poison damage.)

Floor Safes

x	y		x	y	
03	09	receive 5,000 gold	03	15	receive 10,000 gold
20	08	receive 3,000 gold	02	25	receive 500 gems
23	03	receive four items	31	29	receive 1,000 gems
25	12	receive four items	31	28	receive 20,000 gold
27	21	receive 50,000 gold	31	27	receive four items

Invisible Teleporters

x	y	x	y
15	25	16	25
18	25	19	25
21	25	19	26
21	26	18	27
20	27	21	27
17	28	19	28
21	29		

(All the teleporters send characters to x13, y26.)

Other

All ceiling axes do 10 points of damage to whole party.



Tomb of Terror (Maze 22)

The horrors that await the adventurer in this den of iniquity are unmatched in all of Terra. VonEmosh, king of the walking dead, holds sway here. To enter this place the characters must have the Black Terror Key, which lies deep in the Cursed Cavern.

Vampires and the Vampire King must be defeated to free this place. Most deadly too are the Liches, who sneer at puny efforts to defeat them. Other fiends from this place are Ghosts, Ghouls, Mummies, Phantoms, Reapers, Skeletons, and Zombies.

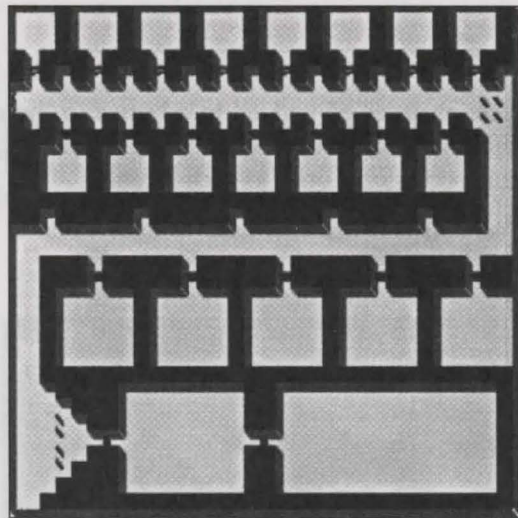
Locations of Interest

- Exits x00, y25; x00, y26

Stone Coffins

x	y	
28	10	receive <i>Sun Ray</i> spell (Cleric)
30	10	receive six items
22	10	receive <i>Divine Intervention</i> spell (Cleric)
24	10	receive six items
16	10	poison damage
18	10	receive Ancient Artifact of Good
05	09	receive Ancient Artifact of Good
08	06	receive Ancient Artifact of Evil
08	02	receive Ancient Artifact of Evil
18	06	receive six items
18	02	receive Hologram Sequencing Card #005
30	04	Vampire King (if defeated, receive six items)

(Characters will be Cursed every time they open one of the coffins.)





Thrones

x	y	
28	06	all characters' statistics will be set at 3 and 20 levels will be added (both of these are permanent)
29	06	all characters' statistics will be set at 3 and 20 levels will be added (both of these are permanent)
28	02	all characters' statistics will be set at 3 and 20 levels will be added (both of these are permanent)
29	02	all characters' statistics will be set at 3 and 20 levels will be added (both of these are permanent)

Other

You must kill all undead to advance to the end of this maze. At the following locations the characters will receive 50 points of magical damage and all gems will turn to dust; this occurs only once in each location.

x	y
05	04
15	04
05	15
11	15
17	15
23	15
29	15

Caverns

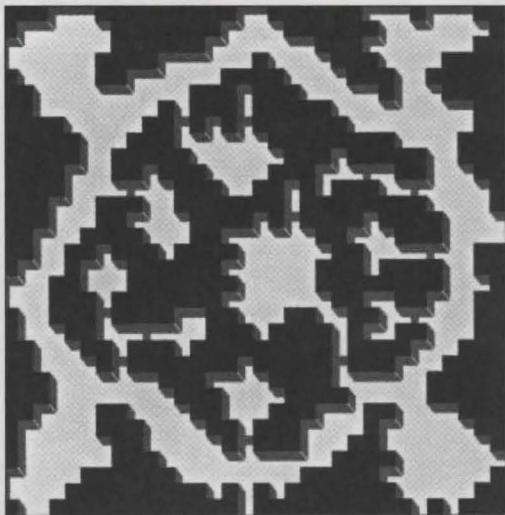
When the world recovered from its last great cataclysm, there had formed great yawning caverns beneath the face of the land. And the creatures that dwelt therein had only one desire: to rule the world made over in their image. Though they were not powerful enough to do it at first, they were willing to bide their time and wait.

Arachnoid Cavern

Aptly named, this foul hole swarms with all forms of pestilence. Dino Beetles, Toxic Worms, and Spiders have made their home here. Despite these creatures, the Lords of Attributes have made their home here. Careful consideration of their words will produce a most beneficial result for the characters. Brother Zeta is here as well, and he has another piece of the Greek Brothers' Quest.

Locations of Interest

- Exit x16, y 00
- Throne x15, 09 (empty)
- Lord Speed x12, y11
- Lord Accuracy x10, y16
- Lord Endurance x21, y22
- Lord Luck x17, y22
- Lord Word x22, y17 (sells Linguist skill for 50 gems)
- Lord Prayer x23, y13 (sells Prayermaster skill for 500 gems)
- Lord Magic x23, y11 (sell Prestidigitator skill for 500 gems)
- Lord Might x 14, y15 (Give correct answer to his question (20301) and receive 1,000,000 experience may also re-energize the Crystals for 5,000 gems. Subsequent visits will allow the crystals to be re energized for 5,000 gems.)
- Brother Zeta x06, y16 (gives another clue in the Greek Brother's Quest)





Crystals

x	y	
13	08	receive Personality increase (+5)
08	18	receive Personality increase (+5)
23	18	receive Intelligence increase (+5)
14	17	receive Personality increase (+10)
20	17	receive Luck increase (+10)
17	07	receive Intelligence increase (+10)
13	24	receive Intelligence increase (+5)
16	11	receive Accuracy increase (+10)
16	18	receive Accuracy increase (+10)
11	10	receive Intelligence increase (+5)
20	20	receive Personality increase (+5)
14	13	receive Intelligence increase (+10)
18	18	receive Luck increase (+10)

Bones*

x	y	
03	01	receive Yellow Key
24	31	receive <i>Cure Poison</i> spell (Cleric)
05	15	receive <i>Fiery Flail</i> spell (Cleric)
15	26	receive <i>Half for Me</i> spell (Cleric)
18	20	receive <i>Enchant Item</i> spell (Sorcerer)
05	31	receive <i>Recharge Item</i> spell (Sorcerer)
31	03	receive <i>Deadly Swarm</i> spell (Druid)
09	21	receive Blue Unholy Key
23	15	receive <i>Nature's Gate</i> spell (Druid)

* These are the only bones that have anything; all the others are empty.

Other

Don't ring the gongs, as their only action is to call forth more monsters.

The solution to Lords of Attributes puzzle is this:

Lord Might gives the starting number as two prime numbers less than twice all the crystals in the cavern. There are 13 crystals; double that is 26 and the second prime number less than 26 is 19. Lord Might also says that Lord Word would find the order to proceed pleasing, implying that the order to proceed would be alphabetical. Therefore, Lord Accuracy's number is next. His clue is to add the number there could be in the party. There is room for eight party numbers: half would be four, add that to 19. ($19 + 4 = 23$)



Lord Endurance's clue is next: "Count the thrones and add that too." There are 10 thrones. ($10 + 23 = 33$) Lord Luck's clue is next: "Add Lord Might's number, then multiply by 2." Lord Might's number is 19; add that to the number from the last clue. ($19 + 33 = 52$, $52 \times 2 = 104$)

Lord Magic's clue is next: "Subtract the gongs (four), then multiply by 52." ($104 - 4 = 100$, $100 \times 52 = 5200$) The next clue is from Lord Prayer: "Multiply by the number of gongs to make your answer true." ($5200 \times 4 = 20,800$) Lord Speed has the next part: "Subtract 449 is all you must do." ($20,800 - 449 = 20,351$) And the final clue is from Lord Word: "Subtract my price and you will be through." He charges 50 gems for the Linguistics skill. ($20,351 - 50 = 20,301$)

Cursed Cold Cavern (Maze 13)

This is another coven of evil hags that have taken up residence in various caverns of Terra. Their specialty are potions of advancement, which they brew in massive cauldrons in this place. The four horse statues tell of Princes Trueberry and how one might woo the Pirate Queen.

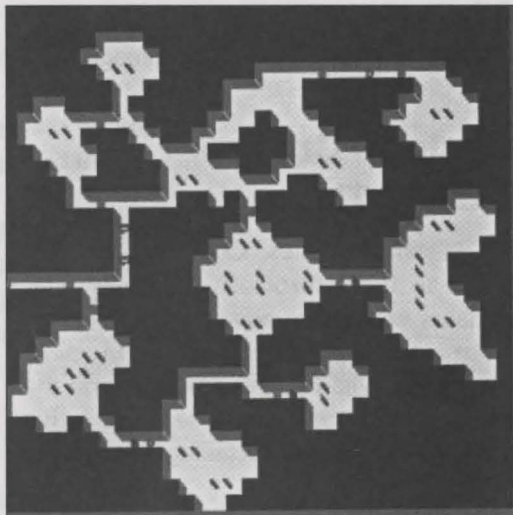
Beware of the Black Knight: he is a powerful foe and has conquered many adventurers in his time. Deadly Carnage Hands also reside here.

Locations of Interest

- Exit x00, y16
- Iron Hooves x18, y14 (ICICLE is the password)
- Silver Hooves x27, y25 (TOMORROW is the password)
- Golden Hooves x27, y17 (ECHO is the password)
- Copper Hooves x27, y11 (CHAIN is the password)

Cauldrons

x	y	
02	24	receive Black Key
07	29	receive increase in Magical Resistance (permanent)
09	28	receive Precious Pearl of Youth and Beauty
22	21	receive increase in Magical Resistance (permanent)





x	y	
22	19	receive Precious Pearl of Youth and Beauty
14	15	receive one level increase (permanent)
16	15	receive one level increase (permanent)
14	13	receive one level increase (permanent)
16	13	receive one level increase (permanent)
15	03	character ages 50 years and receives one item
1	08	receive Ancient Fisbin of Misfortune

Iron Chests

x	y	
24	24	receive Ancient Artifact of Good and 122 gold
27	22	receive Ancient Artifact of Good and 99 gold
12	15	receive Ancient Artifact of Evil and 355 gold
12	14	receive Ancient Artifact of Good and 520 gold
12	00	receive Ancient Artifact of Neutrality
29	19	receive Ancient Artifact of Neutrality
29	19	receive 200,000; get four items
30	08	receive 100,000; get four items

Other

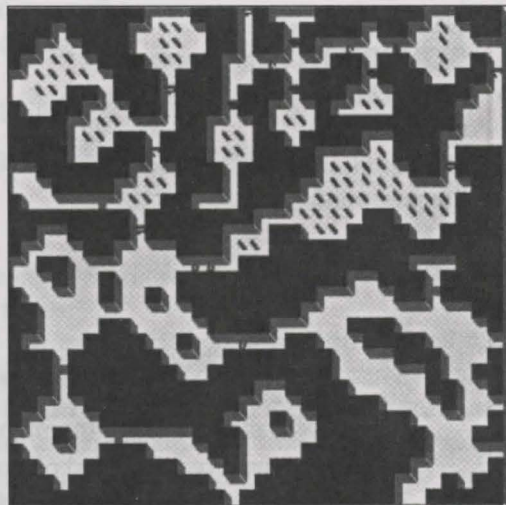
Ceiling Axes do 30 points of damage to entire party.

Cyclops Cavern (Maze 11)

As its name implies, Cyclops Cavern is home to these ferocious monsters. The remains of hapless adventurers litter the floor, their secrets yet untapped. Bugaboos, Wild Fungus, Cyclops, and the Cyclops King will make searching this cavern a daunting undertaking.

Locations of Interest

- Exit x16, y32



**Bones***

x	y	
17	31	receive <i>Jump</i> spell (Sorcerer)
19	31	receive <i>Acid Stream</i> spell (Sorcerer)
18	23	receive <i>Power Shield</i> spell (Sorcerer)
25	25	receive three items
28	27	receive Ancient Jewelry
23	23	receive Green Key
19	17	receive <i>Detect Monster</i> spell (Sorcerer)
18	19	receive <i>Fire Ball</i> spell (Sorcerer)
14	17	receive Red Key
07	16	receive <i>Lightning Bolt</i> spell (Sorcerer)
09	16	receive Ancient Jewelry
02	17	receive <i>Fingers of Death</i> spell (Sorcerer)
03	17	receive <i>Time Distortion</i> spell (Sorcerer)
01	10	receive <i>Fantastic Freeze</i> spell (Sorcerer)
11	08	receive Sacred Silver Skull
12	08	receive Sacred Silver Skull

* All other bones have nothing.

Red Pools

x	y	
10	21	200 points Electrical damage and six items
02	25	200 points Electrical damage and increase in electrical resistance (permanent)
04	24	300 points Electrical damage and 10,000 gold
24	20	300 points Electrical damage and 10,000 gold
22	20	300 points Electrical damage and 500 gems
20	19	300 points Electrical damage and four items
10	30	200 points Magical damage and increase in magical resistance (permanent)
02	27	200 points Energy damage and increase in energy resistance (permanent)
01	20	receive Ancient Fisbin of Misfortune and character is eradicated
03	12	500 points Magical damage and 50 increase in Personality (permanent)
23	08	500 points Magical damage and 50 increase in Intelligence (permanent)
29	10	500 points Magical damage and 50 increase in Accuracy (permanent)
28	03	500 points Magical damage and 50 increase in Endurance (permanent)



Iron Chests

x	y	
12	19	receive 50,000 gold and 50 gems
00	15	receive 50,000 gold and 50 gems
02	02	receive Ancient Artifact of Good
04	02	receive Ancient Artifact of Neutrality
14	05	receive 5,000 gems
17	07	receive 50,000 gold
19	04	receive five items
09	31	receive 25,000 gold and 50 gems
00	27	receive 8,888 gold and 88 gems
26	15	receive five items
31	10	6,666 gold and 66 gems
29	01	receive Ancient Artifact of Good
25	00	receive Ancient Artifact of Neutrality

Other

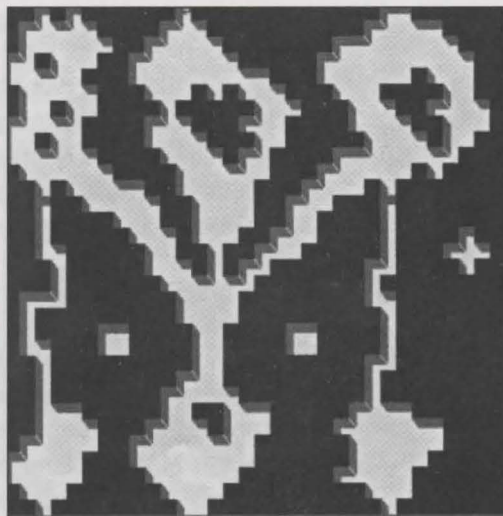
Floor Spears do 25 points of damage to party.

Dragon Cavern (Maze 14)

A likely place to die. The Dragon Lord doesn't take kindly to intruders, much less those with designs on his massive hoard of gold. Draconi and Green Dragons will seem child's play when you face the Dragon Lord.

Points of Interest

- Exit x11, y31
- King's Ultimate Power Orb x13, y03
- King's Ultimate Power Orb x02, y01
- King's Ultimate Power Orb x21, y05
- King's Ultimate Power Orb x27, y05





Treasure

x	y	
10	04	receive 50,000 gold, 500 gems, and four items
03	05	receive 50,000 gold, 500 gems, and four items
24	06	receive 50,000 gold, 500 gems, and four items
29	25	receive 50,000 gold, 500 gems, and four items
26	29	receive 50,000 gold, 500 gems, and four items
03	30	receive 50,000 gold, 500 gems, and four items
03	02	receive 250,000 gold, 5,000 gems, and four items
12	01	receive 250,000 gold, 5,000 gems, and four items
22	04	receive 250,000 gold, 5,000 gems, and four items
25	04	receive 250,000 gold, 5,000 gems, and four items
23	01	receive 5,000,000 gold and ten items
06	10	receive 1,000,000 gold
07	11	receive 1,000,000 gold
18	10	receive 1,000,000 gold
19	11	receive 1,000,000 gold
28	16	receive 1,000,000 gold
29	15	receive 1,000,000 gold
29	16	receive 1,000,000 gold
29	17	receive 1,000,000 gold
30	16	receive 1,000,000 gold

Other

Sewage causes 50 points poison damage and characters will receive 50 gems, but only on first visit.

At x12, y10 facing west, teleport five to get to secret room. At x24, y15 teleport east five to reach secret room. At x13, y10 teleport west five to reach secret room. One of these room is also accessed at the Mirror Portal by saying DOE MEISTER.



The Magic Cavern (Maze 15)

Though the spell caster will be frustrated by the vapors rising from the floor of this cavern, if the characters persevere here they will be well-rewarded. The denizens of this cavern are among the more difficult to defeat; Sorcerers, Guardians, and the lethal Liches all abound.

Locations of Interest

- Exit x16, y32

Stone Coffins

x	y	
26	03	receive 500,000 gold and Gold Key but only if character's Strength is more than 20

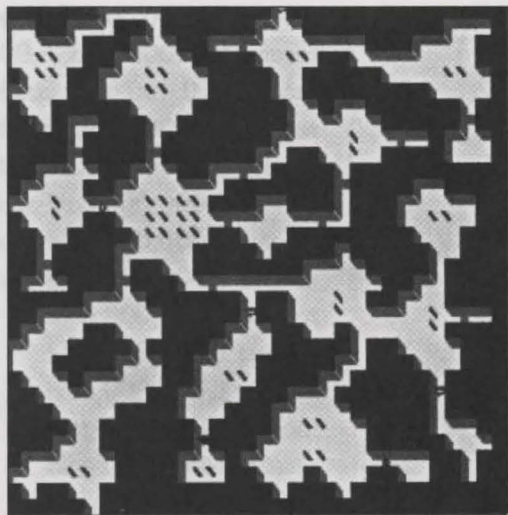
All other coffins contain Liches and these coffins also may be opened only if Strength is more than 20.

Blue Pools

x	y	
05	02	receive 5,000 experience, take 50 points magical damage, and increase Intelligence by 10 (permanent)
09	19	receive 5,000 experience, take 50 points magical damage, and increase Intelligence by 10 (permanent)
22	24	receive 5,000 experience, take 50 points magical damage, and increase Intelligence by 10 (permanent)
28	27	receive 5,000 experience, take 50 points magical damage, and increase Intelligence by 10 (permanent)
02	28	receive 5,000 experience, take 50 points magical damage, and increase Intelligence by 10 (permanent)

Green Pool

x	y	
20	05	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)





20	05	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)
20	13	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)
08	17	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)
02	19	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)
09	27	receive 5,000 experience, take 50 points magical damage, and increase Speed by 10 (permanent)

Gem Altars

x	y	
13	29	receive <i>Fire Ball</i> spell (Sorcerer)
30	22	receive <i>Dragon's Breath</i> spell (Sorcerer)
26	23	receive <i>Time Distortion</i> spell (Sorcerer)
16	16	receive <i>Feeble Mind</i> spell (Sorcerer)
03	14	receive <i>Teleport</i> spell (Sorcerer)
05	24	receive <i>Super Shelter</i> spell (Sorcerer)
02	24	receive <i>Starburst</i> spell (Sorcerer)
05	00	receive <i>Megavolts</i> spell (Sorcerer)
11	02	receive <i>Implosion</i> spell (Sorcerer)
13	02	receive <i>Inferno</i> spell (Sorcerer)
22	15	receive <i>Duplication</i> spell (Sorcerer)
26	20	receive <i>Disintegrate</i> spell (Sorcerer)
30	12	receive <i>Etherealize</i> spell (Sorcerer)
29	02	receive <i>Dancing Sword</i> spell (Sorcerer)

Other

The vapor in the cavern will cancel all magic spells and will temporarily set all statistics to zero.



True Terra

More I must not say for to do so would betray my mission. Remember that you must have the Gold Key Card to enter these environs. You may find it on Mount Keystone.

Alpha Engine Sector (Maze 34)

Within these bizarre steel walls are some of the secrets to Sheltem's rule. The Guardians and Ed-409s who reside here are deadly foes—even the most stalwart of adventurers have been known to die here.

Locations of Interest

- Transfer Tube x07, y00 (access to surface in Area F4 x09, y08)
- Transfer Tube x06, y15 (access to Main Engine with password PRIMARY)

King's Ultimate Power Orbs: x15, y01; x15, y09; x00, y04; x00, y14

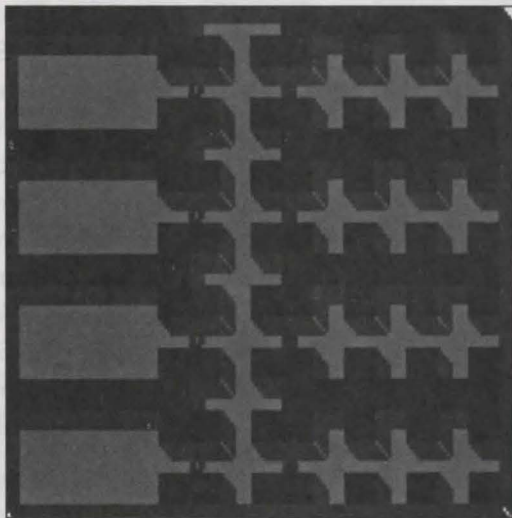
Crystals

x	y	
02	13	give passwords to Blood Reign OGRE and NORTIC
02	09	give password for Alpha Engine Sector: WARP
02	05	give password Central Control Sector: CREATORS
02	01	give passcode for Arachnoid Cavern: 20301

All other crystals age characters one year with no other effect.

Other

Floor beams do 100 points of energy damage.





Alt Storage Sector (Maze 37)

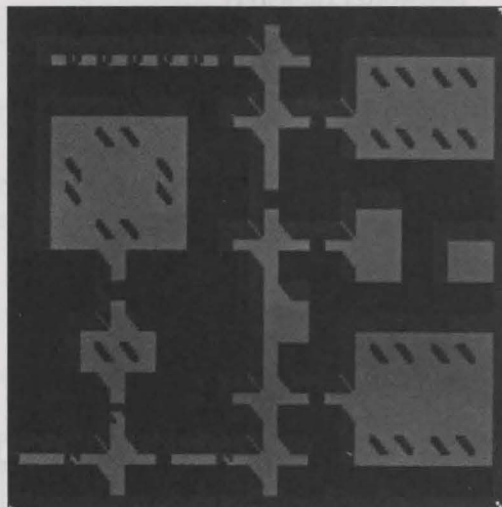
The mighty lion statues that stand here house much of the knowledge of Terra's workings. The Iron Wizards, Mystic Clouds, and ED-409s guard this precious hoard with a deadly intensity.

Locations of Interest

- Transfer Tube x15, y08 (access to Main Engine Sector at x00, y07)
- Transfer Tube x15, y07 (transfer to Fountainhead at x04, y01)
- Transfer Tube x09, y06 (transfer to Arena at x08, y08)
- Transfer Tube x09, y05 (Out of Order)

Altar Orbs

x	y	
14	08	King's Ultimate Power Orb
01	12	King's Ultimate Power Orb
01	14	King's Ultimate Power Orb



Other

The Lion Statues impart passwords to various locations on Terra. Clues not given in the pertinent locations are: Mirror Portals know the Isles as EARTH, FIRE, WATER, and AIR. Password to raise sunken island is YOUTH. Initialization Sequence is 645231.

Floor Beams do 50 points of energy damage to party.

Beta Engine Sector (Maze 36)

More of the deadly ED-409s and Guardians here. But there is a wealth of King's Ultimate Power Orbs for those willing to brave their protectors.



Locations of Interest

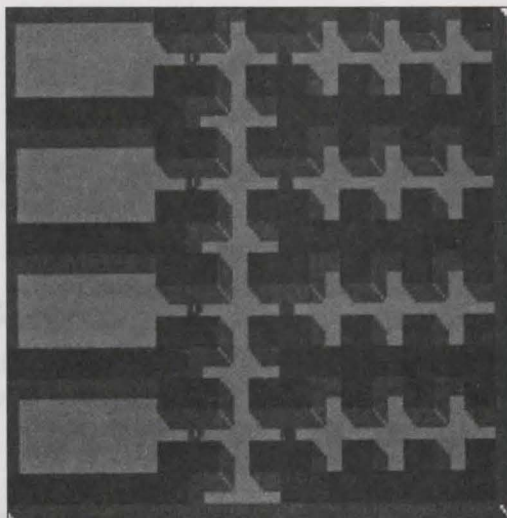
- Transfer Tube x07, y15 (access to Snow Island Pyramid, Area F1 x04, y09)
- Transfer Tube x06, y00 (access to Main Engine Sector x06, y15, password PRIMARY)

King's Ultimate Power Orbs

- x10, y01; x01, y07; x14, y07; x01, y15

Other

Floor Beams do 100 points of energy damage. The crystals all age the party one year and have no other effect.

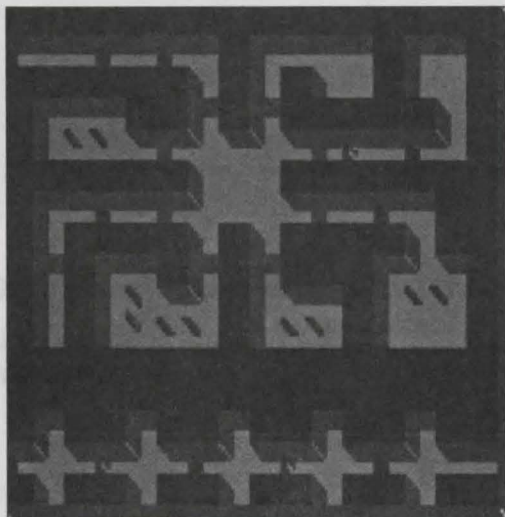


Central Control Section (Maze 38)

The most deadly foe you will face dwells here. The Terminator metes out destruction with a vengeance; only the power of the *Sun Ray* or *Dragon's Breath* spell will protect the characters. Also in these sterile halls roam Death Agents and Iron Wizards.

Locations of Interest

- Transfer Tube x07, y10 (access to Area C2 at x15, y00)
- Head Altar x01, y07 (use password CREATORS)
- Head Altar x03, y07 (use password CREATORS)
- Head Altar x03, y05 (use password CREATORS)
- Head Altar x09, y05 (use password CREATORS)
- Head Altar x13, y05 (use password CREATORS)





Cup Altars

x	y	
11	14	receive 5,000,000 experience points and increase in energy resistance (permanent)
11	13	receive 2,000,000 experience points and five items
13	14	receive 5,000,000 experience and an increase in energy resistance (permanent)
14	14	receive 4,000,000 experience and the INTERSPACIAL TRANSPORT BOX

(Using the maze numbers, you may use this item to transport yourself to almost anywhere on Terra.)

01	12	receive 3,000,000 experience and five items
01	11	receive 5,000,000 experience and an increase in energy resistance (permanent)

Other

The other Altar heads will give you passwords to other locations in Terra.

Forward Storage Sector (Maze 39)

The marble heads that line these halls speak of strange legends in the farthest reaches of Terra's history. Iron Wizards and Phase Heads protect this place.

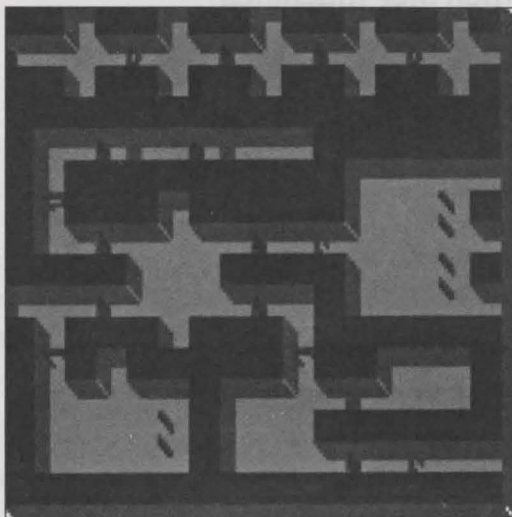
To enter, the party must be Ultimate Adventurers and have the Blue Priority Pass Card.

Locations of Interest

- Transfer Tube x05, y07 (access to Pyramid in area A2 at x05, y02)

Gem Altars

x	y	
15	10	receive 100,000 experience and increase in Might (permanent)
15	08	receive 100,000 experience and increase in Intelligence (permanent)





x	y	
15	06	receive 100,000 experience and increase in Personality (permanent)
05	03	receive 100,000 experience and increase in Endurance (permanent)
05	02	receive 100,000 experience and increase in Accuracy (permanent)
05	01	receive 100,000 experience and increase in Speed (permanent)
14	03	receive 100,000 experience and increase in Luck (permanent)
14	04	receive 100,000 experience and increase two levels (permanent)

Other

Head Altars will give background about Terra. The Floor Electricals do 50 points of Electric damage to the party.

Main Control Sector (Maze 40)

The final mysteries of Terra are close at hand in this sector. Guarded by the loathsome Terminators, ED-409s, and Iron Wizards, Terra doesn't yield her secrets readily.

Locations of Interest

- Transfer Tube x15, y08 (leads to Endgame)
- Transfer Tube x07, y08 (leads to Endgame)

Mon ster Machines

All they do is pulse rhythmically.

Floor Levers

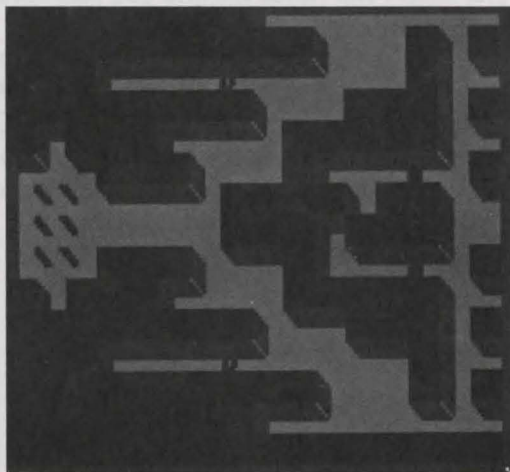
Two fire Torpedoes, two fire phasers, no result from action.

Head Altar

All give the following text: "Escape pod activated . . . identify as First Born. Escape pod activated . . . identified as Second Son. Intruder infiltration code RED initiated."

End Game Credits

- x00, y07 Game Credits
- x00, y08 Game Congratulations and bonus text: "Now go to Transfer Tube for Endgame."





Main Engine Sector (Maze 35)

This is the heart of Sheltem's secrets. Within these pristine walls the mysteries of Terra will unfold. Beware of the Spirit Shields and the ED-409s, who seem to frequent these labyrinths only beneath the Pyramids.

Locations of Interest

- Transfer Tube x04, y08 (access to Pyramid at F2 x03, y04)
- Transfer Tube x06, y15 (to Beta Engine Section, password SUBLEVEL)
- Transfer Tube x06, y00 (to Alpha Engine Section, password WARP)
- Transfer Tube x 00, y08 (access to Aft Storage Sector x15, y08)
- Transfer Tube x 00, y07 (access to Aft Storage Sector x15, y08)

King's Ultimate Power Orbs

- x08, y08; x14, y08; x11, y08; x01, y08

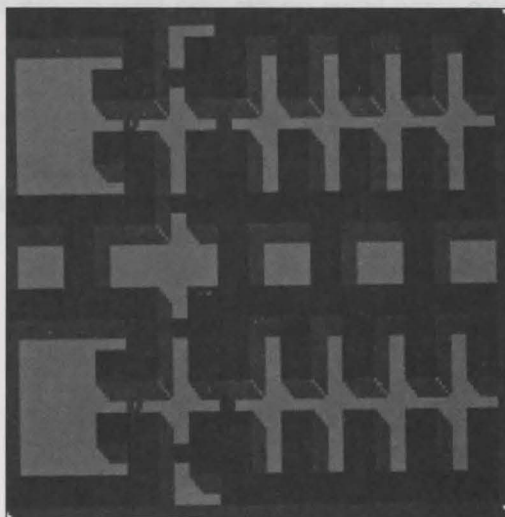
Crystals*

x	y	
09	08	teleport party to x01, y07
14	05	teleport party to x01, y07
12	08	teleport party to x01, y07
15	08	teleport party to x01, y07
08	05	teleport party to x09, y07
12	05	teleport party to x15, y07
10	05	teleport party to x12, y08
03	01	gives password PRIMARY
03	05	gives passwords DARKNESS and CHAINS
03	10	gives passwords ECHO and TOMORROW
03	14	gives passwords MIRROR and CHAIR

* All other crystals age party one year

Other

The floor beams do 100 points of energy damage to the party.





The Wilds

Most of Terra is untamed wilderness where various monsters harass travelers. There are also some brave people who have chosen these dangerous places to live. They may be helpful to the needy adventurer.

Area A1 (Maze 41)

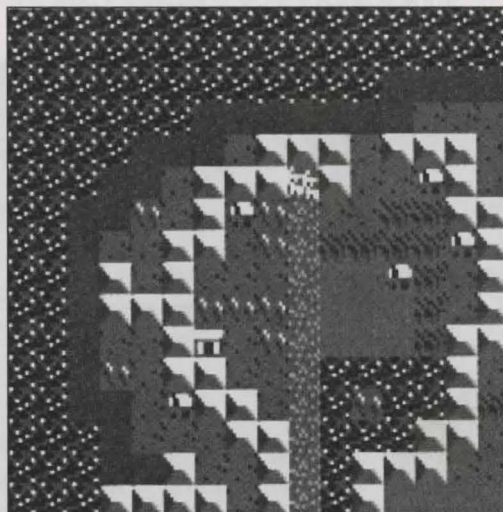
The town of Fountain Head may be found here as well as the Ancient Temple of Moo. Bands of Orcs frequent this area.

Locations of Interest

- Fountain Head x09, y10
- Ancient Temple of Moo x06, y05

Wells

x	y	
11	03	will add 50 Hit Points if not more than maximum Hit Points
04	07	will add 20 point to Armor Class temporarily
14	06	temporary increase in Personality
13	01	temporary increase in Intelligence



Wagons

x	y	
05	03	Creates Orcs, 5,000 experience, and five items if destroyed
14	08	buy Merchant skill for 5,000 gold
13	10	Fortune Teller, tells fortunes for 10 gold, and will give <i>Wizard Eye</i> spell for one day
12	07	Goblin Generator, 2,500 experience, and five items if destroyed



Buried Treasure

x	y	
06	08	receive 5,000 gold
05	06	receive 10,000 gold and five items
07	03	receive 2,500 gold and 100 gems
13	06	receive <i>Wizard Eye</i> spell (Sorcerer)
13	08	receive <i>Identify Monster</i> spell (Sorcerer)
05	01	receive 3,000 gold and five items

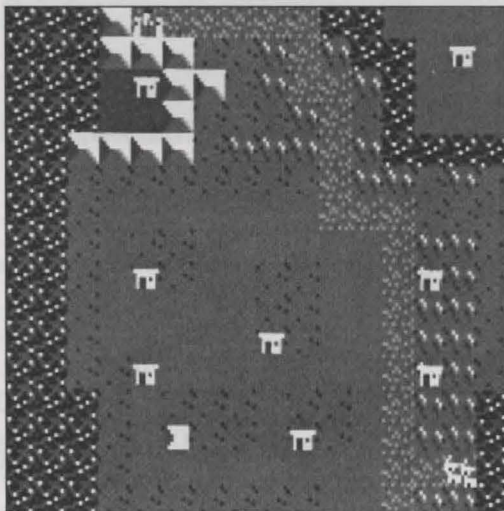
Area A2 (Maze 42)

The town of Baywatch is located here, as well the Castle Whiteshield. One of the mysterious Pyramids is located in the middle of Orc Meadow, so named for the monsters who inhabit this area.

The Shrine of Icarus, the last Unicorn, is also here.

Locations of Interest

- Baywatch x14, y01
- Castle Whiteshield x04, y15
- Pyramid x05, y02 (entrance to Forward Storage Sector) (need Gold Pyramid Key Card to enter)
- Shrine of Icarus x09, y02 (quest for the Golden Alacorn—return and receive 2,000,00 experience)



Huts

x	y	
04	07	Orc Generator; destroy for 10,000 experience, 10,000 gold, and five items
08	05	Goblin Generator; destroy for 5,000 gold, 5,000 gold, and five items
04	04	Orc Shrine; destroy for 500 gems
13	07	Trap (take damage)
04	13	pay 10,000 gold for five items
14	14	receive 100 Spell Points if Spell Points are below maximum



Area A3 (Maze 43)

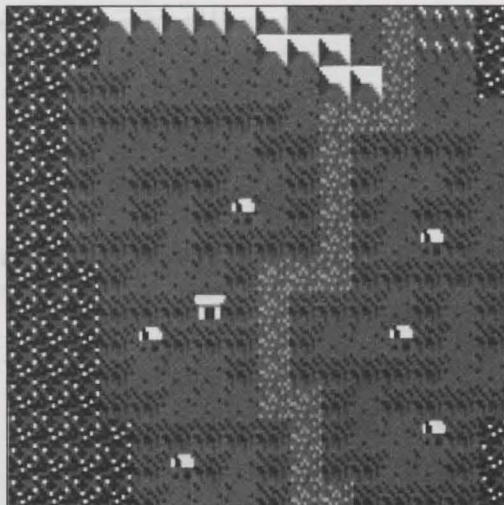
Screamers and Vampire Bats have made their home in Evil Eye Forest and will attack anyone who comes near. Other residents of this haunted place include the Zingaro and other practitioners of the dark arts.

Locations of Interest

- Halls of Insanity x06, y06 (need Green Eyeball Key to enter)

Wagons

x	y	
03	09	Screamer Generator (destroy for 10,000 experience and 100 gems)
05	01	Mishbee will Cure Insanity for 10 gems
13	02	Sir Poleman sells jousting lessons for 1,000 gold
13	08	Sir Shipit trains knights for 10,000 gold
15	04	Bat Generator (destroy and receive 5,000 experience)



Chests

x	y	
06	12	receive 5,000 gold and five items
11	09	receive 1,000 gold and 100 gems
10	06	receive 1,000 gold and 50 gems
11	01	receive 2,500 gold and five items
05	15	receive <i>Dragon's Breath</i> spell (Sorcerer)
08	14	receive <i>Time Distortion</i> spell (Sorcerer)



Area A4 (Maze 44)

Much adventuring may be had in this part of Terra. Althea the Nymph of the Great Sea resides in a floating hut southwest of Thorn Blossom Orchard. The Gold Pyramid Key Card is hidden at the top of Mount Keystone. And there are Giant Spiders and Magic Mantises to battle.

Locations of Interest

- Golden Pyramid Key Card x15, y13
(To retrieve, must have Strength of 50 or better.)
- Althea Nymph of the Sea x00, y00
(Gives Quest. Each Sea Shell of Serenity returned to her gives 100,000 experience and 100,000 gold. To complete Quest, you must present her with ten males in love condition.)

Huts

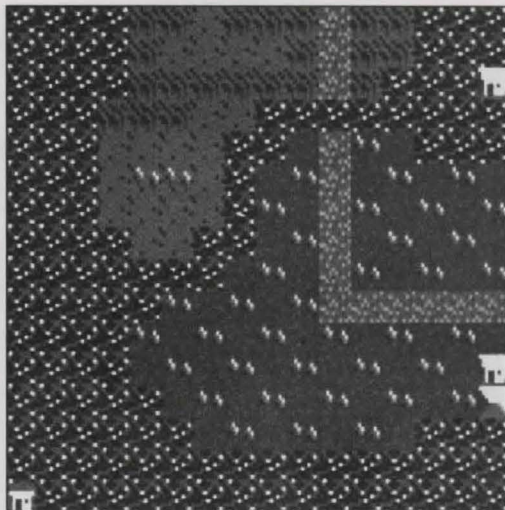
x	y	
07	05	Trap
15	04	Mantis Generator (destroy and receive 25,000 experience)
05	12	Spider Generator (destroy and receive 25,000 experience and 50 gems)

Wells

x	y	
09	06	poison
05	11	Teleports to Area E4 x5, y11
14	02	poison temporarily

Other

- x00, y00 Male party members fall in love





Area B1 (Maze 45)

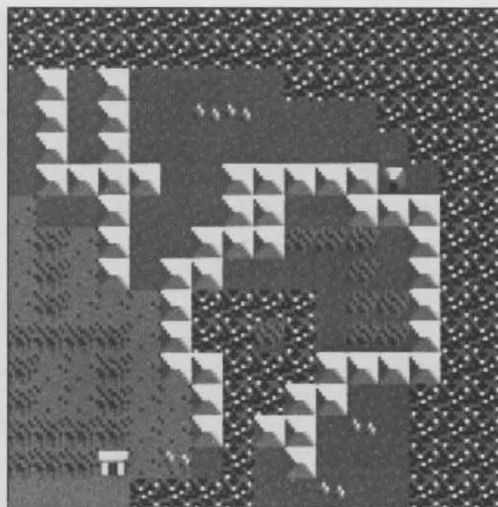
Two of the more dread underground places are found in this Area—Cyclops Cavern and the Slithercult Stronghold. Also of importance to the adventurer are the fountains, which provide increase to the attributes. Watch out for the Oh No Bugs and the Wild Fungus.

Locations of Interest

- Cyclops Cavern x12, y10
- Slithercult Stronghold x03, y01

Fountains

x	y	
08	05	Increase in level (temporary)
09	09	Increase in Speed (temporary)
12	08	Oh No Bug Generator (destroy for 25,000 experience)
05	03	Fungus Generator (destroy for 5,000 experience)
04	09	Increase in Might (temporary)



Head Altars

x	y	
02	04	receive blessing for 5,000 gold
02	03	donate 1000 gems to set statistics higher, but only if stats are below 25
01	01	receive five items and 5,000 gold for 500 gems
02	11	receive 5 items and 10,000 gold for 2000 gems
07	07	donate 100 gold and receive blessing from cold
10	02	donate 100 gold and receive blessing from fire

Hidden Treasure

x	y	
03	10	receive 10,000 gold and five items
08	10	receive 5,000 gold and five items
13	04	receive 25,000 gold and 50 gems
06	02	receive 2,000 gold and 70 gems



Area B2 (Maze 46)

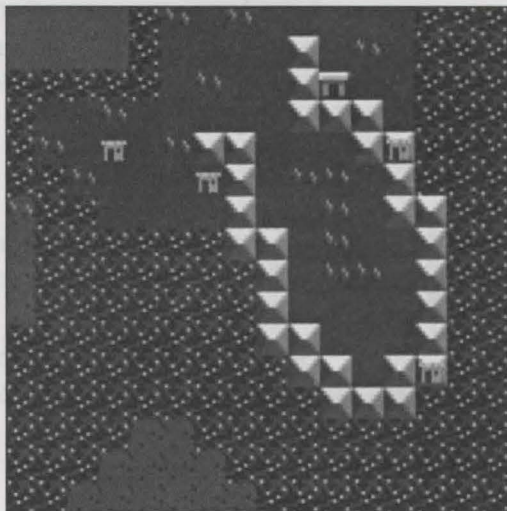
The Fortress of Fear is located here, as well as the Fountain of Nayarth. Ogres and Sprites plague the area, attacking anyone who travels through here.

Locations of Interest

- Fortress of Fear x10, y13 (need Yellow Fortress Key to enter)
- Fountain of Nayarth x05, y02
- Insect Shrine x 03, y11 (if donations have been made at all the shrines in the towns, receive 100,000 experience and six items)

Huts

x	y	
11	04	Ogre Generator (destroy and receive 25,000 experience and five items)
06	10	Sprite Generator (destroy and receive 10,000 experience and five items)



Hidden Treasure

x	y	
08	05	3,000 gold and five items
09	12	5,000 gold and 50 gems
06	13	poison damage
11	07	receive <i>Cure Poison</i> spell (Cleric)
02	15	receive <i>Create Food</i> spell (Sorcerer)

Area B3 (Maze 47)

This is the beginning of the Land of the Gargoyles. Housed in this barren wasteland is the Dark Warrior's Keep, The Cathedral of Carnage, and the Gargoyle Shrine. Bugaboos and Ghouls will make your trip through this place treacherous.

Locations of Interest

- Dark Warrior's Keep x09, y07 (need Red Warrior Key to enter)
- Cathedral Of Carnage x00, y06 (need Blue Unholy Key to enter)



Huts

x	y	
03	07	Boat Trip (pay 2000 gold and go to Swamp Town)
11	11	Trap take damage (100 points)
09	02	Shrine of Gargoyles (gold-aligned characters will take damage if they pray; evil-aligned characters receive temporary bonus to Armor Class if they pray)

Tombstones

x	y	
12	08	Ghoul Generator (destroy for 100,000 experience and five items)
03	03	Bugaboo Generator (destroy for 25,000 experience and 50 gems)

Treasure

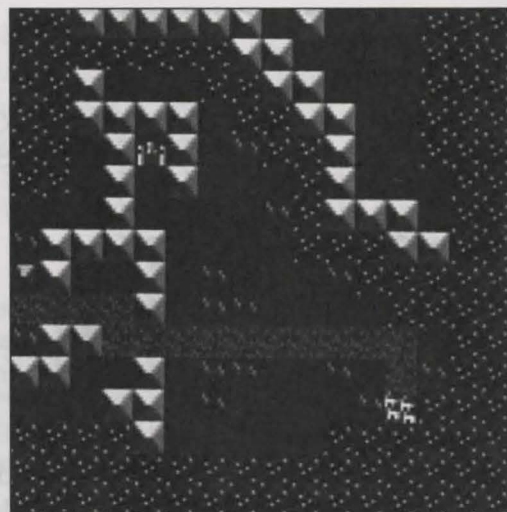
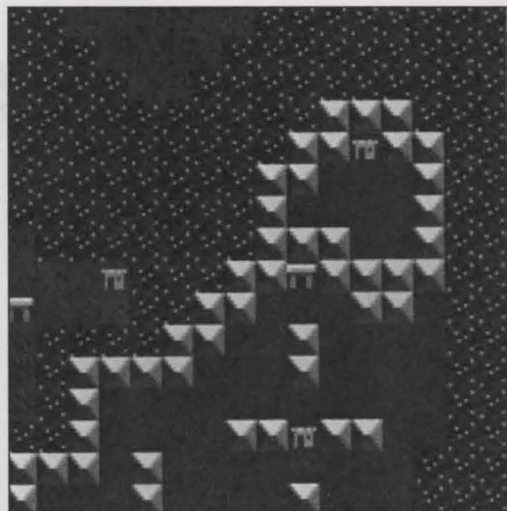
x	y	
08	02	receive <i>Enchant Item</i> spell (Sorcerer)
06	06	receive <i>Etherealize</i> spell (Sorcerer)
12	07	receive <i>Teleport</i> spell (Sorcerer)

Area B4 (Maze 48)

A haven for the Magic Mantis and Oh No Bugs, this part of Terra also houses Arachnoid Cavern, Castle Blood Reign, and the town of Wildabar.

Locations of Interest

- Wildabar x12, y03
- Castle Blood Reign x04, y11
- Arachnoid Cavern x00, y07





Other

x	y	
12	09	receive one item
10	11	receive one item
08	14	receive one item
03	12	receive 10,000 gold and one item
04	08	receive 5,000 gold and one item
03	03	receive 2,500 gold and one item

Area C1 (Maze 49)

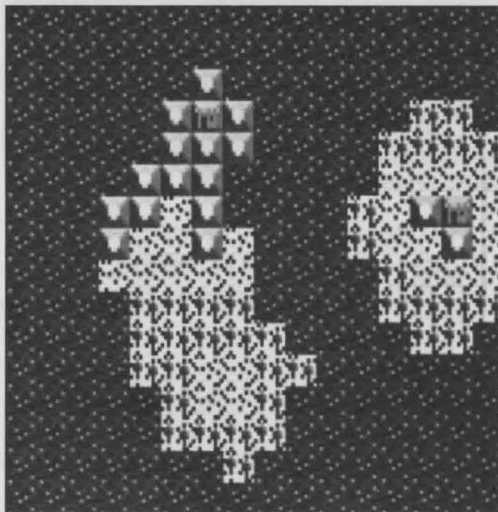
Though Cyclops and Sprites inhabit this area, be certain not to defile The Full Moon shrine as it will unleash angry werewolves upon the party for this defilement.

Locations of Interest

- The Full Moon shrine x14, y09
- Cyclops Camp x06, y12 (destroy for 250,000 experience, 100,000 gold, and six items)
- Sprite Camp x06, y04 (destroy for 25,000 experience, 1,000 gems, and 10 items)

Chests

x	y	
04	05	receive 100 gems, 100 gold, and five items
07	06	receive 25,000 gold
14	12	receive 6,000 gold and three items



Area C2 (Maze 50)

This island is a favorite place of demons. They have a lair here where they call upon their unholy brethren for assistance. In the southeast corner of this area one of the mysterious Pyramids stand. Major Devils and Dragon Worms will try their best to kill interlopers.

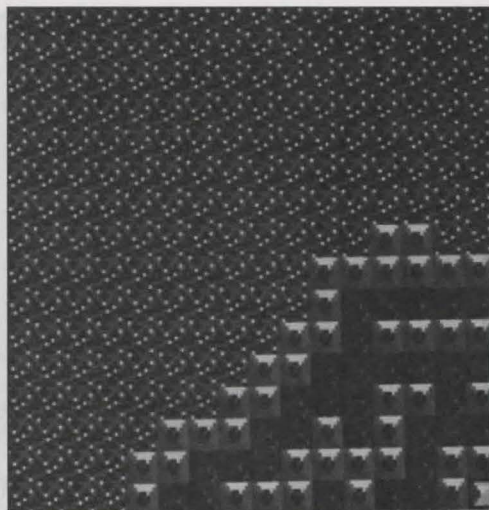


Locations of Interest

- Pyramid x15, y00 (entrance to the Central Control Sector; need the Golden Pyramid Key Card)
- Hut x11, y02 (Major Demon lair; destroy for 500,000 experience, 500,000 gold, and six items)

Other

Each step the characters make causes 25 points of damage with each step unless *Protection from Elements* is cast.



Area C3 (Maze 51)

Great Hydras frequent the Isle of Fire; off shore Kudo Crabs make life a misery for anyone found in their waters.

Locations of Interest

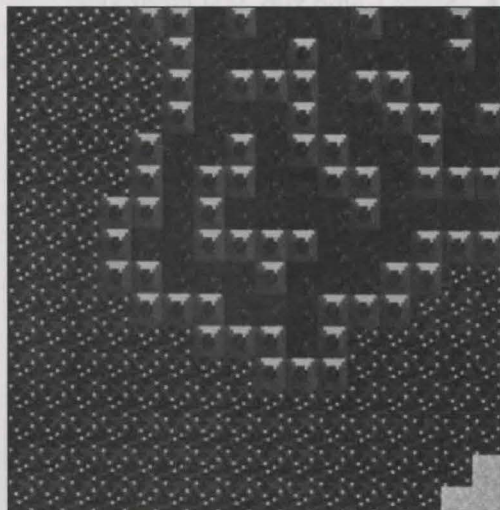
- Hydra Lair x07, y09 (destroy and receive 2,000,000 experience, 1,000,000 gold, and two items)

Whirlpools

x	y	
11	02	six items
02	04	four items
02	13	four items

Other

Lava does 25 points of damage for each step unless *Protection from Elements* is cast.





Area C4 (Maze 52)

The ruins of Castle Greywind preside over the Isles of Illusion. Enchanted wells still dot these strange islands, offering magical assistance. A tribe of Barbarians have overrun the isles, making a nuisance of themselves along with the Dino Beetles.

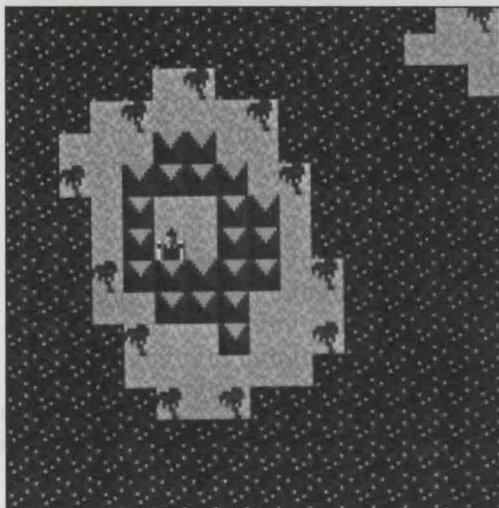
Locations of Interest

- Castle Greywind x05, y08
- Well x07, y10 (temporary increase in Armor Class)
- Well x06, y05 (temporary increase in Endurance)

Treasure Chests*

x	y	
15	15	receive 5,000 gold and three items
08	12	receive 3,000 gold, 50 gems, and three items
02	10	receive 2,000 gold, 30 gems, and three items
07	03	receive 500 gold, 150 gems, and 10 items
07	08	receive 2,000 gold, 50 gems, and three items

* All the treasure chests are illusions except on Onesday, when they are real.



Area D1 (Maze 53)

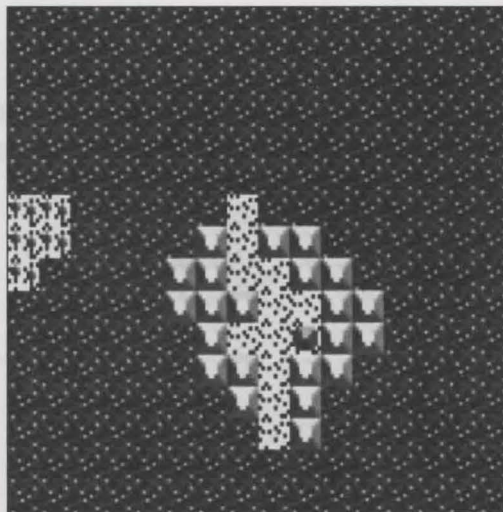
Cursed Cold Cavern lies below the surface of this small island. Two fountains in this area will provide assistance: one a gift to adventurers, the other after the party has performed a deed. Cryo Spores and Candles Creeps are more annoying than dangerous. Beware of treading too heavily—avalanches have been know to occur.

Locations of Interest

- Cursed Cold Cavern x09, y05
- The fountain of Kartera x07, y09 (will add 200 Hit Points if Hit Points are not above maximum)



- The fountain of Water Bane x00, y08 (will give a temporary increase in statistics if the characters destroy the Full Moon shrine in Area C1, then destroy all the werewolves)
- Chest x06, y05 (receive three items)

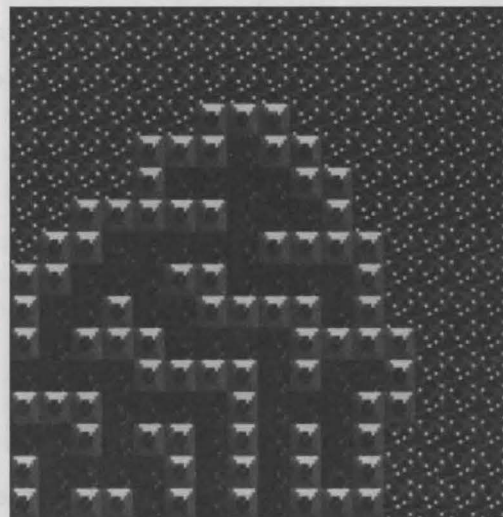


Area D2 (Maze 54)

The northern part of the Isle of Fire lies in this area. Fire Lizards and Fire Stalkers prey on anyone foolish enough to brave these environs. The Pirate Queen lies in wait in the north eastern section of this area.

Locations of Interest

- The Pirate Queen x09, y14 (Will send you on a Quest for Precious Pearl of Youth and Beauty. If you return without the Pearl, she'll take all your money; if you return with the Pearl, you'll receive 100,000 experience points and be returned to Swamp Town.)
- Fire Stalker lair x05, y10 (destroy for 250,000 experience, 100,000 gold, and six items)
- Fire Lizard lair x10, y01 (destroy for 100,000 experience, 50,000 gold and three items)
- Whirlpool x03, y14 (teleports to Arena)



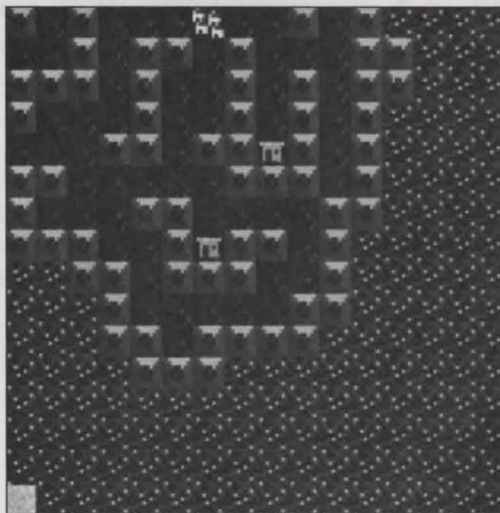


Area D3 (Maze 55)

The town of Blistering Heights has managed to withstand the rigors of being located on The Isle of Fire, though Major Demons wander its halls. Octobeasts lurk in the waters off the island.

Locations of Interest

- Blistering Heights x06, y15
- Major Demon Lair x06, y08 (destroy and receive 500,000 experience, 100,000 gold, and six items)
- Shrine of Protection x08, y11 (gives temporary increase in protection from Fire, Cold, Electrical, Poison, and Magical damage)
- Whirlpool x14, y07 (receive two items)

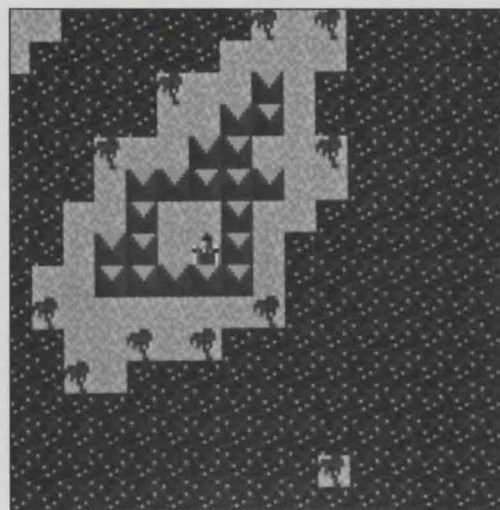


Area D4 (Maze 56)

Castle Blackwind lies in ruins in this Area. Cobra Fiends and Plasmoids harry anyone who wanders in this area. The Sea Shell of Serenity is said to be located somewhere in this vicinity.

Locations of Interest

- Castle Blackwind x06, y08
- Sea Shell of Serenity x10, y01 (swirling sands unless it is day 99, in which case the Shell may be found)
- Well of Contrition x08, y11 (take 50 points damage, receive permanent poison resistance)
- Well of Contrition x03, y07 (take 50 points damage, receive permanent Might increase)





Treasure Chests

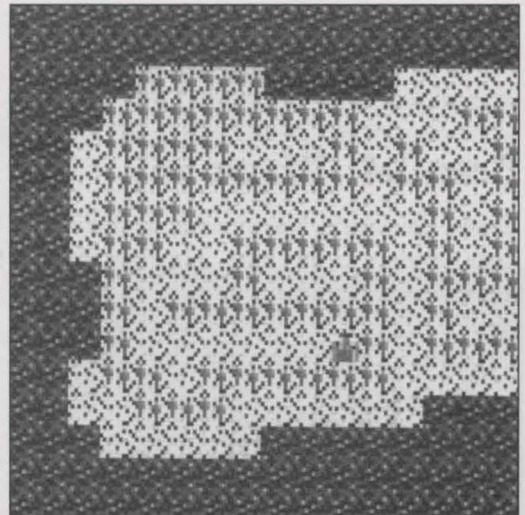
x	y	
03	11	receive 500 gold, 25 gems, and two items
02	04	receive 500 gold, 25 gems, and two items
10	1	receive 1,000 gold, 50 gems, and three items
06	10	receive 1,500 gold, 100 gems, and three items

Area E1 (Maze 57)

Castle Dragontooth sits in the center of this area. Statues of long-forgotten heroes dot the plains, providing assistance to those adventurers who may be in need. Beware of the Archers and Evil Rangers who inhabit this place.

Locations of Interest

- Castle Dragontooth x10, y05
- Statue of the Ultimate Warrior of Might x10, y07 (gives temporary increase to Might)
- Statue of the Ultimate Warrior of Endurance x07, y11 (gives temporary increase to Endurance)
- Statue of the Ultimate Warrior of Speed x04, y10 (gives temporary increase to Speed)
- Statue of the Ultimate Warrior of Accuracy x14, y08 (gives temporary increase to Accuracy)



Treasure

x	y	
05	12	trapped; take 100 points Fire damage (whole party) and receive 2,000 gold, five items
03	05	trapped; take 150 points Electrical damage (whole party) and receive 5,000 gold, six items
13	05	trapped; take 200 points Cold damage (whole party) and receive 7,000 gold five items



Area E2 (Maze 58)

Swamp Town is the lone outpost of civilization in this marshy area. Princess Trueberry sits alone in her moldering hut waiting to be filled with love. Beware of the Death Locusts and the Shadow Rogues.

Locations of Interest

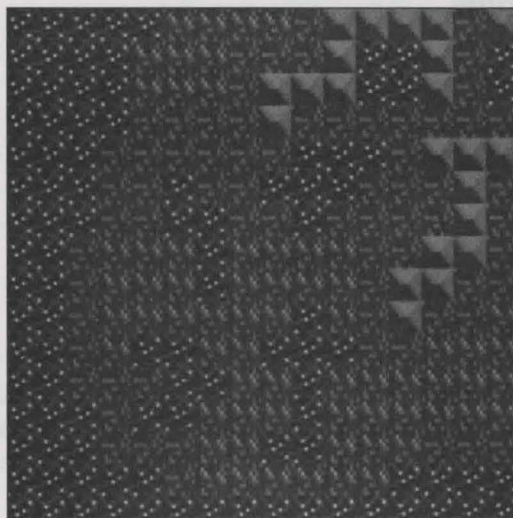
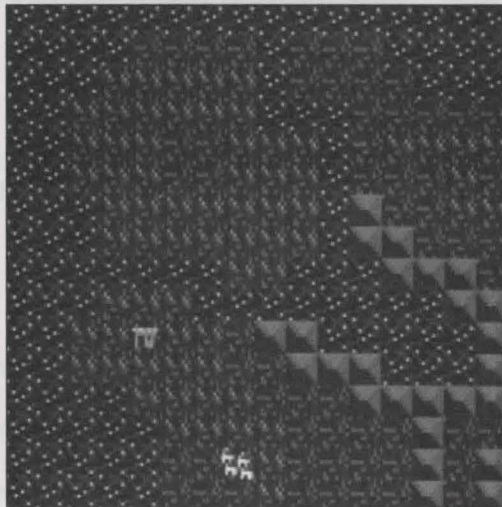
- Swamp Town x07, y01
- Princess Trueberry x04, y05 (quest for ten men in love; receive 500,000 experience points for completion and the Golden Alacorn needed for Icarus' Quest)
- Ziltar the Wise x12, y02 (gives clues about the Vampire King VonEmosh)
- Rogue Hideout x6, y11 (destroy for 50,000 experience and ten items)
- Mysterious Treasure Hut x08, y08 (if you take the treasure your character will die unless it has an Ancient Fisbin of Misfortune)
- Locust Generator x03, y11 (destroy for 100,000 experience)

Treasure

x	y	
14	03	receive 50,000 gold and five items
14	11	receive 20,000 gold and four items

Area E3 (Maze 59)

A barren place that is inhabited only by Cursed Fools and Tree Golems. There is little here to interest adventurers.





Treasure

x	y	
12	14	receive 25,000 gold and five items
10	11	receive 10,000 gold, 500 gems, and one item
06	09	receive 4,000 gold, 200 gems, and one item
09	05	receive 4,000 gold, 10 gems, and one item

Area E4 (Maze 60)

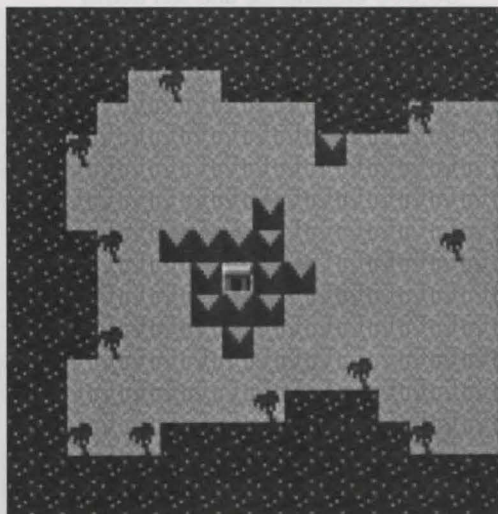
Magic Cavern sits in a small outcropping of mountains in this otherwise barren desert. There are magical wells here that may be helpful to the weary traveler. Barbarians and Death Locusts make their home here.

Locations of Interest

- Magic Cavern x07, y07
- Well of Cures x05, y11 (will heal all conditions except for poisoned)
- Wishing Wells x12, y03 (will give clue, no other action)
- Teleporting Wells x05, y11 (sends you to Area A4 x05, y04)

Huts

x	y	
09	08	Locust Generator (destroy for 250,000 experience)
05	07	Barbarian Generator (destroy for 500,000 experience and 10 items)



Area F1 (Maze 61)

Dragon Cavern and another of the mysterious Pyramids of Terra are both in this area. A statue of the Ultimate Warrior of Life has been placed here as well. Archers and Cursed Fools will harass your party as they make their way through.

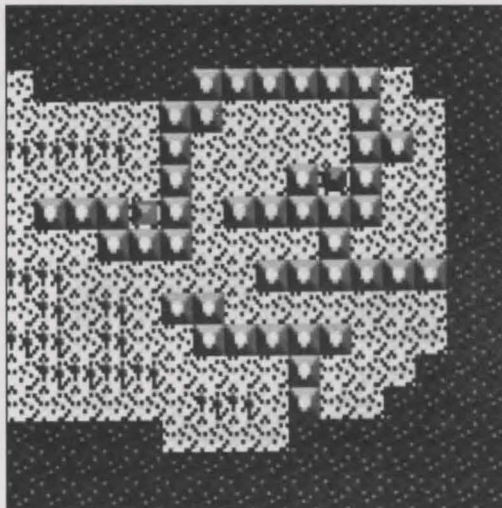


Locations of Interest

- Dragon Cavern x10, y10
- Pyramid x04, y09 (entrance to Beat Engine Sector; need Golden Pyramid Key Card to enter)
- Statue of the Ultimate Warrior of Life x02, y05 (for 10,000 gold, will give 500 Hit Points to character if not already over maximum)

Treasure

x	y	
06	12	take 300 points of Poison damage (whole party) and receive 3,000 gold and four items
00	08	take 800 points Energy damage (whole Party) and receive 4,000 gold and five items
09	05	take 750 points Magical damage (whole party) and receive 6,000 gold and six items
02	11	take 250 points Physical damage (whole party) and receive 5,000 gold and five items

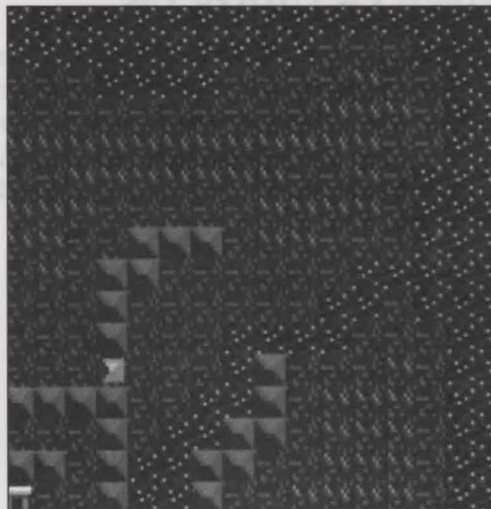


Area F2 (Maze 62)

The Tomb of Terror is located in the middle of the swamp in this area. Another of the mysterious pyramids of Terra is here as well. Beware of the Quicksand, for it is deadly. It's best to avoid it by using a *Levitation* spell. Shadow Rogues and Tree Golems attack anyone wandering in this area.

Locations of Interest

- The Tomb of Terror x00, y00 (need Black Terror Key to enter)
- Pyramid x 03, y04 (entrance to Main Engine Sector; need the Golden Pyramid Key Card to enter)





Area F3 (Maze 63)

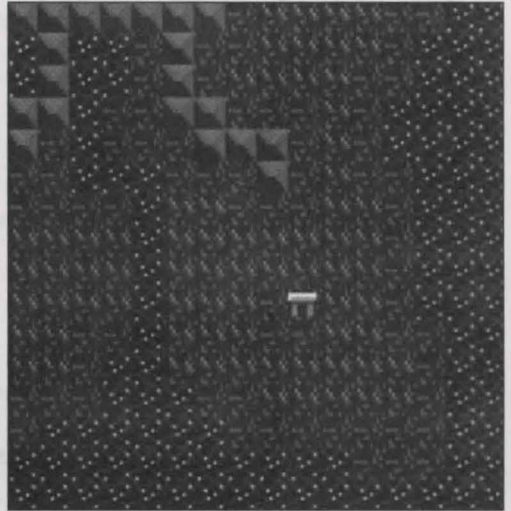
The Maze from Hell is located in the middle of this swampy marsh. Granite heads of ancient gods offer remembrance. Gargoyles and trolls will try to prevent you from completing your quests.

Locations of Interest

- The Maze from Hell x09, y06 (need Gold Master Key to enter)
- Purveyor x04, y15
- Soothsayer x09, y14
- Slayer x06, y06
- Obeyer x02, y05
- Betrayer x03, y11

Treasure

x	y	
00	14	receive 100,000 gold and five items
02	14	receive 1,000 gold, 1,000 gems, and one item

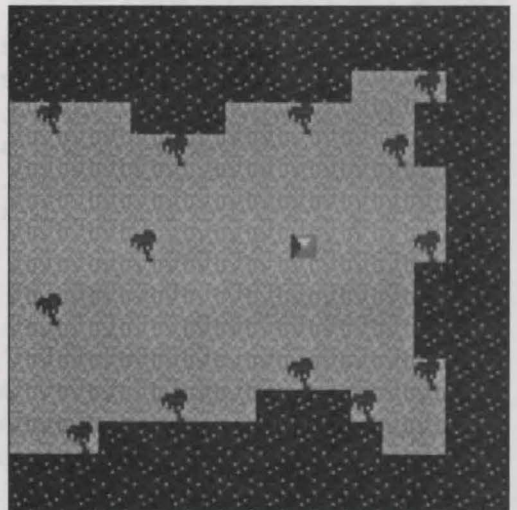


Area F4 (Maze 64)

A pyramid from Terra's past stands in the middle of this desert island. Wells dot the edges of this place, promising help to the weary adventurer. Barbarians and Death Locusts will try to stop your forward progress.

Locations of Interest

- Pyramid x09, y08 (entrance to Alpha Engine Sector; need Golden Pyramid Key Card to enter)





- Well of Magic x03, y10 (give 10,000 and have spell points raised to 500 if not already at maximum)
- Well of Experience x05, y05 (give 10,000 gold and have level temporarily raised)
- Well of Remembrance x11, y05 (toss in a coin and no one remembers you; if you gave money to the granite heads in area F3 then you will receive ten items)



Monsters

Just as the adventurers need opponents to defeat, so do the minions of evil need to struggle against the forces of good. What follows are the monsters who haunt the various parts of Terra. May you have success in conquering them.

Archer

HP	100
AC	15
Speed	35
Range Attack	Yes
Damage Type	Physical

Experience	20,000
Attacks	4
Damage	5-30

Barbarian

HP	175
AC	15
Speed	30
Range Attack	Yes
Damage Type	Physical

Experience	25,000
Attacks	2
Damage	2-60

Black Knight

HP	375
AC	30
Speed	50
Range Attack	Yes
Damage Type	Physical

Experience	100,000
Attacks	7
Damage	4-160

Bubble Man

HP	15
AC	0
Speed	15
Range Attack	Yes
Damage Type	Magic

Experience	750
Attacks	1
Damage	1-6

**Bugaboo**

HP	60	Experience	4,000
AC	15	Attacks	2
Speed	22	Damage	2-24
Range Attack	No		
Damage Type	Magic		

Candle Creep

HP	70	Experience	3,000
AC	5	Attacks	2
Speed	8	Damage	2-10
Range Attack	Yes		
Damage Type	Fire		

Carnage Hand

HP	40	Experience	10,000
AC	20	Attacks	1
Speed	20	Damage	60-120
Range Attack	No		
Damage Type	Physical		

Castle Guard

HP	75	Experience	10,000
AC	10	Attacks	1
Speed	12	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Cleric of Moo

HP	100	Experience	32,000
AC	10	Attacks	1
Speed	20	Damage	2-36
Range Attack	Yes		
Damage Type	Electric		

**Cobra Fiend**

HP	50	Experience	4,000
AC	15	Attacks	1
Speed	25	Damage	2-30
Range Attack	No		
Damage Type	Physical		

Cryo Spore

HP	40	Experience	6,000
AC	3	Attacks	1
Speed	12	Damage	4-16
Range Attack	No		
Damage Type	Cold		

Cult Leader

HP	300	Experience	30,000
AC	15	Attacks	1
Speed	25	Damage	5-75
Range Attack	Yes		
Damage Type	Physical		

Cursed Fool

HP	40	Experience	3,500
AC	8	Attacks	3
Speed	15	Damage	3-9
Range Attack	No		
Damage Type	Physical		

Cyclops

HP	500	Experience	150,000
AC	25	Attacks	2
Speed	40	Damage	6-150
Range Attack	No		
Damage Type	Physical		

**Cyclops King**

HP	1,000	Experience	300,000
AC	25	Attacks	3
Speed	40	Damage	6-150
Range Attack	No		
Damage Type	Physical		

Dark Pegasus

HP	125	Experience	40,000
AC	20	Attacks	4
Speed	40	Damage	2-40
Range Attack	No		
Damage Type	Physical		

Death Agent

HP	300	Experience	70,000
AC	15	Attacks	2
Speed	30	Damage	10-100
Range Attack	No		
Damage Type	Poison		

Death Locust

HP	100	Experience	16,000
AC	20	Attacks	4
Speed	30	Damage	4-32
Range Attack	No		
Damage Type	Physical		

Death Snake

HP	500	Experience	150,000
AC	25	Attacks	1
Speed	90	Damage	4-200
Range Attack	No		
Damage Type	Physical		

**Dino Beetle**

HP	70	Experience	4,000
AC	10	Attacks	6
Speed	18	Damage	3-15
Range Attack	No		
Damage Type	Physical		

Dinosaur

HP	500	Experience	80,000
AC	10	Attacks	2
Speed	12	Damage	5-500
Range Attack	No		
Damage Type	Physical		

Draconi

HP	125	Experience	20,000
AC	10	Attacks	2
Speed	20	Damage	3-60
Range Attack	No		
Damage Type	Physical		

Dragon Lord

HP	10,000	Experience	10,000,000
AC	75	Attacks	1
Speed	150	Damage	1,000
Range Attack	Yes		
Damage Type	Energy		

Dragon Worm

HP	400	Experience	150,000
AC	35	Attacks	1
Speed	45	Damage	100
Range Attack	No		
Damage Type	Poison		



ED-409

HP	400	Experience	120,000
AC	40	Attacks	3
Speed	75	Damage	50-100
Range Attack	Yes		
Damage Type	Energy		

Evil Eye

HP	100	Experience	60,000
AC	25	Attacks	4
Speed	35	Damage	50
Range Attack	Yes		
Damage Type	Magic		

Evil Ranger

HP	100	Experience	12,000
AC	20	Attacks	3
Speed	20	Damage	4-24
Range Attack	Yes		
Damage Type	Physical		

Eye Master

HP	200	Experience	200,000
AC	25	Attacks	4
Speed	35	Damage	75
Range Attack	Yes		
Damage Type	Magic		

Fire Lizard

HP	150	Experience	25,000
AC	10	Attacks	2
Speed	30	Damage	2-50
Range Attack	Yes		
Damage Type	Fire		

**Fire Stalker**

HP	75	Experience	30,000
AC	20	Attacks	3
Speed	40	Damage	3-30
Range Attack	No		
Damage Type	Fire		

Gargoyle

HP	125	Experience	30,000
AC	15	Attacks	4
Speed	30	Damage	3-45
Range Attack	No		
Damage Type	Physical		

Ghost

HP	100	Experience	32,000
AC	13	Attacks	1
Speed	25	Damage	10-100
Range Attack	No		
Damage Type	Energy		

Ghoul

HP	100	Experience	16,000
AC	15	Attacks	4
Speed	16	Damage	3-18
Range Attack	No		
Damage Type	Physical		

Giant Spider

HP	30	Experience	3,000
AC	14	Attacks	8
Speed	25	Damage	2-8
Range Attack	No		
Damage Type	Physical		



Goblin

HP	10	Experience	400
AC	3	Attacks	1
Speed	14	Damage	3-9
Range Attack	Yes		
Damage Type	Physical		

Great Hydra

HP	5,000	Experience	400
AC	60	Attacks	12
Speed	75	Damage	12-144
Range Attack	No		
Damage Type	Physical		

Green Dragon

HP	800	Experience	500,000
AC	40	Attacks	1
Speed	60	Damage	250
Range Attack	Yes		
Damage Type	Cold		

Guardian

HP	250	Experience	40,000
AC	20	Attacks	2
Speed	15	Damage	50
Range Attack	No		
Damage Type	Physical		

Iron Wizard

HP	200	Experience	25,000
AC	30	Attacks	2
Speed	50	Damage	50
Range Attack	Yes		
Damage Type	Energy		



Jouster

HP	600	Experience	180,000
AC	35	Attacks	1
Speed	50	Damage	20-400
Range Attack	No		
Damage Type	Physical		

Kudo Crabs

HP	2,500	Experience	2,000,000
AC	80	Attacks	4
Speed	80	Damage	8-240
Range Attack	No		
Damage Type	Physical		

Lich

HP	200	Experience	120,000
AC	12	Attacks	1
Speed	50	Damage	5-25
Range Attack	Yes		
Damage Type	Magic		

Mad Dwarf

HP	75	Experience	2,500
AC	10	Attacks	1
Speed	6	Damage	4-20
Range Attack	No		
Damage Type	Physical		

Magic Mantis

HP	50	Experience	3,500
AC	12	Attacks	2
Speed	30	Damage	2-20
Range Attack	No		
Damage Type	Physical		

**Major Demon**

HP	333	Experience	100,000
AC	16	Attacks	6
Speed	33	Damage	2-40
Range Attack	No		
Damage Type	Physical		

Major Devil

HP	666	Experience	250,000
AC	33	Attacks	4
Speed	66	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Medusa

HP	1,000	Experience	3,000,000
AC	40	Attacks	1
Speed	60	Damage	8-64
Range Attack	Yes		
Damage Type	Magic		

Mini Dragon

HP	150	Experience	18,000
AC	20	Attacks	1
Speed	30	Damage	50
Range Attack	Yes		
Damage Type	Fire		

Minotaur

HP	1,000	Experience	3,000,000
AC	90	Attacks	2
Speed	80	Damage	3-300
Range Attack	No		
Damage Type	Physical		



Minotaur King

HP	2,500	Experience	6,000,000
AC	90	Attacks	3
Speed	80	Damage	3-300
Range Attack	No		
Damage Type	Physical		

Moo Master

HP	400	Experience	250,000
AC	20	Attacks	1
Speed	40	Damage	5-75
Range Attack	Yes		
Damage Type	Electric		

Moose Rat

HP	40	Experience	1,200
AC	4	Attacks	2
Speed	16	Damage	2-16
Range Attack	No		
Damage Type	Physical		

Mummy

HP	250	Experience	120,000
AC	15	Attacks	2
Speed	20	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Mummy King

HP	500	Experience	250,000
AC	15	Attacks	3
Speed	20	Damage	2-80
Range Attack	No		
Damage Type	Physical		

**Mystic Cloud**

HP	50	Experience	30,000
AC	18	Attacks	1
Speed	40	Damage	4-16
Range Attack	Yes		
Damage Type	Magic		

Ninja

HP	45	Experience	3,000
AC	15	Attacks	4
Speed	35	Damage	2-8
Range Attack	No		
Damage Type	Physical		

Octobeast

HP	3,000	Experience	3,000,000
AC	40	Attacks	8
Speed	100	Damage	5-250
Range Attack	No		
Damage Type	Physical		

Ogre

HP	60	Experience	2,500
AC	10	Attacks	1
Speed	15	Damage	2-32
Range Attack	Yes		
Damage Type	Physical		

Oh No Bug

HP	40	Experience	1,000
AC	8	Attacks	3
Speed	30	Damage	3-9
Range Attack	No		
Damage Type	Physical		

**Orc Warrior**

HP	25	Experience	600
AC	5	Attacks	1
Speed	12	Damage	2-16
Range Attack	Yes		
Damage Type	Physical		

Paladin

HP	175	Experience	50,000
AC	30	Attacks	5
Speed	30	Damage	3-90
Range Attack	Yes		
Damage Type	Physical		

Phantom

HP	50	Experience	16,000
AC	12	Attacks	1
Speed	20	Damage	4-16
Range Attack	No		
Damage Type	Magic		

Phase Head

HP	20	Experience	4,000
AC	10	Attacks	1
Speed	15	Damage	2-8
Range Attack	No		
Damage Type	Physical		

Piranha

HP	40	Experience	10,000
AC	20	Attacks	8
Speed	30	Damage	3-9
Range Attack	No		
Damage Type	Physical		

**Plasmoid**

HP	100	Experience	8,000
AC	5	Attacks	3
Speed	7	Damage	4-12
Range Attack	No		
Damage Type	Poison		

Priest of Moo

HP	200	Experience	120,000
AC	20	Attacks	1
Speed	40	Damage	4-60
Range Attack	Yes		
Damage Type	Electric		

Rat Overlord

HP	250	Experience	8,000
AC	4	Attacks	4
Speed	16	Damage	2-16
Range Attack	No		
Damage Type	Physical		

Reaper

HP	150	Experience	50,000
AC	15	Attacks	1
Speed	18	Damage	4-80
Range Attack	Yes		
Damage Type	Magic		

Scorpia

HP	50	Experience	5,000
AC	5	Attacks	1
Speed	10	Damage	3-12
Range Attack	No		
Damage Type	Poison		



Screamer

HP	10	Experience	1,750
AC	10	Attacks	1
Speed	15	Damage	2-8
Range Attack	No		
Damage Type	Energy		

Shadow Rogue

HP	50	Experience	12,000
AC	1t	Attacks	2
Speed	22	Damage	3-18
Range Attack	Yes		
Damage Type	Physical		

Skeleton

HP	20	Experience	1,000
AC	2	Attacks	2
Speed	18	Damage	3-18
Range Attack	No		
Damage Type	Physical		

Sonic Ninja

HP	75	Experience	20,000
AC	20	Attacks	8
Speed	20	Damage	3-30
Range Attack	No		
Damage Type	Physical		

Sorcerer

HP	100	Experience	50,000
AC	10	Attacks	1
Speed	40	Damage	8-80
Range Attack	Yes		
Damage Type	Physical		

**Spirit Shield**

HP	100	Experience	60,000
AC	35	Attacks	2
Speed	80	Damage	6-120
Range Attack	No		
Damage Type	Physical		

Sprite

HP	15	Experience	2,500
AC	13	Attacks	2
Speed	18	Damage	2-6
Range Attack	No		
Damage Type	Electric		

Terminator

HP	1,000	Experience	3,000,000
AC	100	Attacks	1
Speed	200	Damage	1,000-4,000
Range Attack	Yes		
Damage Type	Energy		

Top Joustier

HP	1,000	Experience	300,000
AC	35	Attacks	2
Speed	50	Damage	20-400
Range Attack	No		
Damage Type	Physical		

Toxic Worm

HP	300	Experience	90,000
AC	25	Attacks	2
Speed	60	Damage	2-60
Range Attack	No		
Damage Type	Physical		



Tree Golem

HP	150	Experience	16,000
AC	10	Attacks	2
Speed	6	Damage	2-50
Range Attack	No		
Damage Type	Physical		

Troll

HP	125	Experience	50,000
AC	15	Attacks	3
Speed	25	Damage	3-45
Range Attack	No		
Damage Type	Physical		

Vampire

HP	400	Experience	250,000
AC	30	Attacks	3
Speed	45	Damage	10-100
Range Attack	No		
Damage Type	Physical		

Vampire Bat

HP	5	Experience	250
AC	5	Attacks	2
Speed	20	Damage	2-4
Range Attack	No		
Damage Type	Physical		

Vampire King

HP	1,000	Experience	500,000
AC	30	Attacks	4
Speed	45	Damage	10-100
Range Attack	No		
Damage Type	Physical		

**Vulture Roc**

HP	2,000	Experience	2,000,000
AC	50	Attacks	2
Speed	100	Damage	5-20
Range Attack	No		
Damage Type	Physical		

Werewolf

HP	500	Experience	150,000
AC	30	Attacks	2
Speed	40	Damage	8-120
Range Attack	No		
Damage Type	Physical		

Wicked Witch

HP	50	Experience	16,000
AC	8	Attacks	1
Speed	16	Damage	4-16
Range Attack	Yes		
Damage Type	Magic		

Wild Fungus

HP	25	Experience	2,000
AC	0	Attacks	1
Speed	5	Damage	3-12
Range Attack	No		
Damage Type	Electric		

Wizard

HP	250	Experience	240,000
AC	20	Attacks	1
Speed	80	Damage	1,000
Range Attack	Yes		
Damage Type	Magic		

**Zombie**

HP	35	Experience	1,800
AC	2	Attacks	2
Speed	2	Damage	3-18
Range Attack	No		
Damage Type	Physical		

Explanation of Monster Guide

HP (Hit Points)	Amount of damage a monster can take before it's killed
Experience	The amount of experience gained by defeating a monster
AC (Armor Class)	Ability to withstand attack; the lower the number, the greater the vulnerability
Attacks	How often during a round the monster may attack
Speed	How fast a monster or character moves; determines the order of attack
Damage	The amount of harm a monster can inflict upon a character
Range Attack	The ability of a monster or character to use missile weapons
Damage Type	The kind of damage a monster or character inflicts (Physical, Cold, Fire, Electric, Cold, Magic)



Spells

Terra is a magical place and almost all of her residents can manipulate some form of magical energy. The primary spell casters in Terra are the Clerics, Sorcerers, and Druids. All spell types fall into one of these categories.

Paladins, Archers, and Rangers can cast spells also. Paladins may cast Clerical spells, Archers are able to cast Sorcerer spells, and Rangers may cast Druid spells. No other class of character may cast spells unless using an item that is already magically enchanted.

Spells descriptions are broken down the in the following way:

Name: Gives a general description of spell

Cost: The number of spell points and/or gems needed to cast a particular spell.

Some spells require a certain number of spell points per level of experience of the caster.

Object: That which is affected by the spell.

Party Member: indicates a single person

Party: All characters in a group are affected

Single Monster: One opponent is affected

Group: Three opponents are affected

Cone: All opponents in front of the party are affected

Level: The experience required to purchase a spell. (Note: Any spell discovered while adventuring may be cast as long as the caster has enough spell points and gems.)

Effect: The result of the spell.

Buying Spells: All spells may be purchased from the various Guilds in the towns of Terra. Most spells may be found while adventuring.

Types of Spells: There are three different types of spells: First Aid spells, Combat spells, and General Use spells. First Aid spells are designed to heal, cure, or in any other way restore a character to full functioning. Combat spells are designed to assist the party in encounters with foes. General spells cover all those spell that are neither Combat nor First Aid: Create Food, Create Rope, and Enchant item, to name but a few.



Clerical Spells

Acid Spray

Cost	8 Spell Points
Object	Cone
Level	9
Effect	Sends a spray of acid in front of the party, causing 15 points of poison damage.

Awaken

Cost	1 Spell Point
Object	Party
Level	1
Effect	Cancels SLEEP condition on whole party. Useful if party is attacked while resting.

Blessed

Cost	2 Spell Points per level
Object	Party Member
Level	5
Effect	Gives chosen character magical armor. Protection depends on level of caster.

Cold Ray

Cost	2 Spell Points per level and four gems
Object	Cone
Level	8
Effect	Causes a blast of freezing mist on monsters in front of party. Causes 2-4 points of Cold Damage per level of caster.

Create Food

Cost	20 Spell Points and five gems
Object	Party
Level	11
Effect	If party is starving, creates enough food for each member of the party.

Cure Disease

Cost	10 Spell Points
Object	Party Member
Level	9
Effect	Cancels DISEASED condition.

Cure Paralysis

Cost	12 Spell Points
Object	Party Member
Level	10
Effect	Removes PARALYZED condition.

Cure Poison

Cost	8 Spell Points
Object	Party Members
Level	8
Effect	Cancels POISONED condition.

Cure Wounds

Cost	3 Spell Points and 1 gem
Object	Party Member
Level	2
Effect	Restores 15 Hit Points to wounded Party Member.



Divine Intervention

Cost	200 Spell Points and 20 gems (ages spell Caster by five years)
Object	Party
Level	17
Effect	Completely restores party to full Hit Points regardless of condition.

Fiery Flail

Cost	25 Spell Points and five gems
Object	Single Monster
Level	11
Effect	Causes 100 points of Fire damage to monster.

First Aid

Cost	1 Spell Point
Object	Party Member
Level	1
Effect	Cures six Hit Points of Damage to one party member

Flying Fist

Cost	2 Spell Point
Object	Single Monster
Level	1
Effect	Inflicts six Hit Points of physical damage to a single opponent

Half for Me

Cost	40 Spell Points and 10 gems
Object	Party Member
Level	13
Effect	Removes half of the lost Hit Points of one character and gives them to the spell caster.

Heroism

Cost	2 Spell Points and 3 gems
Object	Party Member
Level	7
Effect	Increases the odds of the affected character, striking his opponent by a number equal to the level of spell caster.

Holy Bonus

Cost	2 Spell Points per level
Object	Party Member
Level	6
Effect	Increases the damage by an affected character by one point per level of the caster.

Holy Word

Cost	100 Spell Points and 20 gems
Object	Cone
Level	15
Effect	Destroys all undead monsters directly in front of the party.

Immobilize

Cost	6 Spell Points and 3 gems
Object	Group
Level	7
Effect	Prevents a group from attacking party.

Light

Cost	1 Spell Point
Object	Party
Level	1
Effect	Provided necessary light in a cavern or dungeon.

**Mass Distortion**

Cost	75 Spell Points and 10 gems
Object	Group
Level	14
Effect	Makes a group of monsters so heavy that they fall and lose half of their Hit Points.

Moon Ray

Cost	60 Spell Points and 10 gems
Object	Cone
Level	14
Effect	Has both a beneficial and offensive effect: causes 30 points of Energy damage to monsters in front of party and gives party back 1-30 Hit Points.

Pain

Cost	4 Spell Points
Object	Party Member
Level	3
Effect	Reduces but doesn't not remove POISONED condition.

Paralyze

Cost	15 Spell Points and 4 Gems
Object	Group
Level	10
Effect	May or may not stop a group of monsters from moving and casting spells.

Power Cure

Cost	2 Spell Points per level and 3 gems
Object	Party Member
Level	6
Effect	Restores 2-12 Hit Points per level of the caster.

Protection from the Elements

Cost	1 Spell Point per level and 2 gems
Object	Party
Level	3
Effect	Increase resistance to Fire Cold, Electrical, and Acid damage depending on level of the caster. May be cast more than once to raise resistance.

Raise Dead

Cost	50 Spell Points and 10 gems (adds 1 year to age of spell caster and recipient)
Object	Party Member
Level	13
Effect	Removes the DEAD condition.

Resurrection

Cost	125 Spell Points and 20 gems (ages character 5 years)
Object	Party Member
Level	15
Effect	Removes ERADICATED condition.

**Revitalize**

Cost	2 Spell Points
Object	Party Member
Level	2
Effect	Removes WEAK condition.

Silence

Cost	6 Spell Points
Object	Group
Level	5
Effect	Prevents a group of monsters from casting spells for duration of combat or until they can overcome effects of spell.

Sparks

Cost	1 Spell Point per level and 1 gem
Object	Group
Level	2
Effect	Inflicts Electrical damage equal to twice the level of the caster.

Stone to Flesh

Cost	35 Spell Points and 5 gems
Object	Party Member
Level	12
Effect	Removes the STONE condition.

Sun Ray

Cost	150 Spell Points and 10 gems
Object	Cone
Level	16
Effect	Inflicts 200 points of Energy damage on all monsters in front of party.

Suppress Disease

Cost	5 Spell Points
Object	Party Member
Level	4
Effect	Reduces but doesn't not remove DISEASED condition.

Suppress Poison

Cost	4 Spell Points
Object	Party Member
Level	3
Effect	Reduces but does not remove POISONED condition.

Town Portal

Cost	30 Spell Points and 5 gems
Object	Party
Level	12
Effect	Opens a magical portal to the five towns of Terra. May not be used in combat.

Turn Undead

Cost	5 Spell Points and 2 gems
Object	Group
Level	4
Effect	Reduces magical energy used by undead creatures, turning some of them to dust.



Sorcerer Spells

Acid Stream

Cost	5 Spell Points
Object	Single Monster
Level	4
Effect	Causes 25 points of Poison damage.

Awaken

Cost	1 Spell Point
Object	Party
Level	1
Effect	Cancels SLEEP condition on whole party. Useful if party is attacked while resting.

Create Rope

Cost	3 Spell Points
Object	Party
Level	3
Effect	If rope is needed to enter a pit, cast this spell while standing over pit.

Dancing Sword

Cost	3 Spell Points per level and 10 gems
Object	Group
Level	14
Effect	Inflicts 6-14 points of Physical damage per level of caster.

Detect Magic

Cost	1 Spell Point
Object	Party Member
Level	1
Effect	Reveals all magical items in a party member's pack as well as notes and number of uses remaining for magically charged items.

Detect Monster

Cost	6 Spell Points
Object	Party
Level	8
Effect	Creates a map showing the locations of monsters in an area.

Dragon Breath

Cost	3 Spell Points per level of caster and 5 gems
Object	Cone
Level	11
Effect	Inflicts 5 points of Fire, Electrical, Acid or Cold damage per level of caster.

Duplication

Cost	25 Spell Points and 50 gems
Object	Party Member
Level	13
Effect	Makes duplicate of item in a party member's backpack. There is chance of destroying original item.

**Elemental Arrow**

Cost	2 Spell Points
Object	Single Monster
Level	1
Effect	Inflicts 8 points of Fire, Electrical, or Ice damage.

Enchant Items

Cost	30 Spell Points and 20 gems
Object	Party Member
Level	15
Effect	Adds random magical abilities to a mundane item.

Energy Blast

Cost	1 Spell Point per level and 1 gem
Object	Single Monster
Level	2
Effect	Causes 2-6 points of Energy damage per level of caster.

Etherealize

Cost	30 Spell Points and 8 gems
Object	Party
Level	14
Effect	Allows passage through locked doors, thin walls, and other barriers.

Fantastic Freeze

Cost	15 Spell Points and 5 gems
Object	Group
Level	12
Effect	Inflicts 40 points of Cold damage to a group of monsters.

Feeble Mind

Cost	8 Spell Points
Object	Group
Level	9
Effect	Confuses the minds of an attacking group of monsters, making them unable to cast spells.

Finger of Death

Cost	10 Spell Points and 4 gems
Object	Group
Level	10
Effect	Results in death for a group of monsters.

Fireball

Cost	2 Spell Points per level and 2 gems
Object	Group
Level	8
Effect	Does 3-7 points of damage per level of caster.

Identify Monster

Cost	5 Spell Points
Object	Group
Level	6
Effect	Allows party to know identity of monsters attacking.

Implosion

Cost	100 Spell Points and 20 gems
Object	Single Monster
Level	17
Effect	Cause 1,000 points of energy damage.



Incinerate

Cost 35 Spell Points and 10 gems
Object Single Monster
Level 15
Effect Causes 250 points of Fire damage.

Inferno

Cost 75 Spell Points and 10 gems
Object Group
Level 16
Effect Causes 250 points of Fire damage to a group of monsters.

Jump

Cost 4 Spell Points
Object Party
Level 4
Effect Moves party over one square directly in front of the party. Cannot be used in combat.

Levitate

Cost 5 Spell Points
Object Party
Level 5
Effect Party floats above the group able to avoid traps.

Light

Cost 1 Spell Point
Object Party
Level 1
Effect Provided necessary light in a cavern or dungeon.

Lightning Bolt

Cost 2 Spell Points per level and 2 gems
Object Group
Level 6
Effect Inflicts 4-6 points of Electrical damage per level of caster.

Lloyd's Beacon

Cost 6 Spell Points and 2 gems
Object Party
Level 7
Effect Cast to lay the beacon, then again from anywhere else to return. Cannot be used in combat.

Mega Volts

Cost 40 Spell Points and 10 gems
Object Group
Level 16
Effect Causes 250 points of Fire damage on a group of monsters.

Power Shield

Cost 2 Spell Points per level and 2 gems
Object Party Member
Level 7
Effect Reduces amount of damage inflicted on a party member by a number equal to the level of the caster.

**Recharge Item**

Cost	15 Spell Points and 10 gems
Object	Party Member
Level	12
Effect	Restores 1-6 charges to any item in a party member's pack (as long as it still has one charge left). May destroy item.

Sleep

Cost	3 Spell Points and 1 gem
Object	Group
Level	2
Effect	Inflicts monsters with the SLEEP condition.

Super Shelter

Cost	15 Spell Points and 5 gems
Object	Party
Level	11
Effect	All or rest in dangerous locations. May not be used in combat or on water.

Star Burst

Cost	200 Spell Points and 20 gems
Object	Cone
Level	17
Effect	Inflicts 500 points of Physical damage on all monsters before the party.

Teleport

Cost	10 Spell Points
Object	Party
Level	10
Effect	Moves the party up to 9 steps in any direction. May not be used in combat.

Time Distortion

Cost	8 Spell Points and 3 gems
Object	Party
Level	9
Effect	Allows party to retreat safely in combat.

Toxic Cloud

Cost	4 Spell Points and 1 gem
Object	Group
Level	3
Effect	Causes 10 points of Poison damage on a group of monsters.

Wizard Eye

Cost	5 Spell Points and 2 gems
Object	Party
Level	5
Effect	Allows party to see overhead view of area. May not be used in combat.



Druid Spells

Acid Spray

Cost	8 Spell Points
Object	Cone
Level	9
Effect	Sends a spray of acid in front of the party, causing 15 points of poison damage.

Awaken

Cost	1 Spell Point
Object	Party
Level	1
Effect	Cancels SLEEP condition on whole party. Useful if party is attacked while resting.

Cold Ray

Cost	2 Spell Points per level and four gems
Object	Cone
Level	8
Effect	Caused a blast of freezing mist on monsters in front of party. Causes 2-4 points of Cold damage per level of caster.

Create Food

Cost	20 Spell Points and five gems
Object	Party
Level	11
Effect	If party is starving, creates enough food for each member of the party.

Create Rope

Cost	3 Spell Points
Object	Party
Level	3
Effect	If rope is needed to enter a pit, cast this spell while standing over pit.

Cure Paralysis

Cost	12 Spell Points
Object	Party Member
Level	10
Effect	Removes PARALYZED condition.

Deadly Swarm

Cost	12 Spell Points
Object	Group
Level	10
Effect	Inflicts 40 points of Physical damage on a group of monsters.

Detect Magic

Cost	1 Spell Point
Object	Party Member
Level	1
Effect	Reveals all magical items in a party member's pack as well as notes and number of uses remaining for magically charged items.



Elemental Arrow

Cost	2 Spell Points
Object	Single Monster
Level	1
Effect	Inflicts 8 points of Fire, Electrical, or Ice damage.

Elemental Storm

Cost	100 Spell Points and 10 gems
Object	Cone
Level	15
Effect	Inflicts 150 points of Fire, Cold, Electric, or Acid damage on a group of monsters.

Fireball

Cost	2 Spell Points per level and 2 gems
Object	Group
Level	8
Effect	Does 3-7 points of damage per level of caster.

First Aid

Cost	1 Spell Point
Object	Party Member
Level	1
Effect	Cures 6 Hit Points of damage to 1 party member.

Frost Bite

Cost	7 Spell Points
Object	Single Monster
Level	7
Effect	Causes 35 points of Cold damage.

Identify Monster

Cost	5 Spell Points
Object	Group
Level	6
Effect	Allows party to know identity of monsters attacking.

Immobilize

Cost	6 Spell Points and 3 gems
Object	Group
Level	7
Effect	Prevents a group from attacking party.

Light

Cost	1 Spell Point
Object	Party
Level	1
Effect	Provides necessary light in a cavern or dungeon.

Lightning Bolt

Cost	2 Spell Points per level and 2 gems
Object	Group
Level	6
Effect	Inflicts 4-6 points of Electrical damage per level of caster.

Nature's Cure

Cost	6 Spell Points
Object	Party Member
Level	6
Effect	Restores 25 Hit Points to a party member.

**Nature's Gate**

Cost	10 Spell Points
Object	Party
Level	9
Effect	Open a different portal each day of the week to one of Terra's town. May not be used in combat.

Paralyze

Cost	15 Spell Points and 4 gems
Object	Group
Level	10
Effect	May or may not stop a group of monsters from moving and casting spells.

Prismatic Light

Cost	60 Spell Points and 10 gems
Object	Cone
Level	15
Effect	Powerful but unpredictable spell. Use with caution.

Protection from the Elements

Cost	1 Spell Point per level and 2 gems
Object	Party
Level	3
Effect	Increase resistance to Fire, Cold, Electrical, and Acid damage depending on level of caster. May be cast more than once to raise resistance.

Raise Dead

Cost	50 Spell Points and 10 gems (adds 1 year to age of spell caster and recipient)
Object	Party Member
Level	13
Effect	Removes the DEAD condition.

Revitalize

Cost	2 Spell Points
Object	Party Member
Level	2
Effect	Removes the WEAK condition.

Sleep

Cost	3 Spell Points and 1 gem
Object	Group
Level	2
Effect	Inflicts monsters with the SLEEP condition.

Stone to Flesh

Cost	35 Spell Points and 5 gems
Object	Party Member
Level	12
Effect	Removes the STONE condition.

Suppress Disease

Cost	5 Spell Points
Object	Party Member
Level	4
Effect	Reduces but doesn't not remove DISEASED condition.

Suppress Poison

Cost	4 Spell Points
Object	Party Member
Level	3
Effect	Reduces but does not remove POISONED condition.

Walk on Water

Cost	7 Spell Points
Object	Party
Level	7
Effect	Party may walk over areas covered by water.



Items

All items in *Might and Magic* may be made up of up to five parts. Each part, with the exception of the item name, add a value to the item. These added attributes are called modifiers and will affect the performance of an item.

There are three possible prefixes: Elements, Metals, and Attributes. One suffix describes the Special Ability of the item. The prefixes and suffixes are described below.

Elements

With an Element prefix, when the item is equipped it will affect the wearer's attributes (or statistics). If a weapon item has a Freezing prefix, the weapon will inflict additional Cold damage to an opponent. Likewise, if the Freezing prefix was attached to armor, it will provide the wearer with protection against cold attacks. The Elemental prefix categories are Fire, Electric, Cold, Acid/Poison, Energy, and Magic. (See Elements table later in this chapter.)

Metals

Like the Element prefix, the Metal prefix also affects the character's statistics. For armor, a Metal prefix will increase (and occasionally decrease) the character's Armor Class. Weapons with a Metal prefix enhance the character's chance to hit with the weapon and increases the damage inflicted by that weapon.

There are three kinds of Metal prefixes: Common, Rare, and Precious. (See Metals table later in this chapter.)

Attributes

An item with an Attribute prefix increases (and in some cases decreases) a specific attribute of the character. The Attributes are Might, Intellect, Personality, Speed, Accuracy, Luck, Hit Points, Spell Points, Armor Class and Thievery.



Base Items

Base items are made up of five parts—the name of the item, the base cost of the item in gold, the item base modifier, the equipment of the item, and restrictions for using items. The item base modifiers may affect a character in one of two ways: weapon items affect the damage an item does and armor items affect the character's Armor Class.

Characters may equip a one-handed item and a shield, or one two-handed item. One missile item may be equipped at a time. Other restrictions are: one helmet, one pair of boots, one belt, etc. It is possible to wear a cloak and armor at the same time.

Elements

Fire	Resistance	Damage
Burning	5	2
Pyric	7	3
Fuming	9	4
Flaming	12	5
Seething	20	10
Blazing	25	20
Scorching	30	30

Electric	Resistance	Damage
Flickering	5	2
Sparkling	7	3
Static	9	4
Flashing	12	5
Shocking	15	10
Electric	20	15
Dyna	25	20

Here are the abbreviations used in the equipping restrictions tables: K-Knight, P-Paladin, B-Barbarian, Ra-Ranger, Ar-Archer, S-Sorcerer, Ro-Robber, N-Ninja, Cl-Cleric, Dr-Druid. If a class is listed under the restriction, that class may not equip that item unless otherwise specified.

Special Ability

A Special Ability suffix indicates that an item may be used by any character regardless of class. Items must be equipped in order to be used.

Cold	Resistance	Damage
Icy	5	2
Frost	10	4
Freezing	15	5
Cold	20	10
Cryo	25	20

Acid/Poison	Resistance	Damage
Acidic	10	2
Venomous	15	4
Poisonous	20	8
Toxic	25	16
Noxious	40	32

Energy	Resistance	Damage
Glowing	5	2
Incandescent	7	3
Dense	9	4



Sonic	11	5
Power	13	10
Thermal	15	15
Radiating	20	20
Kinetic	25	30

Magic	Resistance	Damage
Mystic	5	5
Magical	10	10
Ectoplasmic	20	25

Metals

Common	To Hit	Damage	AC	Cost Modifier
Wooden	-3	-3	-3	x 1
Leather	-4	-6	-0	x 2.5
Brass	+3	-4	-2	x .5
Bronze	+2	-2	-1	x 7.5
Iron	+1	+2	+1	x 2
Silver	+2	+4	+2	x 5
Steel	+3	+6	+4	x 10
Gold	+4	+8	+6	x 20
Platinum	+6	+10	+8	x 50

Rare	To Hit	Damage	AC	Cost Modifier
Glass	+0	+0	+0	x 2
Coral	+1	+1	+1	x 3
Crystal	+1	+1	+1	x 5
Lapis	+2	+2	+2	x 10
Pearl	+2	+2	+2	x 20
Amber	+3	+3	+3	x 30
Ebony	+4	+4	+4	x 40
Quartz	+5	+5	+5	x 50

Precious	To Hit	Damage	AC	Cost Modifier
Ruby	+6	+12	+10	x 60
Emerald	+7	+15	+12	x 70
Sapphire	+8	+20	+14	x 80
Diamond	+9	+30	+16	x 90
Obsidian	+10	+50	+20	x 100



Attributes

Might **Equip Bonus**

Might	2
Strength	3
Warrior	5
Ogre	8
Giant	12
Thunder	17
Force	23
Power	30
Dragon	38
Photon	47

Intellect **Equip Bonus**

Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30

Personality **Equip Bonus**

Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed **Equip Bonus**

Quick	2
Swift	3
Fast	5

Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy **Equip Bonus**

Sharp	3
Accurate	5
Marksman	10
Precision	15
True	20
Exacto	30

Luck **Equip Bonus**

Clover	5
Chance	10
Winners	15
Luck	20
Gamblers	25
Leprechanus	30

Hit Points **Equip Bonus**

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points **Equip Bonus**

Spell	4
Castors	8
Witch	12
Mage	16
Archmage	20
Arcane	25

**Armor Class Equip Bonus**

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Thievery**Equip Bonus**

Mugger	4
Burglar	6
Looter	8
Brigand	10
Flich	12
Thief	14
Rogue	16
Plunderer	18
Criminal	20
Pirate	25

Items

Armor	Base Cost	Modifier	Equip	Restrictions
Padded Armor	20	2	1H	Max for S
Leather Armor	40	3	1H	Max for Dr
Scale Mail	100	4	1H	Max for B
Ring Mail	200	5	1H	Max for N
Chain Mail	400	6	1H	Max for Ar, Ro
Splint Mail	600	7	1H	Max for Cl, Ra
Plate Mail	1000	8	1H	Only K and P
Plate Armor	2000	10	1H	Only K and P
Cloak	250	1	1	No restrictions
Robes	150	1	1	No restrictions
Cape	200	1	1	No restrictions
Shield	100	4	1H	No Dr, N, S, Ar
Helm	60	2	1	No restrictions
Gauntlets	100	1	1	No restrictions
Boots	40	1	1	No restrictions
Belt	100	0	1	No restrictions

**One-handed
Weapons**

	Base Cost	Modifier	Equip	Restrictions
Long Sword	50	3d3	1H	No Cl, Dr, N, S, B
Short Sword	15	2d3	1H	No Cl, Dr, N, S, B
Broad Sword	100	3d4	1H	No Cl, Dr, N, S, B
Scimitar	80	2d5	1H	No Cl, Dr, N, S, B
Cutlass	40	2d4	1H	No Cl, Dr, N, S, B
Saber	60	4d2	1H	No Cl, Dr, N, S, B
Club	1	1d3	1H	No restrictions
Hand Axes	10	2d3	1H	No Cl, S
Katana	150	4d3	1H	Only K and N
Nunchakas	30	2d3	1H	Only K and N
Wakazashi	60	3d3	1H	Only K and N
Dagger	8	2d2	1H	No Cl
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d9	1H	No S
Spear	15	1d9	1H	No Cl

**Two-Handed
Weapons**

	Base Cost	Modifier	Equip	Restrictions
Bardiche	200	4d4	2H	No Cl, S, Dr
Glaive	80	4d3	2H	No Cl, S, Dr
Halberd	250	3d6	2H	No Cl, S, Dr
Pike	150	2d8	2H	No Cl, S, Dr
Flamberge	400	4d5	2H	No Cl, S, Dr, N, B, Ro
Trident	100	2d6	2H	No Cl, S, Dr
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K and N
Battle Axe	100	3d5	2H	No Cl, S, Dr
Grand Axe	200	3d6	2H	No Cl, S, Dr
Great Axe	300	3d7	2H	No Cl, S, Dr

**Missile
Weapons**

	Base Cost	Modifier	Equip	Restrictions
Short Bow	25	3d2	1M	No Cl, S, Dr
Long Bow	100	5d2	1M	No Cl, S, Dr
Crossbow	50	4d2	1M	No Cl, S, Dr
Sling	15	2d2	1M	No Cl, S, Dr

Jewelry	Base Cost	Modifier	Equip	Restrictions
Broach	250	0	4	None
Medal	100	0	4	None
Charm	50	0	4	None
Cameo	300	0	4	None
Scarab	200	0	4	None
Pendant	500	0	1	None
Necklace	1000	0	1	None
Amulet	2000	0	1	None
Ring	100	0	10	None
Crown	1000	0	1	None
Tiara	200	0	1	None

**Miscellaneous
Items**

	Base Cost	Modifier	Equip	Restrictions
Whistle	10	0	1H	None
Jewel	1,000	0	1H	None
Gem	500	0	1H	None
Box	10	0	1H	None
Orb	100	0	1H	None
Horn	20	0	1H	None
Coin	10	0	1H	None
Rod	50	0	1H	None
Wand	50	0	1H	None
Scroll	100	-	1H	None
Potion	10	-	1H	None
Might Potion	100	-	1H	None
Torch	5	-	1H	None
Rope and Hooks	5	-	1H	None



Special Abilities

Magic Ability

of Light
of Awakening
of Magic Detection
of Arrows
of Aid
of Fists
of Energy Blast
of Sleeping
of Revitalization
of Curing
of Sparking
of Rope
of Toxic Clouds
of Elements

of Pain
of Jumping
of Acid Streams
of Undead Turning
of Levitation
of Wizards' Eyes
of Silence
of Blessing
of Identification
of Lightning
of Holy Bonuses
of Power Curing
of Nature
of Beacons
of Shielding
of Heroism
of Immobilization
of Water Walking

Casts

Light
Awaken
Detect Magic
Elemental Arrow
First Aid
Flying Fist
Energy Blast
Sleep
Revitalize
Cure Wounds
Sparks
Create Rope
Toxic Cloud
Protection from Elements
Pain
Jump
Acid Stream
Turn Undead
Levitate
Wizard Eye
Silence
Blessed
Identify Monster
Lightning Bolt
Holy Bonus
Power Cure
Nature's Cure
Lloyd's Beacon
Power Shield
Heroism
Immobilize
Walk on Water

of Frost Biting
of Monster Finding
of Fireballs
of Cold Rays
of Antidotes
of Acid Spraying
of Distortion
of Feeble Minding
of Vaccination
of Gating
of Teleportation
of Death
of Free Movement
of Paralyzing
of Deadly Swarms
of Sanctuaries
of Dragon Breath
of Feasting
of Fiery Flails
of Recharging
of Freezing
of Portals
of Stone to Flesh
of Duplication
of Disintegration
of Half for Me
of Raising the Dead
of Etherealization
of Dancing Swords
of Moon Rays
of Mass Distortion
of Prismatic Light
of Enchantment
of Incinerating

Frost Bite
Detect Monster
Fireball
Cold Ray
Cure Poison
Acid Spray
Time Distortion
Feeble Mind
Cure Disease
Nature's Gate
Teleport
Finger of Death
Cure Paralysis
Paralyze
Deadly Swarm
Super Sanctuary
Dragon Breath
Create Food
Fiery Flail
Recharge Item
Fantastic Freeze
Town Portal
Stone to Flesh
Duplicated Item
Disintegration
Half for Me
Raise Dead
Etherealize
Dancing Sword
Moon Ray
Mass Distortion
Prismatic Light
Enchant Item
Incinerate



Items



of Holy Words
of Resurrection
of Storms
of Megavoltage
of Infernos

Holy Word
Resurrection
Elemental Storm
Megavolts
Inferno

of Sun Rays
of Implosions
of Star Bursts
of the GODS

Sun Ray
Implosion
Star Burst
Divine
Intervention

Other Items

Ancient Jewelry may be sold at Blacksmith's shops for 2,000 gold pieces and are found in various places.

Quatloo Coins may be used to gain statistical bonuses from the altars in the Slithercult Stronghold's secret room.

Ancient Fizben of Misfortune creates a curse on players who stumble upon it.

Interspatial Transporter Box is located in Central Control Sector. This item can transport your party to almost any location within the world of Terra.



Passwords

LOCATION	X	Y	
Alpha Engine Sector	06	15	PRIMARY
Beat Engine Sector	06	00	PRIMARY
Main Engine Sector	06	00	WARP
	06	15	SUBLEVEL
Central Control Sector	01	05	CREATORS
	05	05	CREATORS
	09	05	CREATORS
	13	05	CREATORS
	03	07	CREATORS
Forward Storage Sector	09	11	YOUTH
Swamp Town	02	13	MIRROR
	06	02	STAIRS
Arachnoid Cavern	14	15	20301
Cursed Cold Cavern	18	14	ICICLE
	27	25	TOMORROW
	27	11	CHAIN
	27	17	ECHO
Castle Dragontooth	13	07	11
	13	09	11
	08	00	20000
Castle Blood Reign	09	15	OGRE
	04	10	NORTIC
	04	09	NORTIC
	10	10	NORTIC
	10	09	NORTIC
Castle Greywind	07	15	CIRCLE
Castle Blackwind	11	00	TEN
Castle Whitesheild	05	11	JOABARY
	06	07	SMELLO
Fountain Head Cavern	12	05	RATS



LOCATION	X	Y	
Slithercult Stronghold	07	26	EPSILON
Dark Warrior's Keep	24	02	314
Cathedral of Carnage	25	19	JVC
	01	26	WEEDS
The Halls of Insanity	11	12	TEARS
	14	09	BLINK
	17	12	EYES
Area B3	09	09	SECRET
	13	06	DARKNESS
Mirror Portals			
Fountain Head			HOME
Baywatch			SEADOG
Wildabar			FREEMAN
Swamp Town			DOOMED
Blistering Heights			REDHOT
Area E4 x03,y03			EARTH
Area C2 x12, y00			FIRE
Area F1 x10, y12			AIR
Area E3 x00, y12			WATER
Arena			ARENA
Initialization Sequence			645 231
King's Ultimate Power Orbs in Pyramids			ORB MEISTER
End Game			BLASTOFF





Might & Magic IV



Clouds of Xeen

Though Sheltem was defeated on the Isles of Terra, he escaped from the planet and fled to the stars. There he found another world to torment. To defeat Sheltem, you must conquer his minion Lord Xeen.

Overview

Like *Might and Magic III*, *Isles of Terra*, *Might and Magic IV*, *Clouds of Xeen* is a non-linear game. Certain actions must be performed in a particular sequence in order to complete some of the quests; for the most part, however, as long as your characters are powerful enough, they may complete the various parts of the game in any way you choose. Be warned, though, that some of the locations in *Clouds of Xeen* are deadly even for high-level characters and should not be tried unless your characters are pretty powerful.

As your characters progress they will receive Awards that translate into experience points, enabling the characters to increase in level. The Awards are discussed in the Awards section later in this chapter.

Getting Started—Quick Advancement

Your characters will begin in the town of Vertigo. Go to the Mirror Portal (x14, y10). When it asks for your destination, say COUNT DU MONEY, which will teleport you to the Dragon Cave. Pick up only one of the piles of money. Use Mr. Wizard to take you back to Vertigo. (Mr. Wizard takes your gems when you use it.)

Once you're back in Vertigo, go see the mayor, who will give you the quest to discover why Joe hasn't gotten rid of the bugs that have been plaguing the town. Go to Joe's Storeroom, find the crate that is generating the bugs (x09, y22), and destroy it. You will have to fight your way through some monsters, but none are too terribly serious.

Return to the Mayor, who will give you experience for solving the quest as well as gold and gems. Go to the Training Grounds and get your level raised.



Go to the Mirror Portal and say RIVERCITY. This teleports you to Rivercity. Go to the Guild Membership tent (x25, y27) and buy Memberships for your spell-casting characters. Go to the Guild (x06, y30) and buy as many spells as you can afford, making sure to buy a *Lloyd's Beacon* spell. Go to the Mirror Portal in Rivercity (x19, y18), cast *Lloyd's Beacon*, and then have the Mirror take you back to COUNT DU MONEY. Get

the rest of the treasure and use *Lloyd's Beacon* to take you back to Rivercity. Use the Mirror Portal again to return to Vertigo and finish exploring the town. Leave Vertigo and go to the first Dwarf mine (Area F3 x05, y13). Explore all of the Dwarf Mines and then return to Vertigo to be trained. You should be at the ninth or tenth level by the time you finish all these steps.



Awards

Vertigo Guild Member

Nightshadow Guild Member

Rivercity Guild Member

Asp Guild Member

Winterkill Guild Member

Shangri-La Guild Member

Before characters can buy spells, they must belong to the Guild. Guild Memberships may be purchased in each town.

Outstanding Citizen

Rewarded after exposing Joe's perfidy to the Mayor Gunther of Vertigo.

Red Dwarf Badge of Courage

Rewarded after the Mad Dwarf King has been slain in the Dwarf Mines. See Mayor Gunther in Vertigo for award.

Convicted Thief

Awarded to any character who tries to steal from the Blacksmith's in Vertigo without the Thievery skill. Character will spend a

year in jail and be rewarded with a black mark on his or her permanent record.

Warzone Wins

Awarded according to number of times the party has fought in the Warzone and won. There is a limit to the number of times the Warzone may be used.

LOremaster of Worms

LOremaster of Lizards

LOremaster of Serpents

LOremaster of Drakes

LOremaster of Dragons

Taxman Emeritus

Located with the treasure in Dragon's Cave, these Awards are based on a character's intelligence.

Rescued Crodo

Receive when the party frees Crodo from Darzog's Tower.



Found Shangri-La

When the characters find Shangri-La and drink from its fountain, they will be rewarded with this honor.

Prince of Thieves

Legendary (character's race)

Occurs when a character sits on the appropriate throne in the Northern Sphinx.

Ghostslayer Extraordinaire

Rewarded in Winterkill by Mayor Randon when the town's curse has been lifted.

Rescue Celia

Return Celia to Derek the Ranger and receive this award.

Helped Orothin

Rewarded when Orothin's Bone Whistle is returned to him.

Restored Falista

Find the alacorn of Falista in Witches Tower and return it for this award.

Turned Seasons

To receive this award the characters must complete the Druid's Quest. Each of the Druids of Summer, Autumn, and Winter have an object that must be transported among them before the Quest is completed.

Helped Carlawana

Return Carlawana's Scarab of Imaging and receive this award.

Helped Falagar

Return the Crystals of Piezoelectricity to Falagar for this award.

Restored Mirabeth

Take from the Clerics of Yak the Elixir of Restoration and bring it to Mirabeth for this award.

Helped Danulf

Return the Faery Wand to Danulf.

Saved Elves

Return the Holy Book of Elevenkind to Tito and receive this award.

Civilized One

Destroy the lair of the Ice Trolls and receive this award.

Helped Captain Nystor

Destroy the Ogres' lair, then report back to Captain Nystor for this award.

Liberated Pagoda

Drive the Ninja from Kai-Wu's sacred Pagoda and receive this award.

Fisherman's Friend

Receive this award by killing the three Water Dragons in area D3 and visiting Medin to claim your award.

Helped Arie

Return the Scroll of Insight to Arie to receive this award.

Free Ligono

Receive this award when you return Ligono's skull to him.

Helped Glom

Receive this award after destroying the Cyclops' lair, then returning to Glom.

Helped Hanlon

Bring an Ever Hot Lava Rock to Hanlon and receive this award.

Princess' Favorite

Receive this award by returning Princess Roxanne's tiara to her. It will be found in Rivercity.

Appeased Barok

The Sorceresses of Rivercity have Barok's pendant. Retrieve and return it to him and receive this award.

Defeated Lord Xeen

Win the game by killing Lord Xeen.

Towns

Some of the towns in *Xeen* are relatively safe for low-level adventurers to explore, but beware of the cursed towns, which are full of perils for the unwary explorer. There are Taverns, Temples, Banks, Blacksmiths, and Guilds in some of the towns. These services provide much of what the weary traveler requires.

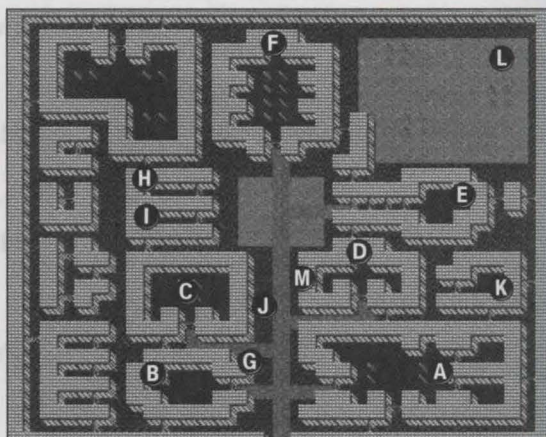
Vertigo

This is where your adventure begins. Vertigo has been plagued by many pests and the Mayor needs your help to rid the city of these annoyances. Though there are plenty of creatures you must destroy, this is a fairly safe place for new adventurers to explore.

Monsters who reside here are Slimes, Doom Bugs, and Breeder Slimes.

Locations of Interest

- A** Tavern (x24, y05)
- B** Blacksmith (x08, y04)
- C** Training Grounds (x10, y11)
- D** Spell Guild (x20, y13)
- E** Bank (x26, y17)
- F** Temple (x15, y28)
- G** Mayor (x14, y05)
- H** Exterminator (x08, y18)
- I** Cartography Skill (x08, y16)
- J** Mirror Portal (x14, y10)
- K** Jail (x26, y11)
- L** Pathfinder Skill (x25, y26)
- M** Guild Membership, 25 gold (x16, y11)





Crates

x	y		x	y	
09	22	Pest Generator— destroy to solve Mayor's Quest	03	25	one item
06	25	monster	09	25	one item
08	22	monster	09	28	one item
08	24	monster	08	28	one item
09	23	monster	09	26	one item
06	26	monster			
08	23	monster			
08	25	monster			
08	26	monster			

Display Case

x	y	
09	03	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
09	05	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
08	12	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
10	03	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
10	05	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
11	03	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award
11	05	one item; if character doesn't possess Thievery skill get one year in jail and Convicted Thief award

Other

x	y	
03	05	bed, one item
28	07	bed, one item
28	03	bed, one item

The trees in Vertigo give randomly generated amounts of gold. Say VERTIGO at Mirror Portal to return.

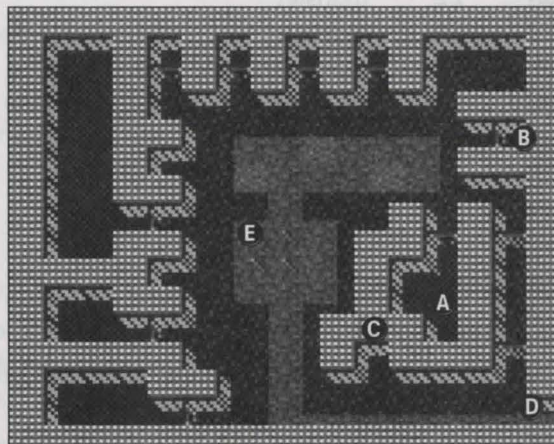


Nightshadow

A cursed place, Nightshadow has fallen under the evil sway of Count Draco and is infested with Bat Queens and Gnome Vampires. There is a way to save the town from the clutches of the nosferatu: set the sundials correctly and shatter the spell.

Locations of Interest

- A** Spell Guild (x12, y04)
- B** Guild Membership, 250 gold (x14, y11)
- C** Mirror Portal (x10, y03)
- D** Exit (x15, y01)
- E** Wishing Well (will give 50 points of damage if Count Draco hasn't been destroyed; once he's vanquished, gives 10 level temporary increase) (x07, y07)



Sundials

x	y	
06	10	set the dial to nine to destroy Count Draco
08	11	set the dial to nine to destroy Count Draco
10	10	set the dial to nine to destroy Count Draco

Coffins

x	y	
08	14	monster; after defeated, find treasure
01	04	monster; after defeated, find treasure
01	01	monster; after defeated, find treasure
01	05	monster; after defeated, find treasure
01	02	monster; after defeated, find treasure
05	16	999 gold, item
03	02	999 gold, item

Trees

x	y		x	y	
09	02	gems	02	10	gems
10	08	gems	01	07	gems
11	02	gems	01	11	gems



Other

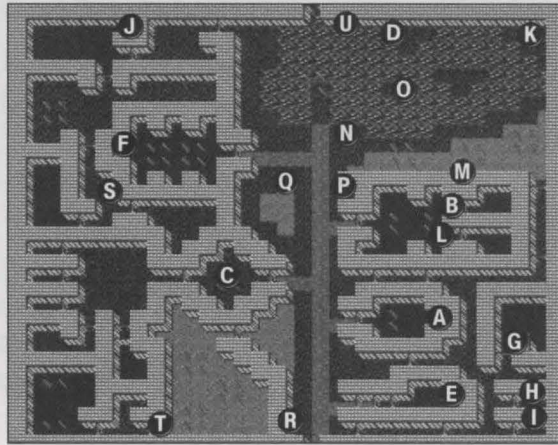
Benches about town give the clues to solve the defeat of Count Draco. If you leave Nightshade before you defeat Count Draco, all the monsters will return to town. Say NIGHTSHADE at Mirror Portal to return.

Rivercity

Though a bustling seaport, all is not well in Rivercity. Insane Beggars, Robbers, Robber Boss, Sorceresses, Yang Knights, and Captain Yang run free until they can be stopped. Barok the Sorcerer has cursed the town well until his pendant is returned. The Robbers here have stolen Princess Roxanne's tiara, which must be reclaimed and returned to her.

Locations of Interest

- A Blacksmith (x24, y09)
- B Tavern (x25, y16)
- C Training Grounds (x12, y12)
- D Spell Guild (x06, y30)
- E Bank (x25, y03)
- F Temple (x06, y21)
- G Task Master—perform odd jobs for 100 gold (x30, y07)
- H Arms Master—100 gold for skill (x30, y03)
- I Body Builder—1000 gold for skill (x30, y01)
- J Mountaineer skill—5000 gold (x30, y30)
- K Navigator skill—2000 gold (x22, y30)
- L Arlo—Quest (x24, y14)
- M Barok—Quest (x25, y20)
- N Swimming Skill, 100 gold (x19, y23)
- O Guild Membership, 500 gold (x27, y27)
- P Mirror Portal (x19, y28)
- Q Town Well (if Barok's Quest is completed, well gives +100 temporary spell points; otherwise poison) (x14, y18)
- R Town Well (x14, y01) poisons unless Barok's quest is completed
- S Town Well (x05, y19) gives insanity unless Barok's quest is completed
- T Exit to area C3 (x11, y00)
- U Exit to water (x17, y31)





Beds

x	y	
28	18	one item
28	14	one item
03	05	one item
01	12	one item
01	10	one item
01	08	one item
07	06	one item

Chests

x	y	
02	20	5000 gold and 100 gems
02	08	5000 gold and 100 gems
07	03	5000 gold and 100 gems
01	03	100 gold and Princess Roxanne's tiara
07	05	50,000 gold and five items
01	20	800 gold and Barok's pendant
08	16	one gold, one gem
09	14	one gold, one gem
09	15	one gold, one gem
10	15	one gold, one gem
10	15	one gold, one gem
10	16	one gold, one gem
10	17	one gold, one gem
11	16	one gold, one gem
11	17	one gold, one gem

Other

Say RIVERCITY at Mirror Portal to return.

Asp

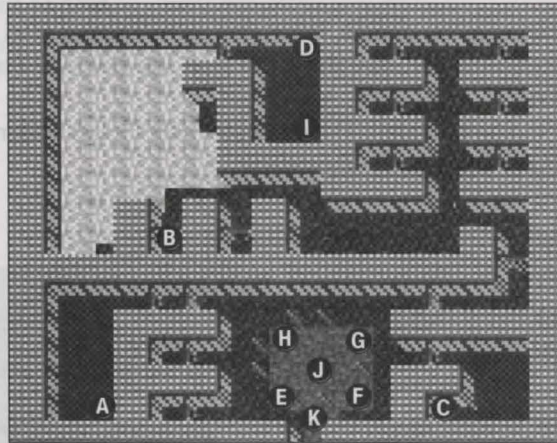
Another of the cursed cities in Xeen, Asp has been overrun by its former citizens who have been magically changed into snakemen by the Crystals of Piezoelectricity. To render the transformer vulnerable to destruction, change the orbs in the town square.

Monsters who reside here are Snake Men and Guardian Asps.



Locations of Interest

- A** Guild (x02, y01)
- B** Guild Membership, 500 gold (x06, y07)
- C** Mirror Portal (x12, y01)
- D** Transformer (x08, y14) may be destroyed when the orbs at x07, y02 and x09, y04 are red and the orbs at x09, y02 and x07, y04 are blue
- E** Orb x07, y02
- F** Orb x09, y02
- G** Orb x09, y02
- H** Orb x07, y04
- I** Crystals of Piezoelectricity (x08, y11)
- J** Well (x08, y03); until the transformer is destroyed, gives damage; when transformer is gone, gives temporary +100 Hit Points
- K** Exit to C2 (x08, y00); if the town is left before all monsters are gone, monsters will reappear



Straw Beds

x	y	
14	14	50 points damage, one item
10	12	50 points damage, one item
05	12	50 points damage, one item
01	02	gold (random amount)
01	03	gold (random amount)
14	01	gold (random amount)
10	14	gold (random amount)

Invisible teleporters

x	y	
02	09	teleports to x04, y09
02	10	teleports to x04, y09
02	11	teleports to x04, y09
02	12	teleports to x04, y09

Other

Use ASP at Mirror Portal to return.



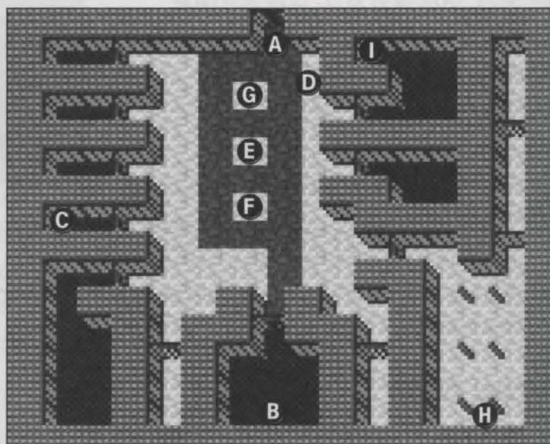
Winterkill

Haunted by ghosts, Winterkill is the third cursed town in Xeen. The Mayor will want you to destroy all the ghosts to free the town, a task more involved than it would seem at first.

Spirit Bones, Polter-Fools, and Ghost Riders all must be defeated before you may claim the title of Ghostslayer.

Locations of Interest

- A** Exit to area A3 (x07, y15)
- B** Spell Guild (x07, y00)
- C** Guild Membership, 1000 gold (x01, y08)
- D** Mayor, Quest (x08, y13)*
- E** Gong (x06, y11); if f and g gongs are used twice, this gong will give temporary +50 Might
- F** Gong (x06, y09) used to make gong at e; give Might
- G** Gong (x06, y13) used to make gong at e; give Might
- H** Quest Gong (x13, y01)*
- I** Mirror Portal (x10, y14)



* If all the monsters are dead, ring this gong. If all the monsters aren't dead, ringing the gong will only reset the monsters. If you have defeated all the monsters, ring the gong and then return to the Mayor. New monsters will have appeared. You must defeat all of them, then ring the gong again. Visit the Mayor again and new monsters will have appeared. Repeat the earlier steps. There are three sets of monsters to defeat to complete this quest.

Beds

x	y	
12	09	receive one item
14	07	receive one item
02	03	receive one item
01	12	receive one item
12	12	receive a random amount of gold



14	07	receive a random amount of gold
01	02	receive a random amount of gold
02	02	receive a random amount of gold

Broken Bottles

x	y	
12	03	take damage
14	04	take damage
14	05	receive Potion of Holy Words and damage
07	14	take damage
12	10	receive Potion of Holy Words and damage
09	08	receive Potion of Holy Words and damage
08	03	receive Potion of Holy Words and damage
06	03	receive Potion of Holy Words and damage
05	05	receive Potion of Holy Words and damage

Other

Say WINTERKILL at a Mirror Portal to return.



A good place to begin adventuring, the dwarf mines will provide a party with both challenging foes and substantial rewards. There are nine mines altogether, which are linked by a series of mine cars. Passwords are required to move from one level to another.

Monsters your party will encounter here are Giant Bats, Giant Spiders, Tiger Moles, Mad Dwarves, Clan Sergeant, and Clan King. The Dwarf King may be found in Deep Mine Omega. Defeat him and return to Mayor Gunther in Vertigo for the Red Dwarf Badge of Courage.

There are barrels filled with various colored liquids. These are statistical modifiers and will permanently increase the abilities of your characters. Red potions increase Might, Blue potions increase Personality, Orange increase Intellect, Green increase Endurance, Yellow increase Accuracy, Purple enhance Speed, and White increase Luck.

Characters may also mine for gold while here. The mines are old and prone to cave-ins, however, and the veins of gold won't hold out for long.

Unless specified otherwise, all chests, crates, rubble, and barrels are empty.

Dwarf Mines Level One

- Exit to area F3 (x07, y00)
- Mine Cart (x07, y13) takes to other mines PASSWORDS: Mine, Mine 2, Mine 3, Mine 4, Alpha, Theta, Kappa, Omega
- Crate (x10, y08), five items
- Chest (x01, y02), 2000+ gold

Beds

x	y	
13	01	Nothing
11	04	Nothing
13	04	receive one item
11	03	receive one item
11	02	receive one item



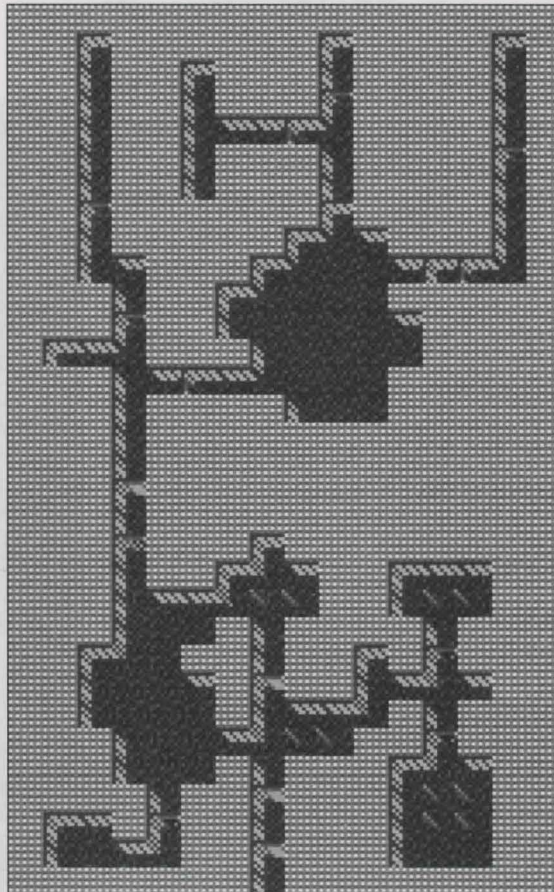
x	y	
11	01	receive one item and 100 gold
13	02	receive one item and 100 gold
11	11	receive one item and 100 gold
11	10	receive one item and 100 gold
13	03	take damage

Barrels

x	y	
05	07	+2 Might
03	04	+2 Might
06	20	+2 Personality
06	21	+2 Personality
07	22	+2 Intelligence
08	17	+2 Endurance
09	17	+2 Endurance
10	17	+2 Endurance
10	23	+2 Accuracy
09	21	+2 Speed
02	07	+2 Luck
08	23	+2 Intelligence
09	17	+2 Endurance
11	20	+2 Accuracy
09	20	+2 Speed
02	06	+2 Luck
03	15	take damage

Gold Veins

x	y	
02	31	receive random amount of gold
09	31	receive random amount of gold
05	30	receive random amount of gold
14	31	receive random amount of gold





Dwarf Mines Level Two

- Mine Cart (x10, y28); see Level One for passwords
- Chest (x03, y02), 2000+ gold
- Chest (x03, y01), 1000 gold and one item
- Gas Trap (x07, y16)

Beds

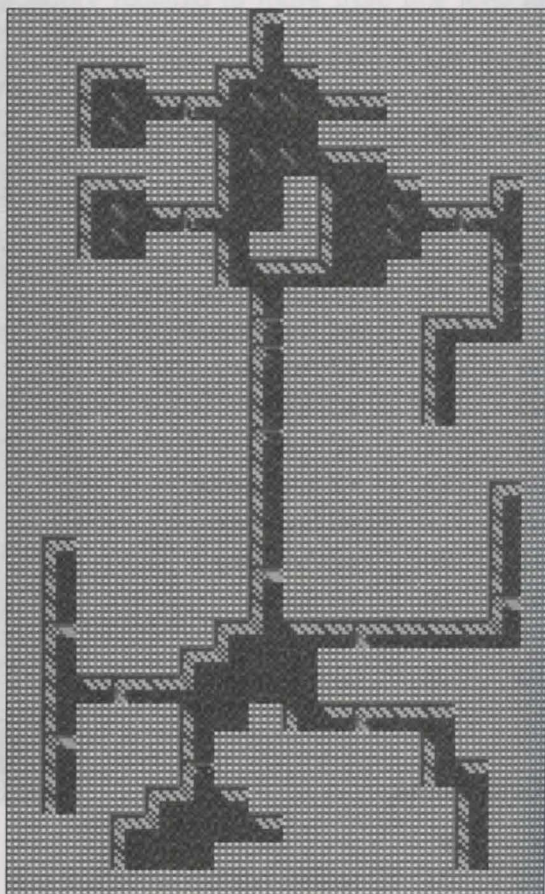
x	y	
02	25	one item and random amount of gold
03	25	one item and random amount of gold
02	27	one item and random amount of gold
02	29	one item and random amount of gold
02	23	damage
03	23	damage
03	27	damage

Crates

x	y	
07	24	five items
07	02	3 Tiger Moles
07	07	3 Tiger Moles

Gold Veins

x	y	
01	12	random gold
13	01	random gold
01	03	random gold
12	17	random gold
14	14	random gold





Barrels

x	y	
10	26	+2 Might
11	25	+2 Personality
10	25	+2 Endurance
11	23	+2 Intelligence
05	01	+2 Accuracy

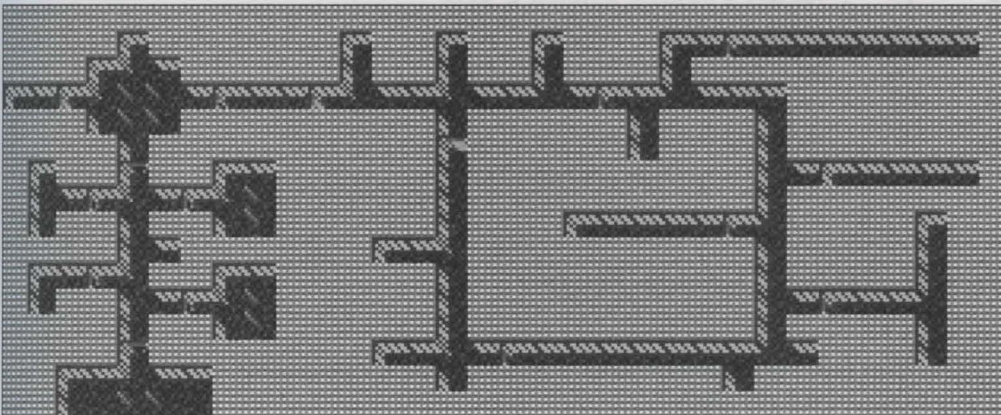
x	y	
04	01	+2 Accuracy
04	03	+2 Speed
04	02	+2 Speed
06	06	+2 Luck

Rubble

x	y	
02	07	2 Spiders
13	20	2 Spiders
08	26	2 Spiders
11	09	take damage; receive 25+ gems
14	25	take damage; receive 25+ gems

Dwarf Mines Level Three

- Mine Cart (x04, y14); see Level One cart for passwords
- Bones (x05, y11) increases character's danger sense
- Gas Trap (x10, y12)





Beds

x	y	
08	09	receive one item
07	07	receive one item
08	03	receive 25 points damage
08	07	receive 25 points damage

Crates

x	y		x	y	
01	09	receive five items	14	01	3 Tiger Moles
01	07	receive five items	23	01	3 Tiger Moles
01	04	3 Tiger Moles			

Barrels

x	y		x	y	
02	01	+2 Might	06	01	+2 Might
03	01	+2 Might	02	00	+2 Speed
05	01	+2 Might	03	00	+2 Speed

Gold Veins

x	y	
20	10	receive a random amount of gold
17	14	receive a random amount of gold
11	14	receive a random amount of gold
12	06	receive a random amount of gold
30	14	receive a random amount of gold
28	02	receive a random amount of gold
18	07	receive a random amount of gold
29	07	receive a random amount of gold
30	09	receive a random amount of gold

Dwarf Mines Level Four

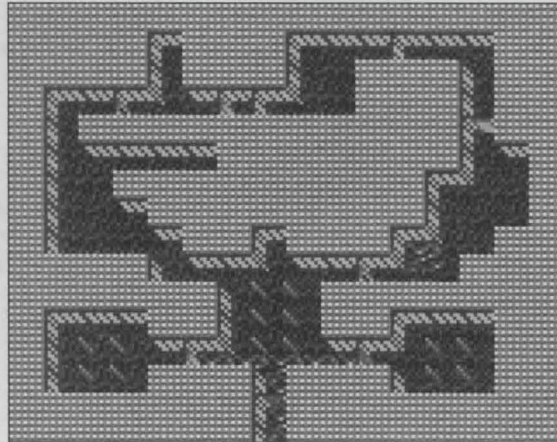
- Mine Cart (x07, y07); see Mine cart on Level One for passwords
- Exit to area E2 (x07, y00)

**Barrels**

x	y	
08	04	+2 Luck
08	05	+2 Luck

Gold Veins

x	y	
04	14	receive a random amount of gold
05	10	receive a random amount of gold

**Rubble**

x	y	
02	09	two spiders
09	12	two spiders
12	06	two spiders
12	09	two spiders
14	09	two spiders
09	12	two spiders
14	08	take damage and receive 25+ gems
14	10	take damage and receive 25+ gems
08	14	take damage and receive 25+ gems

Dwarf Mines Level Five

- Mine Cart (x08, y04); see Mine Cart on Level One for passwords
- Gas Trap (x12, y06)
- Crate (x02, y09), five items

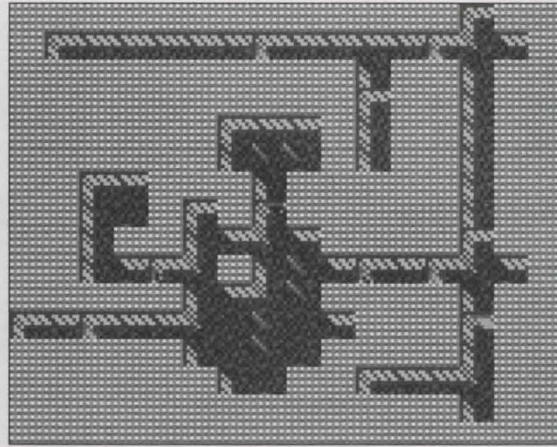


Beds

x	y	
06	11	receive one item and 100 gold
07	11	take damage
08	11	take damage

Barrels

x	y	
07	02	+2 Accuracy
06	02	+2 Accuracy
05	03	+2 Speed
08	07	+2 Speed



Rubble

x	y	
05	08	two spiders
14	14	two spiders
13	01	two spiders
14	06	take damage and receive 25+ gems

Gold Veins

x	y	
01	14	receive random amount of gold
09	02	receive random amount of gold
10	10	receive random amount of gold

Dwarf Mines—Deep Mine Alpha

- Mine Cart (x15, y00); see Level One Mine Cart for passwords

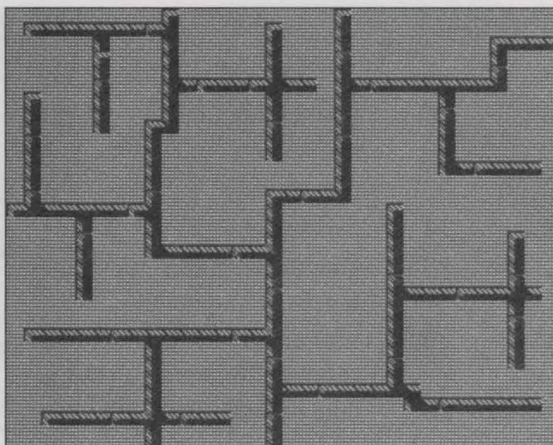


Crates

x	y	
00	17	three tiger moles
17	26	three tiger moles

Rubble

x	y	
28	20	two spiders
29	08	two spiders
15	28	receive damage and get 25+ gems



Gold Veins

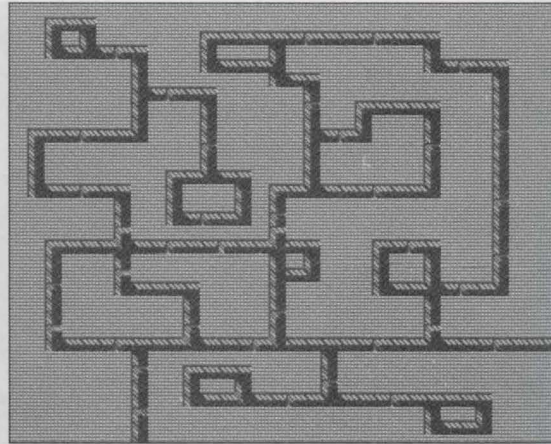
x	y	
13	02	receive a random amount of gold
01	02	receive a random amount of gold
29	06	receive a random amount of gold
29	15	receive a random amount of gold
31	29	receive a random amount of gold
15	20	receive a random amount of gold
15	20	receive a random amount of gold
22	18	receive a random amount of gold
30	03	receive a random amount of gold
31	20	receive a random amount of gold
19	31	receive a random amount of gold
15	30	receive a random amount of gold
15	30	receive a random amount of gold
01	30	receive a random amount of gold
01	08	receive a random amount of gold

Dwarf Mines—Deep Mine Theta

- Mine Cart (x07, y00); see Mine Cart on Level One for passwords

**Rubble**

x	y	
02	30	two spiders
13	19	two spiders
13	05	two spiders
24	14	two spiders
24	23	take damage and receive 25+ gems
28	20	take damage and receive 25+ gems
02	10	take damage and receive 25+ gems

**Gold Veins**

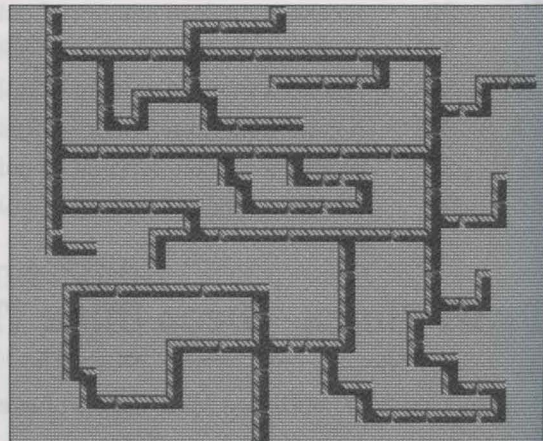
x	y	
31	07	receive random amount of gold

Dwarf Mines—Deep Mine Kappa

- Mine Car (x14, y00); see Mine Cart on Level One for passwords

Rubble

x	y	
03	06	two spiders
06	21	two spiders
24	20	two spiders
11	28	two spiders
28	03	receive damage and get 25+ gems
27	25	receive damage and get 25+ gems
02	30	receive damage and get 25+ gems





Gold Veins

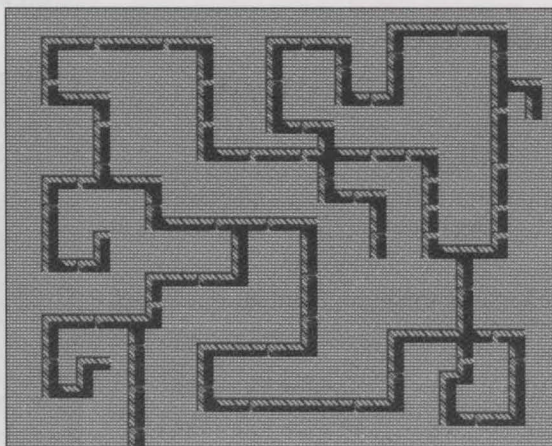
x	y	
08	13	receive random amount of gold
27	12	receive random amount of gold
15	31	receive random amount of gold
16	23	receive random amount of gold
28	19	receive random amount of gold
30	26	receive random amount of gold
04	14	receive random amount of gold
15	26	receive random amount of gold
02	31	receive random amount of gold

Dwarf Mines—Deep Mine Omega

- Mine Car (x07, y00); see Mine Car on Level One for passwords

Gas Traps

x	y
02	26
08	29
13	21
26	11
21	25
22	21
24	15



Gold Veins

x	y	
05	06	receive random amount of gold
21	14	receive random amount of gold
30	24	receive random amount of gold
05	15	receive random amount of gold



Towers and Cloud Worlds

You will visit three of the five towers in *Xeen* during the course of your adventure. The first tower you should visit is The Witch Tower. It is less deadly than the others. Floating above the towers are the Clouds Worlds of Xeen. To explore the clouds, you must have the *Levitation* spell. Even with this, it is dangerous to visit there. Step off a cloud and plunge to the ground below and sustain injuries.

Darzog's Tower

This will be the last tower you visit on this side of Xeen. Lord Crodo is prisoner here and must be rescued. Lord Xeen's castle is located in the cloud world above. The key to enter this tower is in the Tower of High Magic (Level 4, x07, y12).

Monsters you will encounter here are Carnage Hands, Darzog's Clone, and Darzog himself.

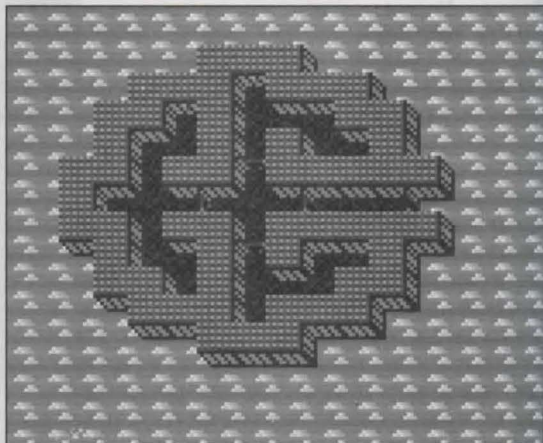
Level One

- Exit to area D3 (x11, y08)
- Stairs to Level Two x10, y10 (x10, y10)
- Floor Glimmer (takes all Spell Points down to 0) (x 07, y08)

Floor Grates

x	y	
10	06	receive four items
07	12	receive four items and 1000 gold

All other grates contain nothing.



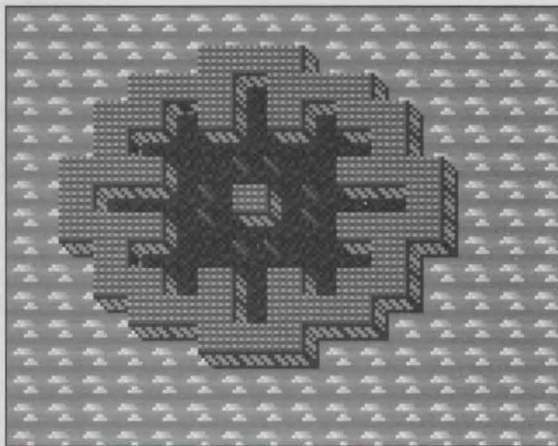


Level Two

- Stairs to Level Three x09, y11 (x09, y11)
- Stairs down to Level One x10, y10 (x10, y10)

Chests

x	y	
11	08	50,000 gold
07	12	5,000 gold and 500 gems



Alcoves

x	y	
10	06	+20 Might (permanent)
09	05	+20 Intelligence (permanent)
05	05	+20 Personality (permanent)
04	06	+20 Endurance (permanent)
04	10	+20 Speed (permanent)
05	11	+20 Accuracy (permanent)

Floor Glimmers

x	y	
07	10	Teleports to Level One x07, y08 and drains all Spell Points
09	10	Teleports to Level One x07, y08 and drains all Spell Points
07	06	Teleports to Level One x07, y08 and drains all Spell Points
09	06	Teleports to Level One x07, y08 and drains all Spell Points
05	10	Teleports to Level One x07, y08 and drains all Spell Points
06	09	Teleports to Level One x07, y08 and drains all Spell Points
07	09	Teleports to Level One x07, y08 and drains all Spell Points
08	09	Teleports to Level One x07, y08 and drains all Spell Points
05	05	Teleports to Level One x07, y08 and drains all Spell Points
08	05	Teleports to Level One x07, y08 and drains all Spell Points
09	05	Teleports to Level One x07, y08 and drains all Spell Points
08	07	Teleports to Level One x07, y08 and drains all Spell Points
05	06	Teleports to Level One x07, y08 and drains all Spell Points

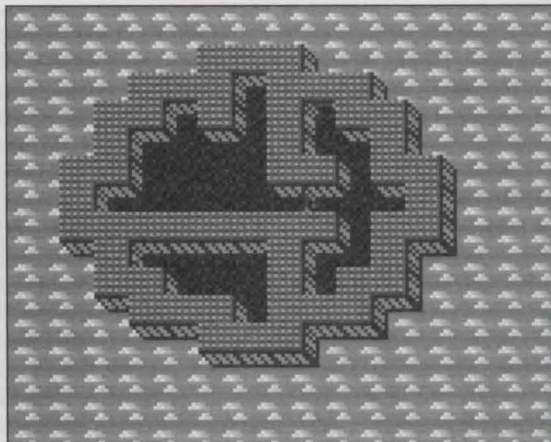


Level Three

- Stairs to Level Four x05, y11 (x05, y11)
- Stairs to Level Two x09, y11 (x09, y11)
- Rope Ladder to Level Four x04, y06 (x04, y06)
- Crodo (x07, y06); completes Crodo's Rescue Quest and tells about Sword in Newcastle that will defeat Lord Xeen

Chests

x	y	
03	08	500 points damage
07	12	500 points damage

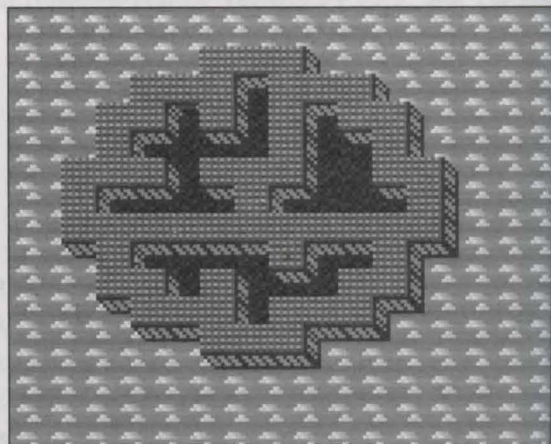


Level Four

- Stairs to Cloud World x28, y24 (x05, y05)
- Stairs to Level Three x05, y11 (x05, y11)
- Rope Ladder (x04, y06)
- Chest—five items, 5,000 gold, 100 gems (x11, y08)

Curtains

x	y	
06	08	Search and reveal the button, which toggles wall
08	08	Search and reveal the button, which toggles wall



Clouds of Xeen

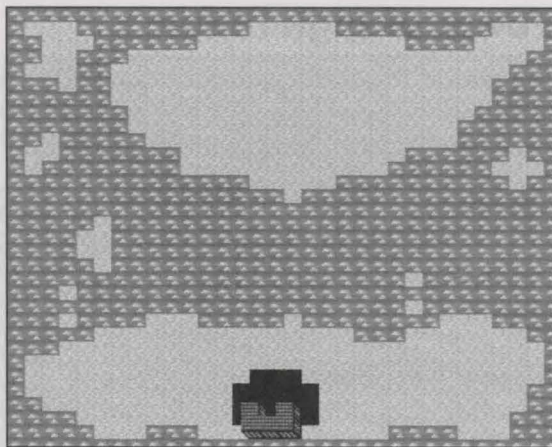
The entrance to Lord Xeen's castle is here. To reach the cloud with his castle, go to x16, y09 and teleport 9 squares to the north. Monsters you'll encounter here are Rocs and Castle Golems.



- Exit to Darzog's Tower, Level Four x05, y05 (x15, y02)
- Entrance to Xeen's castle (x16, y29)

Roc Nests

x	y	
25	05	destroy and receive 50,000 experience
27	29	destroy and receive 50,000 experience
28	27	destroy and receive 50,000 experience
28	30	destroy and receive 50,000 experience
29	28	destroy and receive 50,000 experience
30	30	destroy and receive 50,000 experience
05	05	destroy and receive 50,000 experience



Disembodied Hand

x	y		x	y	
02	30	receive sword	30	05	receive bow
02	27	receive shield	03	11	receive bow
01	05	receive shield			

Tents

x	y	
15	24	Game 1: Might test—to win automatically, you must have a Might rank of 100 or better
14	26	Game 2: Speed test—to win automatically, you must have a Speed rank of 100 or better
11	25	Game 3: Endurance test—to win automatically, you must have an Endurance rank of 100 or better
12	22	Game 4: Accuracy test—to win automatically, you must have an Accuracy rank of 100 or better
12	29	Xeen Cupie Doll (gives entrance to Lord Xeen's Castle); must have won the other four games



Tower of High Magic

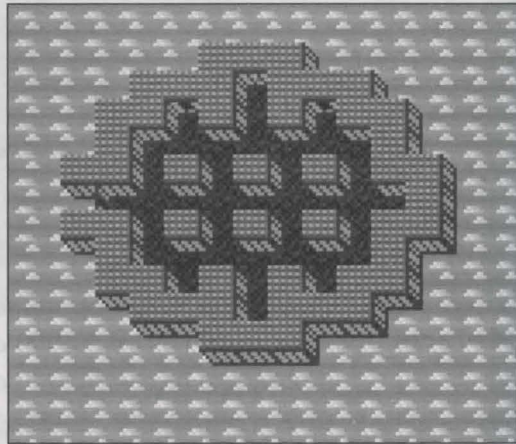
The second Tower that your characters will explore. The key to this Tower is in the Cave of Illusions on Level Four x07, y14 and costs 300 gems to purchase. Monsters that you'll encounter here are Flying Feet, Sorcerers, and Fire Dragons.

Level One

- Exit to Area C4 (x02, y08)
- Stairs to Level Two x09, y05 (x09, y05)

Niche with Potion

x	y	
05	05	take damage and receive permanent +10 resistance to fire
05	11	take damage and receive permanent +10 resistance to electricity
09	11	take damage and receive permanent +10 resistance to cold



Floor Glimmers

x	y	
04	10	Drains all Spell Points to 0
04	06	Drains all Spell Points to 0
10	10	Drains all Spell Points to 0
10	06	Drains all Spell Points to 0

Floor Traps

x	y	
06	08	receive 50 points of Fire damage
07	08	receive 50 points of Electric damage
08	08	receive 50 points of Cold damage

Boxes

x	y	
07	12	empty
07	04	empty
11	08	take damage, creates monster, receive 2000+ gold and 20 gems

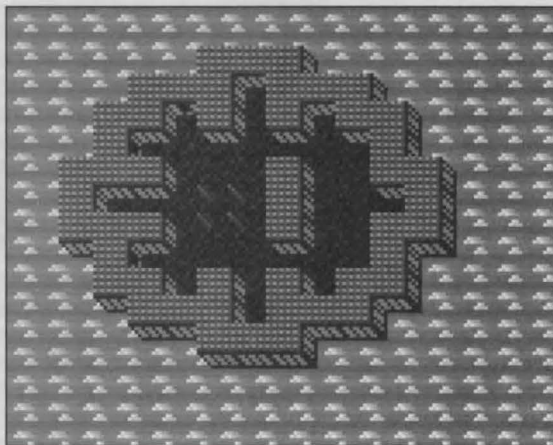


Level Two

- Stairs to Level Three x09, y11 (x09, y11)
- Stair to Level One x09, y05 (x09, y05)

Alcove with Potion

x	y	
05	05	take damage and receive permanent +10 fire resistance
04	06	take damage and receive permanent +10 electrical resistance
06	10	take damage and receive permanent +10 cold resistance
05	11	take damage and receive permanent +10 poison resistance



Boxes

x	y	
11	08	empty
07	12	take damage, creates monster, then receive 2,000+ gold and 20 gems
07	04	take damage, creates monster, then receive 2,000+ gold and 20 gems
03	08	take damage, creates monster, receive five items

Floor Trap

x	y	
06	09	receive 50 points of Fire damage
09	09	receive 50 points of Fire damage
06	08	receive 50 points of Electric damage
09	08	receive 50 points of Electric damage
09	07	receive 50 points of Cold damage
06	07	receive 50 points of Cold damage

Floor Glimmers

x	y	
08	10	Drains all Spell Points to 0
08	06	Drains all Spell Points to 0

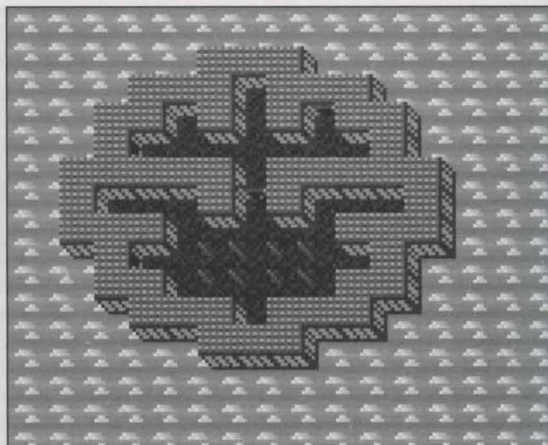


Level Three

- Stairs to Level Four x05, y11 (x05, y11)
- Stairs to Level Two x09, y11 (x09, y11)
- Floor Glimmer—drains all Spell Points (x07, y10)

Alcove with Potion

x	y	
04	10	take damage, receive permanent +10 resistance to poison
10	10	take damage, receive permanent +10 resistance to poison
04	06	take damage, receive permanent +10 resistance to energy
10	06	take damage, receive permanent +10 resistance to energy



Floor Trap

x	y	
06	06	receive 50 points of Fire damage
08	06	receive 50 points of Electric damage

Boxes

x	y	
03	08	take damage, moves back, creates monster, receive 2000+ gold, 20 gems
11	08	take damage, moves back, creates monster, receive 2000+ gold, 20 gems
07	04	take damage, moves back, creates monster, receive 2000+ gold, 20 gems
07	12	take damage, moves back, creates monster, receive 2000+ gold, 20 gems

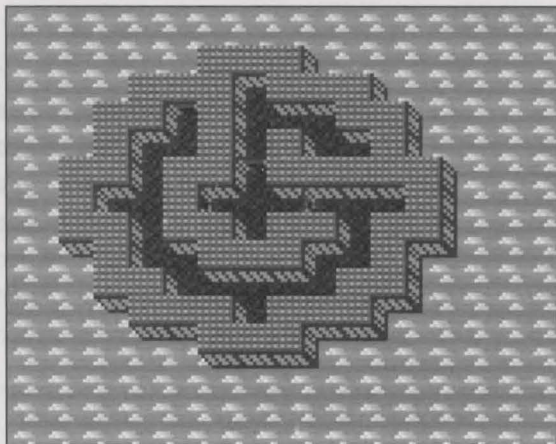
Level Four

- Stairs to Clouds of High Magic x28, y24 (x10, y10)
- Stairs to Level Three x05, y11 (x05, y11)



Floor Glimmer

x	y	
05	06	Drains all Spell Points to 0
09	06	Drains all Spell Points to 0
04	10	Drains all Spell Points to 0
09	11	Drains all Spell Points to 0



Alcove with Book

x	y	
06	08	receive the Prestidigitator skill
07	07	receive the Prismatic Light spell

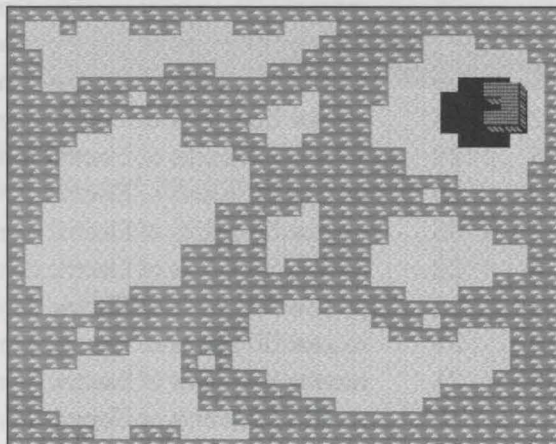
Boxes

x	y	
07	04	receive 100 gold and Scroll of Implosions
11	08	receive 100 gold and Scroll of Starbursts
03	08	receive 100 gold and Scroll of Starbursts
07	12	receive 100 gold and Key to Darzog's Tower

Clouds of High Magic

Monsters you will face on this Cloud World are Flying Feet, Sorcerers, and Cloud Golems. To move from cloud to cloud use the *Jump* or *Teleport* spell. Remember to use the *Levitate* spell when exploring the clouds.

- Exit to Tower of High Magic
x10, y10 (x28, y24)





Crystals

x	y	
22	23	receive a random number of gems
05	03	receive a random number of gems
27	14	receive a random number of gems
03	14	receive a random number of gems
13	28	receive a random number of gems
20	05	receive a random number of gems
08	21	receive a random number of gems

Disembodied Hands

x	y	
05	30	receive sword
18	30	receive shield
12	30	receive bow
11	19	receive bow
27	12	receive bow
24	04	receive shield
11	01	receive sword
17	15	receive shield

Lightning

x	y	
04	27	receive 50 points of Electric damage
15	08	receive 50 points of Electric damage
23	27	receive 50 points of Electric damage
05	05	receive 50 points of Electric damage
22	13	receive 50 points of Electric damage
28	28	receive 50 points of Electric damage
09	16	receive 50 points of Electric damage
23	06	receive 50 points of Electric damage
30	22	receive 50 points of Electric damage
08	03	receive 50 points of Electric damage
10	21	receive 50 points of Electric damage
23	21	receive 50 points of Electric damage
08	10	receive 50 points of Electric damage



Thunder Drums

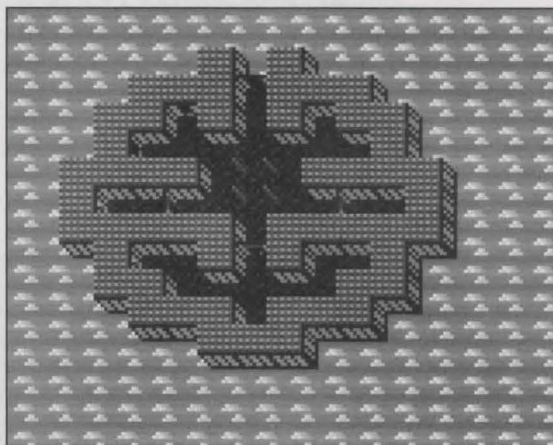
x	y	
25	28	Use drum, causes 20 gems to be placed in area C4 x04, y15
16	10	Use drum, causes 20 gems to be placed in area C4 x05, y15
04	21	Use drum, causes 20 gems to be placed in area C4 x08, y15
17	24	Use drum, causes 20 gems to be placed in area C4 x09, y15

Witches Tower

This is the least deadly of the three towers you will encounter during your adventure. Monsters within these walls are Goblins, Wicked Witches, and the Head Witch. The key to enter this tower may be found in Area F4 x09, y03.

Level One

- Exit to Area F4 x10, y09 (x07, y13)
- Stairs to Level Two x09, y11 (x09, y11)
- Caged Child—rescue and receive experience (x03, y08)



Rags

x	y	
04	08	nothing
05	06	nothing
09	06	nothing
10	06	receive random amount of gold and one item
04	06	receive random amount of gold and one item
11	08	receive damage
07	04	receive damage



Level Two

- Stairs to Level One x09, y11 (x09, y11)
- Stairs to Level Three x10, y10 (x10, y10)
- Child in Cage—receive experience for freeing (x11, y08)

Rags

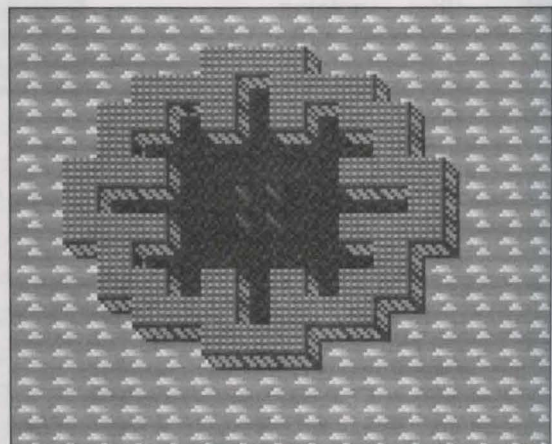
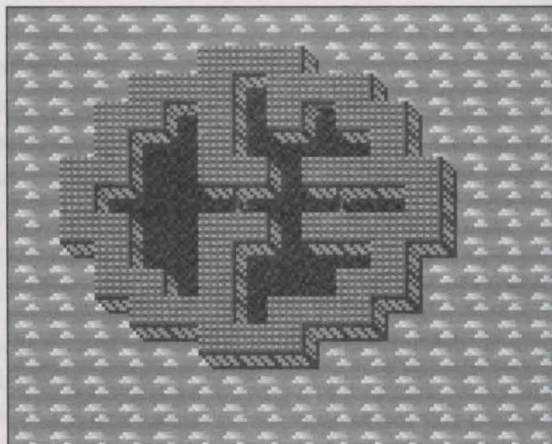
x	y	
07	06	nothing
08	05	nothing
09	05	nothing
07	05	receive random amount of gold and one item
07	04	receive random amount of gold and one item

Chests

x	y	
04	06	nothing
05	11	nothing
04	10	receive 500+ gold and random amount of gems
05	05	receive 500+ gold and random amount of gems

Level Three

- Stairs to Level Four x09, y11 (x09, y11)
- Stairs to Level Two x10, y10 (x10, y10)
- Child in Cage—receive experience for freeing (x07, y08)



**Alcove with Skull**

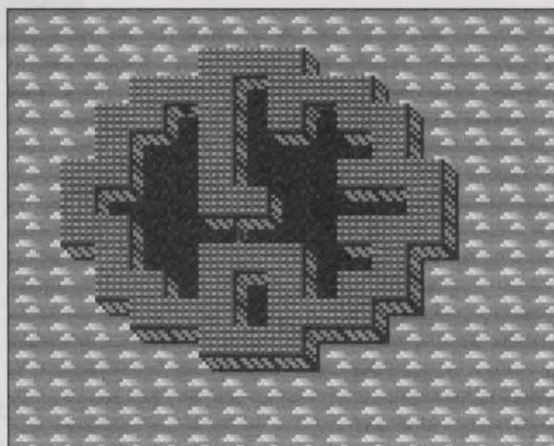
x	y	
05	11	give five gems and learn Sleep spell
04	10	give five gems and learn Pain spell
04	06	give five gems and learn Beastmaster spell
05	05	give 10 gems and learn Clairvoyance spell
09	05	give 10 gems and learn Toxic Cloud spell
10	06	give 10 gems and learn Lightning Bolt spell

Bubbling Vat

x	y	
08	08	take damage
07	09	take damage
07	07	take damage
06	08	take damage, receive permanent +1 increase to all Statistics
06	07	take damage, receive permanent +1 increase to all Statistics
06	09	take damage, receive two items
08	07	take damage, receive two items
08	09	take damage, receive two items

Level Four

- Stairs to Cloud World x28, y03 (x10, y10)
- Stairs to Level Three x09, y11 (x09, y11)
- Child in Cage—receive experience, gives password Rosebud (x04, y10)
- Chest—7500 gold, four items (x03, y08)
- Alcove with Alicorn Horn (Unicorn Horn) (x07, y04)
- Alcove with skull asks for password (Rosebud) to reveal item at x07, y04 (x10, y06)





Bubbling Vat

x	y	
07	09	take damage
04	07	take damage, receive permanent +1 increase to all Statistics
04	09	take damage, receive permanent +1 increase to all Statistics

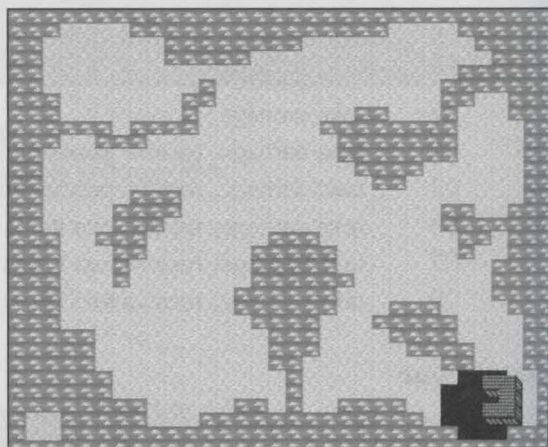
Witches' Cloud

By far the easiest of the Clouds to visit, remember to cast the *Levitate* spell or your party will fall to the ground below. Monsters who reside here are Harpies and the Harpy Queen.

- Exit to Witches Tower (x28, y03)
- Statue—give award of Super Explorer (reach by teleporting 7 west from x08, y02) (x01, y01)

Crystals

x	y	
07	11	receive 10+ gems
06	30	receive 10+ gems
11	19	receive 10+ gems
18	04	receive 10+ gems
18	06	receive 10+ gems
18	28	receive 10+ gems
22	07	receive 10+ gems
30	02	receive 10+ gems
18	16	receive 10+ gems



Disembodied Hands

x	y	
14	05	must be Crusader to take Sword; otherwise take damage
24	16	must be Crusader to take Sword; otherwise take damage
02	16	must be Crusader to take Sword; otherwise take damage
14	26	must be Crusader to take Sword; otherwise take damage



Harpy Nest

x	y	
08	07	destroy and receive 5,000 experience
04	19	destroy and receive 5,000 experience
27	20	destroy and receive 5,000 experience
04	27	destroy and receive 5,000 experience
22	28	destroy and receive 5,000 experience

Lightning

x	y	
10	06	receive 25 points of damage
10	12	receive 25 points of damage
22	14	receive 25 points of damage
15	19	receive 25 points of damage
17	26	receive 25 points of damage
06	25	receive 25 points of damage
05	20	receive 25 points of damage



Castles

In the struggle for control of Xeen, the castles have been used as fortresses by the various warring factions. Castle Basenji and Castle Xeen belong to the forces of evil, whereas Castle Burlock is allied with the side of good. There is a ruined castle (Newcastle), which needs to be reclaimed by the characters. This will serve as their base when they have completed the necessary tasks for renovating the castle.

Castle Basenji

Not as dangerous as Castle Xeen, Basenji nonetheless has its share of rigors for the characters. The Scroll of Insight is here; it will help you complete Arie's quest. You will face Werewolves, Wizards, and the Cult Leader within these walls.

Level One

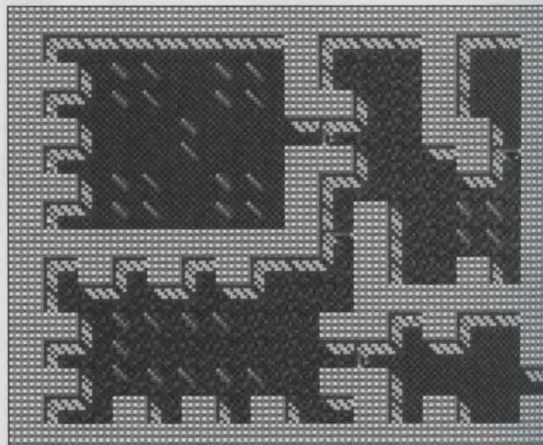
- Exits to Level Two x01, y14 (x01, 14)
- Exit to Dungeon x14, y06 (x14, y06)
- Exit to area A1 x08, y08 (x15, y02)
- Well (poisoned) (x13, y08)

Straw

x	y	
13	14	one item
05	06	one item
04	01	one item

Pedestal

x	y	
06	11	Scroll of Depression; if character has Linguist skill, may read for +5,000 experience but character will become depressed
05	11	Scroll of Confusion; if character has Linguist skill, may read for +5,000 experience but character will become confused

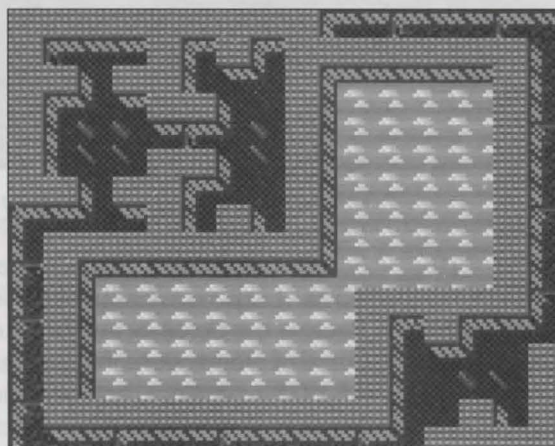




04	11	Scroll of Insanity; if character has Linguist skill, may read for +5,000 experience but character will become insane
03	11	Scroll of Weakness; if character has Linguist skill, may read for +5,000 experience but character will become weak
06	13	Scroll of Fire; if character has Linguist skill, may read for +5,000 experience and +10 resistance to fire
03	13	Scroll of Fire; if character has Linguist skill, may read for +5,000 experience and +10 resistance to fire
06	09	Scroll of Electricity; if character has Linguist skill, may read for +5,000 experience and +10 resistance to electricity
03	09	Scroll of Electricity; if character has Linguist skill, may read for +5,000 experience and +10 resistance to electricity

Level Two

- Exit to Level Three x14, y01 (x14, y01)
- Exit to Level Three x07, y15—password is There wolf (x09, y15)
- Exit to Level One x01, y14 (x01, y14)
- Floor Fire 50 points of damage (x02, y11)



Pedestal

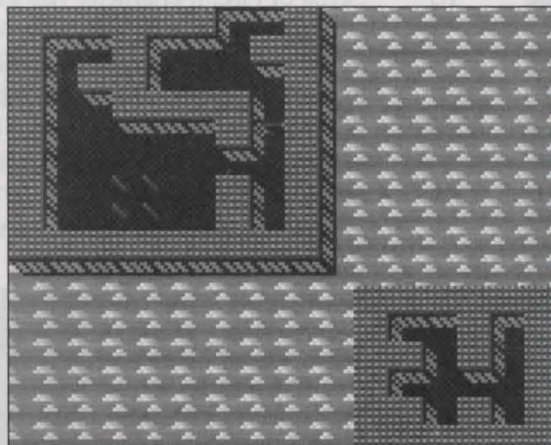
x	y	
05	08	Scroll of Intellect; if character has Linguist skill, may read for permanent +5 increase in Intellect and 5,000 experience points
07	08	Scroll of Intellect; if character has Linguist skill, may read for permanent +5 increase in Intellect and 5,000 experience points
05	14	Scroll of Personality; if character has Linguist skill, may read for permanent +5 increase in Personality and 5,000 experience points
07	14	Scroll of Personality; if character has Linguist skill, may read for permanent +5 increase in Personality and 5,000 experience points
07	12	Scroll of Speed; if character has Linguist skill, may read for permanent +5 increase in Speed and 5,000 experience points
07	10	Scroll of Speed; if character has Linguist skill, may read for permanent +5 increase in Speed and 5,000 experience points
11	04	Scroll of Magic; if character has Linguist skill, may read for permanent +5 increase in Magic and 5,000 experience points



- | | | |
|----|----|--|
| 12 | 01 | Scroll of Aging; if character has Linguist skill, may read for permanent +25 increase in Age and 5,000 experience points |
| 13 | 04 | Scroll of Aging; if character has Linguist skill, may read for permanent +25 increase in Age and 5,000 experience points |

Level Three

- Exit to Level Two x14, y01 (x14, y01)
- Exit to Level Two x09, y15 (x09, y15)
- Chest—20,000 gold and 1,000 gems (x11, y04)
- Chest—20,000 gold and 1,000 gems (x02, y14)



Pedestal

x	y	
03	08	Scroll of Insanity; if character has Linguist skill, may read, receive +5,000 experience, and become insane
03	10	Scroll of Insanity; if character has Linguist skill, may read, receive +5,000 experience, and become insane
03	09	Receive the Scroll of Insight (Quest item)
04	10	Scroll of Depression, if character has Linguist skill, may read, receive +5,000 experience, and become depressed
02	18	Scroll of Depression; if character has Linguist skill, may read, receive +5,000 experience, and become depressed
02	09	Scroll of Confusion; if character has Linguist skill, may read, receive +5,000 experience, and become confused
04	09	Scroll of Confusion; if character has Linguist skill, may read, receive +5,000 experience, and become confused
04	08	Scroll of Death; if character has Linguist skill, may read, receive +5,000 experience, and dies
02	10	Scroll of Death; if character has Linguist skill, may read, receive +5,000 experience, and dies
14	04	Scroll of Magic; if character has Linguist skill, may read, receive +5,000 experience, and receive +10 magic resistance
12	01	Scroll of Energy; if character has Linguist skill, may read, receive +5,000 experience, and receive +10 energy resistance
11	02	Scroll of Energy; if character has Linguist skill, may read, receive +5,000 experience, and receive +10 energy resistance

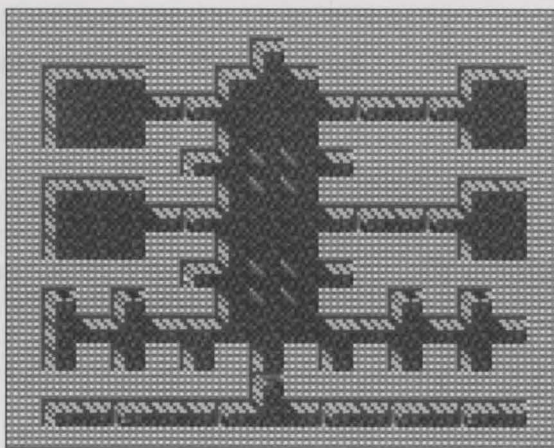


Dungeon

- Exit to Level One x14, y06
(x14, y06)

Alcove

x	y	
03	03	Box, receive +5,000 experience and take random amount of damage (1-100)
05	03	Box, receive +5,000 experience and take random amount of damage (1-100)
09	03	Box, receive +5,000 experience and take random amount of damage (1-100)
13	03	Box, receive +5,000 experience and take random amount of damage (1-100)
01	05	Box, receive +5,000 experience and take random amount of damage (1-100)
13	05	Box, receive +5,000 experience and take random amount of damage (1-100)



Floor Fire

x	y	
03	01	receive 50 points of Fire damage to whole party
04	01	receive 50 points of Fire damage to whole party
09	01	receive 50 points of Fire damage to whole party
10	01	receive 50 points of Fire damage to whole party
07	03	receive 50 points of Fire damage to whole party

Alcove with Bed

x	y	
13	01	rescue prisoner, 10,000 experience
14	01	rescue prisoner, 10,000 experience
14	08	rescue prisoner, 10,000 experience
01	08	rescue prisoner, 10,000 experience
01	12	rescue prisoner, 10,000 experience
14	12	rescue prisoner, 10,000 experience (give password "THERE WOLF")



Pedestal

x	y	
07	06	Scroll of Death; if character has Linguist skill, may read, become confused, and receive 5,000 experience
07	10	Scroll of Death; if character has Linguist skill, may read, become confused, and receive 5,000 experience
07	08	Scroll of Insanity; if character has Linguist skill, may read, become insane, and receive 5,000 experience
07	12	Scroll of Insanity; if character has Linguist skill, may read, become insane, and receive 5,000 experience

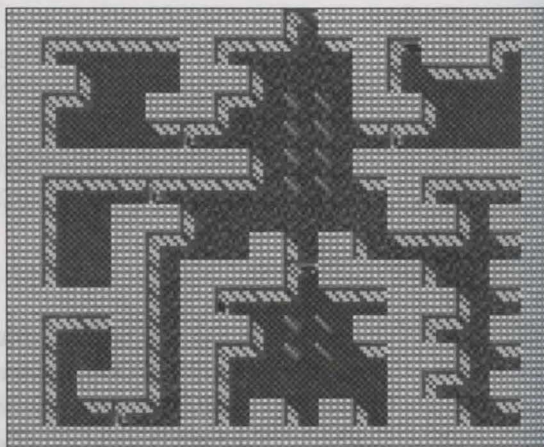
Castle Burlock

Many of your quests will culminate at Castle Burlock, home of King Burlock. It is here that you will receive permission to begin construction on Newcastle, which you must pay for with five King's Megacredits. These may be found in the Temple of Yak and the Tomb of a Thousand Terrors. Artemis will tell you the story of Crodo's abduction. By freeing Crodo, you get his permission to dig the dungeon at Newcastle. King Burlock's quest is impossible to complete since Lord Xeen is in possession of the sixth mirror.

Creatures you will encounter are Mad Fools, Castle Guard, King's Guard, Ice Trolls, and a Fire Dragon.

Level One

- Exit to Level Two, x01, y14 (x01, y14)
- Exit to Level Two, x14, y14 (x14, y14)
- Exit to Level Two, x10, y01 (x10, y01)
- Exit to Level Two, x06, y01 (x06, y01)
- Exit to Area D2 x08, y02
- Book of Languages (gives Linguistic skill) (x06, y05)
- Book of Astrology (gives Astrology skill) (x10, y05)
- Emerson (helps with Newcastle quest, must buy the land from the Tax collector at Area C4 x11, y12) (x06, y05)

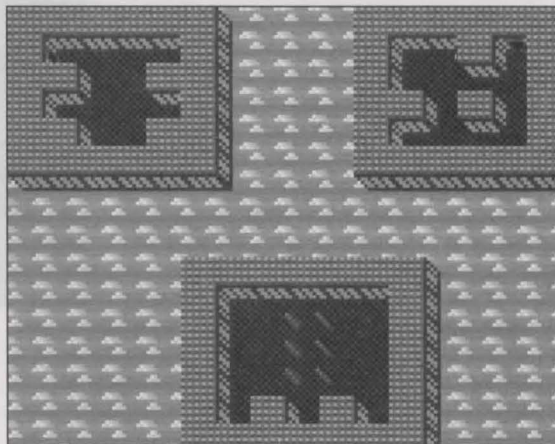




- Artemis (Quest to free Crodo) (x01, y04)
- King Burlock (Quest for sixth mirror) (x08, y01)
- Exit to Dungeon. x11, y14 (x11, y14)

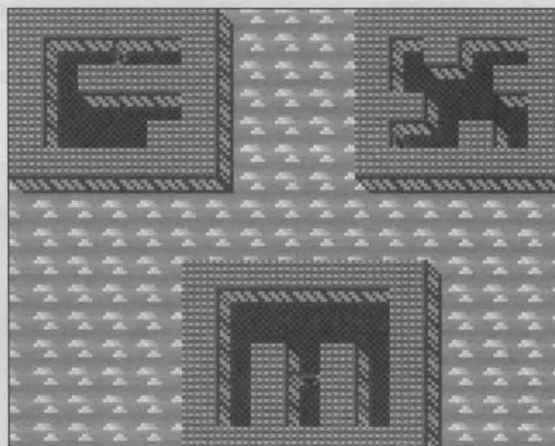
Level Two

- Exit to Level Three, x04, y14 (x04, y14)
- Exit to Level Three, x08, y01 (x08, y01)
- Exit to Level Three, x11, y11 (x11, y11)
- Exit to Level One, x06, y01 (x06, y01)
- Exit to Level One, x10, y01 (x10, y01)
- Exit to Level One, x14, 14 (x14, y14)
- Exit to Level One, x01, y14 (x01, y14)



Level Three

- Exit to Level Two, x08, y01 (x08, y01)
- Exit to Level Two, x11, y11 (x11, y11)
- Princess Roxann (Tiara Quest) (x06, y11)
- Chest—five items, 200 gems; sets off alarm for Castle Guard (x06, y01)
- Chest—three items, 4300 gold; sets off alarm for Castle Guard (x10, y01)





Dungeon

- Exit to Level One, x11, y14 (x11, y14)

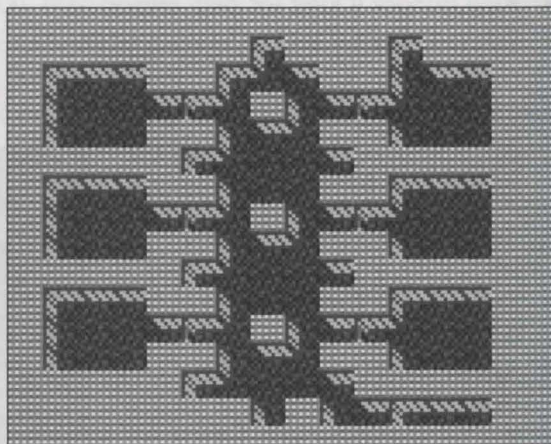
Buckets

x	y	
03	13	empty
03	05	receive 50 points of poison
11	03	receive permanent +10 Might

Straw

x	y	
15	01	one item

This is the only pile of straw with anything in it.



Newcastle

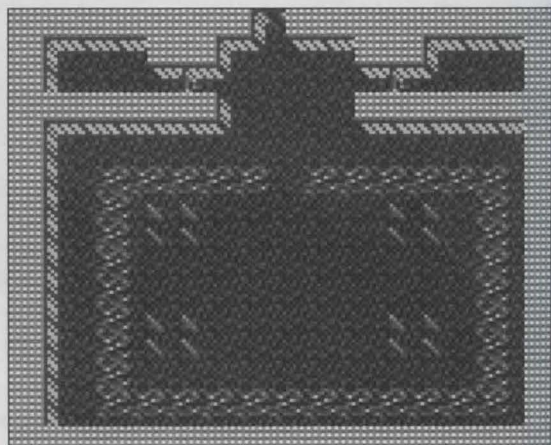
Unlike the other castles, Newcastle isn't completed. It is currently in a sad state of disrepair. To buy the castle, pay Ebenezer the Taxman 50,000 gold. You will find him outside the castle. You must then pay Emerson at Castle Burlock five King's Megacredits to begin construction.

Stage One

- Exit to Area C4 x11, y12 (x07, y15)
- Well (poisoned until Stage Two is completed) (x09, y14)

Rubble

x	y	
05	04	five items
14	01	five items
11	07	random amount of gems





Pit with Rope

x	y		x	y	
10	04	three items	12	01	three items
04	01	three items			

Bones

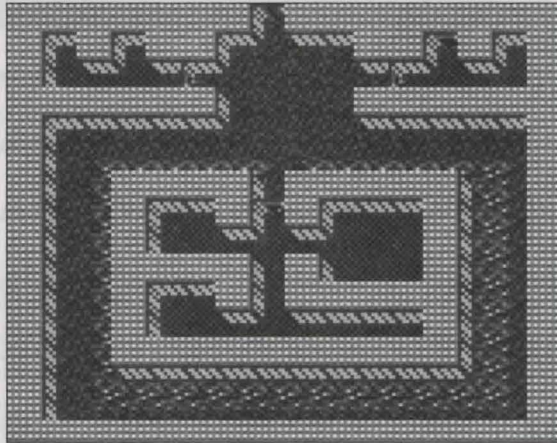
x	y	
14	14	one item; receive disease state
03	03	one item; receive disease state

Other

Woodpiles house Wood Golems and aren't worth investigating.

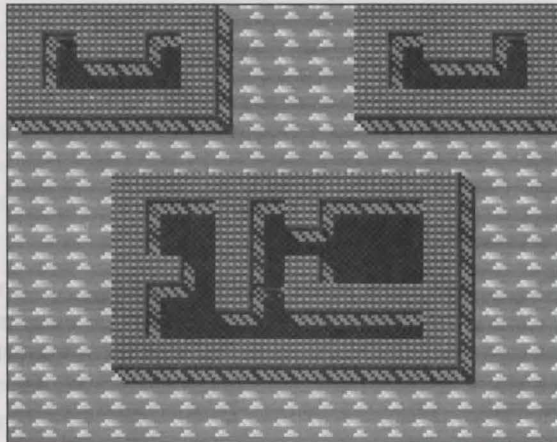
Stage Two

- Exit remains same as Stage One
- Blacksmith (x04, y07)
- Training (x11, y07) (up to Level Twenty)
- Well is no longer poisoned (x09, y14)
- Stairs to Level Two (x14, y14; x11, y04; x-12, y04; x12, y14)
- Barrel—fills packs with food (x04, y04; x04, y05)



Stage Two, Level Two

- Temple (x04, y04)
- Bank (x05, y08)
- Stairs to Level One (x14, y14; x11, y04; x01, y14)





Dungeon

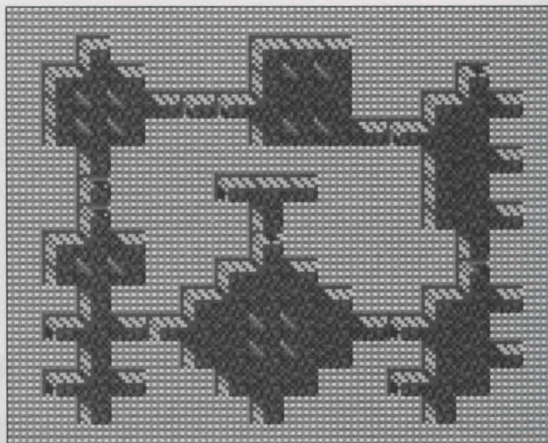
- Stairs to Level One (x02, y14)
- Xeen Slayer Sword (x07, y04)

Bones

x	y	
07	09	two items
06	05	two items
06	03	two items
08	03	two items

Alcove

x	y	
14	08	receive 100 points of poison damage and character condition changes to poison
13	13	receive 100 points of poison damage and character condition changes to poison
01	04	receive 100 points of poison damage and character condition changes to poison
01	02	receive 100 points of poison damage and character condition changes to poison
11	02	receive 100 points of poison damage and character condition changes to poison
14	03	receive 100 points of poison damage and character condition changes to poison
06	09	receive potion OF THE GODS!
08	09	receive potion OF THE GODS!
02	01	receive potion OF THE GODS!
12	01	receive potion OF THE GODS!



Castle Xeen

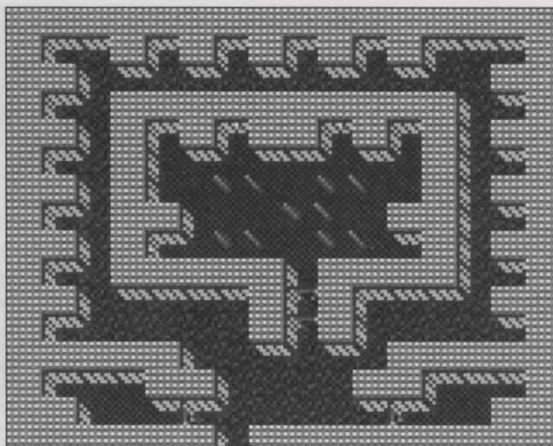
Don't even think about challenging Lord Xeen unless you have the Xeen Slayer Sword. Nothing else will kill him and he does an astonishing amount of damage per round. You should also try to destroy the various generators, which create traps throughout the castle, including the Guard generator.

The monsters you'll encounter here are Xeen's Guard, Xeen's Pet, and Lord Xeen.



Level One

- Exit to x16, y29 on Cloud of Xeen (x06, y00). If party leaves the castle before they destroy the Guard Generator all the guards return.
- Exit to Level Two, x01, y02 (x01, y02)
- Exit to Level Two, x14, y02 (x14, y02)
- Exit to Level Two, x04, y11 (x04, y11)
- Exit to Level Two, x11, y11 (x11, y11)
- Cold Generator (x01, y14)—Destroy and receive 200,000 experience; removes cold traps
- Poison Generator (x14, y14)—Destroy and receive 200,000 experience; removes poison traps



Cold Traps

x	y	
09	08	receive 100 points of Cold damage
10	10	receive 100 points of Cold damage
10	07	receive 100 points of Cold damage
05	07	receive 100 points of Cold damage
07	08	receive 100 points of Cold damage

Fire Trap

x	y	
06	08	receive 100 points of Fire damage
11	10	receive 100 points of Fire damage
08	09	receive 100 points of Fire damage

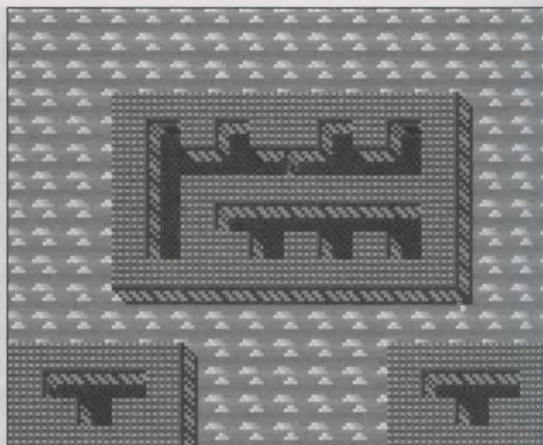
Electric Trap

x	y	
06	09	receive 100 points of Electric damage
08	10	receive 100 points of Electric damage
08	07	receive 100 points of Electric damage



Level Two

- Exit to Level Three, x04, y07 (x04, y07)
- Exit to Level Three, x11, y07 (x11, y07)
- Exit to Level Three, x03, y02 (x03, y02)
- Exit to Level Three, x12, y02 (x12, y02)
- Exit to Level Two, x06, y08 (x06, y08)
- Stairs to Level One, x04, y11 (x04, y11)
- Exit to Level One, x11, y11 (x11, y11)
- Exit to Level One, x01, y02 (x01, y02)
- Exit to Level One, x14, y02 (x14, y02)



Electric Trap

x	y	
04	08	receive 100 points of Electric damage
09	08	receive 100 points of Electric damage
10	10	receive 100 points of Electric damage

Poison Trap

x	y	
08	10	receive 100 points of Poison damage

Fire Trap

x	y	
04	10	receive 100 points of Fire damage
07	08	receive 100 points of Fire damage
11	10	receive 100 points of Fire damage

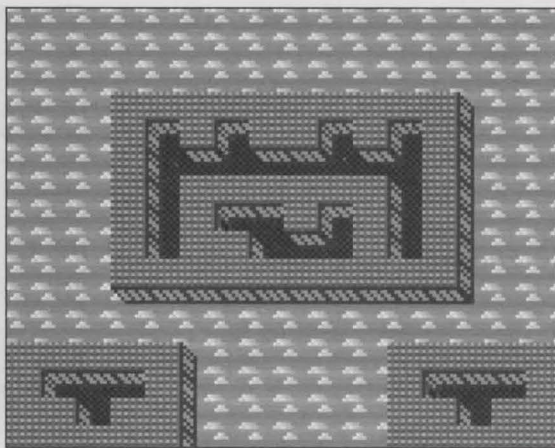
Cold Trap

x	y	
06	10	receive 100 points of Cold damage
09	10	receive 100 points of Cold damage



Level 3

- Exit to Level Four, x01, y02 (x01, y02)
- Exit to Level Four, x14, y02 (x14, y02)
- Exit to Level Four, x09, y08 (x09, y08)
- Exit to Level Two, x03, y02 (x03, y02)
- Exit to Level Two, x12, y02 (x12, y02)
- Exit to Level Two, x11, y07 (x11, y07)
- Exit to Level Two, x04, y07 (x04, y07)
- Exit to Level Two, x06, y08 (x06, y08)



Fire Trap

x	y	
04	08	receive 100 points of Fire damage
11	08	receive 100 points of Fire damage

Electric Trap

x	y	
06	10	receive 100 points of Electric damage

Cold Trap

x	y	
08	07	receive 100 points of Cold damage
08	10	receive 100 points of Cold damage

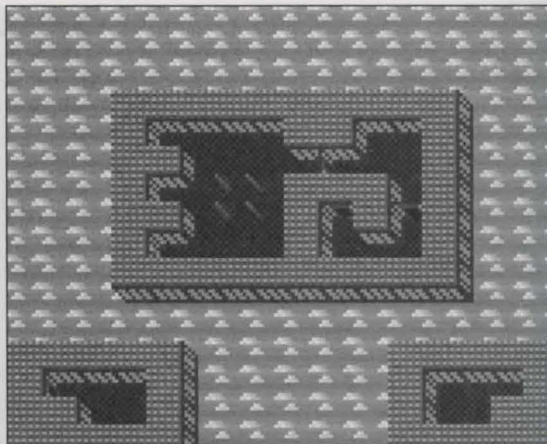
Poison Trap

x	y	
07	08	receive 100 points of Poison damage
04	10	receive 100 points of Poison damage
10	10	receive 100 points of Poison damage
11	10	receive 100 points of Poison damage



Level Four

- Exit to Level Three, x01, y02 (x01, y10)
- Exit to Level Three, x14, y02 (x14, y02)
- Exit the Level Three, x09, y08 (x09, y08)
- Transformer—Destroy for 200,000 experience; stops making Guards (x11, y11)
- Transformer—Destroy for 200,000 experience; stops fire traps (x03, y01)
- Transformer—Destroy for 200,000 experience; stops electrical traps (x12, y01)





Caves

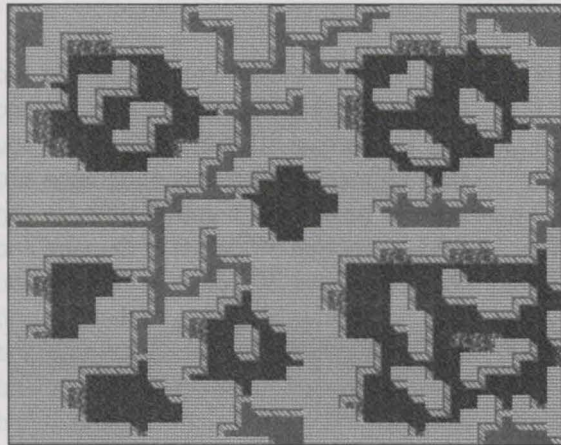
Some of the most deadly places in Xeen are below ground. Of the three caverns you will find in Xeen, only one is necessary to win the game; the Cave of Illusion holds the key to the Tower of High Magic. Dragon Cave and the Volcano Cave are both dangerous and should not be approached until your characters are able to withstand their rigors.

Dragon Cave

Don't even think about adventuring here unless you have plenty of gold, Intelligence, and Hit Points. Your foes are Fire Dragons, Frost Dragons, and the Dragon King.

Locations of Interest

- Exit (x00, y16)
- Book of Dragon Lore (x16, y00)
(to receive reward, Intelligence must be 25 or higher)
- Book of Dragon Lore (x00, y31)
(to receive reward, Intelligence must be 50 or higher)
- Book of Dragon Lore (x22, y16)
(to receive reward, Intelligence must be 75 or higher)
- Book of Dragon Lore (x27, y00)
(to receive reward, Intelligence must be 100 or higher)
- Book of the Art of Taxation (x27, y01) (to receive reward, Intelligence must be 150 or higher)





Treasure Piles

x	y	
15	02	receive 25,000 gold and 500 gems
12	01	receive 25,000 gold and 500 gems
23	16	receive 25,000 gold and 500 gems
01	29	receive 25,000 gold
31	29	receive 10,000 gold and three items
29	30	receive 10,000 gold and four items
01	30	receive 10,000 gold and five items
24	16	receive 10,000 gold and five items
30	01	receive 50,000 gold and 1,000 gems
25	16	receive 50,000 gold and 1,000 gems
31	30	receive 12,000 gold and three items
29	00	receive 12,000 gold and three items
31	00	receive 100,000 gold and two items

Puddles

x	y	
04	03	receive 50 points of damage and 20 gems
11	05	receive 50 points of damage and 20 gems
14	06	receive 50 points of damage and 20 gems
21	03	receive 50 points of damage and 20 gems
29	05	receive 50 points of damage and 20 gems
29	09	receive 50 points of damage and 20 gems
25	09	receive 50 points of damage and 20 gems
20	10	receive 50 points of damage and 20 gems
03	10	receive 50 points of damage and 20 gems
23	12	receive 50 points of damage and 20 gems
16	16	receive 50 points of damage and 20 gems
05	23	receive 50 points of damage and 20 gems
21	23	receive 50 points of damage and 20 gems
28	26	receive 50 points of damage and 20 gems

Dragon Tax Urns*

x	y	
11	13	takes 2,000 gold and 20 gems
08	11	takes 2,000 gold and 20 gems



x	y	
08	12	takes 2,000 gold and 20 gems
08	16	takes 2,000 gold and 20 gems
11	18	takes 2,000 gold and 20 gems
13	24	takes 2,000 gold and 20 gems
16	24	takes 2,000 gold and 20 gems
12	27	takes 2,000 gold and 20 gems
15	27	takes 2,000 gold and 20 gems
10	30	takes 2,000 gold and 20 gems
12	30	takes 2,000 gold and 20 gems
15	29	takes 2,000 gold and 20 gems
17	29	takes 2,000 gold and 20 gems
18	30	takes 2,000 gold and 20 gems
20	30	takes 2,000 gold and 20 gems

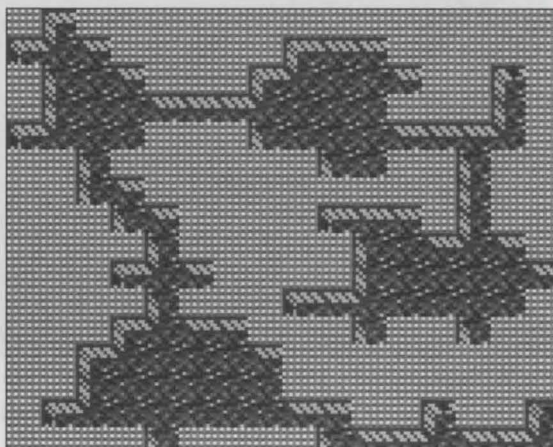
* Until the Dragon King is defeated, the urns will collect the tax.

Cave of Illusion

This is the only cave the adventurers will need to enter to finish the game. The key to the Tower of High Magic is here. As you struggle through the water you will be set upon by Water Golems. If you reach the plug and drain the cave, you will be able to open the safes, but the spears will now do damage and the Water Golems will be replaced by Guardians.

Level One

- Exit to B2 x02, y15 (x01, y15)
- Exit to Level Two (x15, y01)
- Whirlpool (x08, y12) teleports to Level One x04, y02 until water is cleared
- Floor Safe (x11, y08) 50,000 gold only after water is cleared





Skulls

x	y	
11	08	give 10 gems and receive permanent +2 increase in Luck
01	01	give 10 gems and receive permanent +2 increase in Personality
14	13	give 10 gems and receive permanent +2 increase in Intelligence
00	11	give 10 gems and receive permanent +2 increase in Accuracy
04	00	give 10 gems and receive permanent +2 increase in Intelligence
08	05	give 10 gems and receive permanent +2 increase in Endurance
11	13	give 10 gems and receive permanent +2 increase in Might
03	06	give 10 gems and receive permanent +2 increase in Endurance
12	01	give 10 gems and receive permanent +2 increase in Might
09	08	give 10 gems and receive permanent +2 increase in Speed
05	06	give 10 gems and receive permanent +2 increase in Speed
13	04	give 10 gems and receive permanent +2 increase in Luck
15	06	give 10 gems and receive permanent +2 increase in Personality

Hand with Sword

x	y	
03	11	illusion disappears after searching
03	04	illusion disappears after searching
08	14	illusion disappears after searching
06	04	illusion disappears after searching
10	10	illusion disappears after searching
07	03	illusion disappears after searching
02	03	illusion disappears after searching

Other

The spears are illusions until the floor turns from water to dirt, and then they do 60 points of damage to the party.

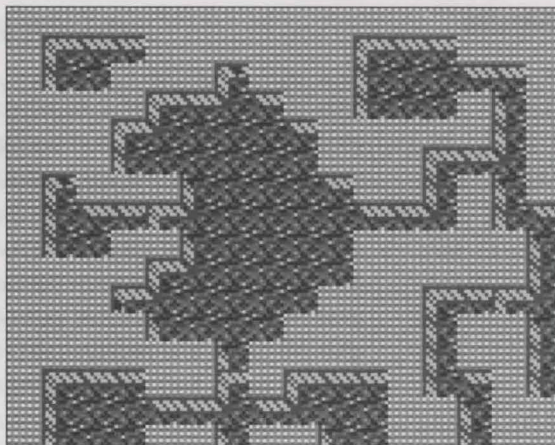
Level Two

- Exit to Level 3 (x13, y00)
- Whirlpool (x05, y11) Teleports to Level Two x09, y00 until water is cleared
- Whirlpool (x05, y05) Teleports to Level Two x09, y00 until water is cleared
- Floor Safe (x02, y01) 10,000 gold and four items after water has cleared



Skulls

x	y	
06	13	give 20 gems and receive permanent +3 increase in Intelligence
03	14	give 20 gems and receive permanent +3 increase in Might
01	09	give 20 gems and receive permanent +3 increase in Personality
03	05	give 20 gems and receive permanent +3 increase in Accuracy
06	00	give 20 gems and receive permanent +3 increase in Speed

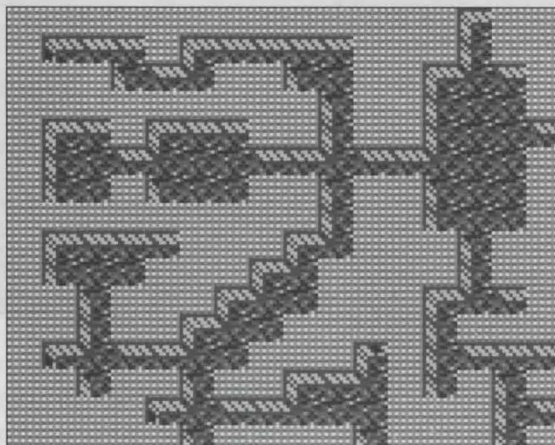


Other

The spears are illusions until the floor turns from water to dirt, and then they do 60 points of damage to the party.

Level Three

- Exit to Level Four (x15, y 01)
- Whirlpool (x12, y09) Teleports to Level Three x01, y11 until water is cleared
- Whirlpool (x13, y11) Teleports to Level Three x01, y11 until water is cleared
- Whirlpool (x14, y13) Teleports to Level Three x01, y11 until water is cleared
- Floor Safe (x08, y02) 10,000 gold and four items only after water is cleared (to reach, teleport North 4 from x14, y01)





Skulls

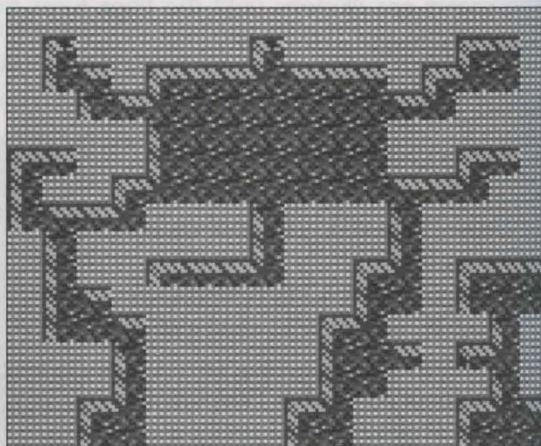
x	y	
15	03	give 50 gems and receive permanent +5 increase in Luck
01	14	give 50 gems and receive permanent +5 increase in Might
04	01	give 50 gems and receive permanent +5 increase in Accuracy
12	02	give 50 gems and receive permanent +5 increase in Luck
04	07	give 50 gems and receive permanent +5 increase in Intelligence
05	00	give 50 gems and receive permanent +5 increase in Speed
14	05	give 50 gems and receive permanent +5 increase in Luck
01	03	give 50 gems and receive permanent +5 increase in Personality
10	03	give 50 gems and receive permanent +5 increase in Intelligence
15	11	give 50 gems and receive permanent +5 increase in Luck
02	02	give 50 gems and receive permanent +5 increase in Endurance
10	00	give 50 gems and receive permanent +5 increase in Personality

Other

The spears are illusions until the floor turns from water to dirt, and then they do 60 points of damage to the party.

Level Four

- Plug (x14, y13)
- Secret Room (reach by teleporting east 2 from x11, y03)
- Floor Safe (x08, y00) 5,000 gold and five items only after water is cleared
- Floor Safe (x15, y00) 1,000 gold and five items only after water is cleared



Skulls

x	y	
14	10	give 200 gems and receive permanent +10 increase in Endurance
01	14	give 200 gems and receive permanent +10 increase in Might
11	03	give 200 gems and receive permanent +10 increase in Endurance
13	03	give 200 gems and receive permanent +10 increase in Accuracy
01	10	give 200 gems and receive permanent +10 increase in Accuracy
07	14	give 300 gems and receive the Key to the Tower of High Magic



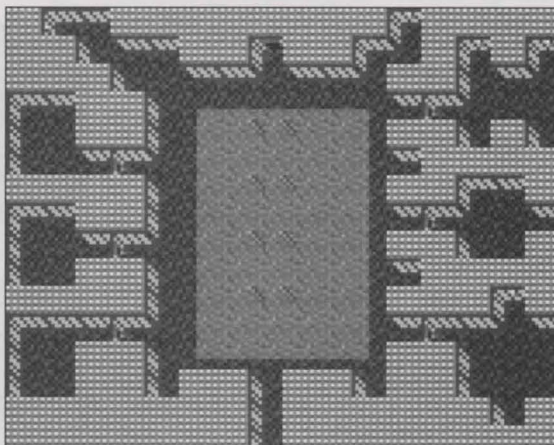
Volcano Cave and Shangri-La

It is possible to reach the fabled Shangri-La through the Mirror Portal rather than trying to traverse the perils in the Volcano Cave to reach it. It has no Mirror Portal, so use *Lloyd's Beacon* to return to your destination. There is a portal to the *Darkside of Xeen* from Shangri-La but it won't be functional until both games are loaded into your hard drive. In Volcano Cave you'll face Demons and Devils. The best spells for defeating them are *Dancing Sword*, *Moon Ray*, and *Holy Word*. It is also helpful to cast *Day of Sorcery* and *Day of Protection* if you choose to venture into the Volcano Cave.

Shangri-La

Locations of Interest

- Exit to Level 3 x09, y10 (x07, y00)
- Exit to Darkside of Xeen (x07, y14)
- Temple (x15, y03)
- Blacksmith (x14, y08)
- Tavern (x14, y13)
- Spell Guild (x00, y07)
- Guild Membership (x00, y11)
- Learn all Skills for 100,000 gold (x00, y03)
- Well (x07, y08) (receive a permanent one level increase and get Found Shangri-La Award)

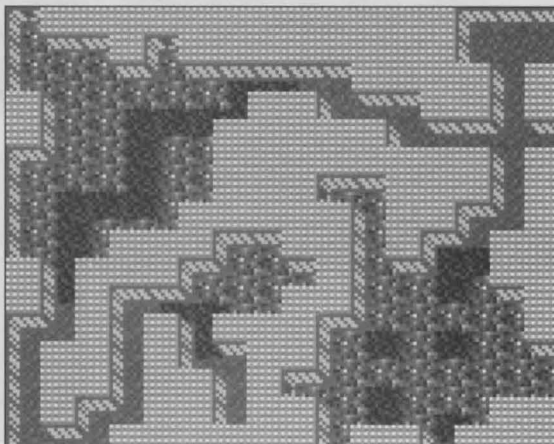


Volcano Cave — Level One

- Exit to E1 x15, y02 (x06, y01)
- Exit to Level Two at x12, y14 (x12, y00)

Alcove with Skull

x	y	
00	15	destroy and receive 250,000 experience (Demon generator)
09	09	destroy and receive 250,000 experience (Devil generator)





Chests

x	y	
15	11	empty
13	14	take 250 points of damage
14	14	take 250 points of damage
15	14	take 250 points of damage
14	15	take 250 points of damage
15	15	take 250 points of damage
13	15	receive 90,000 gold and 666 gems

Level Two

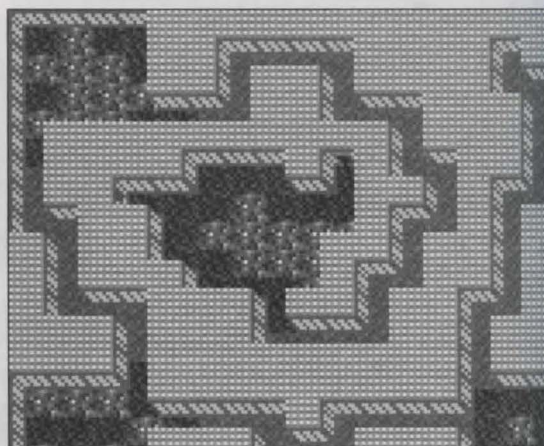
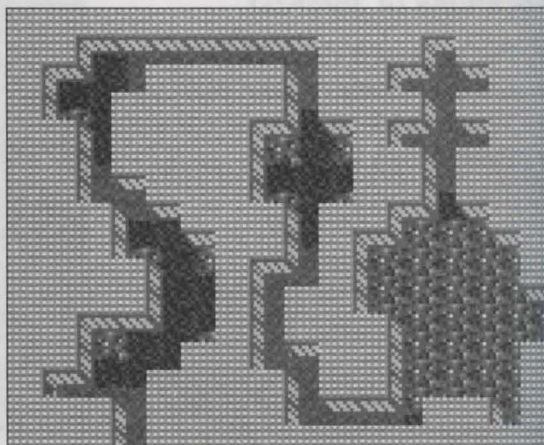
- Exit to Level One x12, y00 (x12, y14)
- Exit to Level Three x14, y14 (x03, y00)

Wall Levers

x	y	
13	13	changes parts of the lava to earth on Level One
11	13	changes parts of the lava to earth on Level Two
13	11	changes parts of the lava to earth on Level Three

Level Three

- Exit to Level Two x03, y00 (x14, y14)
- Exit to Shangri-La x07, y00 (x09, y10)





Dungeons

To enter the dungeons in *Clouds of Xeen* you will need stones, which may be found in various parts of the world. The only dungeon which doesn't need a stone to enter is the Warzone, which may be accessed from any Mirror Portal.

The dungeons contain King's Megacredits, which help you buy improvements for Newcastle. You need not complete all the dungeons to win the game. The only two dungeons you must enter to win are the Evil Temple of Yak and the Tomb of Terror. The Northern Sphinx and the Golem Dungeon are not necessary to win the game. There are two other dungeons; these are not accessible until the *Darkside of Xeen* is visited.

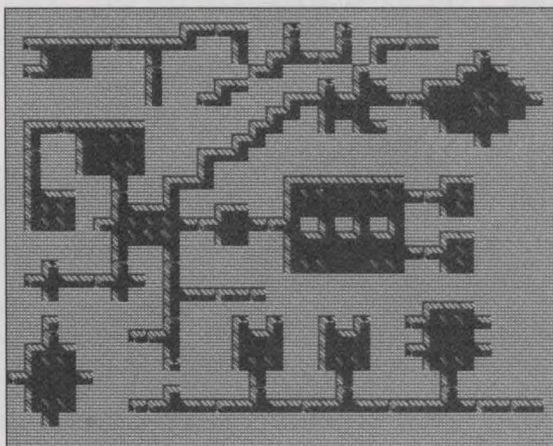
Evil Temple of Yak

Monsters you'll encounter in the dungeon are Clerics of Yak, Skeletons, Yak Priests, Yak Lich, and the Yak Master. The stone to enter this dungeon is in area D4 at x12, y03. Use the *Levitate* spell here to avoid damage from the pits.

- Exit to area E4 x04, y04
(x05, y16)

Alcove

x	y	
13	09	King's Megacredit
27	22	King's Megacredit
15	09	King's Megacredit
27	28	King's Megacredit
23	09	King's Megacredit
20	09	King's Megacredit
27	09	King's Megacredit





Yak Altars

x	y	
02	17	destroy for 5,000 experience points
02	06	destroy for 5,000 experience points
25	07	destroy for 5,000 experience points
27	25	destroy for 5,000 experience points

Alcove with Potion, Scroll, or Ankh

x	y	
30	25	Elixir of Restoration
01	29	Potion of Enchantment
01	27	Potion of Enchantment
02	02	Potion of Enchantment
23	07	Potion of Enchantment
07	12	Potion of Enchantment
07	03	Potion of Enchantment
06	11	Light spell
18	23	Sparks spell
04	05	Acid Spray spell
30	03	Scroll of Hypnotize
02	13	Wall toggle
01	12	for x02, y13 to toggle wall this must be off
07	08	Wall toggle
14	11	for x07, y08 to toggle wall this must be off
21	23	Wall toggle
24	29	for x16, y30 to toggle wall this must be on
19	30	for x16, y30 to toggle wall this must be on
16	30	Wall toggle

Beds

x	y	
16	19	random chance that character will become diseased, one item
18	06	random chance that character will become diseased, one item
17	13	random chance that character will become diseased, one item
17	19	random chance that character will become diseased, one item
16	13	random chance that character will become diseased, one item
19	13	random chance that character will become diseased, one item



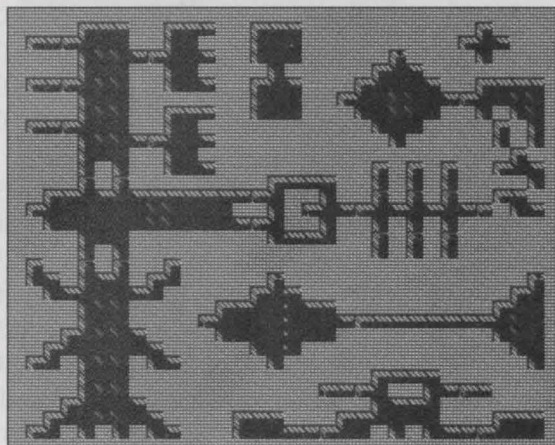
Coffins

x	y	
02	28	character is cursed; fight Yak Master, then receive gold and gems
02	04	character is cursed; fight Yak Lich, then receive gold and gems
25	09	character is cursed; fight Yak Lich, then receive gold and gems
26	14	character is cursed; fight Yak Priest, then receive gold and gems
26	18	character is cursed; fight Yak Priest, then receive gold and gems
28	23	character is cursed; fight Yak Priest, then receive gold and gems
26	09	character is cursed; fight Yak Priest, then receive gold and gems
02	28	receive 5-6,000 gold, gems, and two items
02	04	receive 5-6,000 gold, gems, and two items
25	09	receive 5-6,000 gold, gems, and two items
25	14	receive 5-6,000 gold, gems, and two items
26	18	receive 5-6,000 gold, gems, and two items
28	23	receive 5-6,000 gold, gems, and two items
28	27	receive 5-6,000 gold, gems, and two items

Golem Dungeon

Golems of every type populate this dungeon. You will face Wood, Stone, Iron, and Diamond Golems. The Diamonds Golems are particularly difficult to stop. The stone to enter this dungeon is held by Ebenezer the Taxman in Newcastle. There are puzzles to be solved in this dungeon.

- Exit to area B4 x11, y09
- Statue which awards Master of Golems (x13, y01)
- Chest—3000 gems (x22, y01)





Alcove

x	y		x	y	
30	06	King's Megacredit	22	28	King's Megacredit
22	22	King's Megacredit	27	04	King's Megacredit
18	04	King's Megacredit	04	01	King's Megacredit
06	01	King's Megacredit	11	09	King's Megacredit
15	06	King's Megacredit	30	12	King's Megacredit
15	12	King's Megacredit	11	28	King's Megacredit
11	22	King's Megacredit			

Floor Glimmer

x	y	
29	25	teleports to x27, y29
26	29	teleports to x10, y28
27	03	teleports to x10, y22
28	29	teleports to x05, y02
27	28	teleports to x18, y17
15	29	teleports to x15, y09
29	09	teleports to x29, y01
13	02	teleports to x03, y17
22	25	teleports to x15, y25 when puzzle is completed

Lever

x	y	
01	13	toggles wall at x03, y11
01	06	toggles wall at x03, y08 and x03, y07
01	01	toggles wall at x03, y03 and x03, y02
09	01	toggles wall at x07, y03 and x07, y02
09	06	toggles wall at x07, y07 and x07, y09
09	13	toggles wall at x07, y11
21	20	toggles wall at x28, y18 and x29, y18
23	20	toggles wall at x29, y19 and x30, y19
25	20	toggles wall at x28, y20 and x29, y20
21	14	toggles wall at x29, y21 and x30, y21
23	14	toggles wall at x28, y22 and x29, y22
25	14	toggles wall at x29, y23 and x30, y23
19	25	if all the walls are toggled and all the buttons are pushed, then x22, y25 will teleport; otherwise, take damage



Buttons

x	y	
01	23	turns 3 and 4 to rocks and 5 and 6 to blocks
01	06	turns 1 and 2 to rocks and 3 and 4 to blocks
01	26	turns 5 and 6 to rocks and 7 and 8 to blocks

The Northern Sphinx

It is not necessary to enter this dungeon to complete the game. If you're feeling adventuresome, the amulet to enter the sphinx is held by Arie (Area A1, x11, y05), who will relinquish it after you've returned the Scroll of Insight to him.

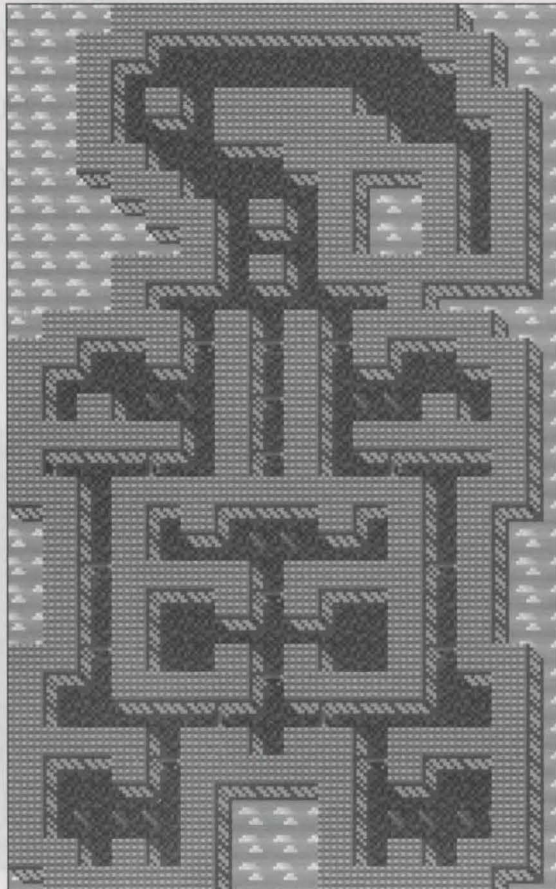
Monsters you'll encounter here are Earth Golems, Stone Golems, and Mummies.

Level One

- Exit to area B1 x12, y08 (x07, y05)
- Exit to Underground level at x07, y15 (x13, y23)
- Teleport to Level Two x07, y10 if use password GOLUX; otherwise, teleport to Underground level at x07, y05 (x07, y15)

Gas Trap

x	y	
07	20	receive 10 points of damage and age one year
08	25	curse party
05	28	curse party
02	11	curse party
06	09	curse party
08	09	curse party





Thrones

x	y	
04	09	King's Throne (200 points Electrical damage)
10	09	Queen's Throne (200 points Electrical damage)
07	13	Prince of Thieves (500,000 experience for Thief characters; otherwise, take 250 Fire damage)

Sarcophagus

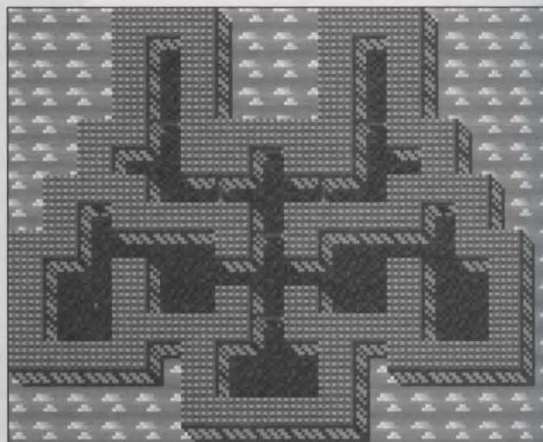
x	y	
10	01	to open must have Might of 250 or better, fight Mummy, then search for 100 gems and three items
04	01	to open must have Might of 250 or better, fight Mummy, then search for 100 gems and three items
02	01	to open must have Might of 250 or better, fight Mummy, then search for 100 gems and three items
13	17	to open must have Might of 250 or better, fight Mummy, then search for 100 gems and three items
01	17	to open must have Might of 250 or better, fight Mummy, then search for 100 gems and three items
12	01	100 gems, three items
04	13	empty
10	13	empty

Level Two

- Exit to Level One x13, y23
(x07, y10)

Book

x	y	
02	08	Divine Intervention spell
12	08	Star Burst spell





Throne

x	y	
07	02	Human Throne 500,000 experience (if character isn't human, take 250 energy damage)
02	04	Elven Throne 500,000 experience (if character isn't an elf, take 250 energy damage)
12	04	Gnomish Throne 500,000 experience (if character isn't a gnome, take 250 energy damage)
14	04	Orc Throne 500,000 experience (if character isn't an orc, take 250 energy damage)
10	14	Dwarven Throne 500,000 experience (if character isn't a dwarf, take 250 energy damage)

Crystals

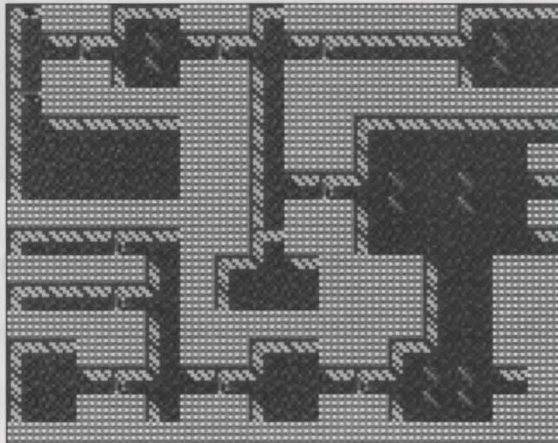
x	y	
06	02	receive 300 gems
08	02	receive 300 gems
13	04	receive 300 gems
01	04	receive 300 gems
03	10	receive 300 gems
11	10	receive 300 gems

Underground Level

- Exit to Level One x07, y15 (x07, y10)

Crystals

x	y	
00	03	receive 100 gems
04	11	receive 100 gems
15	13	receive 100 gems
01	09	receive 100 gems
11	11	receive 100 gems
04	09	receive 100 gems
13	15	receive 100 gems





Alcove

x	y	
00	15	Teleport spell
14	02	Item to Gold spell

Gas Trap

x	y	
07	07	receive damage and age one year
13	05	receive damage and party is cursed

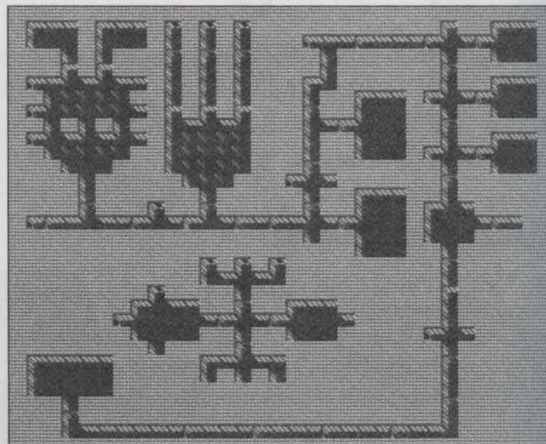
Tomb of a Thousand Terrors

Ebenezer the Taxman holds the stone to enter this tomb. You will receive it the first time you visit Newcastle. Monsters you will encounter here are Ghouls, Tomb Guards, and Tomb Terrors.

- Exit to area C4 x06, y06 (x29, y16)

Urn Alcoves

x	y	
01	26	Red Potion, receive +5 permanent increase in Might, receive insane condition
07	26	Red Potion, receive +5 permanent increase in Might, receive insane condition
09	30	Red Potion, receive +5 permanent increase in Might, receive insane condition
13	30	Red Potion, receive +5 permanent increase in Might, receive insane condition
15	05	Blue Potion, receive +5 permanent increase in Personality, receive insane condition
11	05	Blue Potion, receive +5 permanent increase in Personality, receive insane condition





x	y	
11	13	Orange Potion, receive +5 permanent increase in Intelligence, receive insane condition
15	13	Orange Potion, receive +5 permanent increase in Intelligence, receive insane condition
08	17	Green Potion, receive +5 permanent increase in Endurance, receive insane condition
07	22	Green Potion, receive +5 permanent increase in Endurance, receive insane condition
01	22	Green Potion, receive +5 permanent increase in Endurance, receive insane condition
01	24	Yellow Potion, receive +5 permanent increase in Accuracy, receive insane condition
07	24	Yellow Potion, receive +5 permanent increase in Accuracy, receive insane condition
08	07	Yellow Potion, receive +5 permanent increase in Accuracy, receive insane condition
08	11	Yellow Potion, receive +5 permanent increase in Accuracy, receive insane condition
16	19	Purple Potion, receive +5 permanent increase in Speed, receive insane condition
18	19	Purple Potion, receive +5 permanent increase in Speed, receive insane condition
26	08	White Potion, receive +5 permanent increase in Luck, receive insane condition
24	08	White Potion, receive +5 permanent increase in Luck, receive insane condition

Stone Coffins

x	y	
02	30	empty
06	30	curse party, receive one item
03	25	need 40 Might or better to open, encounter reaper, search and find one item
05	25	need 40 Might or better to open, encounter reaper, search and find one item
02	06	need 40 Might or better to open, encounter reaper, search and find one item
04	06	need 40 Might or better to open, encounter reaper, search and find one item

**Alcove**

x	y	
13	05	King's Megacredit
13	13	King's Megacredit
17	15	King's Megacredit
11	30	King's Megacredit
01	16	King's Megacredit
17	29	King's Megacredit
19	09	King's Megacredit
06	09	King's Megacredit

Manacles

x	y	
24	21	puts character to sleep
24	25	receive Electrical damage and 5,000 experience
25	30	receive Electrical damage and 5,000 experience

Stocks

x	y	
22	21	puts character to sleep
24	25	receive damage and 5,000 experience
22	25	receive damage and 5,000 experience

Cages

x	y	
29	25	receive one item and 20 gems
30	28	receive one item and 20 gems
30	29	receive one item and 20 gems
22	22	receive one item and 20 gems
20	14	receive one item and 20 gems

Iron Maidens

x	y	
22	17	screams
22	15	screams



x	y	
22	14	receive one item
22	18	receive one item
22	16	receive one item
22	23	receive one item

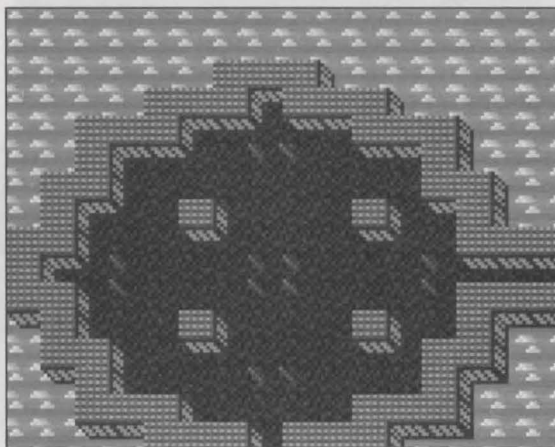
Floor Glimmers

x	y	
03	05	teleports to x13, y09
08	09	teleports to x26, y16
17	09	teleports to x26, y16
01	30	teleports to x26, y16

The Warzone

This is accessible from the Mirror Portal found in any town. Once there, you will face enemies of your own choice of number and difficulty. You must defeat all the monsters before the Battle Master will send you back to Vertigo. There is nothing of value in the bones.

- Battle Master (x07, y06)
- Exit (x07, y00) only after all monsters are dead
- Exit (x15, y06) only after all monsters are dead



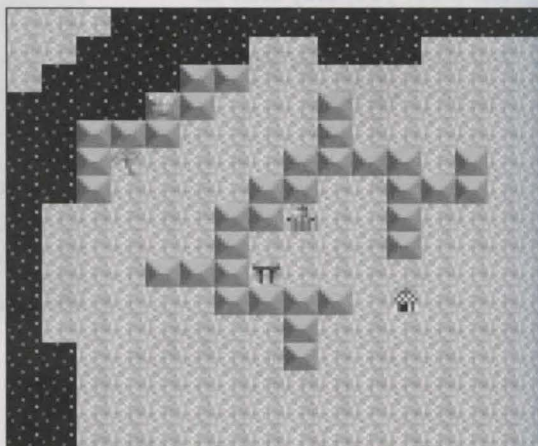
Outdoors

Xeen is made up of a wide variety of land types. There are scorching deserts, clear running streams, sylvan meadows, and lava covered earth. Each area is inhabited by different monsters. In the desert areas Giant Scorpions, Sandworms, Sand Golems, and Barbarians are common. In the winter areas you'll find Snow Beasts, Ninjas, Barbarians, Evil Arches, Evil Rangers, Ogres, Cyclops, and Ice Trolls. The middle of the land is a combination of many different types of terrain. Monsters who reside here are Sandworms, Giant Scorpions, Gargoyles, Ogres, Barbarians, Jousters, Lava Golems, Acid Dragons, and Insect Swarms.

Near the watery city of Rivercity you'll find Evil Rangers, Killer Sprites, Ogres, Swamp Things, Stingers, Water Dragons, Skeletons, Zombies, and Ninjas. The Northeastern part of this world is ravaged by lava flows from the volcanoes. Monsters who have survived here are Acid Dragons, Great Hydras, Lava Golems, and Orcs. The areas surrounding Vertigo are the most friendly of all the outdoor areas. Foes you'll encounter will be Skeletons, Zombies, Orcs, Insect Swarms, Giant Snakes, and Giant Toads.

Area A1

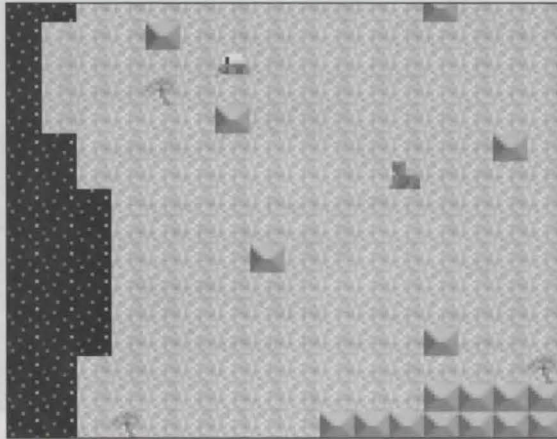
- Castle Basenji (x08, y08)
- Arie—Quest for the Scroll of Insight will reward you with the Amulet for the Northern Sphinx at Area B1 x12, y08 (x11, y05)
- Reflector—to reach last third of the game, all the reflectors must be turned on (x00, y15)
- Fountain—gives temporary 250 Hit Points (x04, y12)
- Shrine of Energy—gives temporary +50 increase to resistance to energy





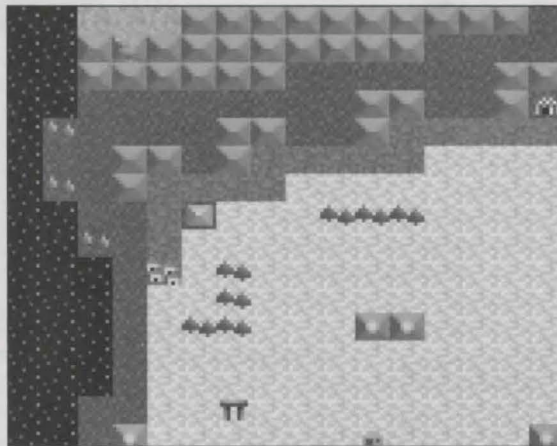
Area A2

- Wagon—receive Prayermaster skill for 10,000 gold
- Southern Sphinx—not accessible until the *Darkside of Xeen* is visited (x11, y09)



Area A3

- Fountain—Waters of Protection; adds temporary +3 Armor Class (x03, y14)
- Barbarian camp—destroy for 25,000 experience and three items (x06, y01)
- Shrine of Winter/Winter Druid—Druid Quest for the Last Leaf of Autumn, located at Area C2 x15, y09, gives the Last Snowflake of Winter to take to the Druid of Spring at Area E3 x03, y14
- Hut—destroy to stop creating monsters at Area A4 x10, y08 (x10, y00)
- Tent—Quest to Stop the Ninjas; destroy the pagoda at x15, y06 for 75,000 experience and food for entire party (x15, y12)
- Pyramid—Not operational until *World of Xeen* is installed, transportation to *Darkside of Xeen* (x05, y08)
- The Town of Winterkill (x14, y06)
- Pagoda—destroy to complete Ninja Quest at E (x15, y06)





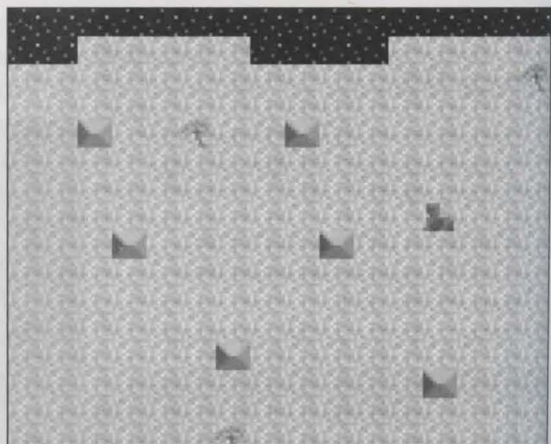
Area A4

- Reflector—all four must be turned on to access third endgame; to reach, teleport west 7 from x07, y01 (x00, y00)
- Fountain—Waters of Great Magic; gives temporary +250 Spell Points (x03, y03)
- Shrine to Cold—pray for temporary +50 cold resistance (x12, y14)
- Cyclops Camp—destroy to complete Quest from Area A3 (x10, y08)



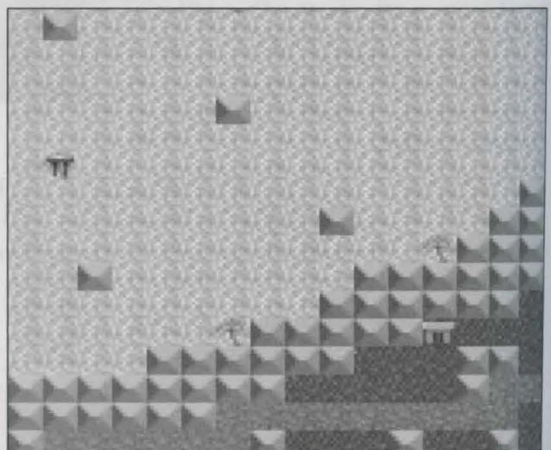
Area B1

- Northern Sphinx—to enter, must have Jeweled Amulet from completing Arie's Quest at Area A1 x 12, y05 (x12, y08)



Area B2

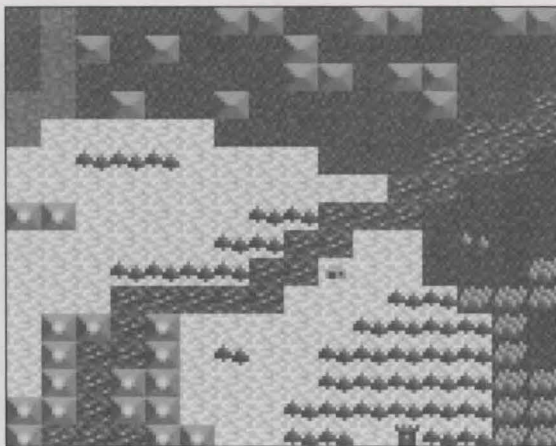
- Shrine of Summer/Druid of Summer—Druid Quest; gives the Last Flower of Summer to take to the Druid of Autumn in Area C2 x15, y09 for the Last Leaf of Autumn (x01, y10)
- Warzone (x12, y04)





Area B3

- Hut—Quest for Lava Rock; find in Area E2 x07, y11 and return for 150,000 experience; receive Widget for use on *Darkside of Xeen* (x09, y06)
- Dark Stone Tower—not accessible until visit *Darkside of Xeen* (x11, y00)
- Well of Accuracy—receive temporary +50 Accuracy (x00, y03)
- Well of Intelligence—receive temporary +50 Intelligence (x15, y04)
- Tree—Tree People Quest to kill the Trolls in Troll Forest; receive 750,000 experience and get *Super Shelter* spell (x06, y03)



Area B4

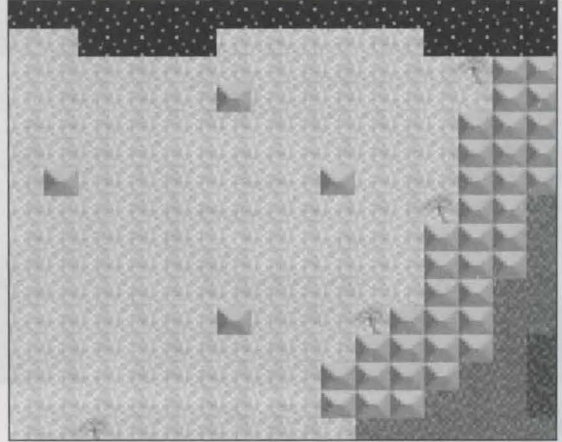
- Archers Camp—destroy for 20,000 experience, 3000 gold, and 50 gems (x10, y12)
- Troll Lair Cave—destroy for Quest in Area B3 x06, y03 and 20,000 experience and 5000 gold (x02, y07)
- Cave of Illusion (x02, y15)
- Book of Eleven Kind—Elf King's Quest item from Area C3 x03, y08 (x14, y13)
- Golem Dungeon—to enter, need Stone from Ebenezer in Area C4 x11, y12 (x11, y09)





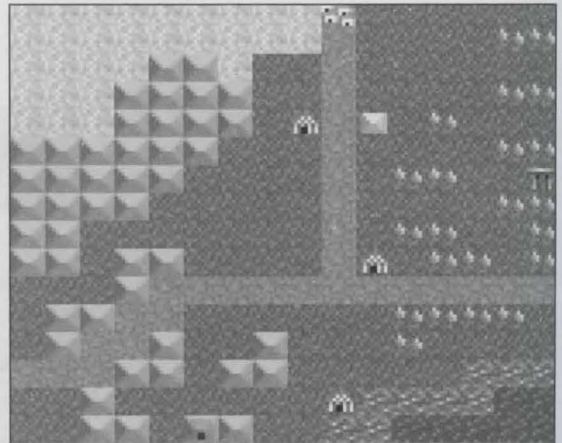
Area C1

- Well of Endurance—receive temporary +50 Endurance (x02, y04)
- Scarab of Imaging—Quest item from Cleric in Area C2 x10, y06 (x15, y11)



Area C2

- Ogre Lair Cave—destroy and receive 100 gold and six items (x05, y00)
- Barbarian Camp—destroy for 25,000 gold and three items (x01, y08)
- Shrine of Autumn/Druid of Autumn—Druid Quest; gives the Last Flower of Summer to receive the Last Leaf of Autumn to take to the Winter Druid in Area A3 x06, y01 (x15, y09)
- Tent—Quest for the Scarab of Imaging located in Area C1 x15, y11; complete and receive *Moonray* spell and 75,000 experience (x10, y06)
- Tent—Quest for Crystals of Piezoelectricity in Asp; receive *Megavolts* spell and 75,000 experience (x08, y11)
- Tent—Quest to Destroy the Ogres at x05, y00; complete and receive 40,000 experience and 20,000 gold (x09, y01)
- Pyramid—Not operational until *World of Xeen* is installed, transportation to *Darkside of Xeen* (x10, y11)
- Town of Asp (x09, y15)





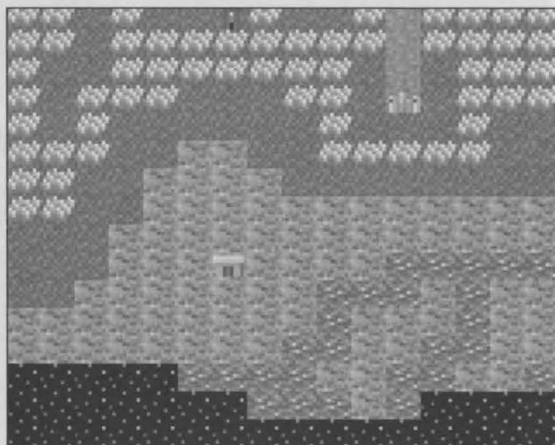
Area C3

- Tent—Quest for the Wand of Faerie Magic Area D4 x08, y14 (x14, y05)
- Tent—Elf King; Quest for the Book of Elvenkind Area B4 x14, y13 (x03, y08)
- Shrine of Magic—gives temporary +50 magical resistance (x15, y00)
- Well of Personality—gives temporary +50 Personality (x00, y00)
- Pyramid—Not operational until *World of Xeen* is installed, transportation to *Darkside of Xeen* (x10, y06)
- Olympian Fountain—gives temporary +10 Might, Speed, Endurance, and Accuracy (x15, y10)
- Hut—Quest to Kill the Lake Monsters; receive 100,000 experience, Fisherman's Friend, and one item (x12, y13)
- Rivercity (x11, y07)



Area C4

- Newcastle (x11, y12)
- Evil Ranger camp—destroy for 10,000 experience and three items (x01, y11)
- Tomb of a Thousand Terrors (x01, y11)
- Tower of High Magic (x06, y15)
- Barrel—bang drums on Clouds of High Magic x16, y10, will get 20 gems (x05, y15)
- Barrel—bang drums on Clouds of High Magic x25, y28, will get 20 gems (x04, y15)
- Barrel—bang drums on Clouds of High Magic x04, y21, will get 20 gems (x08, y15)
- Barrel—bang drums on Clouds of High Magic x16, y10, will get 20 gems (x09, y15)



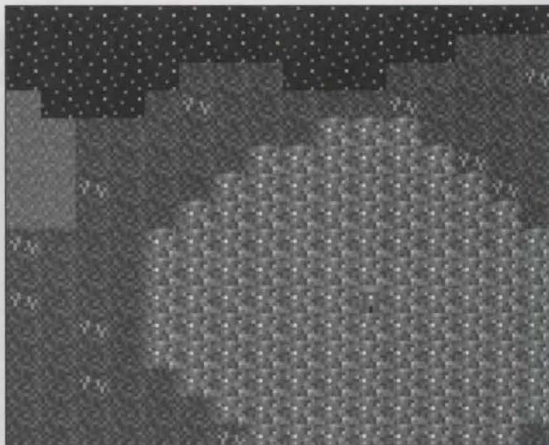


Area D1

- Dragon Tower—not accessible until *Darkside of Xeen* (x10, y05)

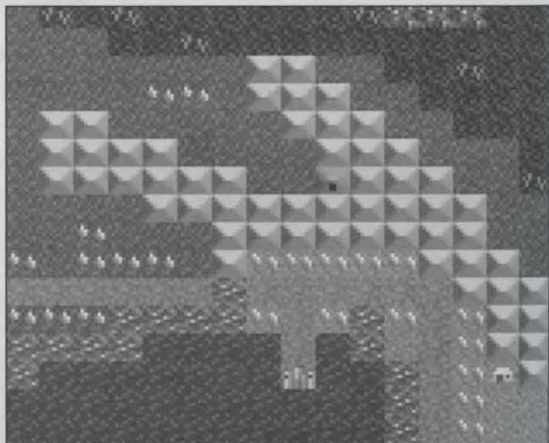
Area D2

- Well of Might—temporary +50 increase in Might (x03, y08)
- Hut—Merchant skill may be bought for 6000 gold (x14, y02)
- Castle Burlock (x08, y02)
- Dwarf Mine Level 5 (x09, y09)



Area D3

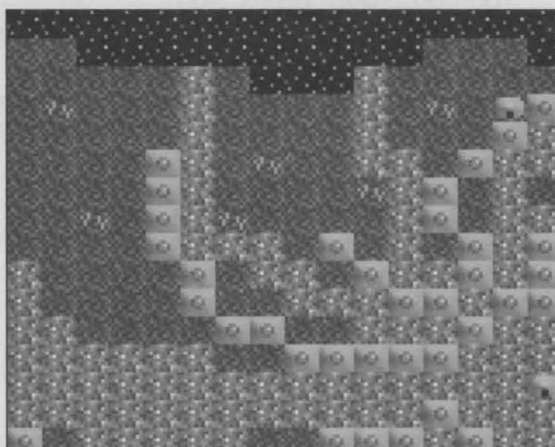
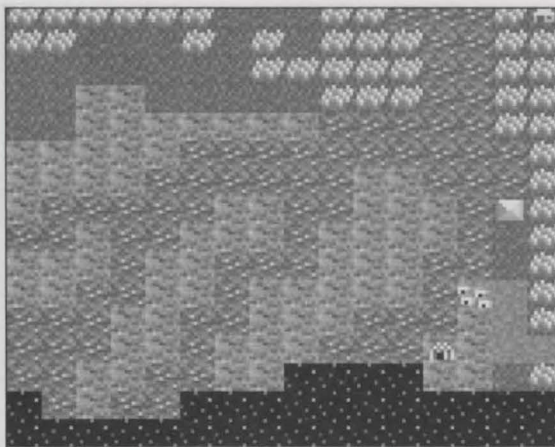
- Sprite Cave—destroy for 10,000 experience, 50 gems, and five items (x03, y01)
- Bottle—*Scroll of Enchant Item* (x11, y01)
- Bottle—*Scroll of Enchant Item* (x13, y11)
- Bottle—*Scroll of Enchant Item* (x11, y01)
- Shrine of Electricity—receive temporary +50 resistance to Electricity (x15, y04)
- Shrine—Ligono's Skull Quest find skull in Area D4 x02, y01 receive Recharge spell (x12, y08)
- Sage's Fountain—receive temporary +10 increase in Intelligence and Personality (x08, y09)
- Darzog's Tower (x04, y13)
- Boat Ride Tent—100 gold (x10, y12)





Area D4

- Hut—Celia is here; Free Celia
Quest Area F3 x04, y05 (x15, y15)
- Bottle—one item (x01, y02)
- Bottle—one item (x10, y03)
- Bottle—one item (x12, y10)
- Pyramid—Not operational until
World of Xeen is installed,
transportation to *Darkside of
Xeen* (x14, y08)
- Skull of Linogo—Quest for
Linogo's Skull Area D3 x12, y08
(x02, y01)
- Faery Wand—Quest for the Faery
Wand Area C3 x14, y05
(x08, y14)
- Town of Nightshadow (x13, y05)
- Tent—Mirabeth holds Stone to
enter Evil Temple of Yak and gives
Quest for Potion of Restoration in
the Temple of Yak x30, y15
(x12, y03)

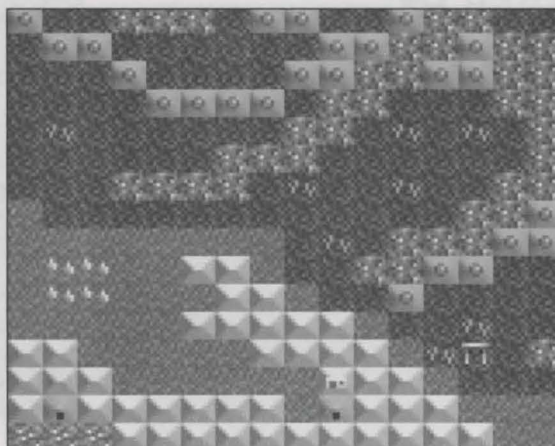


Area E1

- Volcano Cavern (x15, y02)
- Dragon Cave (x14, y12)

Area E2

- Well of Speed—receive temporary
+50 increase in Speed (x03, y04)
- Orc Outpost—destroy for 1000
experience, 200 gold, and three
items (x09, y02)
- Shrine of Fire—receive temporary
+50 increase to fire resistance
(x13, y03)
- Lava Rock—Quest for Lava Rock
item Area B3 x09, y06 (x07, y11)

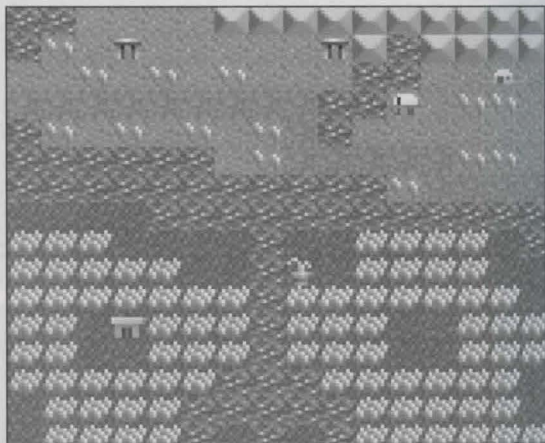




- Dwarf Mine Level 4 (x01, y01)
- Dwarf Mine Level 3 (x09, y01)

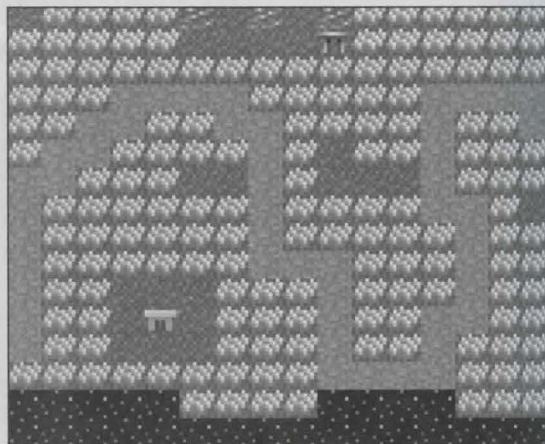
Area E3

- Bottle—Scroll of Enchant Item (x04, y08)
- Bottle—Message from Crodo (x09, y09)
- Waters of Magic—receive +25 Spell Points (x08, y06)
- Orc Observation Post—destroy for 1000 experience points, 200 gold, and three items (x14, y13)
- Elemental Shrine—receive temporary +20 increase to resistance to Electricity, Fire, Cold, and Poison (x09, y14)
- Shrine of Spring/Spring Druid—Druid Quest; Bring the Last Snowflake of Winter for the Last Raindrop of Spring. Will also remove unnatural aging; receive 150,000 experience and Turned Seasons Award (x03, y14)
- Wagon—Spot Secret Doors skill for 500 gold (x11, y12)
- Undead Dungeon—not accessible until Darkside of Xeen (x03, y04)



Area E4

- Undead Shrine—destroy (x09, y14)
- Bone Whistle—Quest for Bone Whistle Area F3 x09, y06 (x05, y14)
- Evil Temple of Yak—Stone to enter Area D4 x12, y03 (x04, y04)





Area F1

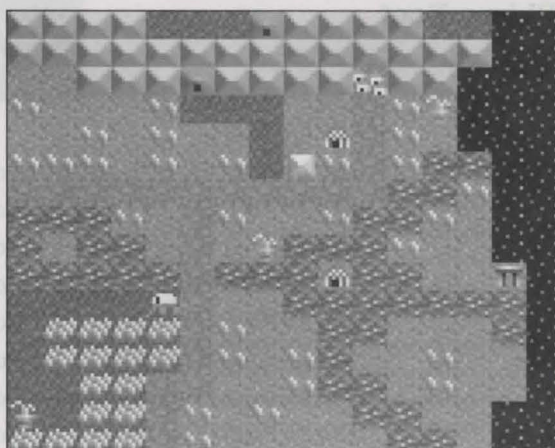
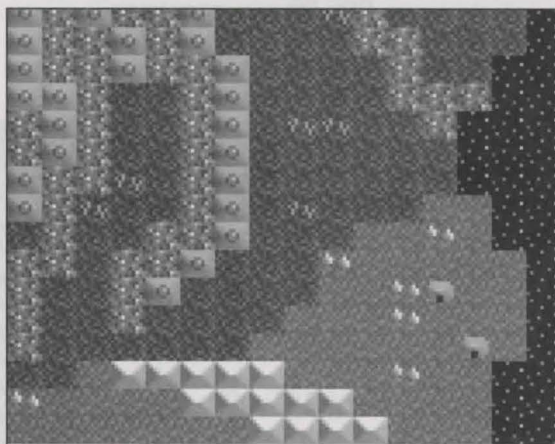
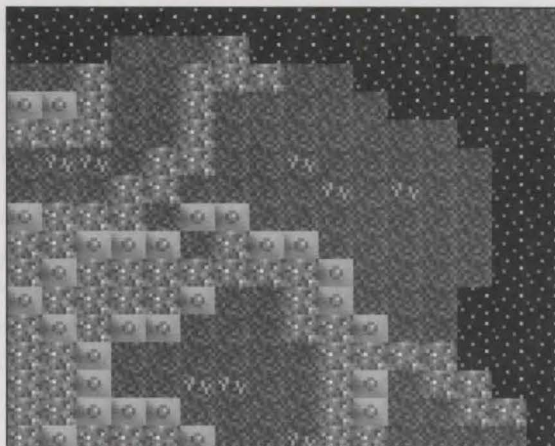
- Reflector—all four reflectors must be on to reach third endgame; reach by teleporting west five from (x13, y10) (x15, y15)

Area F2

- Orc Lair—destroy for 10,000 experience and four items (x13, y03)
- Orc Lair—destroy for 10,000 experience and four items (x12, y05)

Area F3

- Wagon—Quest to Rescue Celia Area D4 x15, y15, receive 20,000 experience and 2000 gold (x04, y05)
- Fountain of Ability—receive temporary +5 Level increase (x00, y01)
- Waters of Power—receive temporary +25 Hit Point increase (x07, y07)
- Fountain of Protection—receive temporary +5 Armor Class increase (x12, y12)
- Wishing Well—receive temporary +60 Luck (x01, y07)
- Pyramid—Not operational until *World of Xeen* is installed, transportation to *Darkside of Xeen* (x07, y10)
- Bottle—Enchant Item Scroll (x14, y04)





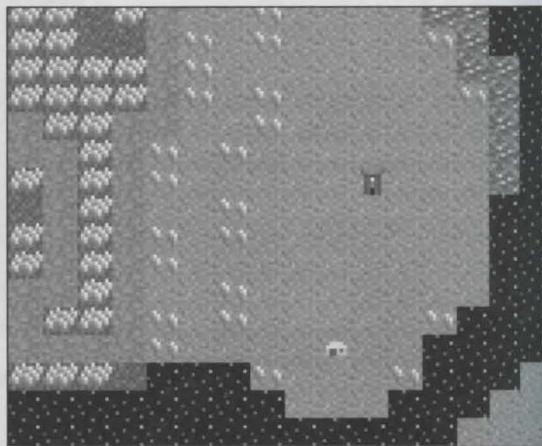
- Statue—will teach *Cure Disease* spell if Bone Whistle Area E4 x05, y14 is returned to Area F3 x09, y06 (x12, y02)
- Statue—will teach *Cure Poison* spell if Bone Whistle Area E4 x05 y14 is returned to Area F3 x09, y06 (x12, y08)
- Tent—bring Phirna Root for Antidote Potion (x09, y11)
- Tent—Quest for Bone Whistle Area E4 x05, y14; finish and receive 15,000 experience (x09, y06)
- Phirna Root—for potions at x09, y11 (x08, y02)
- Town of Vertigo (x10, y13)
- Shrine of Poison—receive temporary +50 resistance to poison (x14, y06)
- Orc Outpost—destroy for 1000 experience, 200 gold, and three items (x12, y14)
- Dwarf Mine Level 2 (x07, y15)
- Dwarf Mine Level 1 (x05, y13)

Area F4

- Reflector—all reflectors must be turned on to view third endgame; reach by teleporting south 5 from x13, y05 (x15, y00)
- Hut—Quest to clear Witches Tower; gives key to tower, brings back Alicorn, and gives Crusader award (x09, y03)
- Witches Tower (x10, y09)

Phirna Root

x	y	
07	02	take to Area F3 x09, y11 for Potion
06	07	take to Area F3 x09, y11 for Potion
08	07	take to Area F3 x09, y11 for Potion
12	07	take to Area F3 x09, y11 for Potion
12	04	take to Area F3 x09, y11 for Potion
05	12	take to Area F3 x09, y11 for Potion
07	12	take to Area F3 x09, y11 for Potion
13	12	take to Area F3 x09, y11 for Potion
12	14	take to Area F3 x09, y11 for Potion





Monsters

As any adventurer knows, monsters make the difference between an everyday occurrence and high adventure. Different monsters have different methods of attack and do various types of damage. Some monsters are more resistant to certain types of attacks while being vulnerable to others. The entries that follow may help you defeat your foes.

Acid Dragon

HP	220	Experience	60,000
AC	25	Attacks	1
Speed	22	Damage	100
Range Attack	Yes		
Damage Type	Poison		

The only element these dragons are resistant to is poison. They are vulnerable to physical attacks and other types of elemental attacks.

Barbarian

HP	200	Experience	10,000
AC	15	Attacks	2
Speed	30	Damage	6-60
Range Attack	No		
Damage Type	Physical		

Barbarians will attack a party's Sorcerers first in melee. They have some resistance to all attacks, but may be rapidly defeated by a combination of assaults.

Bat Queen

HP	50	Experience	700
AC	10	Attacks	2
Speed	22	Damage	2-30
Range Attack	No		
Damage Type	Physical		

Found only in the town of Nightshadow, these creatures use magic to drain their opponents. May be killed quickly with physical attacks.



Breeder Slime

HP	20	Experience	200
AC	2	Attacks	1
Speed	25	Damage	1-8
Range Attack	No		
Damage Type	Poison		

Immune to poison attacks, Breeder Slimes may be killed by other forms of attack. Ranged weapons help to prevent them from poisoning the party.

Captain Yang

HP	200	Experience	25,000
AC	35	Attacks	1
Speed	30	Damage	3-48
Range Attack	No		
Damage Type	Physical		

Paladins should be careful around Captain Yang as they are his preferred target. He has resistance to all the elements. Physical attacks work best against him.

Carnage Hand

HP	200	Experience	12,000
AC	10	Attacks	1
Speed	15	Damage	2-120
Range Attack	No		
Damage Type	Physical		

Not particularly powerful foes, Carnage Hands do a fair amount of damage if they hit. They are vulnerable to both physical and element attacks.

Castle Guard

HP	100	Experience	10,000
AC	30	Attacks	2
Speed	28	Damage	10-60
Range Attack	No		
Damage Type	Physical		

Found in Castle Burlock, these warriors have some resistance to element attacks. Physical attacks work best against them.

**Clan King**

HP	120	Experience	2,000
AC	12	Attacks	1
Speed	22	Damage	8
Range Attack	Yes		
Damage Type	Magic		

The danger of facing the Clan King is that he will first try to put the party to sleep, then dispose of them at his leisure. Ranged attacks are suggested when battling him, as well as any magical attacks.

Clan Sergeant

HP	60	Experience	600
AC	10	Attacks	2
Speed	20	Damage	2-12
Range Attack	No		
Damage Type	Physical		

Dwarves are the opponents of choice for these monsters. Ranged and physical attacks are suggested.

Cleric of Yak

HP	60	Experience	1,600
AC	8	Attacks	1
Speed	18	Damage	2-20
Range Attack	Yes		
Damage Type	Electricity		

Day of Protection or *Protection from Elements* are suggested spells while venturing in the Evil Temple of Yak where these vile acolytes reside. Ranged and physical attacks and *Holy Word* are suggested to combat them.

Cloud Golem

HP	175	Experience	30,000
AC	15	Attacks	2
Speed	26	Damage	5-60
Range Attack	No		
Damage Type	Electricity		

These monsters are immune to electric and poison attacks. Physical and magical attacks are often helpful against them.

**Count Draco**

HP	130	Experience	35,000
AC	25	Attacks	1
Speed	40	Damage	3-45
Range Attack	No		
Damage Type	Magic		

The most difficult monster you'll face in Nightshadow, Count Draco drains Spell Points from spell casters. He is immune to all the elements except fire. Physical attacks and the *Holy Word* spell are suggested to defeat him.

Cult Leader

HP	110	Experience	30,000
AC	22	Attacks	1
Speed	32	Damage	2-90
Range Attack	Yes		
Damage Type	Fire		

A more powerful version of the Wizards, the Cult Leader is more resistant to elemental attacks. Physical attacks are suggested.

Cyclops

HP	200	Experience	10,000
AC	16	Attacks	2
Speed	28	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Cyclops will attack the party's Sorcerers first during melee. Physical, ranged, and magical attacks are suggested to combat them.

Darzog

HP	150	Experience	50,000
AC	25	Attacks	1
Speed	35	Damage	4-120
Range Attack	Yes		
Damage Type	Electricity		

Darzog likes to turn his opponents into stone, Luckily, his clones don't have that ability. He is resistant to elemental attacks. Physical and magical attacks are suggested.



Darzog Clone

HP	30	Experience	30,000
AC	12	Attacks	1
Speed	35	Damage	4-120
Range Attack	Yes		
Damage Type	Electricity		

Though the clones inflict much the same damage as Drag, they are more vulnerable to attacks against them. Magical, physical, and elemental attacks are suggested.

Demon

HP	300	Experience	30,000
AC	30	Attacks	1
Speed	33	Damage	3-99
Range Attack	Yes		
Damage Type	Fire		

Nasty, nasty, nasty describes these minions of hell. Tough to kill, they are completely immune to fire attacks. *Cold Ray* spell, *Holy Word* spell, and physical attacks are effective, but your party will probably sustain serious damage from your encounter. *Protection from Elements* and *Daily Protection* are suggested while in the Volcano Cave where these creatures dwell.

Devil

HP	350	Experience	40,000
AC	30	Attacks	1
Speed	66	Damage	3-99
Range Attack	Yes		
Damage Type	Cold		

These monsters make the Demons look like pussycats. They are really hard to kill and do an astonishing amount of damage to the party with every round. They are completely immune to fire attacks. *Star Burst*, *Moon Ray*, and *Sun Ray* spells may help, as will physical damage.



Diamond Golem

HP	1000	Experience	30,000
AC	40	Attacks	2
Speed	30	Damage	4-200
Range Attack	No		
Damage Type	Physical		

A tough opponent, the Diamond Golem is resistant to elemental attacks and its tough skin can break the weapons of its opponents. Magical attacks are suggested (*Implosion* spell, for example).

Doom Bug

HP	5	Experience	75
AC	3	Attacks	1
Speed	17	Damage	6
Range Attack	No		
Damage Type	Poison		

Not exactly the terror of Xeen, these unpleasant insects are just the thing to sharpen the skills of low-level adventurers.

Dragon King

HP	2,000	Experience	250,000
AC	45	Attacks	1
Speed	40	Damage	400
Range Attack	Yes		
Damage Type	Energy		

Immune to all elemental and magical attacks, the Dragon King is the toughest dragon in Xeen. Since it is vulnerable only to physical attacks, use your most powerful weapons against him. The best weapons for killing him have the -Dragon Slayer suffix.

Earth Golem

HP	150	Experience	14,000
AC	12	Attacks	2
Speed	20	Damage	4-80
Range Attack	No		
Damage Type	Physical		

Resistant to all elemental attacks, these slow-moving monsters are vulnerable to magical and physical attacks.

**Evil Archer**

HP	75	Experience	10,000
AC	22	Attacks	5
Speed	35	Damage	4-24
Range Attack	Yes		
Damage Type	Electricity		

Quick and dangerous describe these terrors of the wooded parts of Xeen. They are vulnerable to physical and magical attacks.

Evil Ranger

HP	100	Experience	7,000
AC	20	Attacks	2
Speed	27	Damage	4-20
Range Attack	Yes		
Damage Type	Physical		

Resistant to elemental attacks, Evil Rangers are susceptible to magical and physical attacks.

Fire Dragon

HP	350	Experience	80,000
AC	30	Attacks	2
Speed	28	Damage	Physical
Range Attack	Yes		
Damage Type	Fire		

Completely immune to fire attacks, Fire Dragons are vulnerable to magical, physical, and cold attacks. They are particularly vulnerable to weapons ending with the -Dragon Slayer suffix.

Flying Feet

HP	40	Experience	3,000
AC	14	Attacks	2
Speed	30	Damage	4-20
Range Attack	No		
Damage Type	Physical		

Magically resistant but vulnerable to physical and elemental attacks.

**Frost Dragon**

HP	450	Experience	100,000
AC	35	Attacks	1
Speed	30	Damage	250
Range Attack	Yes		
Damage Type	Cold		

Completely immune to cold attacks, Frost Dragons are tough opponents. They are vulnerable to fire attacks as well as magical and physical attacks.

Gargoyle

HP	70	Experience	11,000
AC	18	Attacks	4
Speed	32	Damage	5-25
Range Attack	No		
Damage Type	Physical		

Vulnerable to physical and energy attacks.

Ghost Rider

HP	60	Experience	4,000
AC	20	Attacks	1
Speed	30	Damage	2-64
Range Attack	No		
Damage Type	Physical		

These are the most powerful ghosts you will face in Winterkill. Immune to magical attacks, they will try to hurt the Clerics in the party first. Physical attacks are effective.

Ghoul

HP	100	Experience	3,500
AC	14	Attacks	2
Speed	20	Damage	2-20
Range Attack	No		
Damage Type	Physical		

The touch of a ghoul can paralyze a character, so ranged attacks are suggested against them. They will attacks Paladins first.

**Giant Bat**

HP	10	Experience	60
AC	5	Attacks	1
Speed	20	Damage	2-8
Range Attack	No		
Damage Type	Physical		

This is one of the easier monsters in Xeen to kill; any attack will suffice.

Giant Scorpion

HP	100	Experience	1,000
AC	14	Attacks	1
Speed	28	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Vulnerable to all forms of attack.

Giant Snake

HP	15	Experience	100
AC	6	Attacks	1
Speed	18	Damage	1-10
Range Attack	No		
Damage Type	Physical		

Easily killed by any attack.

Giant Spider

HP	20	Experience	100
AC	4	Attacks	1
Speed	19	Damage	1-8
Range Attack	No		
Damage Type	Physical		

Easily killed by any attack.

**Giant Toad**

HP	90	Experience	500
AC	6	Attacks	1
Speed	17	Damage	3-24
Range Attack	No		
Damage Type	Physical		

Easily killed by any attack.

Gnome Vampire

HP	80	Experience	12,000
AC	18	Attacks	2
Speed	36	Damage	3-48
Range Attack	No		
Damage Type	Physical		

Impervious to all elemental attacks but fire. Use the *Holy Word* spell or physical attacks.

Goblin

HP	20	Experience	150
AC	6	Attacks	1
Speed	15	Damage	1-12
Range Attack	No		
Damage Type	Physical		

Vulnerable to all attacks.

Great Hydra

HP	1000	Experience	50,000
AC	27	Attacks	12
Speed	30	Damage	10-100
Range Attack	No		
Damage Type	Physical		

Completely immune to poison attacks, Hydras are vulnerable to magical and physical attacks.

**Guardian**

HP	40	Experience	1,500
AC	20	Attacks	2
Speed	25	Damage	3-30
Range Attack	No		
Damage Type	Energy		

Completely immune to energy attacks, Guardians are vulnerable to magical and physical attacks.

Guardian Asp

HP	90	Experience	15,000
AC	22	Attacks	1
Speed	35	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Harpy

HP	80	Experience	1,200
AC	7	Attacks	2
Speed	21	Damage	2-30
Range Attack	No		
Damage Type	Magic		

Vulnerable to all forms of attack.

Harpy Queen

HP	120	Experience	10,000
AC	10	Attacks	2
Speed	25	Damage	2-50
Range Attack	No		
Damage Type	Magic		

The Harpy Queen has some resistance to magical attacks; elemental and physical attacks should be tried.



Head Witch

HP	80	Experience	5,000
AC	12	Attacks	1
Speed	25	Damage	3-15
Range Attack	Yes		
Damage Type	Magic		

Vulnerable to elemental and physical attacks.

Ice Troll

HP	125	Experience	14,000
AC	15	Attacks	2
Speed	25	Damage	3-45
Range Attack	No		
Damage Type	Physical		

Immune to cold and mildly resistant to poison and electricity attacks, this creature is vulnerable to fire and physical attacks.

Insane Beggar

HP	10	Experience	450
AC	3	Attacks	1
Speed	20	Damage	2-12
Range Attack	No		
Damage Type	Physical		

Easily killed, these poor souls will infect characters if they manage to touch them.

Insect Swarm

HP	30	Experience	1,300
AC	10	Attacks	1
Speed	28	Damage	10
Range Attack	No		
Damage Type	Physical		

Vulnerable to all forms of attack.



Iron Golem

HP	300	Experience	25,000
AC	24	Attacks	2
Speed	24	Damage	2-100
Range Attack	No		
Damage Type	Physical		

Resistant to all forms of energy attacks, these Golems are vulnerable to magical and physical attacks.

Joustier

HP	80	Experience	5,000
AC	20	Attacks	1
Speed	25	Damage	2-80
Range Attack	No		
Damage Type	Physical		

Vulnerable to all forms of attacks.

Killer Sprite

HP	25	Experience	1,600
AC	12	Attacks	2
Speed	35	Damage	2-12
Range Attack	No		
Damage Type	Electricity		

More annoying than dangerous, these pesky monsters may Curse the party, but more likely they'll die before they can do any real damage. Vulnerable to all attacks.

King's Guard

HP	150	Experience	10,000
AC	35	Attacks	4
Speed	30	Damage	10-60
Range Attack	Yes		
Damage Type	Cold		

Slightly impervious to elemental attacks, they are vulnerable to physical and magical attack.



Lava Golem

HP	500	Experience	20,000
AC	23	Attacks	2
Speed	30	Damage	2-100
Range Attack	No		
Damage Type	Fire		

Totally immune to fire and poison damage, these Golems are tough to kill. Magical and physical attacks work better than elemental attacks.

Lord Xeen

HP	500	Experience	600,000
AC	25	Attacks	1 (That's all he needs)
Speed	50	Damage	1000
Range Attack	Yes		
Damage Type	Energy		

The only thing that will kill Lord Xeen is the Xeen Slayer Sword. Don't believe me? Just try to kill him with anything else. But save your game first.

Mad Dwarf

HP	30	Experience	200
AC	6	Attacks	2
Speed	17	Damage	2-8
Range Attack	No		
Damage Type	Physical		

These monsters are resistant to magical attacks. But most physical attacks will work nicely.

Mad Fool

HP	30	Experience	350
AC	4	Attacks	2
Speed	21	Damage	2-10
Range Attack	No		
Damage Type	Physical		

Most attacks will dispense with these annoying critters, but if they manage to touch your characters they'll go insane.

**Mummy**

HP	60	Experience	9,000
AC	15	Attacks	2
Speed	20	Damage	2-40
Range Attack	No		
Damage Type	Physical		

Tough to kill but basically not too threatening; all attacks will eventually destroy them.

Ninja

HP	65	Experience	2,000
AC	25	Attacks	4
Speed	35	Damage	3-15
Range Attack	Yes		
Damage Type	Physical		

Only physical damage will work on Ninja.

Ogre

HP	90	Experience	6,000
AC	17	Attacks	1
Speed	15	Damage	4-32
Range Attack	Yes		
Damage Type	Physical		

Magical and physical attacks will destroy these monsters.

Orc

HP	25	Experience	200
AC	5	Attacks	1
Speed	17	Damage	1-10
Range Attack	Yes		
Damage Type	Physical		

Like the Killer Sprites, these monsters are a nuisance rather than a real threat. All attacks will kill them.

**Polter-Fool**

HP	50	Experience	3,000
AC	15	Attacks	2
Speed	20	Damage	2-32
Range Attack	No		
Damage Type	Physical		

Only magical and elemental attacks will kill these ghosts.

Roc

HP	300	Experience	20,000
AC	16	Attacks	2
Speed	28	Damage	4-60
Range Attack	No		
Damage Type	Physical		

Ranged weapons are helpful against these creatures, as their touch may paralyze. All attacks will be effective against them.

Robber

HP	50	Experience	900
AC	8	Attacks	2
Speed	23	Damage	2-16
Range Attack	Yes		
Damage Type	Physical		

It's best to get into close combat with these monsters as quickly as possible, as they are more effective at using ranged attacks. All forms of attacks will be effective against them.

Robber Boss

HP	115	Experience	5,000
AC	14	Attacks	2
Speed	27	Damage	2-24
Range Attack	No		
Damage Type	Physical		

With their increased Hit Points, the Robber Bosses make up for the lack of a ranged attack. They are still vulnerable to all forms of attacks.



Sand Golem

HP	80	Experience	8,000
AC	18	Attacks	1
Speed	10	Damage	40
Range Attack	No		
Damage Type	Physical		

Use magical or physical attacks on these creatures—they are resistant to most elemental attacks.

Sand Worm

HP	250	Experience	10,000
AC	19	Attacks	1
Speed	30	Damage	6-150
Range Attack	No		
Damage Type	Physical		

All attacks work on this monster. But beware—he can do a terrible amount of damage with a single blow.

Skeleton

HP	20	Experience	250
AC	5	Attacks	1
Speed	10	Damage	2-12
Range Attack	No		
Damage Type	Physical		

All forms of attacks will destroy these living skeletons.

Slime

HP	2	Experience	50
AC	0	Attacks	1
Speed	25	Damage	1-2
Range Attack	No		
Damage Type	Poison		

The best target practice for beginning adventurers. Anything will kill them.



Snake Man

HP	50	Experience	5,000
AC	15	Attacks	1
Speed	26	Damage	3-30
Range Attack	No		
Damage Type	Physical		

All forms of attacks are effective.

Snow Beast

HP	75	Experience	7,000
AC	25	Attacks	2
Speed	32	Damage	2-24
Range Attack	No		
Damage Type	Physical		

Almost impervious to cold attacks, these beasts are vulnerable to all other attacks.

Sorcerer

HP	90	Experience	30,000
AC	20	Attacks	1
Speed	40	Damage	8-80
Range Attack	Yes		
Damage Type	Cold		

Resistant to all the elements and completely resistant to cold, the only way to take these guys out is by magical or physical attacks.

Sorceress

HP	75	Experience	10,000
AC	15	Attacks	1
Speed	27	Damage	3-36
Range Attack	Yes		
Damage Type	Fire		

Almost completely invulnerable to fire attacks, these kill-for-hire magicians are vulnerable to all other forms of attack.



Spirit Bones

HP	40	Experience	2,000
AC	10	Attacks	1
Speed	10	Damage	2-16
Range Attack	No		
Damage Type	Physical		

Magical attacks work well on these ghosts. Physical attacks will have no effect.

Stingers

HP	50	Experience	3,600
AC	15	Attacks	1
Speed	30	Damage	20
Range Attack	No		
Damage Type	Physical		

All forms of attack will work on these creatures.

Stone Golem

HP	200	Experience	20,000
AC	18	Attacks	2
Speed	20	Damage	3-90
Range Attack	No		
Damage Type	Physical		

A tough puppy to kill, it is resistant to fire and cold spells and very resistant to other forms of attack. *Golem Stopper* and *Implosion* spells are useful.

Swamp Things

HP	130	Experience	6,000
AC	23	Attacks	1
Speed	12	Damage	2-60
Range Attack	No		
Damage Type	Physical		

Though slightly resistant to electrical, poison, and cold attacks, these creatures are vulnerable to physical and magical attacks.

**Tiger Mole**

HP	40	Experience	400
AC	10	Attacks	2
Speed	20	Damage	2-24
Range Attack	No		
Damage Type	Physical		

All forms of attack are effective.

Tomb Guard

HP	50	Experience	6,000
AC	25	Attacks	1
Speed	18	Damage	4-20
Range Attack	No		
Damage Type	Magic		

Use elemental or magical attacks if physical attacks aren't working.

Tomb Terror

HP	150	Experience	13,000
AC	15	Attacks	1
Speed	27	Damage	4-80
Range Attack	No		
Damage Type	Magical		

Use magical or elemental attacks if physical attacks aren't working.

Water Dragon

HP	200	Experience	50,000
AC	15	Attacks	1
Speed	26	Damage	80
Range Attack	Yes		
Damage Type	Cold		

Completely immune to cold attacks and very resistant to poison attacks, these critters are vulnerable to fire attacks as well as magical and physical attacks.

**Water Golem**

HP	150	Experience	4,000
AC	16	Attacks	2
Speed	15	Damage	2-50
Range Attack	No		
Damage Type	Cold		

Magical or elemental attacks will work better than physical attacks on this monster.

Werewolf

HP	100	Experience	9,000
AC	20	Attacks	2
Speed	28	Damage	2-50
Range Attack	No		
Damage Type	Physical		

Physical and elemental attacks are best against these monsters.

Wicked Witch

HP	50	Experience	1,200
AC	9	Attacks	1
Speed	23	Damage	2-4
Range Attack	Yes		
Damage Type	Magic		

Physical and elemental attacks are best against these harridans from hell. If they manage to Curse a character, all that character's magical items are useless.

Wizard

HP	75	Experience	25,000
AC	17	Attacks	1
Speed	30	Damage	2-60
Range Attack	Yes		
Damage Type	Fire		

Physical and magical attacks are best against these spell casters, as they are completely resistant to fire attacks and slightly resistant to other elemental attacks.



Wood Golem

HP	100	Experience	10,000
AC	50	Attacks	1
Speed	50	Damage	100
Range Attack	No		
Damage Type	Energy		

These monsters are resistant to cold, electrical, and poison attacks. Fire attacks and magical attacks will work against them, as will physical attacks.

Xeen's Guard

HP	100	Experience	10,000
AC	50	Attacks	1
Speed	50	Damage	100
Range Attack	No		
Damage Type	Energy		

These monsters are completely resistant to elemental attacks; use the *Incinerate* spell to destroy them.

Xeen's Pet

HP	400	Experience	100,000
AC	35	Attacks	1
Speed	30	Damage	250
Range Attack	Yes		
Damage Type	Poison		

Completely immune to poison attacks, this dragon is very difficult to kill. A weapon with the -Dragon Slayer suffix will help, as will the more powerful magical spells.

Yak Lich

HP	80	Experience	20,000
AC	20	Attacks	1
Speed	27	Damage	5-25
Range Attack	Yes		
Damage Type	Magic		

All forms of attack will be effective against these horrors. Be careful of the magical sleep.

**Yak Master**

HP	160	Experience	50,000
AC	22	Attacks	1
Speed	30	Damage	5-50
Range Attack	Yes		
Damage Type	Magic		

It will be helpful to face the Yak Master with your luck magically enhanced; however, he vulnerable to all forms of attack.

Yak Priest

HP	80	Experience	5,000
AC	12	Attacks	1
Speed	25	Damage	2-30
Range Attack	Yes		
Damage Type	Fire		

These monsters are very resistant to fire attacks, but all other forms of attack may be successful.

Yang Knight

HP	120	Experience	8,000
AC	30	Attacks	4
Speed	2r	Damage	3-45
Range Attack	No		
Damage Type	Physical		

Magical and physical attacks are best against these monsters.

Zombie

HP	30	Experience	300
AC	2	Attacks	2
Speed	4	Damage	2-8
Range Attack	No		
Damage Type	Physical		

All attacks will kill these creatures.

Spells

In *Xeen*, magic works. Most of the characters in *Xeen* have magical abilities to one degree or another. There are two classes of spells: Cleric and Sorcerer. Paladins and Clerics may cast only Clerical spells and Sorcerers and Archers may cast only Sorcerer spell. Druids and Rangers may cast some of each. Knights, Robbers, Ninjas, and Barbarians may not cast spells.

There are many different ways to receive spells in *Xeen*. You may purchase some at the various Guilds after buying Guild memberships. Some spells may be found in various parts of the world, and some are awarded for performing Quests.

Spells can last up to one day, but regardless of when the spell is cast, at 5:00 a.m. the spell day is over and all spells are canceled. The following will tell you who may cast a spell, what it will affect, the cost of the spell in both Spell Points and gems, and the results of the spell.

Cleric and Paladin Spells

Acid Spray	8 Spell Points	Divine Intervention	200 Spell Points/ 20 gems
Awaken	1 Spell Point		
Beast Master	5 Spell Points/ 2 gems	Fiery Flail	25 Spell Points/ 5 gems
Bless	2 Spell Points per level/1 gem	First Aid	1 Spell Point
Cold Ray	2 Spell Points per level/4 gems	Flying Fist	2 Spell Points
Create Food	20 Spell Points/ 5 gems	Frost Bite	7 Spell Points
Cure Disease	10 Spell Points	Heroism	2 Spell Points per level/1 gem
Cure Paralysis	12 Spell Points	Holy Bonus	2 Spell Points per level/1 gem
Cure Poison	8 Spell Points	Holy Word	100 Spell Points/20 gems
Cure Wounds	3 Spell Points	Hypnotize	15 Spell Points/ 4 gems
Day of Protection	75 Spell Points/ 10 gems	Light	1 Spell Point
Deadly Swarm	12 Spell Points	Mass Distortion	75 Spell Points/ 10 gems



Spells



Moon Ray	60 Spell Points/ 10 gems
Nature's Cure	6 Spell Points
Pain	4 Spell Points
Power Cure	2 Spell Points per level/3 gems
Protection From Elements	1 Spell Point per level/1 gem
Raise Dead	50 Spell Points/ 10 gems
Resurrect	125 Spell Points/ 20 gems

Revitalize	2 Spell Points
Sparks	1 Spell Point per level/1 gem
Stone to Flesh	35 Spell Points/5 gems
Sun Ray	150 Spell Points/ 20 gems
Suppress Disease	5 Spell Points
Suppress Poison	4 Spell Points
Town Portal	30 Spell Points/5 gems
Turn Undead	5 Spell Points/2 gem
Walk on Water	7 Spell Points

Sorcerer and Archer Spells

Awaken	1 Spell Point
Clairvoyance	5 Spell Points/2 gems
Dancing Sword	3 Spell Points per level/10 gems
Day of Sorcery	40 Spell Points/ 10 gems
Detect Monster	6 Spell Points
Dragon Sleep	10 Spell Points/4 gems
Elemental Storm	100 Spell Points/ 10 gems
Enchant Item	30 Spell Points/20 gems
Energy Blast	1 Spell Point per level/1 gem
Etherealize	30 Spell Points/ 10 gems
Fantastic Freeze	15 Spell Points/5 gems
Finger of Death	10 Spell Points/4 gems
Fire Ball	2 Spell Points per level/2 gems

Golem Stopper	20 Spell Points/ 10 gems
Identify Monster	5 Spell Points
Implosion	100 Spell Points/ 20 gems
Incinerate	35 Spell Points/ 10 gems
Inferno	75 Spell Points/ 10 gems
Insect Spray	5 Spell Points/1 gem
Item to Gold	20 Spell Points/ 10 gems
Jump	4 Spell Points
Levitate	5 Spell Points
Light	1 Spell Point
Lightning Bolt	2 Spell Points per level/2 gems
Lloyd's Beacon	6 Spell Points/2 gems
Magic Arrow	2 Spell Points
Mega Volts	40 Spell Points/ 10 gems



Poison Volley	25 Spell Points/ 10 gems
Power Shield	2 Spell Points per level/2 gems
Prismatic Light	60 Spell Points/ 10 gems
Recharge Item	15 Spell Points/ 10 gems
Shrapmetal	1 Spell Point per level/1 gem

Sleep	3 Spell Points/1 gem
Star Burst	200 Spell Points/ 20 gems
Super Shelter	15 Spell Points/5 gems
Teleport	10 Spell Points
Time Distortion	8 Spell Points
Toxic Cloud	4 Spell Points/1 gem
Wizard Eye	5 Spell Points/2 gems

Druid and Ranger Spells

Acid Spray	8 Spell Points
Awaken	1 Spell Point
Beast Master	5 Spell Points/2 gems
Bless	2 Spell Points per level/1 gem
Clairvoyance	5 Spell Points/2 gems
Cold Ray	2 Spell Points per level/4 gems
Cure Disease	10 Spell Points
Cure Poison	8 Spell Points
Cure Wounds	3 Spell Points
Energy Blast	1 Spell Point per level/1 gem
Fire Ball	2 Spell Points per level/2 gems
First Aid	1 Spell Point
Flying Fist	2 Spell Points
Frost Bite	7 Spell Points
Heroism	2 Spell Points per level/1 gem
Holy Bonus	2 Spell Points per level/1 gem
Identify Monster	5 Spell Points
Insect Spray	5 Spell Points/1 gem
Jump	4 Spell Points

Light	1 Spell Point
Lightning Bolt	2 Spell Points per level/2 gems
Magic Arrow	2 Spell Points
Nature's Cure	6 Spell Points
Pain	4 Spell Points
Power Cure	2 Spell Points per level/3 gems
Power Shield	2 Spell Points per level/2 gems
Protection From Elements	1 Spell Point per level/1 gem
Revitalize	2 Spell Points
Shrapmetal	1 Spell Point per level/1 gem
Sleep	3 Spell Points/1 gem
Sparks	1 Spell Point per level/1 gem
Suppress Disease	5 Spell Points
Suppress Poison	4 Spell Points
Toxic Cloud	4 Spell Points/1 gem
Turn Undead	5 Spell Points/2 gem
Walk on Water	7 Spell Points
Wizard Eye	5 Spell Points/2 gems



Cleric Spells

Acid Spray

Cost 8 Spell Points
Object All Visible Monsters

Inflicts 15 points of Poison damage on each monster.

Awaken

Cost 1 Spell Point
Object Party

Cancels Sleep condition.

Beast Master

Cost 5 Spell Points/2 gems
Object 1 Group of Animals

Hypnotizes a group of animals for a short duration.

Bless

Cost 2 Spell Points per level/1 gem
Object 1 Party Member

Improves the Armor Class by one level per level of caster.

Cold Ray

Cost 2 Spell Points per Level/4 gems
Object All visible monsters

Causes 2-4 points per level of Cold damage to all monsters.

Create Food

Cost 20 Spell Points/5 gems
Object Party

Creates one day's food supply for each party member.

Cure Disease

Cost 10 Spell Points
Object 1 Party Member

Removes Diseased condition.

Cure Paralysis

Cost 12 Spell Points
Object 1 Party Member

Removes Paralyzed condition.

Cure Poison

Cost 8 Spell Points
Object 1 Party Member

Removes Poisoned condition.

Cure Wounds

Cost 3 Spell Points
Object 1 Party Member

Cures one character of 15 points of damage.

Day of Protection

Cost 75 Spell Points/10 gems
Object Party

Casts *Light*, *Protection from all Elements*, *Heroism*, *Holy Bonus*, and *Bless* spells simultaneously.

Deadly Swarm

Cost 12 Spell Points
Object Group

Surrounds opponents with a swarm of attack insects, which causes 40 points of damage per monster.



Divine Intervention

Cost 200 Spell Points/20 gems

Object Party

Heals entire party of all damage except the Eradicated condition.

Fiery Flail

Cost 25 Spell Points/5 gems

Object 1 Monster

Does 100 points of Fire damage.

First Aid

Cost 1 Spell Point

Object 1 Party Member

Cures 6 Hit Points of damage.

Flying Fist

Cost 2 Spell Points

Object 1 Monster

Inflicts 6 points of damage.

Frost Bite

Cost 7 Spell Points

Object 1 Monster

Inflicts 35 points of damage.

Heroism

Cost 2 Spell Points per level/1 gem

Object 1 Party Member

Temporary level increase of one level per level of the caster.

Holy Bonus

Cost 2 Spell Points per level/1 gem

Object 1 Party Member

Increases damage inflicted by character one point per level of caster.

Holy Word

Cost 100 Spell Points/20 gems

Object 1 Group of Undead

Removes Undead magic, destroying monsters.

Hypnotize

Cost 5 Spell Points/4 gems

Object Group

Hypnotizes a group of monsters.

Light

Cost 1 Spell Point

Object Party

Provides illumination.

Mass Distortion

Cost 75 Spell Points/10 gems

Object Group

Increases weight of opponents, removing half of their Hit Points.

Moon Ray

Cost 60 Spell Points/10 gems

Object All Visible Monsters and Party

Causes 30 Points of Energy damage and Cures each party member of 30 points of damage.

Nature's Cure

Cost 6 Spell Points

Object 1 Party member

Heals 25 Points of damage.



Pain

Cost 4 Spell Points

Object Group

Causes 8 points of damage.

Power Cure

Cost 2 Spell Points per level/3 gems

Object 1 Party Member

Heals 2-12 points of damage.

Protection From Elements

Cost 1 Spell Points per level/1 gem

Object Party

Reduces damage caused by elements.

Raise Dead

Cost 50 Spell Points/10 gems

Object 1 Part Member

Removes Dead condition.

Resurrect

Cost 125 Spell Points/20 gems

Object 1 Party Member

Removes Eradicated condition.

Revitalize

Cost 2 Spell Points

Object 1 Party Member

Removes Weak condition.

Sparks

Cost 1 Spell Point per level/1 gem

Object Group

Causes 2 points of damage per level of caster.

Stone to Flesh

Cost 35 Spell Points/5 gems

Object 1 Party Member

Removes Stoned condition.

Sun Ray

Cost 150 Spell Points/20 gems

Object All Visible Monsters

Inflicts 200 points of Energy damage.

Suppress Disease

Cost 5 Spell Points

Object 1 Party member

Slows but doesn't remove Diseased condition.

Suppress Poison

Cost 4 Spell Points

Object 1 Party Member

Slows but doesn't remove Poisoned condition.

Town Portal

Cost 30 Spell Points/5 gems

Object Party

Teleports Party to town of your choice.

Turn Undead

Cost 5 Spell Points/2 gem

Object 1 Group of Undead

Inflicts 25 points of damage on an Undead group.

Walk on Water

Cost 7 Spell Points

Object Party

Allows party to walk over water.



Sorcerer Spells

Awaken

Cost 1 Spell Point

Object Party

Cancels Sleep condition.

Clairvoyance

Cost 5 Spell Points/2 gems

Object Party

Causes the gargoyle heads on the screen to give advice.

Dancing Sword

Cost 3 Spell Points per level/10 gems

Object Group

Inflicts 6-14 points of damage per level of the caster.

Day of Sorcery

Cost 40 Spell Points/10 gems

Object Party

Casts *Light*, *Levitate*, *Wizard Eye*, *Clairvoyance*, and *Power Shield* spells simultaneously.

Detect Monster

Cost 6 Spell Points

Object Party

Shows the location of all monsters near party.

Dragon Sleep

Cost 10 Spell Points/4 gems

Object 1 dragon

Puts a dragon to sleep.

Elemental Storm

Cost 100 Spell Points/10 gems

Object All Visible Monsters

Inflicts 150 points of random damage.

Enchant Item

Cost 30 Spell Points/20 gems

Object 1 item

Gives magical power to an item. The higher the spell caster's level, the better the power of the item.

Energy Blast

Cost 1 Spell Point per level/1 gem

Object 1 Monster

Inflicts 2 to 6 points of Energy damage per level of caster.

Etherealize

Cost 30 Spell Points/10 gems

Object Party

Moves party one space forward regardless of barriers. May be useful when *Teleport* fails.

Fantastic Freeze

Cost 15 Spell Points/5 gems

Object Group

Causes 40 points of Cold damage on each monster.

Finger of Death

Cost 10 Spell Points/4 gems

Object Group

Kills chosen opponent.

**Fire Bal**

Cost 2 Spell Points per level/2 gems
Object Group

Causes 3 to 7 points of Fire damage per level of caster.

Golem Stopper

Cost 20 Spell Points/10 gems
Object 1 Golem

Inflicts 100 points of damage on one Golem.

Identify Monster

Cost 5 Spell Points
Object Group

Shows condition of the monster that the party is fighting.

Implosion

Cost 100 Spell Points/20 gems
Object 1 Monster

Inflicts 1,000 points of Energy damage on a monster.

Incinerate

Cost 35 Spell Points/10 gems
Object 1 Monster

Inflicts 250 points Fire damage.

Inferno

Cost 75 Spell Points/10 gems
Object Group

Inflicts 250 points Fire damage.

Insect Spray

Cost 5 Spell Points/1 gem
Object Group

Kills insects.

Item to Gold

Cost 20 Spell Points/10 gems
Object 1 Item

Changes an item into an amount of gold pieces equal to the value of the item.

Jump

Cost 4 Spell Points
Object Party

Allows party to jump over one square. May not be used in combat. May not be used to pass through walls or other obstacles.

Levitate

Cost 5 Spell Points
Object Party

Makes party weightless allowing for travel over clouds, traps, and the like.

Light

Cost 1 Spell Point
Object Party

Creates illumination.

Lightning Bolt

Cost 2 Spell Points per level/2 gems
Object Group

Causes 4-6 points of Electric damage per level of caster.

Lloyd's Beacon

Cost 6 Spell Points/2 gems
Object Party

Allows party to return to places they've already been. Each party member may have a beacon. Cast at the location you wish to return to, then cast again later when you want to return.

**Magic Arrow**

Cost 2 Spell Points
Object 1 Monster

Causes 8 points of Magical damage.

Mega Volts

Cost 40 Spell Points/10 gems
Object Group

Inflicts 150 points of Electric damage.

Poison Volley

Cost 25 Spell Points/10 gems
Object All visible monsters

Causes 10 points of Poison damage per arrow fired.

Power Shield

Cost 2 Spell Points per level/2 gems
Object Party Member

Reduces damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light

Cost 60 Spell Points/10 gems
Object All Visible Monsters

Inflicts 80 points of random damage type.

Recharge Item

Cost 15 Spell Points/10 gems
Object 1 item

Restores 1 to 6 charges to an item with at least one magical charge remaining.

Shrapmetal

Cost 1 Spell Point per level/1 gem
Object Group

Inflicts 2 points of physical damage per level of caster.

Sleep

Cost 3 Spell Points/1 gem
Object Group

Puts a group of monsters to sleep.

Star Burst

Cost 200 Spell Points/20 gems
Object All Visible Monsters

Inflicts 500 points of Physical damage on each monster.

Super Shelter

Cost 15 Spell Points/5 gems
Object Party

Allows party to rest without being attacked.

Teleport

Cost 10 Spell Points
Object Party

Allows party to travel up to 9 spaces in any direction regardless of obstacles.

Time Distortion

Cost 8 Spell Points
Object Party

Gives the party time to flee from combat.

Toxic Cloud

Cost 4 Spell Points/1 gem
Object Group

Inflicts 10 points of Poison damage.

Wizard Eye

Cost 5 Spell Points/2 gems
Object Party

Gives a bird's eye view of surroundings.



Items

There are two types of items in *Xeen*: Quest items and other items. The Quest items are fixed and do not change. It is not possible to lose or sell a Quest item. All other items are randomly generated by the program as needed. The nature of the modifiers to different items is discussed as follows.

Items

Each item you receive during the game can have modifiers to it that affect its performance in the game. There are four different types of modifiers, in the following paragraphs.

The different kinds of items in *Xeen* are Armor, Weapons, Accessories, Miscellaneous, and Quest. Quest items won't change, but the others may be affected by modifiers, which are Elements, Metals, Attributes, and Special Abilities.

Element modifiers affect the character's statistics. For instance, a weapon with the electric modifiers will both increase the user's resistance to electric damage and inflict additional Electric damage on opponents.

Metals modifiers alter both the character's chance to hit ability as well as the damage done by the item if the item is a weapon. Armor modified this way will increase (and sometimes decrease) a character's Armor Class.

Attribute modifiers increase the character's attributes. For instance, an intellect sword will increase the character's Intellect score.

Special Abilities occur only in Miscellaneous items. An Orb of water walking means the orb itself casts the ability. A character who doesn't have spell casting abilities can use these items, as well as those who do.

The base items are the simple objects in an item name. In flaming long bow, long bow would be the base item. All base items are made up of five parts: item name, base cost of item in gold pieces, the item base modifier, the item's equipment, and the item's restrictions. Item base impacts on two statistics of the character. Armor items increase or decrease the character's Armor Class. Weapons modifiers affect the amount of damage an item does.

There is a limit to how many items a character may equip. A character may equip either a one-handed weapon and a shield or a two-handed weapon. Only one missile weapon may be equipped at a time. Only one helmet, pair of boots, or belt may be worn. Only one coat of armor may be worn. It is possible to wear a cloak with armor.



The following are abbreviations for the items tables:

AR	Archer
B	Barbarian
CL	Cleric
DR	Druid
K	Knight
N	Ninja
P	Paladin
RA	Ranger
RO	Robber
S	Sorcerer

Items Table

Armor	Base Cost	Modifier	Equip	Restrictions
Robe	150	1	1	No restrictions
Scale Mail	100	4	1	Max for B
Ring Mail	200	5	1	Max for N
Chain Mail	400	6	1	Max for AR, RO
Splint Mail	600	7	1	Max for CL, RA
Plate Mail	1,000	8	1	Only K and P
Plate Armor	2,000	10	1	Only K and P
Cloak	250	1	1	No restrictions
Cape	200	1	1	No restrictions
Shield	100	4	1H	No DR, N, S, AR
Helm	60	2	1	No restrictions
Gauntlets	100	1	1	No restrictions
Boots	40	1	1	No restrictions
Belt	100	0	1	No restrictions

One-handed Weapons

	Base Cost	Modifier	Equip	Restrictions
Long Sword	50	3d3	1H	No CL, DR, N, S
Short Sword	15	2d3	1H	No CL, DR, N, S



Broad Sword	100	3d4	1H	No CL, DR, N, S
Scimitar	80	2d5	1H	No CL, DR, N, S
Cutlass	40	2d4	1H	No CL, DR, N, S
Saber	60	4d2	1H	No CL, DR, N, S
Club	1	1d3	1 H	No restrictions
Hand Ax	10	2d3	1H	No CL and S
Katana	150	4d3	1H	Only K and N
Nunchankas	30	2d3	1H	Only K and N
Wakazashi	60	3d3	1H	Only K and N
Dagger	8	2d2	1H	No CL
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d8	1H	No S
Spear	15	1d9	1H	No CL and S

Two-handed Weapons

	Base Cost	Modifier	Equip	Restrictions
Bardiche	200	4d4	2H	No CL, DR, S
Glaive	80	4d3	2H	No CL, DR, S
Halberd	250	3d6	2H	No CL, DR, S
Pike	150	2d8	2H	No CL, DR, S
Flamberge	400	4d5	2H	No CL, DR, S, DR, B, RO
Trident	100	2d6	2H	No CL, DR, S
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K and N

Missile Weapons

	Base Cost	Modifier	Equip	Restrictions
Short Bow	25	3d2	2H	No CL, DR, S
Long Bow	100	5d2	2H	No CL, DR, S
Crossbow	50	4d2	2H	No CL, DR, S
Sling	15	2d2	2H	No CL, DR, S
Weapons	Base Cost	Modifier	Equip	Restrictions



Accessories	Base Cost	Modifier	Equip	Restrictions
Broach	250	0	2	No restrictions
Medal	100	0	2	No restrictions
Charm	50	0	2	No restrictions
Cameo	300	0	2	No restrictions
Scarab	200	0	2	No restrictions
Pendant	500	0	1	No restrictions
Necklace	1,000	0	1	No restrictions
Amulet	2,000	0	1	No restrictions
Ring	100	0	2	No restrictions

Miscellaneous Items	Base Cost	Modifier	Equip	Restrictions
Whistle	10	0	—	No restrictions
Jewel	1,000	0	—	No restrictions
Gem	500	0	—	No restrictions
Box	10	0	—	No restrictions
Orb	100	0	—	No restrictions
Horn	20	0	—	No restrictions
Coin	10	0	—	No restrictions
Rod	50	0	—	No restrictions
Wand	50	0	—	No restrictions
Scroll	100	0	—	No restrictions
Potion	10	0	—	No restrictions

Modifiers Table

Elements

Fire	Resistance	Damage
Burning	5	2
Fiery	7	3
Pyric	9	4
Fuming	12	5
Flaming	15	10



Seething	20
Blazing	25
Scorching	30

Electric	Resistance
Flickering	5
Sparking	7
Static	9
Flashing	12
Shocking	15
Electric	20
Dyna	25

Cold	Resistance
Icy	5
Frost	10
Freezing	15
Cold	20
Cryo	25

Acid/Poison	Resistance
Acidic	10
Venomous	15
Poisonous	20
Toxic	25
Noxious	40

Energy	Resistance
Glowing	5
Incandescent	7
Dense	9
Sonic	11
Power	13
Thermal	15
Radiating	20
Kinetic	25

15
20
30

Damage
2
3
4
5
10
15
20

Damage
2
4
5
10
20

Damage
2
4
8
16
32

Damage
2
3
4
5
10
15
20
30



Magic	Resistance	Damage
Mystic	5	5
Magical	10	10
Ectoplasmic	20	25

Metals

Common	To Hit	Damage	Armor Class	Cost Modifier
Wooden	-3	-3	-3	x .1
Leather	-4	-6	+0	x 2.5
Brass	+3	-4	-2	x .5
Bronze	+2	-2	-1	x .75
Iron	+1	+2	+1	x 2
Silver	+2	+4	+2	x 5
Steel	+3	+6	+4	x 10
Gold	+4	+8	+6	x 20
Platinum	+6	+10	+8	x 50

Rare	To Hit	Damage	Armor Class	Cost Modifier
Glass	+0	+0	+0	x 2
Coral	+1	+1	+1	x 3
Crystal	+1	+1	+1	x 5
Lapis	+2	+2	+2	x 10
Pearl	+2	+2	+2	x 20
Amber	+3	+3	+3	x 30
Ebony	+4	+4	+4	x 40
Quartz	+5	+5	+5	x 50

Precious	To Hit	Damage	Armor Class	Cost Modifier
Ruby	+6	+12	+10	x 60
Emerald	+7	+15	+12	x 70
Sapphire	+8	+20	+14	x 80
Diamond	+9	+30	+16	x 90
Obsidian	+10	+50	+20	x 100

**Attributes****Might Equip Bonus**

Might	2
Strength	3
Warrior	5
Ogre	8
Giant	12
Thunder	17
Force	23
Power	30
Dragon	38
Photon	47

Intellect Equip Bonus

Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30

Personality Equip Bonus

Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed Equip Bonus

Quick	2
Swift	3
Fast	5

Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy Equip Bonus

Sharp	2
Accurate	5
Marksman	10
Precision	15
True	20
Exacto	30

Luck Equip Bonus

Clover	5
Chance	10
Winners	15
Luck	20
Gamblers	25
Leprechauns	30

Hit Points Equip Bonus

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points Equip Bonus

Spell	4
Castors	8
Witch	12
Mage	16
Archmage	20
Arcane	25

**Armor Class Equip Bonus**

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Thievery Equip Bonus

Mugger	4
Burglar	6
Looter	8
Brigand	10
Filch	12
Thief	14
Rogue	16
Plunderer	18
Criminal	20
Pirate	25

Special Abilities**Magical Ability**

of Acid Spraying
of Antidotes
of Awakening
of Beacons
of Beast Control
of Blessing
of Clairvoyance
of Cold Rays
of Curing
of Daily Protection
of Daily Sorcery
of Dancing Swords
of Deadly Swarm
of Death
of Dragon Sleep
of Elemental Protection

of Enchant Item
of Energy Blasts
of Etherealization

Casts

Acid Spray
Cure Poison
Awaken
Lloyd's Beacon
Beastmaster
Blessed
Clairvoyance
Cold Ray
Cure
Daily Protection
Day of Sorcery
Dancing Sword
Deadly Swarm
Finger of Death
Dragon Sleep
Protection from
Elements
Enchant Item
Energy Blast
Etherealize

Magical Ability

of Feasting
of Fireballs
of Fiery Flails
of First Aid
of Fists
of Free Movement
of Freezing
of the GODS!

of Golem Stopping
of Heroism
of Holy Bonuses
of Holy Words
of Hypnotism
of Implosion
of Incinerating
of Infernos
of Jumping
of Levitation
of Light

Casts

Create Food
Fireball
Fiery Flail
First Aid
Flying Fist
Cure Paralysis
Fantastic Freeze
Divine
Intervention
Golem Stopping
Heroism
Holy Bonus
Holy Word
Hypnotize
Implosion
Incinerate
Inferno
Jump
Levitate
Light

**Magical Ability**

of Lightning
of Magic Arrows
of Mass Distortion
of Magavoltage
of Monster Finding
of Moon Rays
of Nature's Cures
of Pain
of Poison Volley
of Power Curing
of Prismatic Light
of Raising the Dead
of Recharging
of Resurrection
of Revitalization
of Shelter

Casts

Lightning Bolt
Elemental Arrow
Mass Distortion
Megavolts
Detect Monster
Moon Ray
Nature's Cure
Pain
Poison Volley
Power Cure
Prismatic Light
Raise Dead
Recharge Item
Resurrection
Revitalize
Shelter

Magical Ability

of Shielding
of Shrapmetal
of Sleeping
of Sparking
of Star Bursts
of Stone to Flesh
of Storms
of Sun Rays
of Teleportation
of Time Distortion
of Town Portals
of Toxic Clouds
of Undead Turning
of Vaccination
of Water Walking
of Wizard Eyes

Casts

Power Shield
Shrapmetal
Sleep
Sparks
Star Burst
Stone to Flesh
Elemental Storm
Sun Ray
Teleportation
Time Distortion
Town Portal
Toxic Cloud
Turn Undead
Cure Disease
Walk on Water
Wizard Eye



Passwords

In each town there are Mirror Portals you may use to transport your characters to various parts of the game.

Password

Asp
Barbaric Mountains
Castle Basenji
Castle Burlock
Cave of Illusion
Count Du Money
Darkstone Tower
Darzog's Tower
Deep Mine Alpha
Deep Mine Omega
Deep Mine Kappa
Deep Mine Theta
Desert of the Sphinx
Dragon Lair
Ever Blossom Orchard
Fairy Forest
Forest of the Walking Dead
Gargoyle Range
Jouster's Savannah
Land of the Giants
Lava Lake
Lifeforce Lagoon
Magic Delta
Mine 1
Mine 2
Mine 3
Mine 4

Location

Transports to town of Asp
Transports to Area B2 x 07, y03
Transports to Castle Basenji
Transports to Castle Burlock
Transports to Cave of Illusion
Transports to Dragon Cave inside one treasure room
Transports to Area B4 x11, y14
Transports to Darzog's Tower
Transports to Deep Mine Alpha
Transports to Deep Mine Omega
Transports to Deep Mine Kappa
Transports to Deep Mine Theta
Transports to Area B1
Transports to Dragon Cave
Transports to Area F3 x05, y12
Transports to Area D3 x 03, y05
Transports to Area F4 x03, y03
Transports to Area C1 x13, y03
Transports to Area C2 x14, y07
Transports to Area A4 x06, y15
Transports to Area D1 x00, y00
Transports to Area D4 x05, y06
Transports to Area F3 x09, y06
Transports to Dwarf Mine 1
Transports to Dwarf Mine 2
Transports to Dwarf Mine 3
Transports to Dwarf Mine 4



Passwords



Mine 5	Transports to Dwarf Mine 5
Mount Firestone	Transports to Area F1 x03, y02
Newcastle	Transports to Newcastle
Nightshadow	Transports to town of Nightshadow
Ogre Hills	Transports to Area B2 x15, y14
Pitchfork Creek	Transports to Area E3 x06, y07
Red Dwarf Range	Transports to Area E2 x08, y01
Red River Basin	Transports to Area F2 x05, y05
Rivercity	Transports to town of Rivercity
Shangri-La	Transports to town of Shangri-La
Showtime	Transports to End Game
Toad Meadow	Transports to Area F3 x07, y02
Tower of High Magic	Transports to Tower of High Magic
Troll Forest	Transports to Area B4 x09, y09
Vertigo	Transports to town of Vertigo
Warzone	Transports to Warzone
Winterkill	Transports to town of Winterkill
Witch Tower	Transports to Witch Tower





Might & Magic V



Darkside of Xeen

This is the culmination of my struggle with Sheltem. Here on the Darkside of Xeen will we battle for ultimate control of the living experiments of the Ancients. Only through your help will I be able to defeat Sheltem and save Xeen.

Overview

Clouds of Xeen and *Darkside of Xeen* are designed to be played together. If you have only *Darkside*, however, you will be able to complete all but the third endgame. If you have both games loaded onto your hard drive, you may bring your party over from *Clouds of Xeen*. This gives the advantage of starting *Darkside* with fairly high-level characters—but be warned, the monsters are much tougher to kill in *Darkside*.

Like the other *Might and Magic* games, *Darkside* doesn't have a linear plot line. The quests may be performed in any order you like, though some items will be impossible to attain unless you perform certain steps in order.

The ultimate goal of *Darkside* is to defeat Sheltem (who is masquerading as Alamar) by bringing Corak to him. For other quests in the game, see the Awards section later in this chapter.

Quick Start

If you are bringing over your party from *Clouds of Xeen*, go first to the Training Ground in Castlevue (where the game starts) and raise your level up as high as it will go. This will enable you to tackle the tougher sections of *Darkside* as soon as you complete the quests in Castlevue.



If you are starting from scratch, explore the town of Castleview and its sewer, completing as many quests as you can. In particular, complete the quests pertaining to Ellinger and Ellinger's Tower—he will reward you with a clue about the treasure chests in Castleview. You'll need the gold. Go to the Training Grounds and raise your levels. Then buy a Guild membership and purchase as many spells as you can; in particular, you will need the *Lloyd's Beacon*, *Day of Sorcery*, and *Day of Protection*. After you've done

this, you may explore the area surrounding Castleview, but be careful where you wander early in the game before your characters are tough enough to withstand the rigors of traveling in the wilds of *Darkside*.

The next place you should explore is the Temple of Bark. See the Temple of Bark section for details on how to enter and defeat the monsters there. After you complete the Temple of Bark, try the Great Western Tower.



Awards

Castleview Guild Member

Sandcaster Guild Member

Lakeside Guild Member

Necropolis Guild Member

Olympus Guild Member

The first three memberships may be purchased in the town; the final two are free.

Awakened Air Sleeper

Awakened Earth Sleeper

Awakened Fire Sleeper

Awakened Water Sleeper

May be awarded only after visiting the Dragon Pharoah and receiving the Chosen One Award. Visit the Elemental Sleepers on the elemental planes located off the Skyroads.

Cartographer's Challenge

Awarded after correctly answering the Cartographer's question. Located in Castleview.

Cheered Dimitri

Bring the Songbird of Serenity to Dimitri on Level Two in Castle Kalindra.

Chosen One

Award by Dragon Pharoah after freeing Corak from stasis in his ship.

Defeated Sheltem

Final confrontation in game. Bring Corak in the Soulbox to Castle Alamar, Level Four.

Defeated Xenoc and Morgana

Awarded after defeating these two evil magic users in Sandcaster. See Astra to receive Award.

Disciple of Bark

Solve the puzzle on Level Four to receive award. To descend into Level Five, you must have this award.

Drawkcab Extraordinaire

Awarded by Brother Reger (Area A4, Outdoor). The answer to his question is Palindromes.

Enchanted Bridle

Awarded after you have the bridle that Ambrose gives you enchanted and returned to him.

Exterminated Queen Rat

Awarded after defeating Rooka the Queen rat in the Castleview Sewers.

Fed Nibbler

Awarded after you give Nibbler the Monkey Dog Monga melons.

Freed Corak

Awarded after you release Corak from Stasis.

Freed Sandro

Awarded after you bring Sandro his heart from the Necropolis Sewer.

Goober

Awarded after reaching the computer in the bottom of the Dungeon of Doom.



Helped Caleb

Awarded after returning Caleb's magnifying glass.

Helped Dreyfus

Awarded after you help Dreyfus get into the Great Western Tower.

Helped Kramer

Awarded after you destroy the Ogres in Ogre Pass.

Helped Megan

Awarded after you return the Songbird of Serenity to Dimitri, and then visit his daughter.

Helped Nadia

Awarded after returning Nadia's necklace, located in the Castleview Sewer.

Master of Words

Awarded after you finish Level One of the Dungeon of Death.

Member Drawcab Brotherhood

Awarded after you visit the Drawcab monks in reverse order.

Merchant's Challenge

Awarded when you correctly answer the Merchant's Challenge in Sandcaster.

Paladin's Friend

Awarded by correctly answering the question of the talking rock in the Desert of Doom.

Rescued Jasper

Awarded when Jasper in Castleview is released and returned to his brother Jethro the Cartographer.

Rescued Roland

Awarded if playing World of Xeen. Rescue Roland from the dungeon of Castle Alamar.

Rescued Sprite

Awarded when you release the sprite from the Temple of Bark.

Restored Castle Kalindra

Awarded after you return twenty Energy Discs to Ellinger in Ellinger's Tower.

Restored Fountain of Youth

Awarded after you return the Jewel of Ages to Thaddeus in Area F4 (Outdoors).

Returned Orb

Awarded after you visit the Dragon Pharaoh.

Returned Statuettes

Awarded after you return the Griffin, Dragon, and Pegasus statuettes to Luna in Area A4 (Outdoors).

Saved the Queen

Awarded after you bring Queen Kalindra (located in the dungeon of Castle Blackfang) her crown from the third level of Castle Kalindra.

Cleaned up Castleview

Awarded after you defeat Gettlewaith and his guards.

Super Goober

Awarded after completing the Dungeon of Death.

Superior Intellect

Awarded after correctly answering the riddle of the blacksmith's apprentice in Sandcaster.

Taste Tester Royale

Awarded after you return the Chalice of Protection to Bosco outside the great Northern Tower.

Towns

You will begin *Darkside* in the town of Castleview. To enter the towns, you must have a pass. Pass locations are listed at the top of each entry.

Castleview

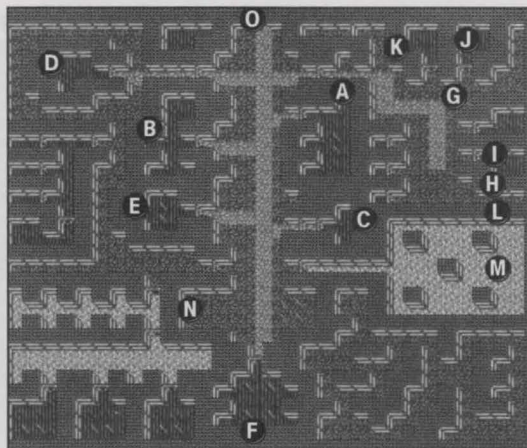
The pass for Castleview is just outside town in Outdoor Area A4 x15, y12. The cost is 1,000 gold.

There are several quests that may be completed before ever leaving Castleview. For low-level characters, this is one of the safest places to build up experience. Monsters that characters will encounter are Gremlins, Gremlin Guards, Goblins, and Gettlewaithe, the king of the Gremlins. None of these monsters are particularly difficult to defeat.

There is also a fair amount of gold to be found here; solutions to the treasure puzzles are provided.

Locations of Interest

- A** Tavern (x20, y25)
- B** Blacksmith (x09, y22)
- C** Bank (x21, y16)
- D** Guild (x03, y27)
- E** Training (x08, y17)
- F** Temple (x15, y01)
- G** Pyramid Portal (To *Clouds of Xeen* outside of Vertigo) (x26, y24)
- H** Guild Membership (50 gold) (x30, y23)
- I** Cartography Skill (50 gold)
- J** Joe the Exterminator (receive fake treasure map from him; trade with Jethro for real map) (x28, y30)
- K** Task Master (work for a week and receive 50 gold) (x25, y30)
- L** Cartographer's Question (x30, y20)
- M** Gettlewaithe (kill and receive three Energy Disks) (x29, y13)
- N** Ellinger's Tower
- O** Exit (x15, y31)





Floor Grates

x	y	
30	18	to Castlevew Sewer at x30, y18
02	29	to Castlevew Sewer at x02, y29
26	01	to Castlevew Sewer at x26, y01

Tents

x	y	
17	10	Gypsy Orb Quest (Take orb to Ellinger in Ellinger's Tower in town)
13	12	Tinit the Monk (Drawkcab Monk's Quest—visit the monks in reverse alphabetical order)
13	15	Pip the Monk
16	15	Otto the Monk
16	23	Bob the Monk
23	27	Mayor
29	27	Pathfinder Skill
22	27	Brother in Jail Quest (release Man in Jail and return here; the real treasure map is at E1 x1, y11)
27	19	Nadia the Hoarder (return her necklace from the Castlevew Sewer at x21, y09 for the key to Ellinger's Tower)
07	19	Swimming Skill 250 gold

Beds

x	y	
01	18	one item
22	18	one item
22	20	one item
27	30	one item
30	24	one item

Chests

x	y	
10	30	3,000 gold and three items
18	30	3,000 gold and three items
10	29	5,000 gold and 50 gems
11	20	5,000 gold, 50 gems, and five items



Public Storage Area

- Chest Puzzle #1: Numbered Chests: Open the chests in this order 6, 5, 8, 7, 4, 1, 2, 3; but each time you open a new chest, check to see that the chests you opened previously haven't closed. For example, you open chest 6, then chest 5. Check to see that when you opened chest 5, chest 6 didn't close. If 6 did close, go back and open it again. Proceed to chest 8 and open it. Check 5 and 6 to see that they haven't closed. If they have, open them again and proceed to 7. Repeat this opening and checking until all the chests are open.
- Chest Puzzle #2: Letter Chests: All the chests have letters on them. They spell out PITCHFORK. Open them in order to spell this.
- Chest Puzzle #3: Ellinger's Chest: You must see Ellinger first to activate this puzzle. Follow the chest in this order: C, B, A, D, G, H, I, F; chest E will appear and give 200,000 gold, 500 gems, and five items.

Castleview Sewer

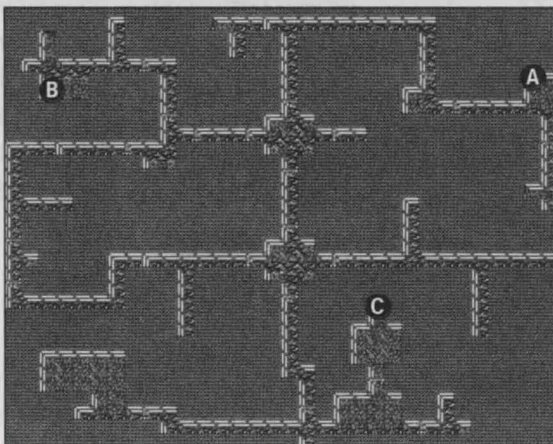
A dank and disgusting place; there are, however, some benefits to exploring here. You'll fight Sewer Slugs, Sewer Rats, Rooka, the queen of the rats, and Valio the simple. Don't fight Valio or steal his treasure.

Locations of Interest

- **A** Valio the Simple (x31, y26)
(Quest to kill the rats)
- **B** Direction Sense Skill 1,000 gold
(x03, y25)
- **C** Nadia's Onyx Necklace (return to
Castleview x27, y19 fort key to
Ellinger's Tower)(x21, y09)

Rubble

x	y	
15	21	one item of armor
09	20	one item of armor
15	14	one item of armor





Sewer Grates

x	y	
17	00	Exit to Outdoor Area A4 x14, y08
30	18	Exit to Castlevue at x30, y18
26	01	Exit to Castlevue at x26, y01
12	30	Exit to Castlevue at x12, y30
01	13	Exit to Castlevue at x01, y13
02	29	Exit to Castlevue at x02, y29

Bones

x	y	
02	06	one item

Barrels

x	y	
20	08	receive permanent + 5 Endurance, take poison damage
20	07	receive permanent + 5 Endurance, take poison damage
20	06	receive permanent + 5 Endurance, take poison damage
22	08	receive permanent + 5 Endurance, take poison damage
22	07	receive permanent + 5 Endurance, take poison damage
22	06	receive permanent + 5 Endurance, take poison damage
02	26	receive permanent + 5 Might, take disease damage
04	26	receive permanent + 5 Might, take disease damage
02	25	receive permanent + 5 Might, take disease damage
04	25	receive permanent + 5 Might, take disease damage

Sewer Drains

x	y	
20	22	receive one item
04	02	receive one item
31	13	receive one item



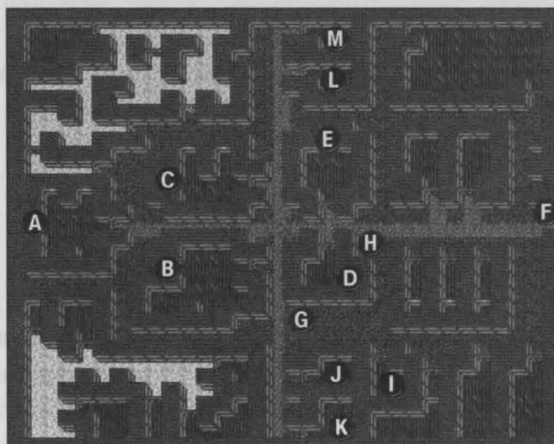
Sandcaster

The pass to enter Sandcaster is at Outdoor Area B3 x07, y01 held by the Wizard Vespar. Before he will give you the pass, you must retrieve the emerald handle to his staff. It may be found at Outdoor Area E3 x13, y05.

Monsters you'll encounter here are Sorceresses, Enchantresses, Morgana, Wizards, Master Wizards, and Xenoc.

Locations of Interest

- A** Temple (x01, y16)
- B** Tavern (x07, y13)
- C** Blacksmith (x09, y19)
- D** Training (x19, y12)
- E** Guild (x18, y22)
- F** Exit (to Outdoor Area E3 x04, y12) (x31, y16)
- G** Guild Membership 20,000 gold (x18, y10)
- H** Astra the good Sorceress (rid the town of all evil magic users, receive 2,000,000 experience and 1,000 gems) (x20, y14)
- I** Natasha (Return with Bridle from Ambrose in Outdoor Area B1 x12, y05 to get it enchanted)
- J** Navigator skill 10,000 gold (x19, y05)
- K** Prestidigitator skill 1,000 gems (x19, y01)
- L** Merchant skill 5,000 gold (x19, y27)
- M** Linguist skill 25,000 gold (x19, y30)



Floor Grates

x	y	
01	01	Down to Sandcaster Sewer at x01, y01
01	26	Down to Sandcaster Sewer at x01, y26
13	09	Down to Sandcaster Sewer at x13, y09
13	28	Down to Sandcaster Sewer at x13, y28
27	10	Down to Sandcaster Sewer at x27, y10
30	21	Down to Sandcaster Sewer at x30, y21



Tents

x	y	
18	08	Sells pass to Lakeside for 25,000 gold
23	17	Merchant Question (answer is 100); receive 500,000 experience
27	17	Weapons Question (answer is 9); receive 500,000 experience
06	21	Vulture Repellent (doesn't work)

Chests

x	y	
30	01	48,000 gold and Key to The Eastern Tower
27	01	25,000 gold and 100 gems
03	10	25,000 gold and 100 gems
03	22	25,000 gold and 100 gems
04	22	25,000 gold and 100 gems
21	01	100,000 gold and four items
06	01	100,000 gold and four items
01	30	50,000 gold, 100 gems, and three items
12	02	50,000 gold, 100 gems, and three items
15	16	At 12 noon only, give spell casters 2,000 spell points

Beds

x	y		x	y	
2	01	one item	27	22	one item
19	03	one item	19	29	one item
23	22	one item	21	02	one item

Shelves with Potions

x	y	
13	03	Orange Potion, +10 Intelligence (permanent), has three uses
13	05	Orange Potion, +10 Intelligence (permanent), has three uses
23	10	Orange Potion, +10 Intelligence (permanent), has three uses
08	01	Purple Potion, +10 Speed (permanent), has three uses
01	10	Purple Potion, +10 Speed (permanent), has three uses
25	10	Purple Potion, +10 Speed (permanent), has three uses

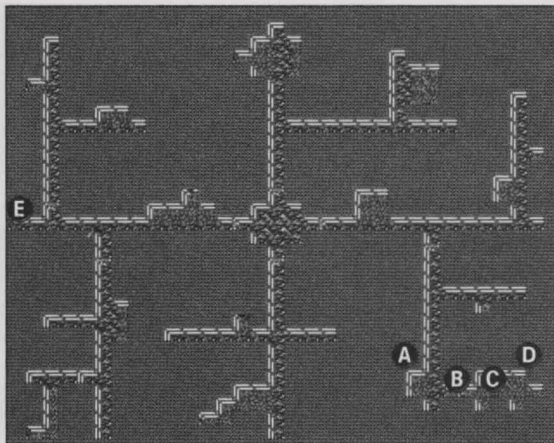


Sandcaster Sewer

To reach the Wizards in Sandcaster, you'll have to go through the sewers. Monsters you'll encounter here are Beholder Bats and Sewer Hags.

Locations of Interest

- A** Sewer Gym (pay 50,000 gold to enter; inside are potions to raise stats)(x25, y04)
- B** Body Building Skill (x27, y03)
- C** Green Potion (permanent +10 Endurance, six uses) (x29, y03)
- D** Red Potion (permanent +10 Might, six uses) (x30, y04)
- E** Exit (Outdoor Area D2 x12, y02) (x00, y16)



Ladders

x	y	
01	26	Exit to Sandcaster at x01, y26
13	09	Exit to Sandcaster at x13, y09
27	10	Exit to Sandcaster at x27, y10
01	01	Exit to Sandcaster at x01, y01
13	28	Exit to Sandcaster at x13, y28
30	21	Exit to Sandcaster at x30, y21

Sewer Drain

x	y	
02	29	one item
05	01	one item
09	08	one item

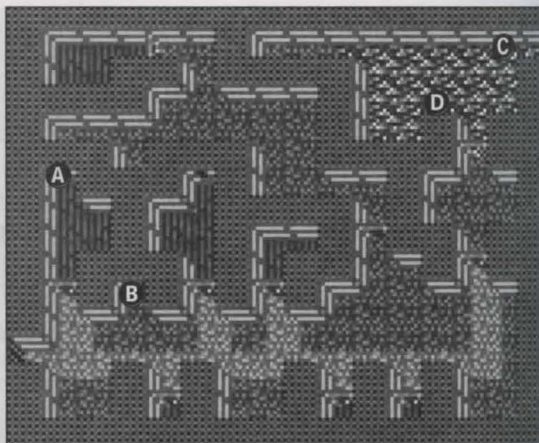


Lakeside

The only service provided here is the local Guild. Monsters you will encounter here are Witches and the Coven Leader.

Locations of Interest

- A** Guild (x01, y09)
- B** Guild Membership (WITCH is the correct response) (x03, y05)
- C** Boat (will transport to Isle of Lost Souls) (x15, y14)
- D** Boat (treasure 35,000 gold, seven items) (x10, y11)



Beds

x	y	
02	08	one scroll
04	08	one scroll
01	13	one scroll

Floor Grates

x	y	
11	06	Exit to Lakeside Sewer at x11, y06
07	14	Exit to Lakeside Sewer at x07, y14
01	11	Exit to Lakeside Sewer at x01, y11

Cauldron

x	y	
02	01	Turn character to stone
07	01	Turn character to stone
14	01	Permanent +25 Personality
09	05	Permanent +25 Endurance
14	04	Permanent +25 Speed
06	12	Permanent +25 Speed



Chests

x	y	
01	14	receive 36,000 gold, 200 gems, Pass to Necropolis
12	09	receive 10,000 gold and 100 gems
08	12	receive 10,000 gold and 100 gems

Cages

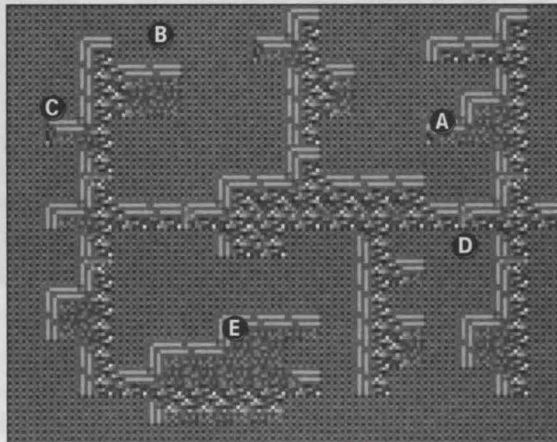
x	y	
01	01	release prisoner and receive 200,000 experience
06	01	release prisoner and receive 200,000 experience
13	01	release prisoner and receive 200,000 experience
04	12	release prisoner and receive 200,000 experience
14	05	release prisoner and receive 200,000 experience

Lakeside Sewer

The passageways in this sewer are flooded. Your characters must all have the swimming skill to make their way down here. Monsters you'll encounter are Sewer Stalkers.

Locations of Interest

- A** Prayermaster Skill (10,000 gold)
(x06, y04)
- B** Exit to Lakeside (x07, y14)
(x07, y14)
- C** Exit to Lake side (x01, y11)
(x01, y11)
- D** Exit to Lakeside (x11, y06)
(x11, y06)
- E** Dragon Statuette (return to
Outdoor Area A4 x13, y15)
(x12, y11)





Sewer Drains

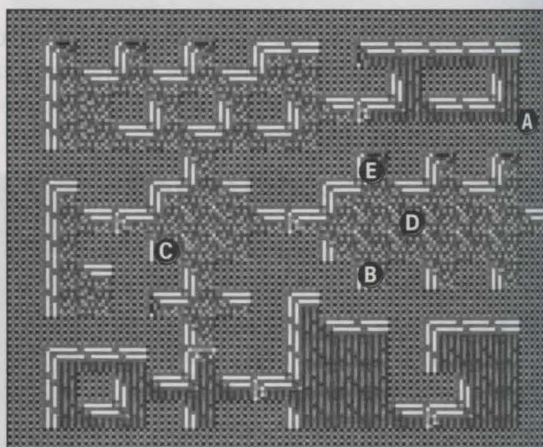
x	y	
02	14	Potion of Resurrection
12	14	Potion of Resurrection
14	02	Potion of Resurrection
01	08	Potion of <i>Stone to Flesh</i>
08	02	Potion of <i>Stone to Flesh</i>
14	15	Potion of <i>Stone to Flesh</i>

Necropolis

Ready your *Turn Undead* and *Holy Word* spells before you come here because Necropolis is crawling with Power Liches and Higher Mummies. Until you return Sandro's heart he will fight you each time you approach him.

Locations of Interest

- A** Exit (Outdoor Area B2 x08, y12) (x15, y08)
- B** Guild Membership (50,000 gold) (x10, y06)
- C** Well of Death (kills character) (x05, y08)
- D** Sandro's Throne (Quest for Stone heart in Necropolis Sewer at x01, y14) (x10, y08)
- E** Griffin Statuette (Take after returning stone heart to Sandro; return to Outdoor Area A4 x13, y15) (x10, y10)



Books*

x	y	
14	10	receive 999,999 experience if Intelligence is 25 or higher
14	06	receive 999,999 experience if Intelligence is 25 or higher
12	06	receive 999,999 experience if Intelligence is 25 or higher
12	10	receive 999,999 experience if Intelligence is 25 or higher



04	05	receive 999,999 experience if Intelligence is 25 or higher
06	05	receive 999,999 experience if Intelligence is 50 or higher
05	14	receive 999,999 experience if Intelligence is 50 or higher
03	14	receive 999,999 experience if Intelligence is 50 or higher
01	14	receive 999,999 experience if Intelligence is 100 or higher

* Reading these books is a good way to build up lots of experience fast. The magical aging can kill a character if you're not careful, however. To deal with this, go to Area F4 x06, y07. The fountain there will remove magical aging if you return the Jewel of the Ages from the Great Eastern Tower on Level Three at x05, y11 to the keeper there. He will also give you the key to the Great Southern Tower for performing this Quest.

Cast *Lloyd's Beacon* and *Town Portal* to move between Necropolis and the Fountain as you read the books. It is also helpful to return to Sandcaster or Castleview and be trained in between. If your character doesn't have high enough Intelligence stats, go to either Outdoor Area C4 x06, y14 (+10 Intelligence temporary) or Outdoor Area D4 x12, y04 (+50 all Stats temporary) to raise your stats.

Floor Grates

x	y	
08	05	Exit to Necropolis Sewer at x08, y05
01	09	Exit to Necropolis Sewer at x01, y09
08	24	Exit to Necropolis Sewer at x08, y24

Coffins

x	y	
12	03	need Might of 150 or more to open, fight a Lich, then receive one item
12	04	need Might of 150 or more to open, fight a Lich, then receive one item
14	01	need Might of 150 or more to open, fight a Lich, then receive one item
14	02	need Might of 150 or more to open, fight a Lich, then receive one item
14	03	need Might of 150 or more to open, fight a Lich, then receive one item
14	04	need Might of 150 or more to open, fight a Lich, then receive one item
01	05	need Might of 150 or more to open, fight a Lich, then receive one item
02	05	need Might of 150 or more to open, fight a Lich, then receive one item
10	02	need Might of 150 or more to open, fight a Lich, then receive one item

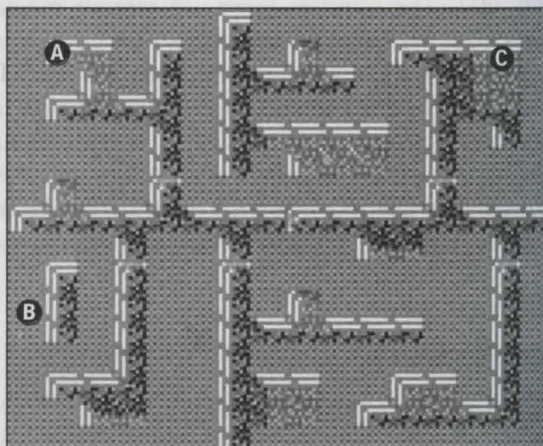


Necropolis Sewer

The passageways here are filled with lava. Your characters must be powerful enough to withstand the rigors of walking through fire before they can venture down here. The *Teleport* spell will be useful to move about with less harm. Monsters who survive down here are Lava Roaches.

Locations of Interest

- A** Sandro's Heart (return to Sandro in Necropolis x10, y08) (x14, y11)
- B** Chest (receive cursed condition, 220,000 gold, 2,000 gems, and five items)(x01, y06)
- C** Barrel (encounter lava roaches, then take 3,000 points damage, if party survives receive permanent one level increase) (x14, y14)



Ladders

x	y	
08	14	Exit to Necropolis at x08, y14
08	05	Exit to Necropolis at x08, y05
01	09	Exit to Necropolis at x01, y09

Sewer Drain*

x	y	
01	02	Receive disease condition and one item
10	01	Receive disease condition and one item
06	10	Receive disease condition and one item

*These are the only sewer drains with items

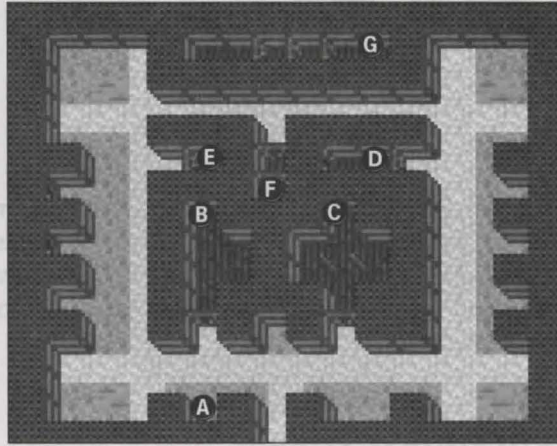
Olympus

You won't be entering Olympus until the latter portion of the game, after you have visited the Dragon Pharaoh. The only limit to how high you may train here is how much gold you have.



Locations of Interest

- A** Guild Membership (free) (x05, y01)
- B** Blacksmith (x05, y08)
- C** Tavern (x09, y08)
- D** Temple (x09, y10)
- E** Training (x05, y10)
- F** Guild (x07, y09)
- G** Corak's Soulbox (return to Corak in his Spaceship in Outdoor Area B2 x03, y08; to enter you must go through the Olympus Sewer) (x10, y14)

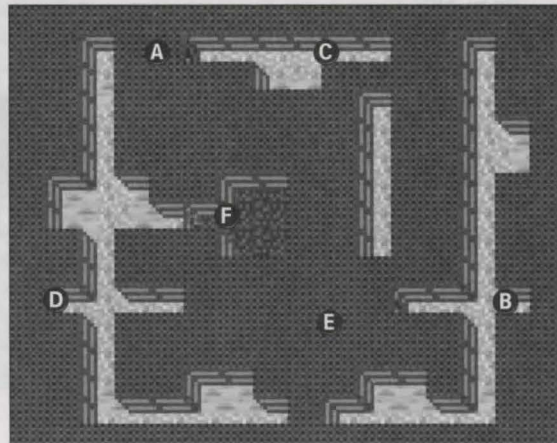


Olympus Sewer

Through the Sewer is the only way to reach the Soulbox for Corak.

Locations of Interest

- A** Exit to Olympus (x05, y14) (x05, y14)
- B** Exit to Olympus (x14, y05) (x14, y05)
- C** Sewer Drain (gives Password TRIBBLES) (x10, y12)
- D** Exit to Olympus (x01, y05) (x01, y05)
- E** Exit to Olympus (x10, y07) (x10, y05)
- F** Desk (sells Tribbles for 100,000 gold) (x07, y08)





Towers

In order to enter the towers in *Darkside*, you must be in possession of the key to each tower. The location of the key to each tower is at the top of the entry for that tower. The easiest tower to explore is Ellinger's Tower located in Castlevue. You will be returning to Ellinger's Tower periodically as you acquire Energy Disks to help restore Castle Kalindra.

Ellinger's Tower

Nadia the Hoarder in Castlevue (x27, y19) has the key to Ellinger's Tower, but before she gives it to you, you must return her necklace which is in the Castlevue Sewer at x21, y09.

Level One

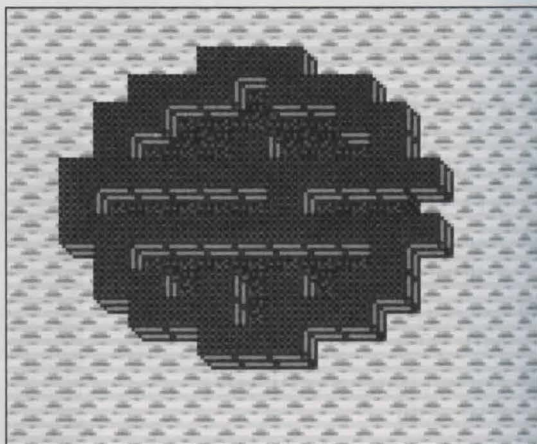
- Exit (to Castlevue x12, y10)
x12, y08
- Stairs (Level 2 x07, y08) x07, y08
- Mirror Portal (not operational until Obelisk is turned on in Castle Kalindra Level Three x01, y01)
x09, y08

Cabinets

x	y	
07	04	gold boots
03	08	gold boots
09	05	gold boots

Crates

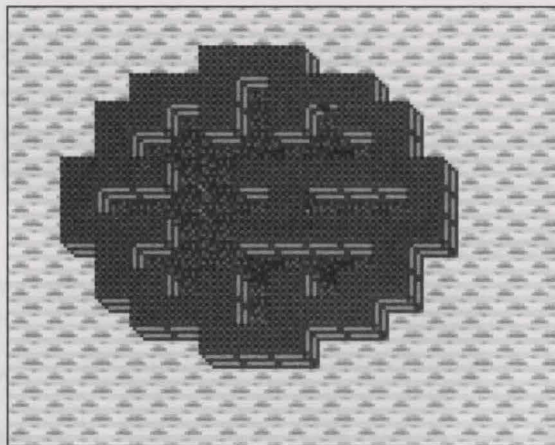
x	y	
06	10	boots
08	10	boots





Level Two

- Stairs (to Level One x07, y08)
x07, y08
- Stairs (to Level Three 09, y08)
x09, y08
- Book of Protection (permanent
+20 fire protection) x09, y05
- Book of Protection (permanent
+20 electrical protection)
x09, y11

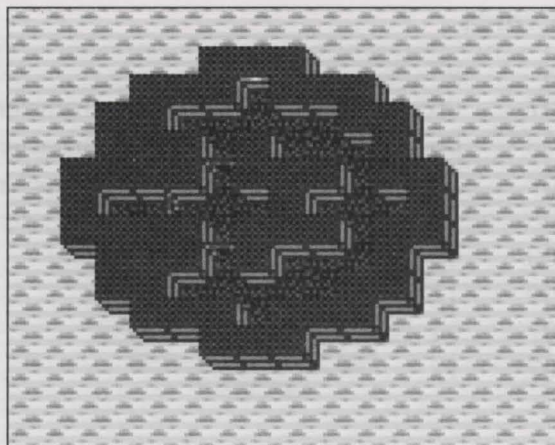


Tapestry

x	y	
03	08	changes floor from lava to stone
04	10	changes floor from lava to stone
05	11	changes floor from lava to stone
04	06	changes floor from lava to stone
05	05	changes floor from lava to stone
10	10	opens hidden door

Level Three

- Stairs (to Level Two x09, y08)
- Stairs (to Level Four x11, y08)
x11, y08
- Stairs (to Level Four x07, y08)
x07, y08
- Tapestry (opens hidden door at
x06, y10) x05, y05
- Tapestry (open hidden door at
x06, y06) x05, y11



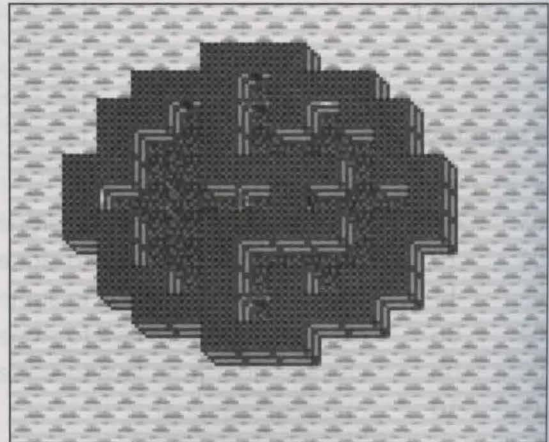


Crate

x	y	
07	12	100 points damage to character who opens, 50 points damage to party
07	04	100 points damage to character who opens, 50 points damage to party
04	08	100 points damage to character who opens, 50 points damage to party
03	08	100 points damage to character who opens, 50 points damage to party

Level Four

- Stairs (to Level Three x07, y08)
x07, y08
- Stairs (to Level Three x11, y08)
x11, y08
- Stairs (to Skyroad A4 x14, y10)
x09, y08
- Door (Answer: ELLINGER)
x07, y08
- Ellinger (bring him Energy Disks to
complete Castle Kalindra) x04,
y08
- Book of Magic (only sorcerers may
read, if Intelligence is below 50
gives permanent +25 increase)



Crates

x	y	
07	06	100 points damage to character who opens, 50 points damage to party
08	06	100 points damage to character who opens, 50 points damage to party
07	10	100 points damage to character who opens, 50 points damage to party
08	10	100 points damage to character who opens, 50 points damage to party
09	05	Wood Boots
09	11	Wood Boots
07	04	Obsidian Boots
07	12	Obsidian Boots



The Great Eastern Tower

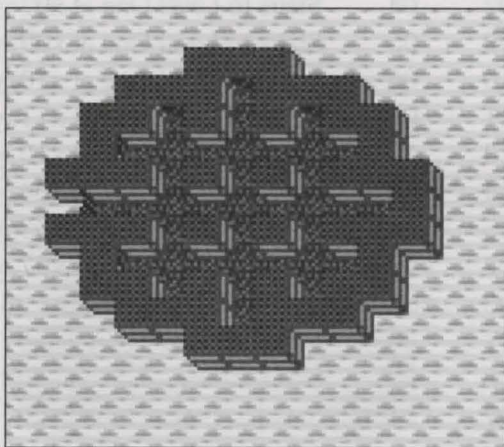
The key to the Great Eastern Tower is in a chest in Sandcaster at x30, y01.

Level One

- Exit (to Outdoor Area F3 x10, y09)
x03, y08

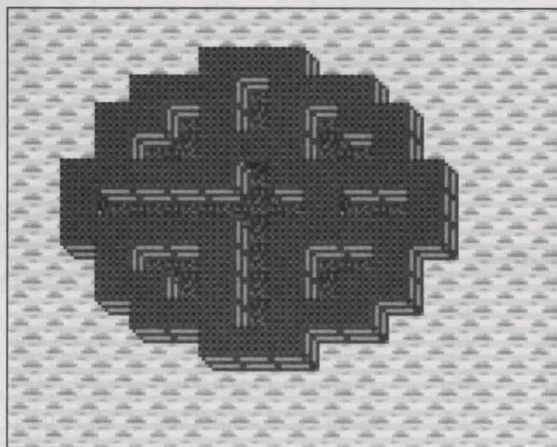
Stairs

x	y	
05	11	To Level Two at x05, y11
07	12	To Level Two at x07, y12
09	11	To Level Two at x09, y11
10	10	To Level Two at x10, y10
04	06	To Level Two at x04, y06
04	10	To Level Two at x04, y10
05	05	To Level Two at x05, y05
07	04	To Level Two at x07, y04
09	05	To Level Two at x09, y05
10	06	To Level Two at x10, y06
11	08	To Level Two at x11, y08



Level Two

- Mirror Portal (operational only if Obelisk in Castle Kalindra is on, see Castle Kalindra for details)
x10, y08



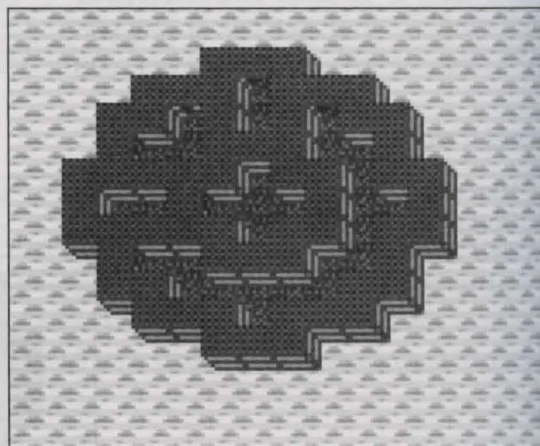


Stairs

x	y	
04	06	Stairs to Level One at x04, y06
05	05	Stairs to Level One at x05, y05
07	04	Stairs to Level One at x07, y04
09	05	Stairs to Level One at x09, y05
10	06	Stairs to Level One at x10, y06
11	08	Stairs to Level One at x11, y08
10	10	Stairs to Level One at x10, y10
04	10	Stairs to Level One at x04, y10
05	11	Stairs to Level One at x05, y11
07	12	Stairs to Level One at x07, y12
03	08	Stairs to Level Three at x03, y08
07	09	Stairs to Level Three at x07, y09
08	08	Stairs to Level Three at x08, y08
07	11	Stairs to Level Three at x07, y11

Level Three

- Jewel of The Ages (return to Fountain in Outdoor Area F4 x06, y07) x05, y11
- Energy Disk x07, y04
- Energy Disk x11, y08



Stairs

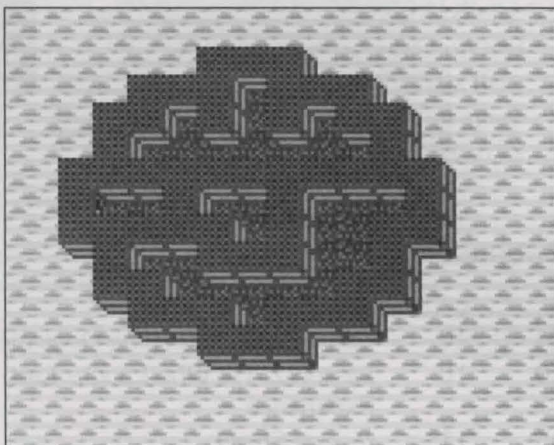
x	y	
03	08	Stairs to Level Two at x03, y08
07	09	Stairs to Level Two at x07, y09
07	11	Stairs to Level Two at x07, y11
08	08	Stairs to Level Two at x08, y08



04	06	Stairs to Level Four at x04, y06
04	08	Stairs to Level Four at x04, y08
04	10	Stairs to Level Four at x04, y10
07	12	Stairs to Level Four at x07, y12
06	08	Stairs to Level Four at x06, y08
07	07	Stairs to Level Four at x07, y07
09	11	Stairs to Level Four at x09, y11

Level Four

- Book of Intelligence (if Sorcerer, Archer, or Ranger may read for permanent +50 Intelligence, *all* others will take 250 points of magical damage) x11, y08
- Book (read for permanent +5 level increase, but will loose all secondary skills except Thievery) x07, y04
- Stairs (to Skyroad F3 x10, y09) x03, y08
- Vat (drink and take 50 points magical damage) x09, y08
- Vat (drink and take 50 points magical damage) x09, y07
- Fountain (permanent +10 to all stats below 10) x05, y11
- Fountain (permanent +1 level, age 50 years, one time per character) x10, y10



Stairs

x	y	
04	06	Stairs to Level Three at x04, y06
04	08	Stairs to Level Three at x04, y08
04	10	Stairs to Level Three at x04, y10
06	08	Stairs to Level Three at x06, y08
07	07	Stairs to Level Three at x07, y07
07	12	Stairs to Level Three at x07, y12
09	11	Stairs to Level Three at x09, y11

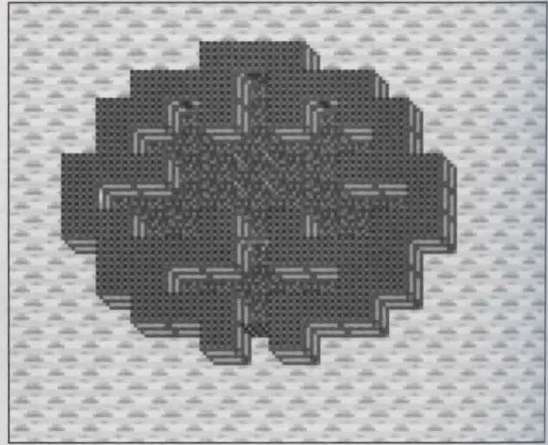


The Great Northern Tower

The key to this tower is held by Bosco the Dwarf King at Outdoor Area D1 x01, y08. He'll give you the key. Return to him the Chalice of Protection located on Level Four at x07, y04.

Level One

- Mirror Portal (operational only if Obelisk in Castle Kalindra is on, See Castle Kalindra entry for details.) x05, y05
- Exit (to Outdoor Area D1 x02, y10) x07, y04
- Stairs (to Level Two x07, y12) x07, y12



Cabinets

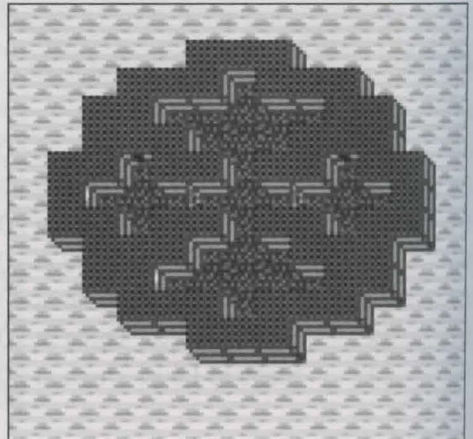
x	y	
04	10	Lesson 1: Let Sleeping Dogs Lie—receive 500,000 Experience
10	10	Lesson 2: He Who Laughs Last, Laughs Best—receive 500,000 Experience
05	11	receive Shield
09	11	receive Shield

Level Two

- Stairs (to Level Three x07, y04) x07, y04
- Stairs (to Level One x07, y12) x07, y12

Cabinet

x	y	
05	11	Lesson 3: The needs of the many outweigh the needs of the few—500,000 Experience
09	11	Lesson 4: Love of money is at the root of all evil—500,000 Experience





x	y	
04	07	receive Helm
04	09	receive Helm
10	07	receive Armor
10	09	receive Armor

Level Three

- Stairs (to Level Four x07, y12)
x07, y12
- Stairs (to Level Two x07, y04)
x07, y04
- Opens grate x03, y08
- Opens Grate x11, y08

Alcove

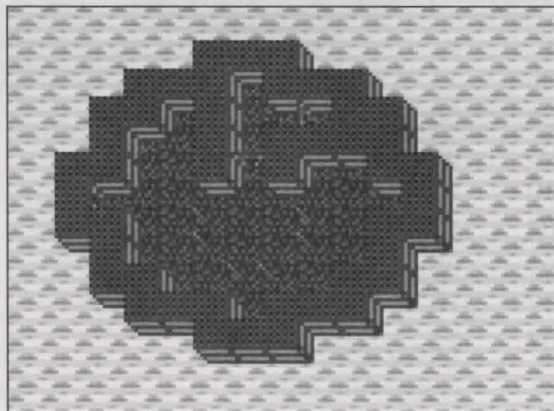
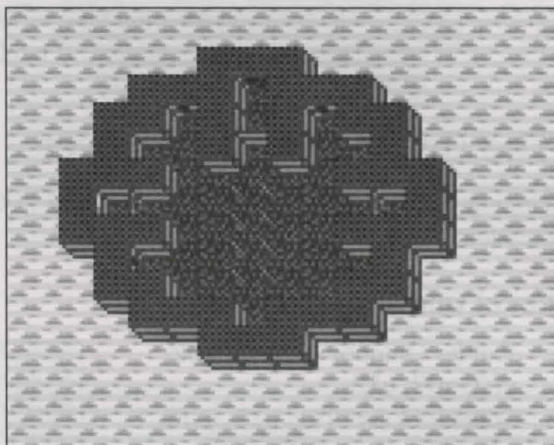
x	y	
04	06	receive Helm
05	11	receive Shield
09	11	receive Armor

Cabinet

x	y	
04	10	Lesson 5: Don't Look a Gift Horse in the Mouth—500,000 Experience
10	10	Lesson 6: A Fool and His Money Area Soon Parted—500,000 Experience
10	06	Lesson 7: If Wishes Were Horses, Beggars Would Ride—500,000 Experience

Level Four

- Stairs (to Skyroad D1 x02, y10)
x09, y11
- Stairs (to Level Three x07, y12)
x07, y12
- Energy Disk x03, y08
- Energy Disk x11, y08
- Chalice of Protection (Answer AIE)
x07, y04





Thrones

x	y	
06	08	Emotion Throne—causes depressed condition
06	07	Emotion Throne—causes confused condition
08	08	Emotion Throne—causes heartbroken condition
08	07	Emotion Throne—causes insane condition
07	06	Euphoria Throne—sit in the four Thrones of Emotion then in Euphoria and receive permanent +5 to all stats and 2 level increase
05	11	Dunce Throne—cause -50 Intelligence, 50 points electric damage

The Great Southern Tower

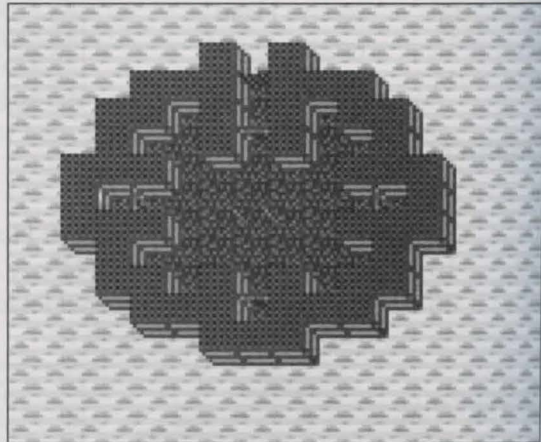
The key to this tower is in Outdoor Area F4 x06, y07; receive it from the Keeper of the Fountain.

Level One

- Exit (to Outdoor Area D4 x02, y07) x07, y12
- Stairs (to Level Two x10, y06) x10, y06
- Mirror Portal (not operational until Obelisk in Castle Kalindra is on. See Castle Kalindra for details.) x09, y11
- Treasure (illusion) x07, y08

Tapestry/Button

x	y	
05	11	opens grate
04	06	opens grate
05	05	opens grate
10	10	opens grate
04	10	opens grate
09	05	opens grate
07	10	opens grate
07	11	opens grate





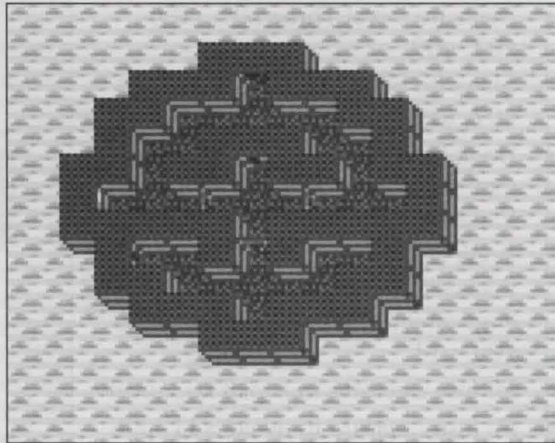
Level Two

- Stairs (to Level One x10, y06)
x10, y06
- Stairs (to Level Three x07, y12)
x07, y12
- Gong (ring three times to open
gates) x07, y09

Pits

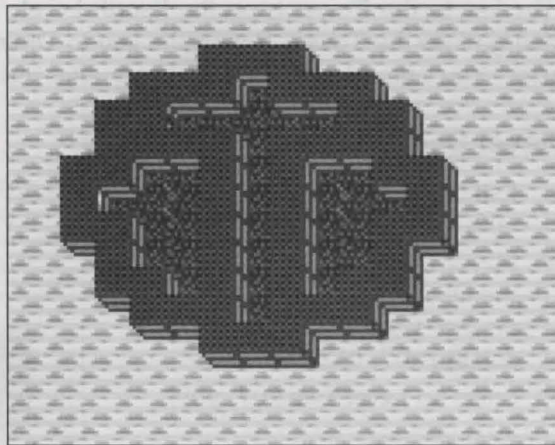
x	y
10	06
07	04
03	08
11	08

Use the *Levitate* spell to avoid the pits.



Level Three

- Stairs (to Level Two x07, y12)
x07, y12
- Stairs (to Level Four x07, y09)
x07, y09
- Energy Disk x05, y05
- Energy Disk x09, y05
- Gong (ring three times to open
hidden door) x05, y11
- Gong (ring three times to open
hidden wall) x09, y11



Chests

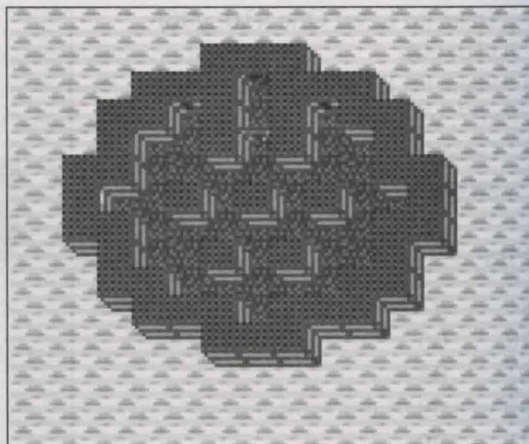
x	y	
04	08	500 points damage
05	07	500 points damage
09	08	500 points damage
10	06	500 points damage
10	08	5,000 gold and 50 gems
05	08	1,000 gold and two items
04	07	1,000 gold and two items

x	y	
09	07	500 gold and two items
10	07	500 gold and two items
04	06	Ali Baba Chest (say OPENSESAME) 300,000 GOLD



Level Four

- Stairs (to Level Three x07, y09)
x07, y09
- Stairs (to Skyroad D4 x02, y07)
x07, y12
- Book (only master thief or robber
may read safely, 500,000
Experience) x05, y11
- Book (Princes only; prince of
thieves may read all others
eradicated; permanent +5 levels)
x09, y11
- Pit (use *Levitate* to avoid) x03, y08
- Pit (use *Levitate* to avoid) x11, y08

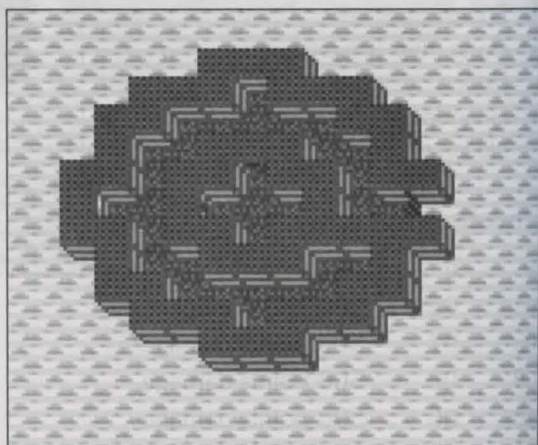


Great Western Tower

The key to this Tower is on the Fourth Level. To reach it go to Skyroad A3 x04, y09 and go into the Tower. Return the key to Dreyfus the Cleric at Outdoor Area A3 x08, y10. You'll be able to enter the Tower after this.

Level One

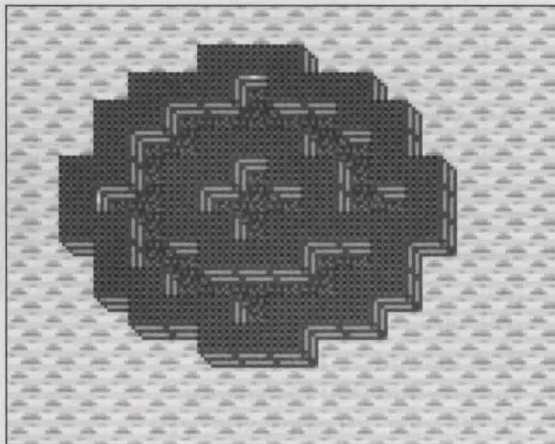
- Exit (to Outdoor Area A3 x04,
y00) x11, y08
- Mirror Portal (not operational until
the Obelisk in Castle Kalindra is
on. See Castle Kalindra for
details.) x07, y12
- Stairs (to Level Two x07, y09)
x07, y09
- Stairs (to Level Two x10, y06)
x10, y06
- Gold Pegasus Statuette (return to
Outdoor Area A4 x13, y15)
x07, y07
- Energy Disk x06, y08
- Energy Disk x08, y08





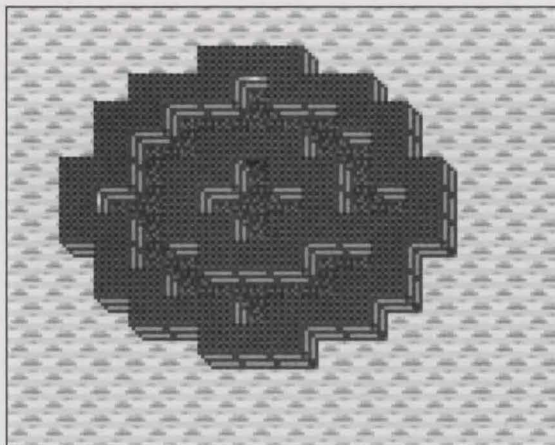
Level Two

- Stairs (to Level One x10, y06)
x10, y06
- Stairs (to Level One x07, y09)
x07, y09
- Stairs(to Level Three x08, y08)
x08, y08
- Stairs (to Level Three x11, y08)
x11, y08
- Fountain (permanent +10 fire
resistance) x06, y08
- Fountain (permanent +10
electrical resistance) x07, y07
- Bed (50 gold, 10 gems)
- Bed (50 gold, 10 gems) x07, y04



Level Three

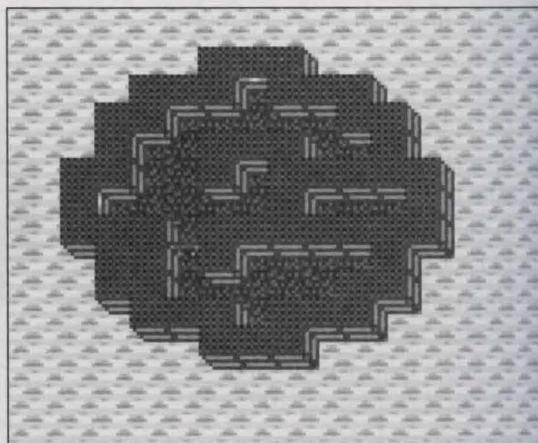
- Stairs (to Level Two x08, y08)
x08, y08
- Stairs (to Level Two x11, y08)
x11, y08
- Stairs (to Level Four) x07, y09
- Fountain (permanent +10 cold
resistance)
- Fountain (permanent +10 poison
resistance)
- Bed (50 gold, 10 gems)





Level Four

- Stairs (to Level Three x07, y09)
x07, y09
- Stairs (to Level Three x10, y06)
x10, y06
- Stairs (to Skyroad A3 x04, y09)
x11, y08
- Tapestry (push button to open
hidden door) x10, y10
- Key to the Great Western Tower
x09, y08
- Desk (reward for freeing the
Tower—500,000 Experience,
10,000 gold, 20 gems) x04, y10
- Bed (50 gold, 10 gems) x07, y12
- Bed (20 gold, one item) x07, y04





Castles

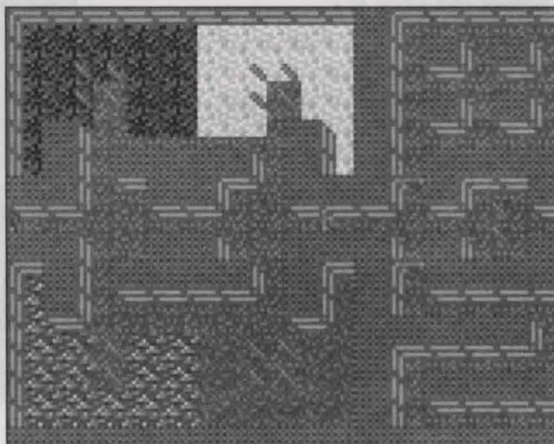
In order to explore the castles in *Darkside* you must perform certain Quests. Castle Kalindra is out of phase with the world. To restore the castle, you must bring Ellinger 20 Energy Disks—five per level of castle. To enter Castle Blackfang, you must enchant Ambrose's bridle. Castle Alamar may be entered at any time.

Castle Alamar

All roads in *Darkside* lead to this castle. The final confrontation between Sheltem and Corak happens here. But don't try to confront Sheltem without Corak. Monsters you'll face here are Annihilators and Autobots.

Level One

- Exit (Outdoor Area A1 x10, y04)
x15, y08
- Stars (Dungeon x15, y01)
x15, y01
- Stairs (Level 2 x00, y08) x00, y08





Level Two

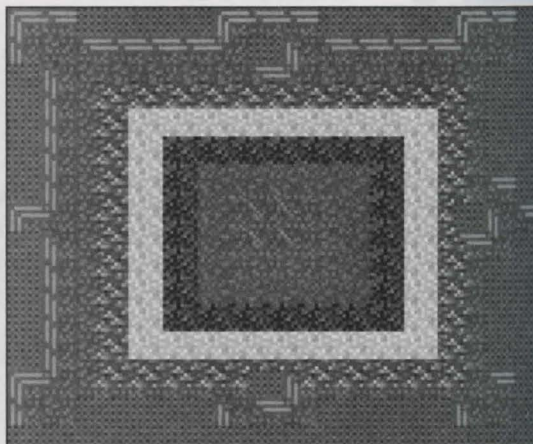
- Stairs (Level One x00, y08)
x00, y08
- Stairs (Level Three x15, y08,
only if Sundials set) x15, y08

Sundials

Set all Sundials to 9

x	y
00	15
14	15
14	01
00	01
07	08

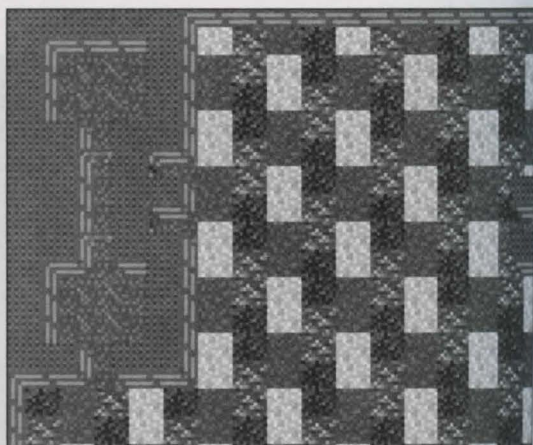
If all dials are set to 9 you'll be asked what is Alamar's true name, answer SHELTEM and you'll be let up to Level Three



Level Three

The sequence to make your way across the floor is :

- FEWAEEFFWAEFAWE
EWWFAW
- F: Fire, E: Earth, W: Water, A: Air
- Stairs (Level Two x15, y08)
x15, y0
- Xeen Power Juice (permanent +5
levels, 2 charges) x04, y10
- Alamar (If party has Corak in the
Soulbox with them, battle between
Alamar and Corak, otherwise, kill
party)
- Stairs (to Skyroad A1 x10, y04)
x02, y05



Dungeon

- Stairs (Level One x15, y01) x15, y01
- Roland in Stasis x13, y15

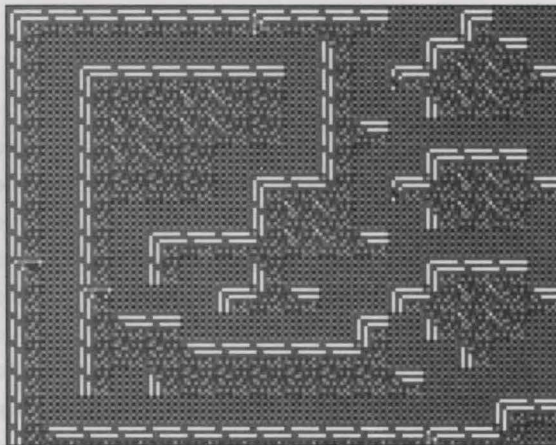


- Lever opens hidden wall x06, y05
- Lever opens hidden wall x08, y05
- Key to Dragon Tower on *Clouds of Xeen*
- Key to Darkstone Tower on *Clouds of Xeen*
- Need Silver ID. Card to open hidden wall x15, y05
- Need Gold ID. Card to open hidden wall x15, y09

Xeen Power Juice

(permanent +5 levels, three charges)

x	y
10	15
11	13
15	13
10	11
10	07

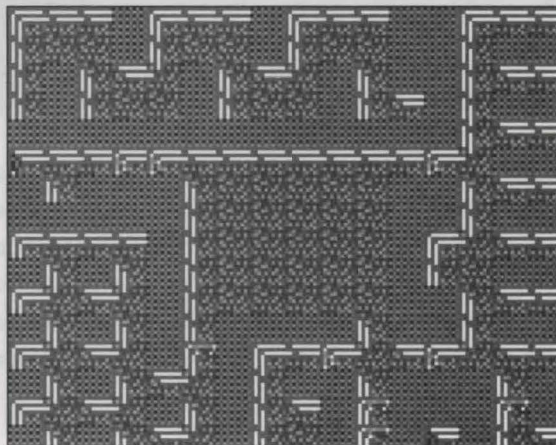


Castle Blackfang

Before you can enter Castle Blackfang, you must take Ambrose's bridle and have it enchanted. See Outdoor Area B1 for details.

Level One

- Stairs (Dungeon x09, y12) x09, y12
- Stairs (Level Two x00, y10) x00, y10
- Stairs (Dungeon x11, y12) x11, y12
- Ambrose (ride to and from castle) x07, y08
- Gong (ring and removes wall at x13, y00) x15, y00





Coffins

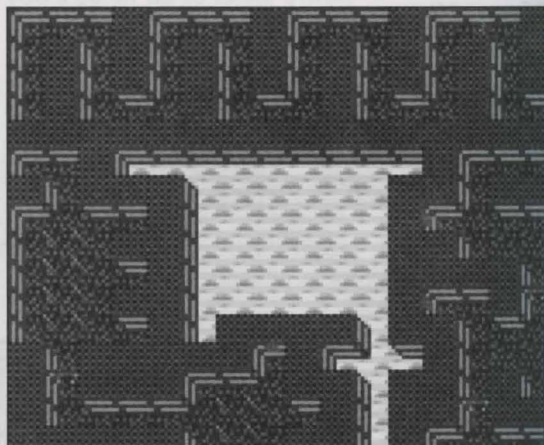
x	y	
01	09	one item
00	07	one Vampire, defeat and receive one item
15	05	one Vampire, defeat and receive one item
15	11	one Vampire, defeat and receive one item
15	13	one Vampire, defeat and receive one item
15	07	one Vampire, defeat and receive one item
15	15	one Vampire, defeat and receive one item
15	09	one Vampire, defeat and receive one item
15	03	one Vampire, defeat and receive one item
01	00	one Vampire, defeat and receive one item
00	03	one Vampire, defeat and receive one item

Level Two

- Exit (Level 1 x00, y02) x00, y02
- Exit (Level 1 x00, y10) x00, y10
- Exit (Level 1 x12, y00) x12, y00
- Exit (Level 3 x15, y12) x15, y12
- Exit (Level 3 x08, y02) x08, y02
- Exit (Level 3 x15, y10) x15, y10

Coffin

x	y	
03	08	one Vampire, defeat and receive one item
03	05	one Vampire, defeat and receive one item
03	04	one Vampire, defeat and receive one item
07	03	one Vampire, defeat and receive one item
15	00	one Vampire, defeat and receive one item
15	02	one Vampire, defeat and receive one item
12	05	one Vampire, defeat and receive one item
12	08	one Vampire, defeat and receive one item



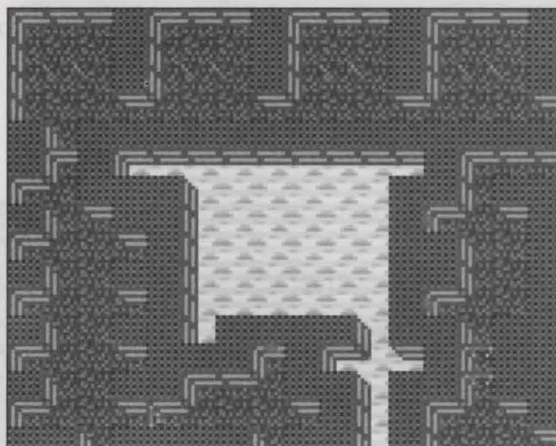


Level Three

- Exit (Level 2 x15, y10) x15, y10
- Exit (Level 2 x15, y12) x15, y12
- Exit (Level 2 x08, y02) x08, y02
- Exit (Skyroad F1 x11, y12) x15, y00

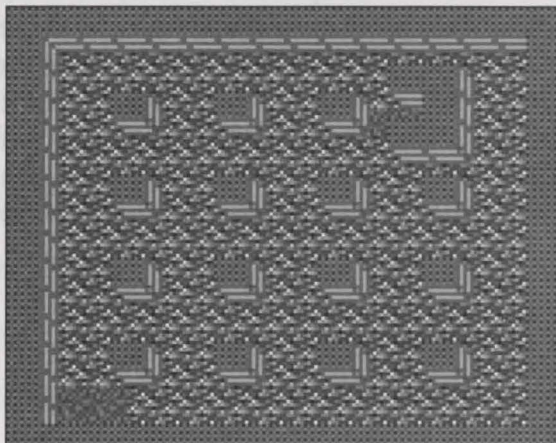
Coffins

x	y	
07	03	one Vampire, defeat and receive one item
14	06	one Vampire, defeat and receive one item
03	07	one Vampire, defeat and receive one item
03	05	one Vampire, defeat and receive one item
13	14	Count Blackfang
12	01	one Vampire, defeat and receive one item
12	00	one Vampire, defeat and receive one item
01	14	one Vampire, defeat and receive one item
05	14	one Vampire, defeat and receive one item
09	14	one Vampire, defeat and receive one item



Dungeon

- Queen Kalindra (Return her Crown and free her, see Castle Kalindra for details) x01, y01
- Exit (Level 1 x09, y12) x11, y12





Castle Kalindra

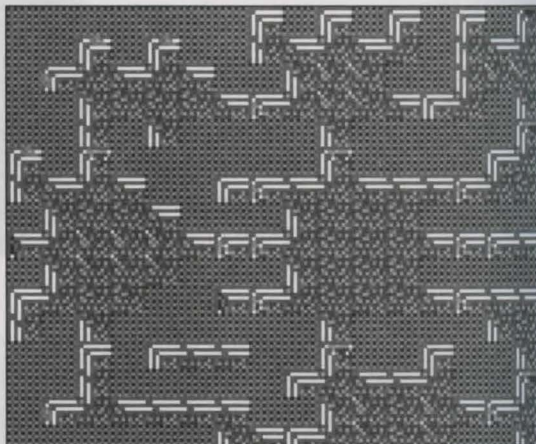
The castle must be brought back into phase before you can enter. This requires a total of 20 Energy Disks, five per level. You don't need to get all twenty disks at once to restore the castle.

Level One

- Exit (Outdoor Area A4 x05, y14) x15, y07
- Danger Sense (free) x13, y15
- Arms Master (free) x08, y06
- Queen Kalindra's Throne x02, y07

Fireplaces

x	y	
11	15	opens grate at x14, y11
12	03	opens grate at x15, y02
08	02	opens grate at x 13, y01



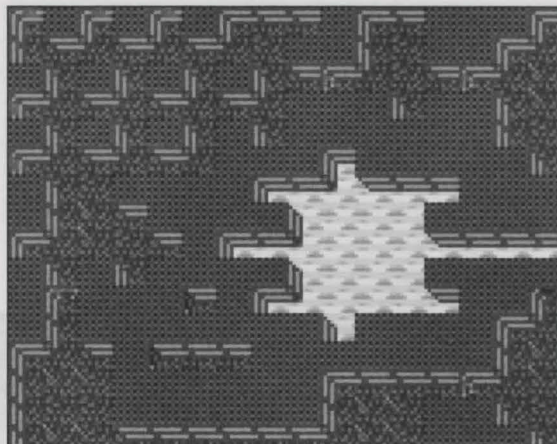
Tapestry

x	y	
04	14	to open safe Thievery 50 or higher (8-12-32) receive Helm
04	11	to open safe Thievery 50 or higher (4-9-53) receive Helm
02	14	to open safe Thievery 50 or higher (69-25-71) receive Plate Armor
01	13	to open safe Thievery 50 or higher (14-4-28) receive Chain Mail
00	10	to open safe Thievery 50 or higher (12-99-12) receive Shield
00	04	to open safe Thievery 50 or higher (6-6-6) receive Shield
01	01	to open safe Thievery 75 or higher (5-17-58) receive Amulet



Level Two

- Megan (return to her after bringing Dimitri the Songbird of Serenity)
x11, y15
- Dimitri (bring Songbird of Serenity from Isle of Lost Souls Level 5
x01, y08) x10, y15



Stairs

x	y	
15	10	to Level Three x15, y10
15	05	to Level Three x15, y05
04	03	to Level Three x04, y03
05	05	to Level Three x05, y05
04	07	to Level Three x04, y07
15	00	to Level One x15, y00
06	05	to Level One x06, y05
06	03	to Level One x06, y03
05	05	to Level One x05, y05
15	15	to Level One x15, y15
00	07	to Level One x00, y07

Tapestry

x	y	
00	10	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk
00	12	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk
00	15	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk
02	15	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk
04	15	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk
08	15	May be opened only after Queen Kalindra has her crown (64-52-31) Energy Disk

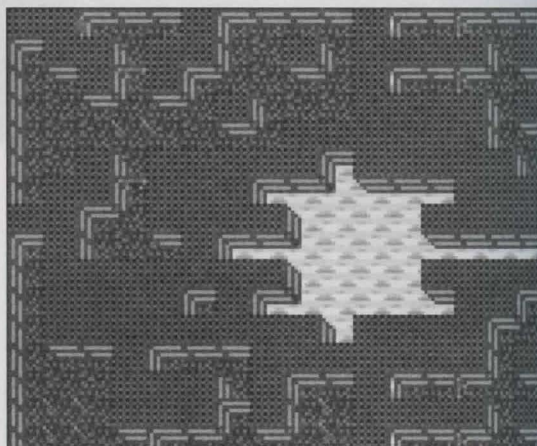


Beds

x	y	
11	01	one item
09	02	one item
00	01	one item
00	02	one item
03	06	one item

Level Three

- Training x15, y00
- Temple x15, y13
- Bank x15, y15
- Blacksmith x15, y02
- Obelisk (activates Mirror Portals) x1, y1
- Safe (Queen Kalindra's Crown (31-62)) x02, y15



Stairs

x	y	
05	05	Level 2 x05, y05
04	03	Level 2 x04, y03
04	07	Level 2 x04, y07
15	05	To Skyroad A4 x05, y14
10	10	Level 2 x10, y10

Barrels

x	y	
08	15	Queen's Brew (permanent +10 Personality)
09	15	Queen's Brew (permanent +10 Personality)
09	14	Queen's Brew (permanent +10 Personality)
08	01	Knight's Brew (permanent +10 Might)
08	02	Knight's Brew (permanent +10 Might)
09	00	Knight's Brew (permanent +10 Might)
09	01	Knight's Brew (permanent +10 Might)
01	01	Knight's Brew (permanent +10 Might)

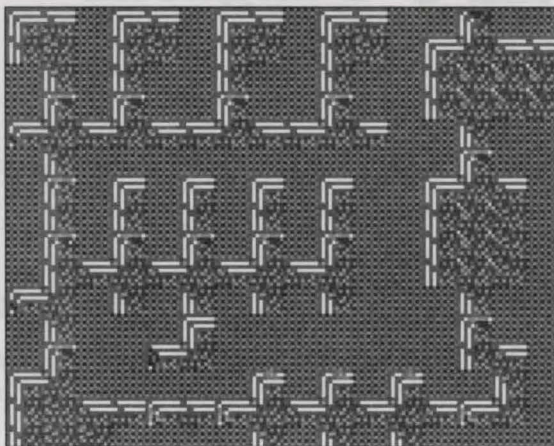


Dungeon

- Stairs (Level One x04, y03)
x04, y03
- Stairs (Level One x13, y15)
x13, y15

Safes

x	y	
11	02	Must have Thievery 100 or higher to open, Splint Mail
11	00	Must have Thievery 100 or higher to open, Chain Mail
09	02	Must have Thievery 100 or higher to open, Helm
09	00	Must have Thievery 100 or higher to open, Helm
07	02	Must have Thievery 200 or higher to open, Amulet
07	00	Must have Thievery 200 or higher to open, Amulet



Dungeons

To enter the dungeons in *Darkside*, you will need a key. Key locations are listed at the top of each entry.

The Ancient Temple of Bark

Nibbler the Monkey Dog holds the key to the temple. Give him a Monga Melon and he will tell you to visit the Temple. Go to the Temple, then return to him. Give him another Melon and he will then give you the key.

To avoid being damaged by the ceiling spears, use the *Jump* spell to get past them. *Jump* is also useful to bypass the magic walls, which prevent you from entering different areas of the dungeon.

It is not necessary to complete this dungeon to win the game; for lower level characters, however, it is a good way to build experience and treasure.

Level One

- Exit (to Outdoor Area C4 x02, y08) x00, y07
- Stairs (to Level Two x15, y12) x15, y12

Potions

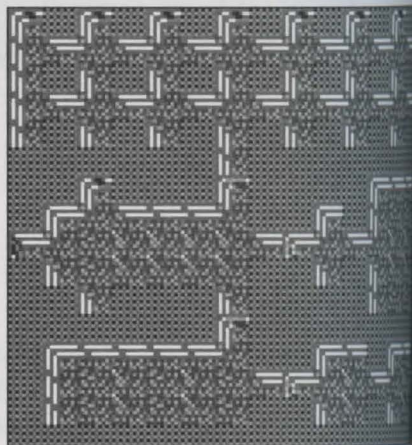
x	y	
12	11	Permanent +5 Personality, three uses
12	15	Permanent +5 Might, three uses
02	15	Permanent +5 Might, three uses
02	11	Permanent +5 Personality, three uses

Cages

Release the prisoners for 25,000 Experience points.

Levers

Open various gates.



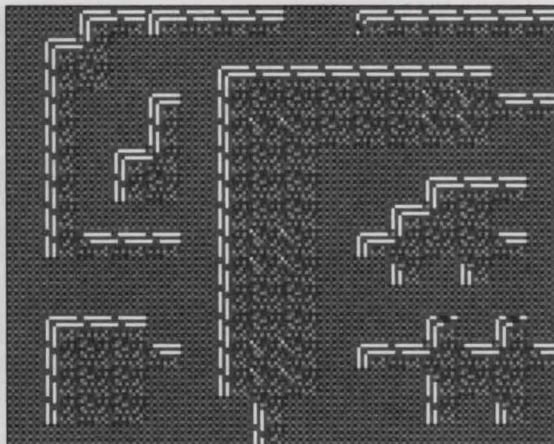


Level Two

- Stairs (to Level One x15, y12)
x15, y12
- Stairs (to Level Three x07, y00)
x07, y00

Potions

x	y	
14	01	Permanent +5 Accuracy, three uses
11	06	Permanent +5 Might, three uses
12	04	Permanent +5 Personality, three uses
14	04	Permanent +5 Intelligence, two uses
15	03	Permanent +5 Endurance, three uses
14	09	Permanent +5 Accuracy, three uses
14	07	Permanent +5 Speed, three uses
12	01	Permanent +5 Speed, three uses
13	06	Permanent +5 Luck, three uses
15	15	Permanent +5 Endurance, three uses
10	15	Permanent +5 Intellect, three uses



Barrels

x	y	
01	14	Permanent +3 increase to all stats, +10 magical age
02	14	Permanent +3 increase to all stats, +10 magical age
01	13	Permanent +3 increase to all stats, +10 magical age
02	13	Permanent +3 increase to all stats, +10 magical age

Levers

Open hidden doors.

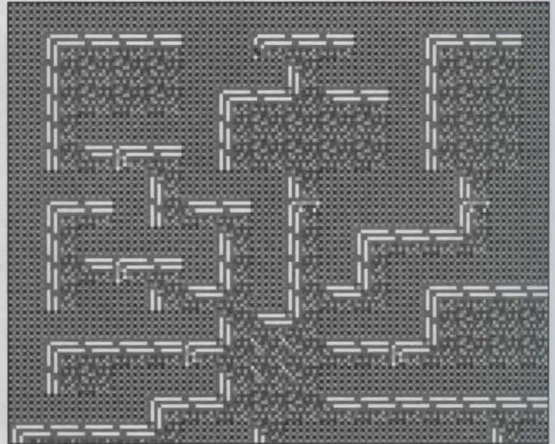


Level Three

- Stairs (to Level Two x07, y00)
- Stairs (to Level Four) x14, y00
- Sprite (Free for Quest in Outdoor Area C4 x01, y07) x06, y12

Barrels

x	y	
02	13	250 points damage
13	03	250 points damage
13	11	250 points damage



Cages

Free prisoners for 250,000 Experience points.

Level Four

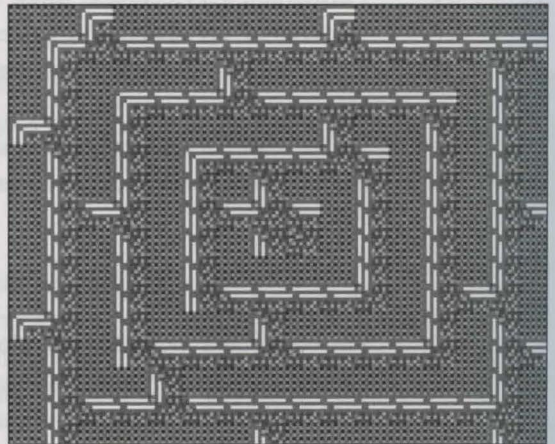
- Stairs (to Level Three x14, y00) x14, y00
- Stairs (to Level Five x16, 20; may enter only if party is a Disciple of Bark) x01, y00

Lever

x	y	
15	14	Pull after setting dials

Dials

x	y	
00	04	Set to 1
00	11	Set to 1
02	15	Set to 2
09	15	Set to 2
15	08	Set to 3
15	03	Set to 3





Fountain

x	y
08	07

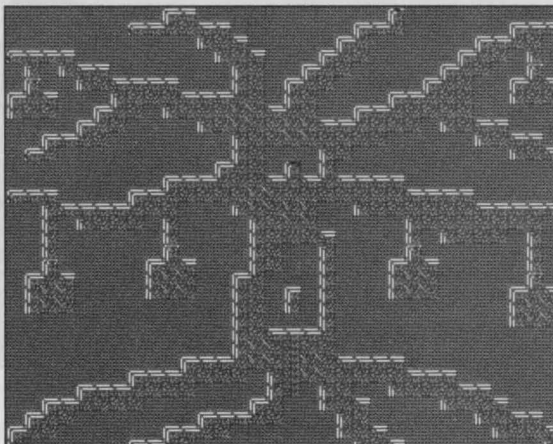
If party has set the dials properly and pulled the lever, then drink from Fountain and become Disciple of Bark. Also, receive permanent +19 increase to all stats.

Level Five

- Stairs (to Level Four) x01, y00
x16, y20

Chests

x	y	
01	24	25,000 gems
30	25	2,000,000 gold
16	11	receive seven items



Alcove*

x	y	
00	00	Feed skull five gems and change Fountain at x 02, y11, gives +50. Fire resistance if resistance is less than 50.
07	00	Feed skull five gems and change Fountain at x 02, y11, gives +50. Electric resistance if resistance is less than 50.
22	00	Feed skull five gems and change Fountain at x 02, y11, gives +50. Cold resistance if resistance is less than 50.
31	00	Feed skull five gems and change Fountain at x 02, y11, gives +50. Poison resistance if resistance is less than 50.
00	18	Energy Disk
31	17	Energy Disk

*If you feed the four skulls the five gems each, you will release the Barkman. If you destroy the Barkman, you get the treasure in the chest.



Dungeon of Lost Souls

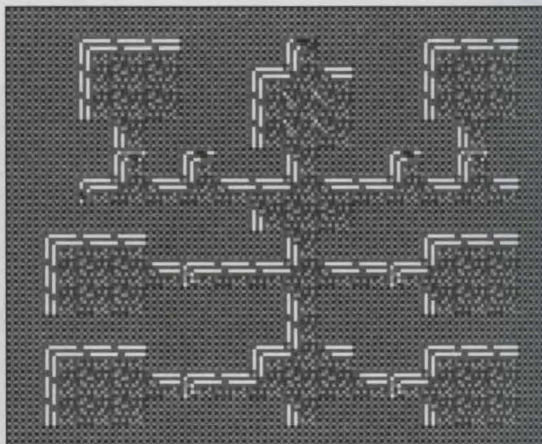
The key to the dungeon is in Castle Kalindra on the second floor at x11, y15. Be certain to have at least 300,000 gold before you venture here. You'll need it to finish Level Four.

Level One

- Stairs (to Level Two x07, y14; must turn all hourglasses first) x08, y01

Hourglasses

x	y	
11	10	Turn over
14	09	Turn over
05	10	Turn over
02	09	Turn over

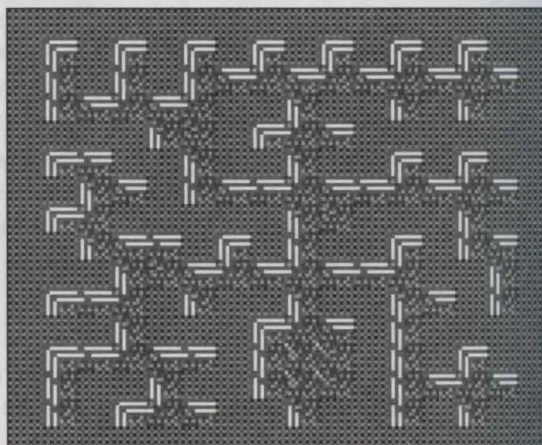


Level Two

- Exit (to Level One x08, y01) x07, y14
- Stairs (to Level Three x08, y01) x07, y01

Levers

x	y	
01	01	Pull to go to next level
14	02	Pull to go to next level
13	14	Pull to go to next level
01	10	Pull to go to next level



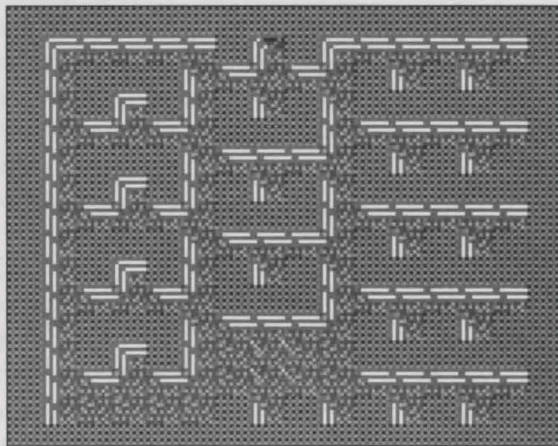


Level Three

- Stairs (to Level Two x07, y14)
x07, y01
- Stairs (to Level Four x07, y01)
x07, y14

Dials

x	y	
14	14	Set to the straight-up position to go to Level Four
14	11	Set to the straight-up position to go to Level Four
14	08	Set to the straight-up position to go to Level Four
14	05	Set to the straight-up position to go to Level Four
14	02	Set to the straight-up position to go to Level Four



Fountains

After turning all the dials to the up position, go back and drink from all the Positive Soul Fountains (except the Negative Soul Fountain at x09, y01), then you'll be able to go to Level Four.

Level Four

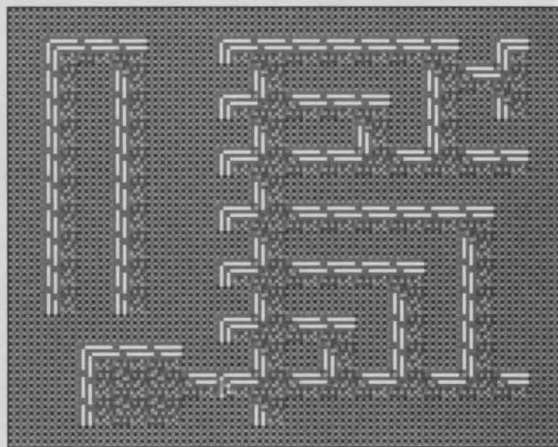
- Stairs (to Level Three x07, y14)
x07, y01
- Stairs (to Level Five x31, y23) x14, y02

Stairs to Level Five:

To go to next level, party will need about 300,000 gold.

- A** Will ask for 1,000 gold; say yes.
- B** Will ask for 5,000 gold; say yes.
- C** Will ask for 10,000 gold; say yes.
- D** Will ask for 250,000 gold; say yes.

If you don't have this much gold, you have to perform this task until you do.





Levers*

x	y	
06	14	Turns off slide x09, y14
06	12	Turns off slide x09, y12
06	10	Turns off slide x09, y10
06	08	Turns off slide x10, y08
06	06	Turns off slide x10, y06
06	04	Turns off slide x09, y04
14	10	Turns off slide x10, y02
14	14	Opens hidden door x03, y04
14	12	Closes hidden door x03, y04

* Throw the Switches starting from the northern most switch and working your way down. The fourth switch thrown will be the switch on the eastern wall. Then go back to the original row.

Fountain

Drink for permanent +7,654,321 Experience points.

Floor Traps:

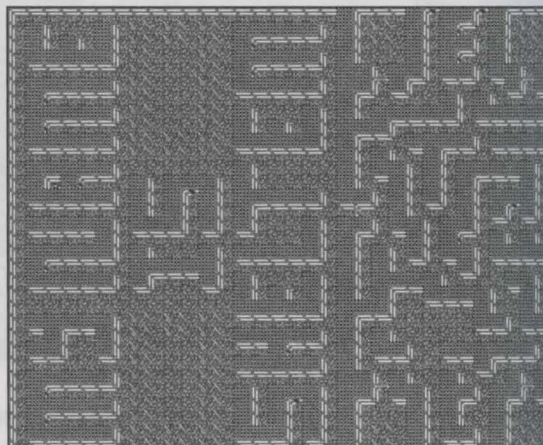
All along the western-most corridor there are traps. They do 100 points of Physical damage to the party. Don't try this without scads of Hit Points or lots of good armor and healing spells.

Level Five

- Stairs (to Level Four x14, y02)

Birds

x	y	
26	28	Lark of Luck, permanent +6
27	31	Eagle of Endurance, permanent +6
26	15	Eagle of Endurance, permanent +6
24	31	Sparrow of Speed, permanent +6





31	10	Sparrow of Speed, permanent +6
16	11	Sparrow of Speed, permanent +6
04	29	Sparrow of Speed, permanent +6
02	04	Sparrow of Speed, permanent +6
20	11	Parakeet of Personality, permanent +6
29	17	Magpie of Might, permanent +6
29	19	Albatross of Accuracy, permanent +6
01	08	Songbird of Serenity
20	24	Sparrow of Speed, permanent +6
31	15	Albatross of Accuracy, permanent +6
29	15	Lark of Luck, permanent +6
31	25	Magpie of Might, permanent +6

Great Pyramid

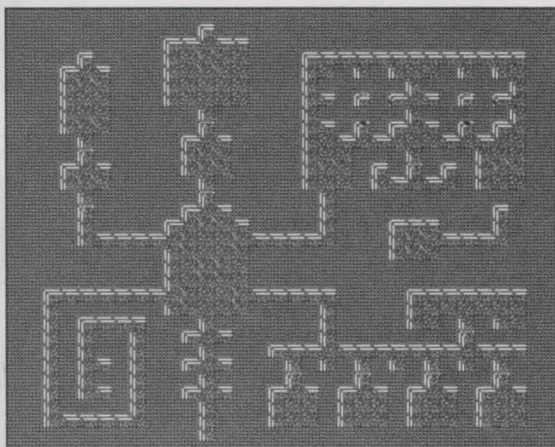
The key to this place is located in Castle Blackfang in the Dungeon at x00, y00. Queen Kalindra holds it and will give it to you after you've returned her crown. The Dragon Pharoah is on the fourth level and will help you discover what needs to be done about Corak. You will be returning here several times, so it's helpful to set *Lloyd's Beacon* here.

Level One

- Exit (to Outdoor Area D3 x00, y05) x11, y13
- Treasure (2,500,000 gold, 5,000 gems, and five items) x23, y15
- Stairs (to Level 2) x05, y06

Skulls

x	y	
20	23	Answer: 3
26	23	Answer: 4
26	27	Answer: 5
28	25	Answer: 6
18	25	Answer: 7
20	27	Answer: 8
22	25	Answer: 9
24	25	Answer: 10





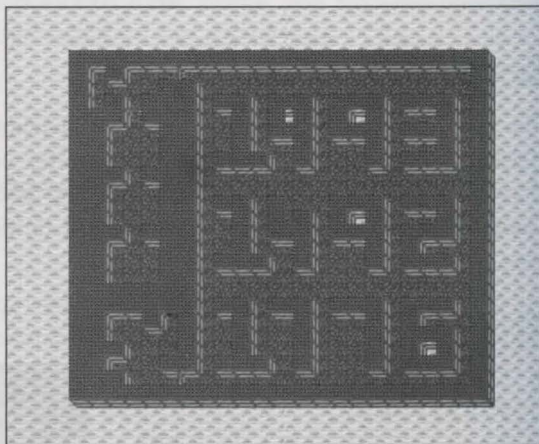
Levers

x	y	
26	02	Changes coordinates to torch x10, y08
22	06	Changes coordinates to torch x10, y08
18	06	Changes coordinates to torch x10, y04
11	30	Changes coordinates to torch x11, y08
04	28	Changes coordinates to torch x11, y06
05	04	Changes coordinates to torch x11, y04

Light torches to go to Level Two.

Level Two

- Stairs (to Level One x05, y06)
x06, y06
- Statue (passcode to reach next
level 1701) x09, y09
- Stairs (to Level Three x09, y10)
x09, y09

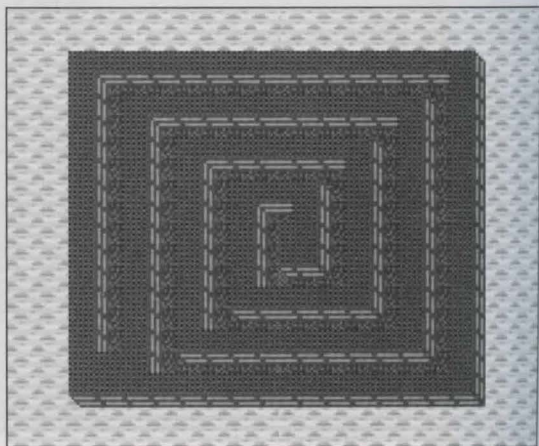


Level Three

- Stairs (to Level Two x09, y09)
x09, y10
- Stairs (to Level Four x08, y08)
x16, y16

Cast *Jump* at these coordinates
to avoid being teleported backward:

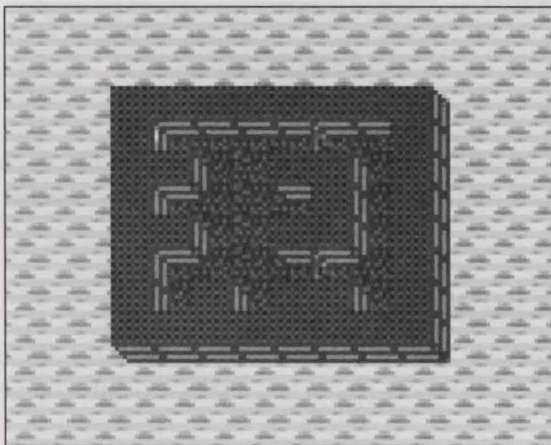
x	y
11	18
20	14
13	15
18	15





Level Four

- Stairs (to Level Three x16, y16)
x08, y08
- Dragon Pharoah (Quest: Chosen One) x06, y09
- Fireplace (open grate x08, y06)
x07, y05
- Wall Safe (Thievery of 250 or better, or use combination: 20-30-1) x05, y05
- Stairs (to Skyroad D2 x00, y05; to enter must be Chosen One) x10, y05





Elemental Planes

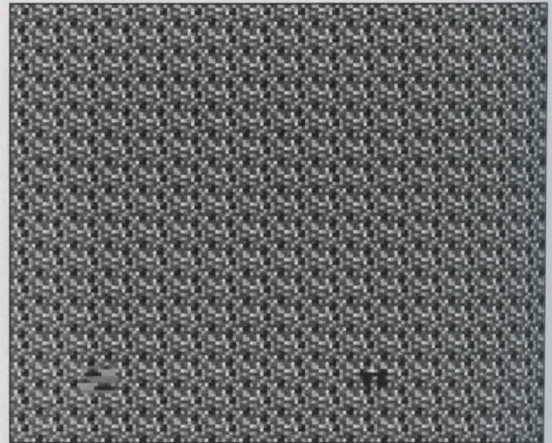
The Elemental Planes should not be approached until your party is strong enough to handle the rigors of exploring them. The planes are accessed from the skyroads.

Elemental Plane of Air

Answer "air" when asked what you seek. If you don't have your Levitate spell on when you access this plane, you'll fall to the ground below.

Locations of Interest

- Air Sleeper (must be Chosen One to approach; the Sleeper will awaken if the four Reflectors from Clouds of Xeen have been set properly x12, y12)
- Exit (Skyroad F1 x13, y13) x02, y02
- Chest (250 points damage; receive Dyna belt, cloak, and staff) x05, y13
- Shrine of Electricity (accept challenge and take 2,500 points of damage; if party survives, receive reward) x10, y02



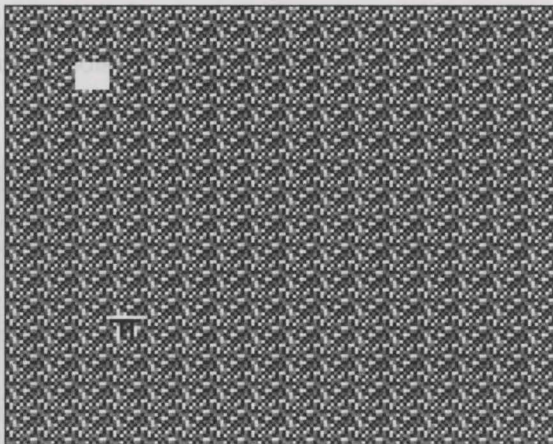
Elemental Plane of Earth

To enter the Elemental Plane of Earth, answer "EARTH" to question: "What is it you seek?"



Locations of Interest

- Earth Sleeper (must be Chosen One to approach; the Sleeper will awaken if the four Reflectors from Clouds of Xeen have been set properly) x12, y03
- Exit (Skyroad F4 x13, y02) x02, y13
- Chest (250 points of damage; receive Obsidian gauntlets, helm, and boots) x13, y12
- Shrine of Earth (accept challenge and take 2,500 points of damage; if party survives, reward) x03, y04



Elemental Plane of Water

Answer "water" when asked what you seek. Your party members must all have the Swimming skill before they may venture here.

Locations of Interest

- Water Sleeper (must be Chosen One to approach; the Sleeper will awaken if the four Reflectors from Clouds of Xeen have been set properly) x03, y03
- Exit (Skyroad Area A4 x02, y02) x02, y13
- Chest (250 points damage; receive Cryo ring, amulet, and scarab) x09, y01
- Shrine of Water (accept challenge and take 2,500 points of damage; if party survives, receive reward) x04, y11



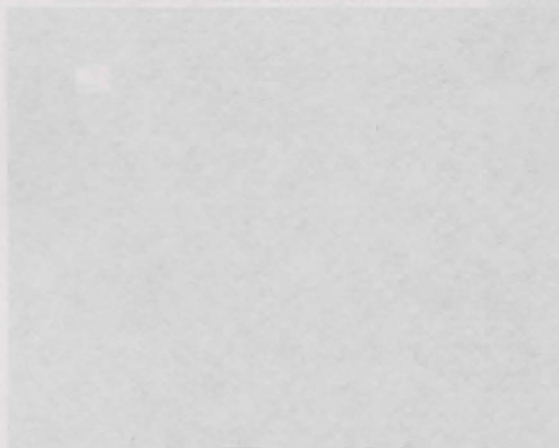
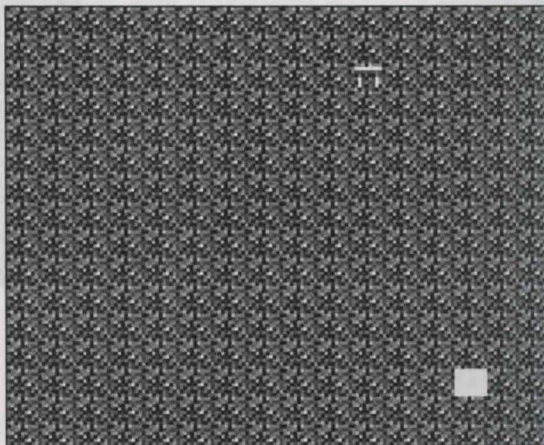


Elemental Plane of Fire

Answer “fire” when asked what you seek. This is the most dangerous Plane to visit. Your party must have protection from fire before trying to venture here.

Locations of Interest

- Fire Sleeper (must be Chosen One to approach; the Sleeper will awaken if the four Reflectors from Clouds of Xeen have been set properly) x03, y12
- Exit (Skyroad Area A1 x02, y13) x13, y02
- Chest (250 points damage; receive Scorching ring, belt, and scarab) x09, y01
- Shrine of Fire (accept challenge and take 2,500 points of damage; if party survives, receive reward) x10, y13



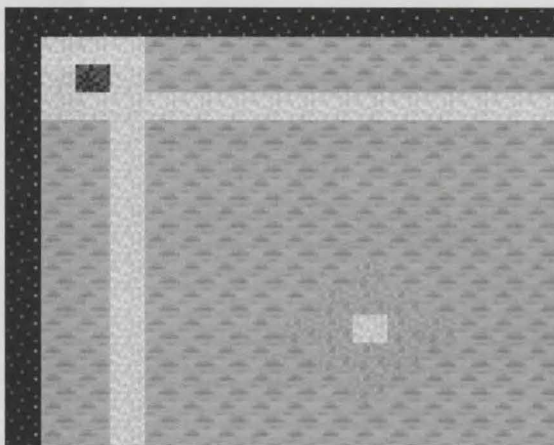


Skyroads

The Skyroads connect the uppermost reaches of the tallest buildings in *Darkside*. The Elemental Planes can be reached only via the Skyroads. If you step off the Skyroad onto clouds, you will have to have a *Levitate* spell working, otherwise you'll fall to the ground. If you step off the road where there are no clouds, you'll plummet to the ground.

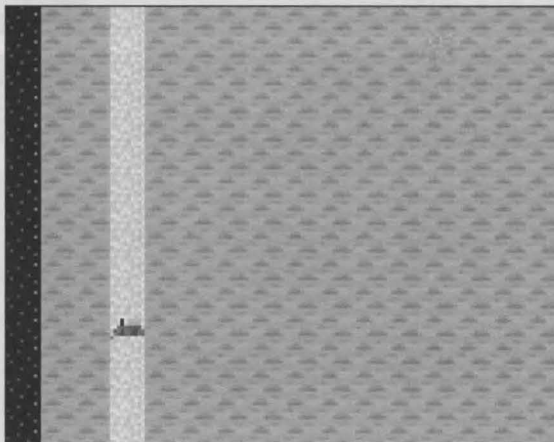
Skyroad A1

- Entrance to Elemental Plane of Fire (password: FIRE) x02, y13
- Floor Grate (Castle Alamar entrance) x10, y04
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x03, y03



Skyroad A2

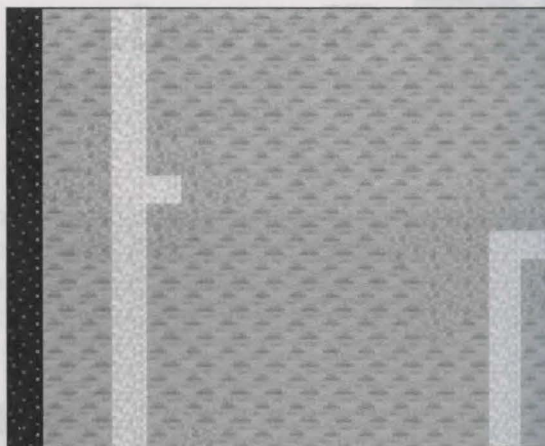
- Wagon (answer: SMOKE, 250,000 Experience) x03, y04
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x03, y08
- Lamp (answer results:
a) 2,000,000 Experience one characters; b) 2,000,000 gold;
c) 2,000 gems)





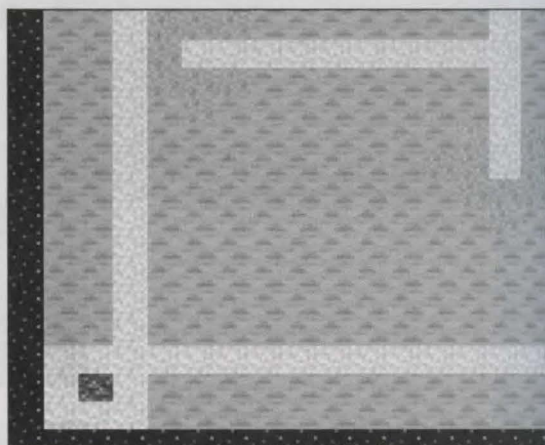
Skyroad A3

- Floor Grate (entrance to Western Tower) x04, y09
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x03, y04
- Well (goes to Outdoor Area A3 x14, y07) x13, y07
- Well (drink and character becomes depressed) x12, y04



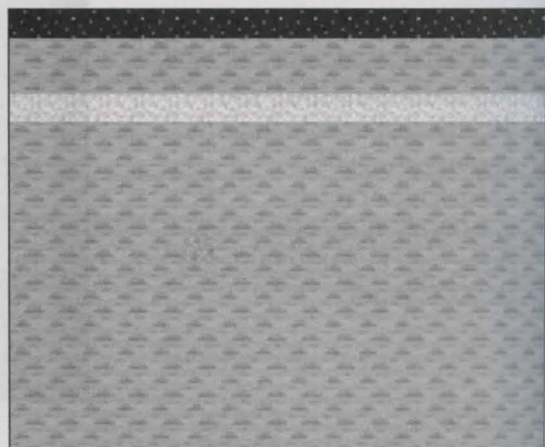
Skyroad A4

- Entrance to the Elemental Plane of Water (answer: WATER) x02, y02
- Floor Grate (entrance to Ellinger's Tower) x14, y10
- Floor Grate (entrance to Castle Kalindra, only of it's in phase) x05, y14
- Tent (sells scarabs) x14, y14
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x14, y03



Skyroad B1

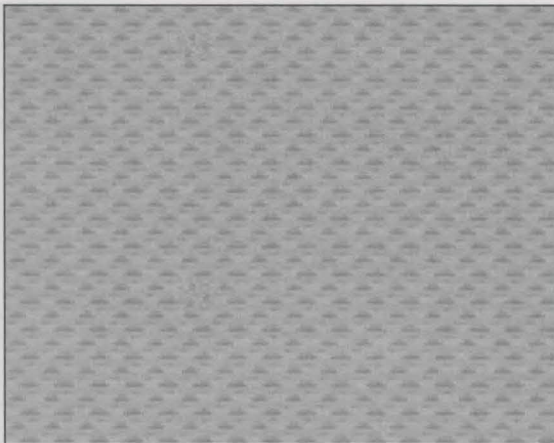
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x07, y12
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x14, y12
- Lamp (answer results:
a) 2,000,000 Experience one characters; b) 2,000,000 gold;
c) 2,000 gems)





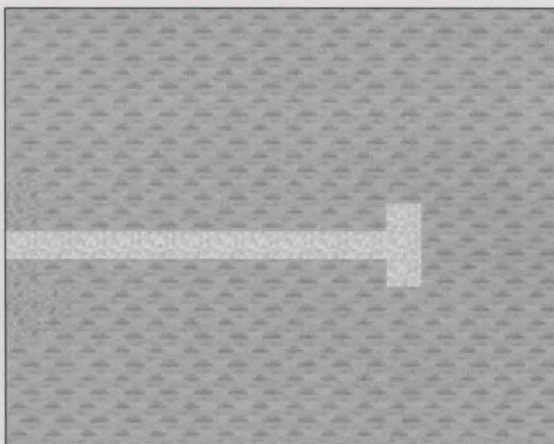
Skyroad B2

- Lamp (answer results: a) party except chosen character eradicated; b) 500,000 experience; c) party dies)



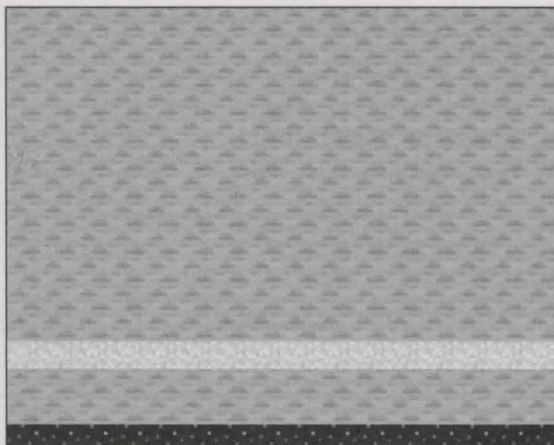
Skyroad B3

- Sky Boat to Olympus (only if party is the Chosen Ones) x11, y08
- Rope (pull and character becomes insane) x00, y04
- Rope (pull and character becomes confused) x00, y09



Skyroad B4

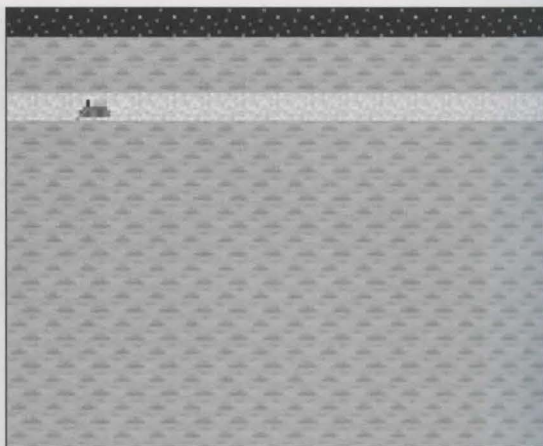
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x10, y03





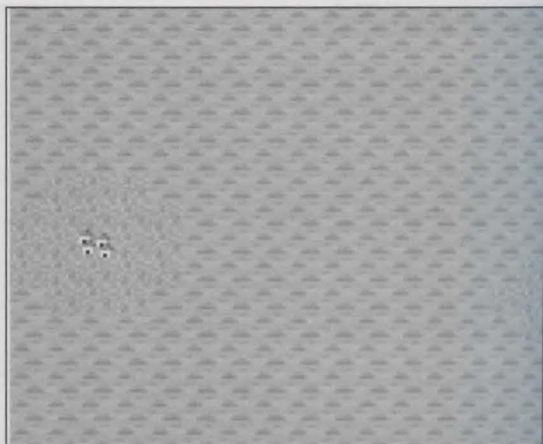
Skyroad C1

- Wagon (Quest) x02, y12
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x07, y12
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x15, y12



Skyroad C2

- Olympus (must have pass from Dragon Pharoah) x02, y07
- Boat (ride to Olympus if party is the Chosen Ones) x14, y05
- Boat (ride to Castlevue) x03, y05
- Boat (ride to the Great Pyramid) x04, y08



Skyroad C3

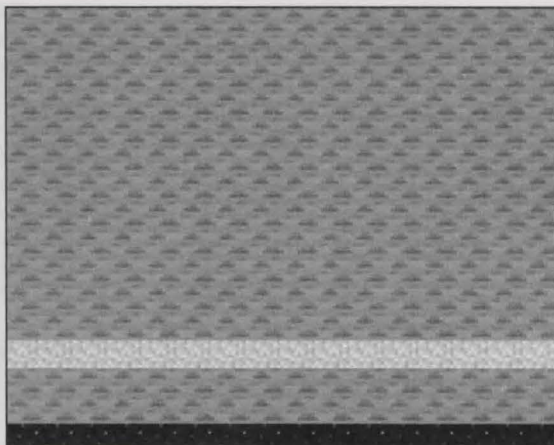
- Lamp (answer results: a) party except chosen character eradicated; b) 500,000 experience; c) party dies)





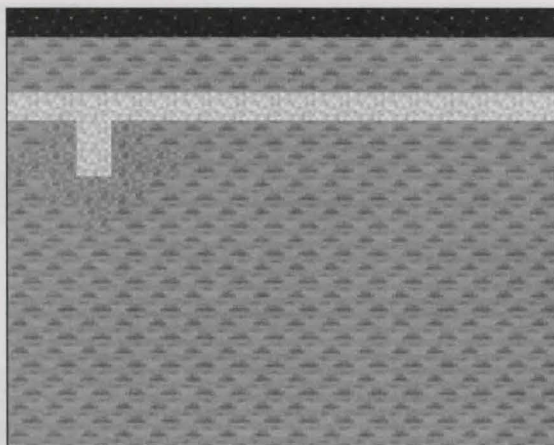
Skyroad C4

- Skybandits (randomly, pay 10,000 gold or fight three dragons)
x05, y03



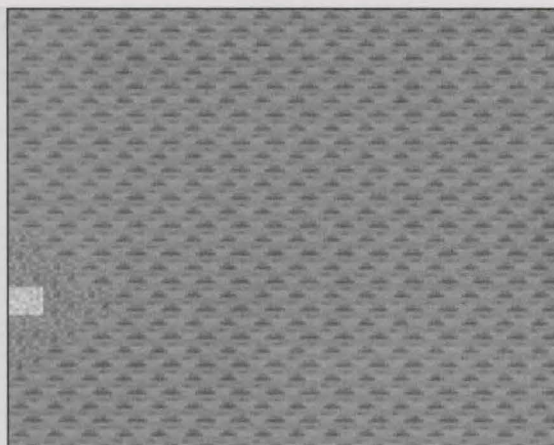
Skyroad D1

- Floor Grate (entrance to Great Northern Tower) x02, y10
- Skybandits (randomly, pay 10,000 gold or fight three dragons)
x12, y12



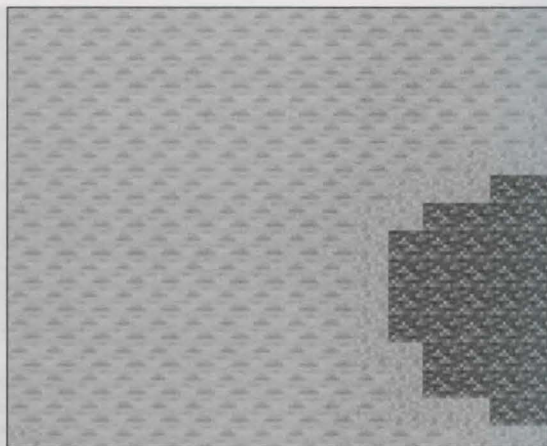
Skyroad D2

- Floor Grate (entrance to Great Pyramid) x16, y05



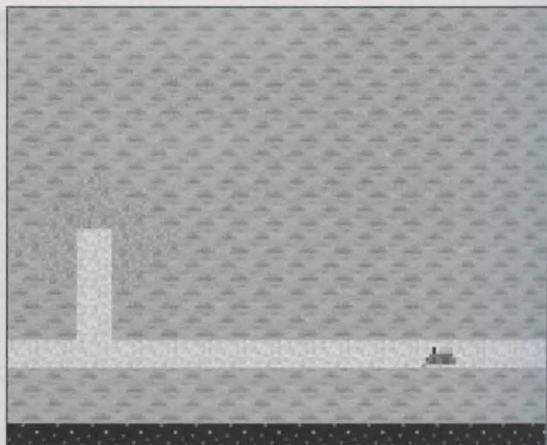


Skyroad D3



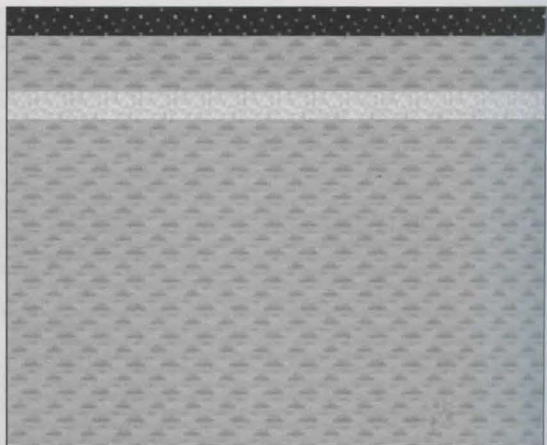
Skyroad D4

- Floor Grate (entrance to Great Southern Tower) x02, y07
- Wagon (answer: STEAM) x12, y03
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x05, y03



Skyroad E1

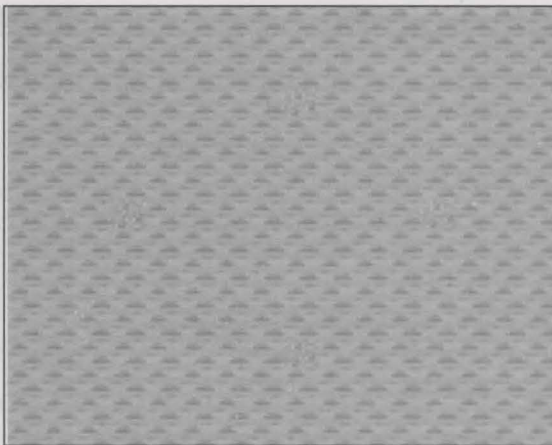
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x07, y12
- Lamp (answer results: a) 2,000,000 Experience one characters; b) 2,000,000 gold; c) 2,000 gems x12, y01)





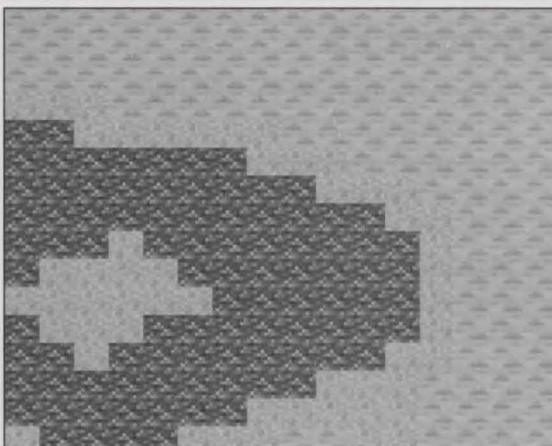
Skyroad E2

- Lamp (answer results:
a) 2,000,000 Experience one
characters; b) 2,000,000 gold;
c) 2,000 gems x03, y08)
- Lamp (answer results:
a) 2,000,000 Experience one
characters; b) 2,000,000 gold;
c) 2,000 gems x08, y03)
- Lamp (answer results:
a) 2,000,000 Experience one
characters; b) 2,000,000 gold;
c) 2,000 gems x12, y08)
- Lamp (answer results:
a) 2,000,000 Experience one
characters; b) 2,000,000 gold;
c) 2,000 gems x08, y12)



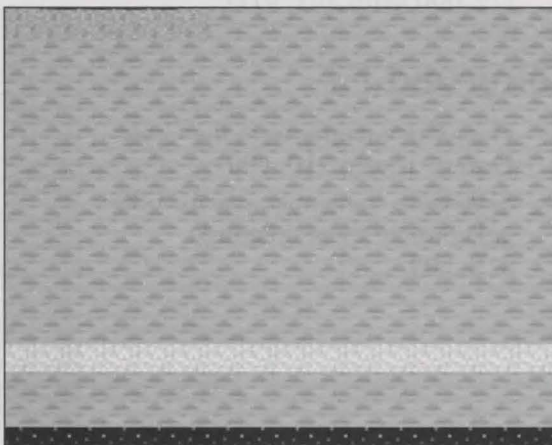
Skyroad E3

- Tent (sells scarabs) x00, y05
- Tent (sells scarabs) x02, y06
- Tent (sells scarabs) x02, y03
- Tent (sells scarabs) x04, y06



Skyroad E4

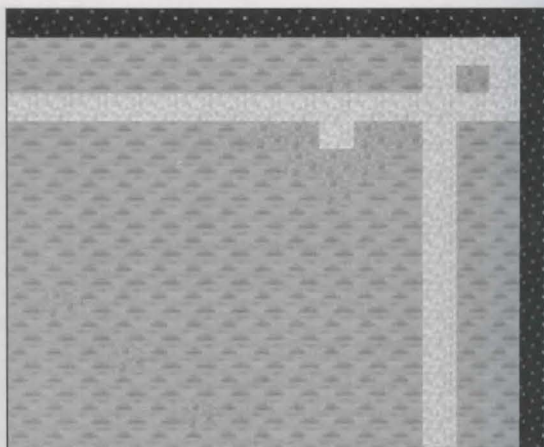
- Skybandits (randomly, pay 10,000
gold or fight three dragons)
x15, y03
- Skybandits (randomly, pay 10,000
gold or fight three dragons)
x06, y03





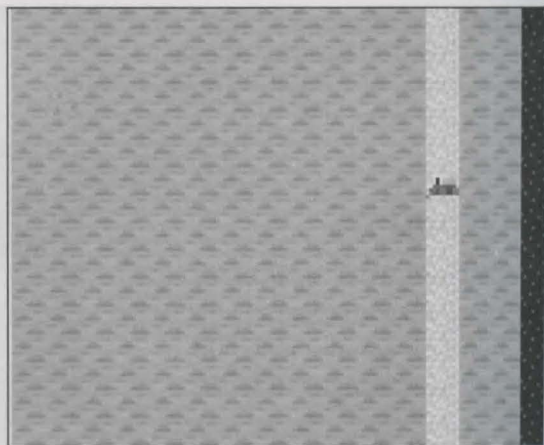
Skyroad F1

- Entrance to Elemental Plane of Air (answer: AIR) x13, y13
- Floor Grate (entrance to Castle Blackfang) x09, y11
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x02, y12
- Lamp (answer results: a) party, except chosen character eradicated; b) 500,000 experience; c) party dies)



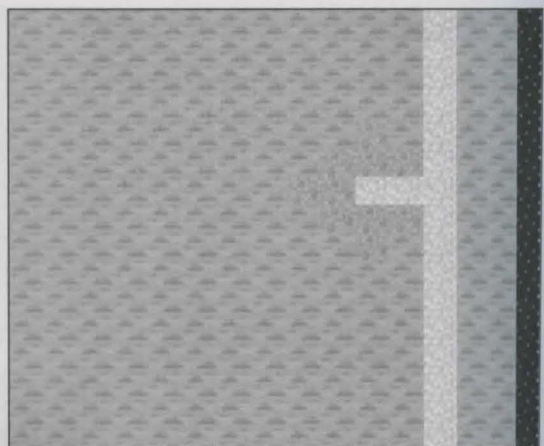
Skyroad F2

- Wagon (answer: MUD; 250,000 Experience) x12, y09
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x12, y05
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x12, y15
- Lamp (answer results: a) 2,000,000 Experience one characters; b) 2,000,000 gold; c) 2,000 gems x01, y12)



Skyroad F3

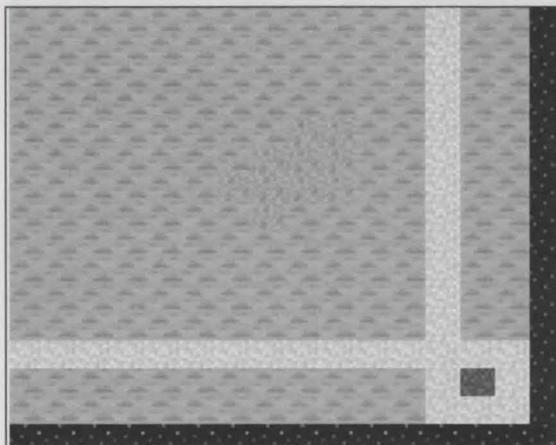
- Floor Grate (entrance to the Great Eastern Tower) x10, y09
- Skybandits (randomly, pay 10,000 gold or fight three dragons) x12, y04





Skyroad F4

- Entrance to the Elemental Plane of Earth (answer: EARTH) x13, y02
- Boat (to E3) x06, y09



Outdoors

All the outdoor areas in *Xeen* are expressed by a number and letter. The letters run west to east, the numbers north to south.

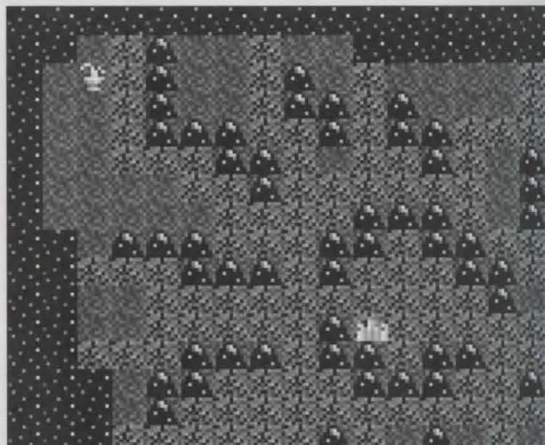
There are monsters who roam all the areas in *Darkside*. The farther north you get, the more dangerous they get.

Outdoor Area A1

Gamma Gazers are probably the most dangerous creatures you'll encounter here. They are difficult to kill and do lots of damage. The Fountain of Super Resistance is especially helpful when visiting dangerous locals. After the Mirror portals are restored, have yourself teleported to Castle Alamar, then cast *Teleport* east to reach the Fountain for fewer battles. Remember to visit the Fountain early in the day because the protection wears off at 5 a.m., like all magic in *Xeen*.

Locations of Interest

- Castle Alamar (x10, y04)
- Fountain of Super Resistance (+2,500 Hit Points temporary) (x02, y13)



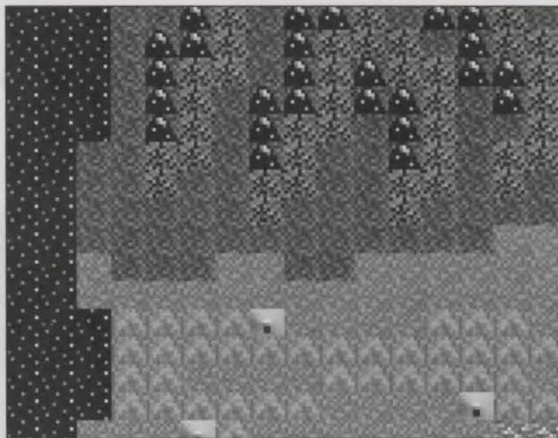
Outdoor Area A2

One of the safer places to venture in *Darkside*. Barbarians are the primary predators here.



Locations of Interest

- Gemstone Mine 1 (x05, y00)
- Gemstone Mine 2 (x13, y01)
- Gemstone Mine 5 (x07, y04)
- Barbarian Archer Camp (destroy for 100,000 experience) (x07, y02)

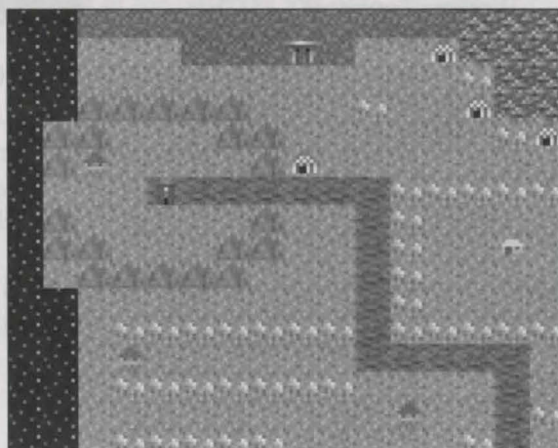


Outdoor Area A3

One of the safer places in *Darkside* to explore. Monsters here are not as life-threatening mainly consisting of Medusa Sprites, Electrapedes, Barbarians, and Arachnoids.

Locations of Interest

- Great Western Tower (x04, y09)
- Dreyfus the Cleric (tells how to get key to Western Tower; return key to him to enter) (x08, y10)
- Shrine (gives temporary +3 levels) (x08, y14)



Tents

x	y	
12	14	Smith will make armor or weapons from 5 Ruby Rocks (found in Gemstone Mines) and 100 gems
13	12	Smith will make armor or weapons from 5 Emerald Rocks (found in Gemstone Mines) and 100 gems
15	11	Smith will make armor or weapons from 5 Sapphire Rocks (found in Gemstone Mines) and 100 gems

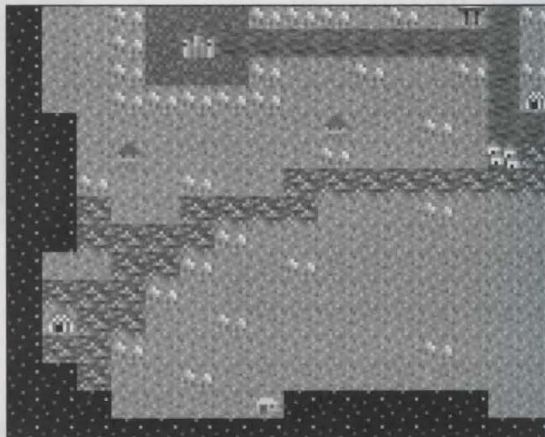


Outdoor Area A4

The area you'll be returning to most often during the course of the game. Both Castle Kalindra and Castlevew are located here.

Locations of Interest

- Castle Kalindra (out of phase at the beginning of the game; to bring into phase, take 20 Energy Disks to Ellinger in Ellinger's Tower) (x05, y14)
- Castlevew (x14, y10)
- Buy Castlevew Pass (1,000 gold) (x15, y12)
- Stonehenge (Quest to return three gold statuettes, which are located at Lakeside Sewer x12, y11; Necropolis x10, y10; Great Western Tower x07, y07) (x13, y15)
- Floor Grate (Exit to Castlevew Sewer x17, y00) (x14, y08)
- Brother Reger (answer to his question is PALINDROME) (x01, y04)
- Pirate Ship (12,000 gold, 100 gems, five items) (x02, y07)
- Falista the Unicorn (if the Unicorn's Quest from *Clouds of Xeen* has been successfully completed, he will restore all spell points at any time for the rest of the game) (x07, y01)
- Well of Might (temporary +25 Might) (x03, y10)
- Well of Protection (temporary +10 Armor Class) (x03, y10)



Monga Melons

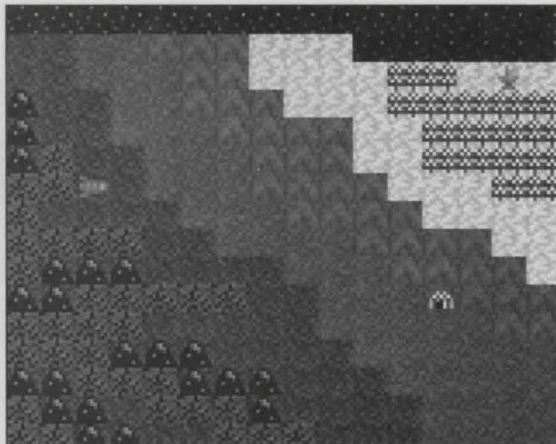
x	y
03	01
08	04
14	03



Outdoor Area B1

Locations of Interest

- Ambrose (answer DIMITRI to his question and he'll give you a bridle; have the bridle enchanted in Sandcaster at x21, y04 and return it to Ambrose; he will then let you into Castle Blackfang.) x12, y05
- Escape Pod 2 (Sheltem's Spaceship) Entrance x02, y09
- Fountain of Resistance (temporary +100 Elemental resistance) x14, y13

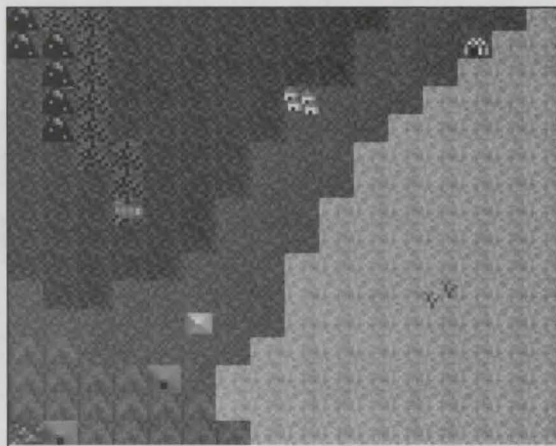


Outdoor Area B2

The Undead City of Necropolis sits in the middle of the desert in this area. Monsters who dwell here are Barbarian Archers, Griffins, Hydras, Iguanasauruses, and Giants.

Locations of Interest

- Necropolis x08, y12
- Escape Pod 2 (Croak's' Spaceship) x03, y08
- Gemstone Mine 3 x04, y00
- Gemstone Mine 9 x04, y02
- Barbarian Camp (destroy for 50,000 Experience) x00, y02
- Mountaineering Skill (5,000 gold) x13, y14



Magic Lamps

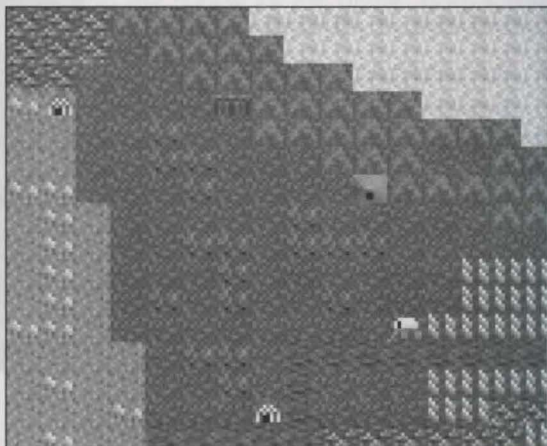
x	y	
13	09	Genie grants a choice of 200,000 gold, 2,000 gems, or 2,000,000 gold
12	02	Genie offers 100,000 gold
08	12	Genie will take 500,000 gold if player took gold at x12, y02 (If you use the <i>Town Portal</i> spell to return to Necropolis after you've taken the Genie's gold at 12, 02, but before you've been to 08, 12, when you use the <i>Town Portal</i> spell you'll land on the square with the genie and he'll take your money.)



Outdoor Area B3

Locations of Interest

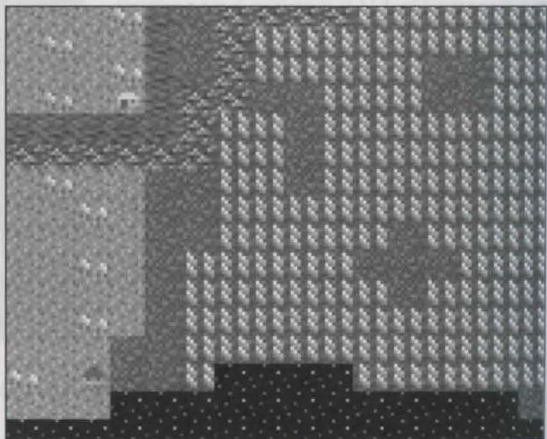
- Yog the Barbarian (he'll question you; if you answer Yes, you'll fight 10 Barbarians; if you answer No, he'll give you information about where Energy Disks are and fill your pack with food) x06, y12
- Vesper the Wizard (return his Emerald handle for his staff [at E3 x13, y05] and he'll give the pass for Sandcaster) x07, y01
- Kramer the Caravan Owner (gives Quest to kill the Ogres; receive 150,000 Experience and 150,000 gold) x11, y04
- Gemstone Mine 3 x10, y09
- Smith (will make armor or weapon from 5 Diamonds from Gemstone Mine and 100 gems) x01, y12



Outdoor Area B4

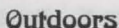
Locations of Interest

- Nibbler the Monkey Dog (In return for a Monga Melon, he will send you to the Temple of Bark. Go to the Temple and then return to him, give him another Melon, and he'll give you the key to the Temple.) x03, y12
- Monga Melon x01, y04
- Well (temporary +100 Luck) x02, y02



Troll Holes

x	y	
08	12	Use <i>Levitate</i> spell to keep from dropping in
12	13	Use <i>Levitate</i> spell to keep from dropping in
11	06	Use <i>Levitate</i> spell to keep from dropping in



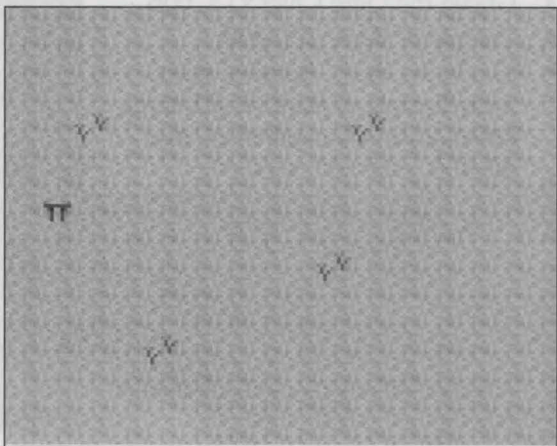
Locations of Interest

- Fountain of Energy (temporary +50 Energy Resistance) x01, y07
- Giant's Lair (destroy for 50,000 experience) x09, y11



Locations of Interest

- Enchanted Bolder (answer to Question is PALADIN) x11, y10
- Shrine of Great Power (temporary +15 Levels) x01, y08



x	y	
03	15	Choice of gold, gems, or experience
02	06	Choice of gold, gems, or experience
06	11	Choice of gold, gems, or experience

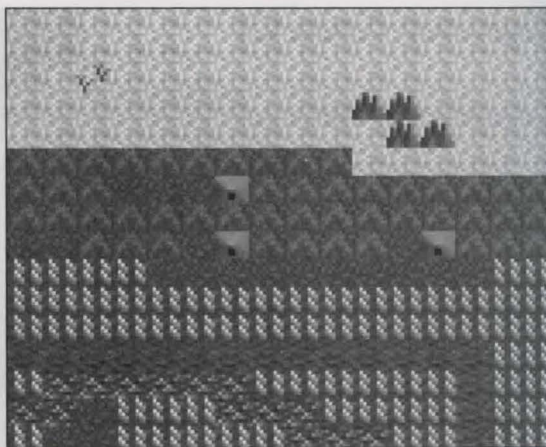
x	y	
12	13	Land on this square and all your food will be gone
14	07	Land on this square and all your food will be gone



Outdoor Area C3

Locations of Interest

- Troll Hold x02, y00
- Gemstone Mine 10 (Lord of the Earth will recharge all the Gemstone Mines for 250,000 gold) x06, y09
- Gemstone Mine 7 x06, y07



Outdoor Area C4

Locations of Interest

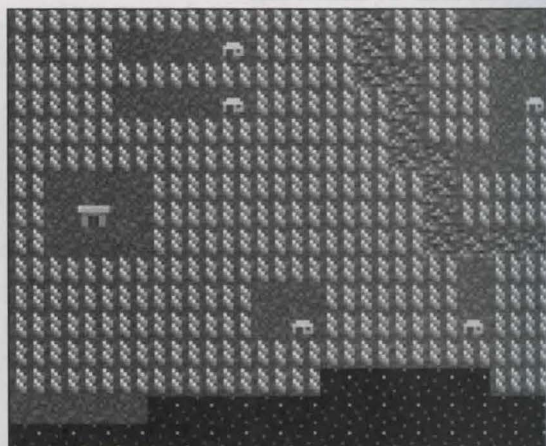
- Graalg the Ogre Chief x13, y05
- Temple of Bark x02, y08
- Sharla the Sprite (retrieve sister from Temple of Bark for 2 Energy Disks, 250,000 experience, and 40,000 gold) x01, y07

Troll Holes

x	y
04	14
08	12
07	05
13	05
14	11

Huts

x	y	
08	04	Poison Apple (poisons character)
13	04	Pear of Endurance (Permanent +10, one character only)
15	12	Coconut of Confusion (character is confused)
06	14	Orange of Intellect (permanent +10 to Intelligence, one character only)
06	12	Plum of Speed (permanent +10 Speed, one character only)





Outdoor Area D1

Locations of Interest

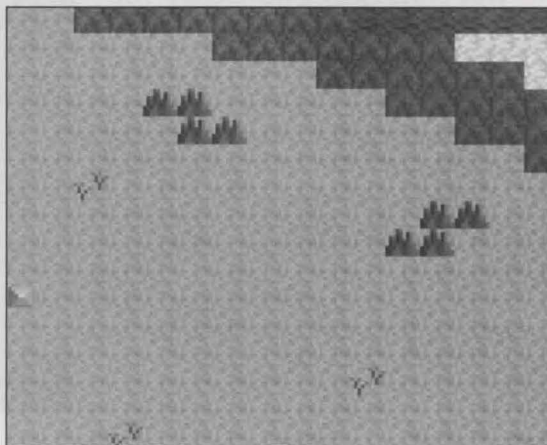
- Bosco the Dwarf King (holds the key to the Great Northern Tower; he wants you to return the Chalice of Protection [on Level 4 x07, y04 of Northern Tower] to him) x01, y08
- Great Northern Tower x02, y10
- Groudel the Giant (don't fight him and he'll give you 2 Energy Disks) x10, y05
- Giant's Lair (destroy for 50,000 Experience) x00, y12
- Fountain of Might (temporary +100 Might) x06, y13



Outdoor Area D2

Locations of Interest

- Royal Pyramid Entrance x11, y13
- Genie Lamp (choice of gold, gems, or experience) x00, y15
- Floorgrate (exit to Sandcaster Sewer) x12, y02
- Step on this location and all your food will disappear x04, y02

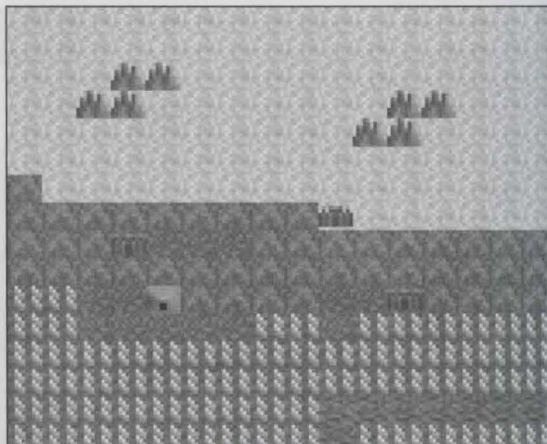




Outdoor Area D3

Locations of Interest

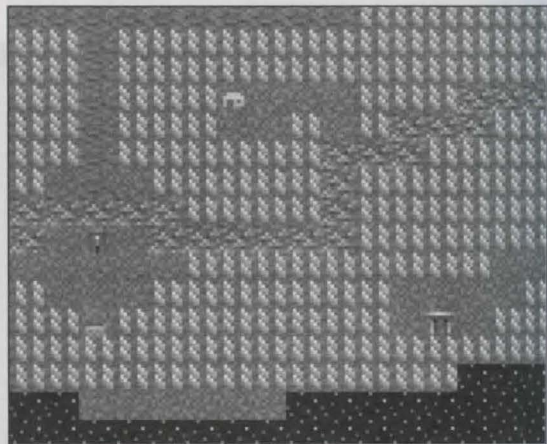
- Graalg the Ogre Chief (choose answer 3 both times and receive 2 Energy Disks) x11, y05
- Ogre Fort (destroy for 100,00 Experience) x03, y07
- Ogre Fort (destroy for 100,000 Experience; after destroying both Ogre Forts return to Outdoor Area B3 x11, y04 for reward) x09, y08
- Gemstone Mine 8 x04, y05
- Genie Lamp (choice of gold, gems, or Experience) x07, y12



Outdoor Area D4

Locations of Interest

- Well of Resistance (temporary +50 to all Resistances) x02, y04
- Shrine of Ability (temporary +10 increase to all Stats) x12, y04
- Blueberries of Personality (permanent +10 Personality, one character only) x06, y12
- The Great Southern Tower x02, y07
- Troll Hole x08, y12
- Troll Hole x14, y05





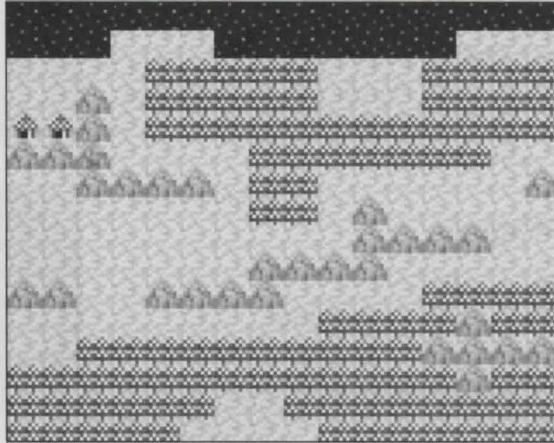
Outdoor Area E1

Locations of Interest

- Fountain of Great Magic
(temporary +1,000 Spell Points)
x02, y10

Animal Traps

x	y	
03	01	receive 50 points Physical damage
06	12	receive 50 points Physical damage
10	10	receive 50 points Physical damage
10	02	receive 50 points Physical damage
13	12	receive 50 points Physical damage
15	01	receive 50 points Physical damage



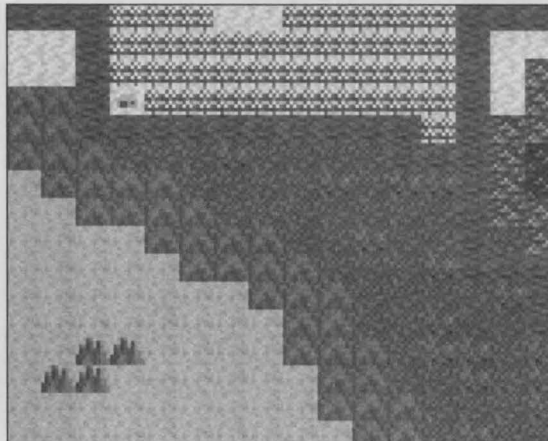
Outdoor Area E2

Locations of Interest

- Ector the Woodsman (return his
lost ring at E2 x11, y12 and
receive 500,000 Experience and
an Obsidian Battle Ax) x03, y12

Animal Traps

x	y	
06	13	receive 50 points Physical damage
10	13	receive 50 points Physical damage





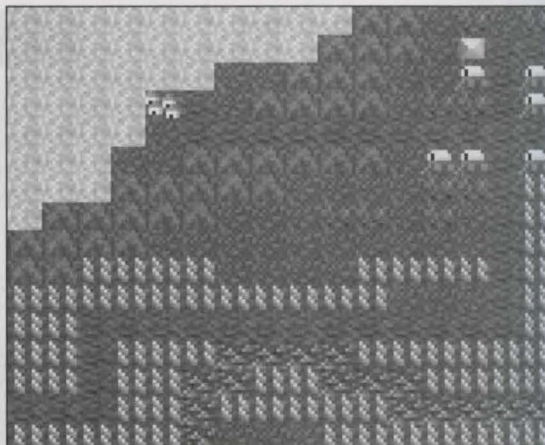
Outdoor Area E3

Locations of Interest

- Sandcaster x04, y12
- Troll Hole x07, y00
- Emerald Handle (return to Vertigo at B3 x07, y01 for pass to Sandcaster) x13, y05

Wagons

x	y	
12	10	buy food
13	10	buy good padded armor
15	10	buy necklaces
15	12	buy belts
15	13	buy boots
15	15	Caleb (return his magnifying glass from F1 x10, y00 and receive 500,000 Experience and 50,000 gold)



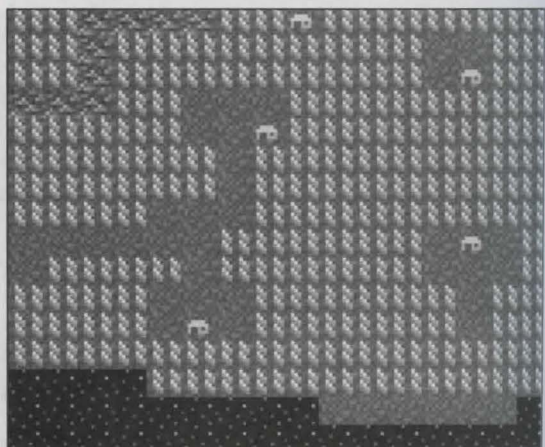
Outdoor Area E4

Locations of Interest

- Spot Secret Door skill x05, y12

Troll Holes

x	y
05	05
13	06
06	08





Huts

x	y	
13	07	Pear of Paralysis (receive 500 points Electrical damage and paralyze character)
13	13	Apple of Might (receive permanent +10 Might)
08	15	Blueberry of Insanity (receive 500 points Magical damage and character is insane)
07	11	Plum of Unconsciousness (removes all Hit Points and character becomes unconscious)
05	04	Banana of Accuracy (permanent +10 Accuracy)

Outdoor Area F1

Locations of Interest

- Fountain of Great Resistance (temporary +500 Hit Points) x13, y08
- Castle Blackfang x09, y11
- Gargoyle Lair (destroy for 100,000 Experience and the magnifying glass to return to Outdoor Area B1 x12, y05)
- Animal Trap (receive 50 points damage) x03, y01



Rapids

All the following squares cause 10 points of damage and moves the party forward by one square:

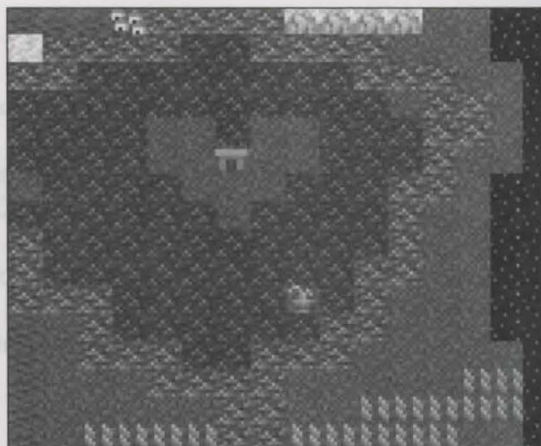
x	y	x	y	x	y	x	y
07	10	02	08	03	04	06	00
07	09	01	08	04	04		
06	09	01	07	04	03		
05	09	01	06	05	03		
04	09	02	06	06	03		
04	08	02	05	06	02		
03	08	02	04	06	01		



Outdoor Area F2

Locations of Interest

- Isle of Lost Souls x06, y10
- Lakeside x03, y15
- Fountain of Resistance (temporary +50 Magical resistance) x08, y05



Outdoor Area F3

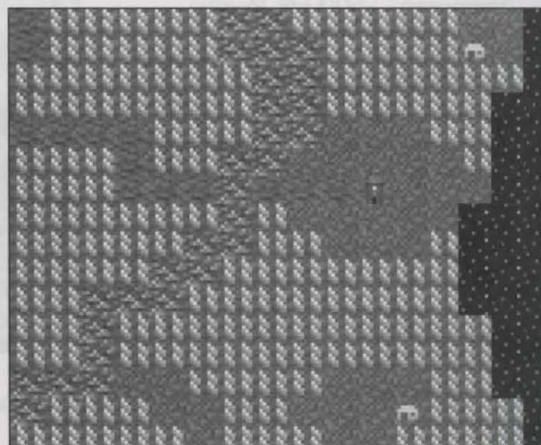
Locations of Interest

- Great Eastern Tower x10, y09
- Forbidden Orange (receive 500 points damage and character is unconscious) x13, y14
- Forbidden Banana (receive 500 points damage and character is unconscious) x11, y01

Rapids

All the following squares do 10 points damage and advance the party one square:

x	y
06	18
07	18
06	14
07	14
08	14
07	13
08	13
07	12
08	12

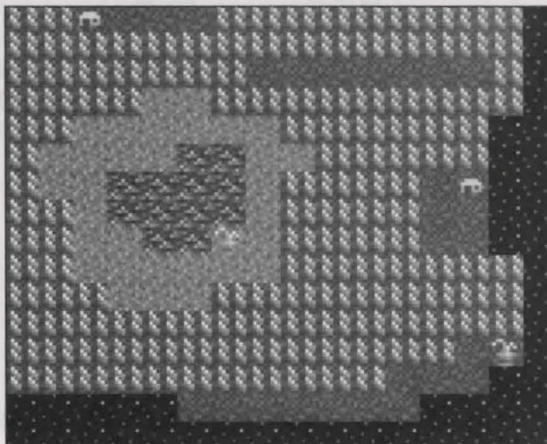




Outdoor Area F4

Locations of Interest

- Fountain of Youth (Return the Jewel of Ages from the Great Eastern Tower, Level Three x05, y11 and receive the key to the Great Southern Tower and 1,000,000 Experience. The Fountain starts and removes magical aging for the rest of the game.) x06, y07
- Coconut of Luck (permanent +10 Luck, one character only) x02, y15
- Fountain of Protection (temporary +50 Armor Class) x14, y03





Monsters

To defeat Sheltem, you must first destroy his minions. The following pages will acquaint you with the various monsters who inhabit the *Darkside of Xeen*.

Annihilator

HP	1500	Experience	1,000,000
AC	40	Attacks	12
Speed	200	Damage	5-250
Range Attack	Yes		
Damage Type	Energy		

Only energy and magical attacks are effective against these monsters.

Arachnoid

HP	50	Experience	4,000
AC	10	Attacks	1
Speed	40	Damage	3-15
Range Attack	No		
Damage Type	Poison		

These monsters are immune to poison and acid attacks; other types of damage will easily kill them.

Armadillo

HP	800	Experience	60,000
AC	50	Attacks	1
Speed	15	Damage	100-600
Range Attack	No		
Damage Type	Poison		

These monsters are vulnerable to electrical and magical damage (try *Finger of Death* and *Hypnotize*) but their tough hide makes them difficult to kill.

**Autobot**

HP	2,500	Experience	1,000,000
AC	100	Attacks	2
Speed	200	Damage	5-500
Range Attack	No		
Damage Type	Energy		

The most effective attack against this monster is a ranged magical attack. Try the *Implosion* spell.

Barbarian

HP	50	Experience	5,000
AC	5	Attacks	3
Speed	40	Damage	1-20
Range Attack	Yes		
Damage Type	Physical		

Easy pickins'. Your party should mow these poor suckers down with little effort.

Barkman

HP	40,000	Experience	4,000,000
AC	25	Attacks	3
Speed	100	Damage	250
Range Attack	No		
Damage Type	Fire		

Incredibly difficult to kill. If you've released him, try casting *Mass Distortion*, then jumping away. You may be able avoid him until he runs out of enough Hit Points to be defeated, but don't count on it.

Beholder Bat

HP	75	Experience	10,000
AC	15	Attacks	1
Speed	80	Damage	5-25
Range Attack	No		
Damage Type	Fire		

These monsters are completely immune to fire damage and 50% immune to electricity damage; otherwise, they're easily destroyed.

**Cleric of Mok**

HP	125	Experience	30,000
AC	10	Attacks	1
Speed	40	Damage	250
Range Attack	Yes		
Damage Type	Electricity		

These monsters are completely immune to electrical damage and partially immune to other forms of elemental damage.

Cloud Dragon

HP	2,000	Experience	500,000
AC	40	Attacks	1
Speed	150	Damage	600
Range Attack	Yes		
Damage Type	Cold		

Resistant to cold, poisons, and all other attacks, their only vulnerability is to fire attacks.

Coven Leader

HP	250	Experience	200,000
AC	20	Attacks	1
Speed	100	Damage	10-150
Range Attack	Yes		
Damage Type	Energy		

Immune to energy and electrical attacks, this creature may also drain your spell casters spell points during her attacks.

Count Blackfang

HP	1,500	Experience	2,000,000
AC	50	Attacks	1
Speed	150	Damage	10-1,000
Range Attack	No		
Damage Type	Physical		

One tough puppy to kill, the Count is 75% immune to all forms of attack and can sometimes kill characters with one strike.



Cult Leader

HP	100	Experience	100,000
AC	20	Attacks	1
Speed	60	Damage	10-100
Range Attack	Yes		
Damage Type	Energy		

This monster is completely immune to energy attacks and 50% immune to other elemental attacks. He is at a disadvantage in close combat.

Dark Wolf

HP	70	Experience	10,000
AC	10	Attacks	3
Speed	70	Damage	3-24
Range Attack	No		
Damage Type	Physical		

One of the easier monsters to kill, they have no immunities.

Death Knight

HP	750	Experience	100,000
AC	50	Attacks	2
Speed	80	Damage	2-500
Range Attack	No		
Damage Type	Physical		

These fighters have a 50% immunity to all attacks except magic.

Doom Knight

HP	1,000	Experience	500,000
AC	50	Attacks	4
Speed	100	Damage	2-500
Range Attack	No		
Damage Type	Physical		

These fighters are 80% immune to all attacks except magic. They have twice as many attacks as the Death Knights.

**Dragon Mummy**

HP	3,000	Experience	2,000,000
AC	30	Attacks	1
Speed	100	Damage	2,000-4,000
Range Attack	No		
Damage Type	Physical		

These monsters are completely immune to cold and poison attacks, 80% immune to electricity attacks, and 90% immune to physical attacks. They can be overcome by the Dragon Sleep spell.

Earth Blaster

HP	1,000	Experience	250,000
AC	10	Attacks	1
Speed	100	Damage	5-500
Range Attack	No		
Damage Type	Physical		

Immune to all energy and magical attacks, the *Implosion* spell will be effective against these creatures.

Electrapede

HP	200	Experience	10,000
AC	10	Attacks	1
Speed	50	Damage	50
Range Attack	No		
Damage Type	Electricity		

These creatures are resistant to elemental spells.

Enchantress

HP	100	Experience	40,000
AC	25	Attacks	1
Speed	60	Damage	3-450
Range Attack	Yes		
Damage Type	Electricity		

These spell casters are immune to electrical attacks and resistant to elemental attacks.



Energy Dragon

HP	5,000	Experience	2,000,000
AC	100	Attacks	1
Speed	250	Damage	1,000
Range Attack	Yes		
Damage Type	Energy		

Don't mess with these puppies unless you absolutely have to, or if you have a death wish. They are pretty immune to just about everything and are completely immune to poison and energy attacks.

Fire Blower

HP	1,000	Experience	250,000
AC	20	Attacks	1
Speed	60	Damage	5-500
Range Attack	No		
Damage Type	Fire		

Completely resistant to fire attacks, these creatures are vulnerable to magic and cold attacks.

Gamma Gazer

HP	5,000	Experience	1,000,000
AC	60	Attacks	7
Speed	200	Damage	10-200
Range Attack	No		
Damage Type	Energy		

Another difficult monster to kill. These creatures are completely immune to all elemental attacks (with the exception of cold and magic). They are also somewhat resistant to physical damage.

Gargoyle

HP	150	Experience	30,000
AC	35	Attacks	2
Speed	30	Damage	5-250
Range Attack	No		
Damage Type	Physical		

These monsters have a small amount of magical resistance and are easily hurt by all other attacks.

**Gettlewaithe**

HP	100	Experience	5,000
AC	15	Attacks	2
Speed	35	Damage	5-25
Range Attack	No		
Damage Type	Physical		

Piece o' cake. This critter has no resistance and few Hit Points.

Ghost Mummy

HP	500	Experience	500,000
AC	35	Attacks	1
Speed	175	Damage	200-1,000
Range Attack	No		
Damage Type	Physical		

The only attack that will work well with these creatures is fire. If they touch a character, they cause magical aging.

Giant

HP	500	Experience	1,000,000
AC	25	Attacks	2
Speed	45	Damage	100-500
Range Attack	No		
Damage Type	Physical		

Though these monster have no resistance, their blows are so great that they may overcome a character before it can defend itself.

Goblin

HP	10	Experience	1,000
AC	5	Attacks	2
Speed	30	Damage	2-12
Range Attack	No		
Damage Type	Physical		

More annoying than threatening, the biggest threat these creatures hold is the nuisance it is to kill them.



Gorgon

HP	4,000	Experience	50,000
AC	90	Attacks	1
Speed	100	Damage	100-300
Range Attack	No		
Damage Type	Physical		

These monsters are pretty nasty. They can turn their foes into stone and are resistant to magical and physical attacks.

Graalg

HP	200	Experience	20,000
AC	15	Attacks	1
Speed	50	Damage	5-50
Range Attack	No		
Damage Type	Physical		

Not tough to beat, this leader of the Ogres is more of a bother than a threat.

Green Dragon

HP	2,500	Experience	500,000
AC	50	Attacks	1
Speed	150	Damage	500
Range Attack	Yes		
Damage Type	Fire		

Resistant to all forms of attacks except cold attacks.

Gremlin

HP	20	Experience	2,000
AC	7	Attacks	2
Speed	35	Damage	2-20
Range Attack	No		
Damage Type	Physical		

If you want to pound on something just for the heck of it, these monsters make excellent fodder.

**Gremlin Guard**

HP	50	Experience	3,000
AC	10	Attacks	2
Speed	35	Damage	6-30
Range Attack	No		
Damage Type	Physical		

Only slightly more dangerous than their Gremlin brethren, these monsters can be a bit more threatening in a group.

Griffin

HP	800	Experience	60,000
AC	35	Attacks	2
Speed	150	Damage	50-300
Range Attack	No		
Damage Type	Physical		

A powerful foe, Griffins are 80% immune to magical attacks. With the proper abilities and magical spells, they may be tamed and ridden.

Gourdel

HP	750	Experience	100,000
AC	30	Attacks	2
Speed	60	Damage	100-600
Range Attack	No		
Damage Type	Physical		

A strong opponent, his weakness is that he is not resistant to any attack form.

Hell Hornet

HP	250	Experience	50,000
AC	30	Attacks	2
Speed	50	Damage	2-500
Range Attack	No		
Damage Type	Poison		

These nasty insects are resistant to all but magical attacks.



Higher Mummy

HP	400	Experience	100,000
AC	20	Attacks	1
Speed	60	Damage	10-400
Range Attack	No		
Damage Type	Physical		

A semi-tough opponent, these monsters are vulnerable only to fire attacks. If the mummies touch a character, they will Curse the characters items.

Robstadt

HP	400	Experience	25,000
AC	20	Attacks	1
Speed	70	Damage	2-100
Range Attack	No		
Damage Type	Physical		

This monster is 50% resistant to all forms of elemental attacks.

Iguanasaurus

HP	2,500	Experience	100,000
AC	20	Attacks	1
Speed	30	Damage	10-500
Range Attack	No		
Damage Type	Physical		

This monster is slightly resistant to all attacks except magic. If bitten, a character will become insane.

Killer Cobra

HP	1,000	Experience	25,000
AC	25	Attacks	1
Speed	100	Damage	2-200
Range Attack	No		
Damage Type	Physical		

Completely immune to poison and 50% resistant to magical attacks, these monsters magically age characters they bite.

**Lava Dweller**

HP	1,500	Experience	500,000
AC	30	Attacks	1
Speed	40	Damage	5-500
Range Attack	No		
Damage Type	Fire		

These monsters are completely immune to fire, electrical, and poison damage.

Lava Roach

HP	500	Experience	50,000
AC	20	Attacks	1
Speed	70	Damage	5-250
Range Attack	No		
Damage Type	Fire		

These monsters are completely immune to fire, electrical, and poison attacks.

Magic Mage

HP	300	Experience	200,000
AC	25	Attacks	1
Speed	80	Damage	10-300
Range Attack	Yes		
Damage Type	Electricity		

These monsters are immune to electrical attacks.

Mantis Ant

HP	300	Experience	40,000
AC	30	Attacks	2
Speed	40	Damage	2-200
Range Attack	No		
Damage Type	Physical		

These monsters are immune to poison.



Master Thief

HP	100	Experience	20,000
AC	20	Attacks	1
Speed	50	Damage	250
Range Attack	No		
Damage Type	Physical		

Ranged attacks are most effective against this monster.

Master Wizard

HP	500	Experience	120,000
AC	25	Attacks	2
Speed	150	Damage	10-400
Range Attack	Yes		
Damage Type	Fire		

Completely immune to fire attacks and 50% immune to all other damage except physical, these monsters are strong opponents.

Medusa Sprite

HP	30	Experience	5,000
AC	5	Attacks	1
Speed	30	Damage	3-9
Range Attack	No		
Damage Type	Physical		

The only danger from these flying beasts is that their touch can turn a character into stone.

Mega Dragon

HP	64,000	Experience	100,000,000
AC	100	Attacks	1
Speed	200	Damage	10-2,000
Range Attack	Yes		
Damage Type	Energy		

Kill this bad boy and you'll deserve the experience you receive. This dragon is completely immune to all attacks except physical attacks, to which it is only 90% immune.

**Mega Mage**

HP	500	Experience	500,000
AC	35	Attacks	1
Speed	100	Damage	10-400
Range Attack	Yes		
Damage Type	Electricity		

This monster is immune to electrical damage and all other forms of attacks except physical.

Minotaur

HP	2,000	Experience	250,000
AC	80	Attacks	1
Speed	120	Damage	100-400
Range Attack	No		
Damage Type	Physical		

Aside from the damage they inflict, its touch ages characters.

Mok Heretic

HP	150	Experience	50,000
AC	12	Attacks	1
Speed	50	Damage	500
Range Attack	Yes		
Damage Type	Magic		

Take this monster out as quickly as possible. His attacks do a tremendous amount of damage. These monster are moderately resistant to all attacks.

Morgana

HP	300	Experience	200,000
AC	35	Attacks	1
Speed	100	Damage	2-120
Range Attack	Yes		
Damage Type	Energy		

This monster is immune from energy attacks and resistant to all attacks except physical. She can also paralyze characters.

**Mystic Mage**

HP	200	Experience	100,000
AC	20	Attacks	1
Speed	70	Damage	10-200
Range Attack	Yes		
Damage Type	Electricity		

These magic users are resistant to all forms of attacks except physical and are immune to electrical attack.

Octopod

HP	2,500	Experience	250,000
AC	40	Attacks	1
Speed	80	Damage	2-200
Range Attack	No		
Damage Type	Poison		

Immune to poison and 50% resistant to cold. They do both acid and poison damage.

Ogre

HP	100	Experience	10,000
AC	15	Attacks	1
Speed	30	Damage	4-40
Range Attack	No		
Damage Type	Physical		

Cannon fodder.

Onyx Golem

HP	10,000	Experience	1,000,000
AC	50	Attacks	1
Speed	100	Damage	2-500
Range Attack	No		
Damage Type	Magic		

The only way to kill these are by physical attacks, as they are immune to all other forms of attack. They also drain spell points as part of their attack.



Orc Elite

HP	200	Experience	15,000
AC	15	Attacks	2
Speed	40	Damage	5-50
Range Attack	No		
Damage Type	Physical		

Though they are tougher than the Orc Guard, they still have no resistance.

Orc Guard

HP	60	Experience	5,000
AC	10	Attacks	1
Speed	20	Damage	3-30
Range Attack	No		
Damage Type	Physical		

The most difficult part of defeating these monsters is wiping the blood off your sword when you're through killing them.

Orc Shaman

HP	50	Experience	10,000
AC	15	Attacks	1
Speed	30	Damage	5-25
Range Attack	Yes		
Damage Type	Cold		

The danger from this monster is the *Sleep* spell he casts. If he catches the party at the right moment, its members will all fall asleep and be slaughtered.

Phase Dragon

HP	4,000	Experience	2,000,000
AC	80	Attacks	1
Speed	200	Damage	750
Range Attack	Yes		
Damage Type	Cold		

Like all the dragons in Xeen, these monsters are hard to kill. They are resistant to all attacks except fire and are immune to cold and poison damage.



Phase Mummy

HP	500	Experience	500,000
AC	35	Attacks	1
Speed	175	Damage	200-1200
Range Attack	No		
Damage Type	Physical		

These monsters are resistant to all forms of attack except fire.

Power Lich

HP	500	Experience	200,000
AC	20	Attacks	1
Speed	60	Damage	10-100
Range Attack	Yes		
Damage Type	Magic		

Resistant to physical and magical damage, Liches are dangerous also because they can render characters unconscious during the course of an attack.

Rogue

HP	50	Experience	5,000
AC	10	Attacks	1
Speed	30	Damage	60
Range Attack	No		
Damage Type	Physical		

More fodder for the party.

Rooka

HP	60	Experience	5,000
AC	5	Attacks	1
Speed	40	Damage	3-30
Range Attack	No		
Damage Type	Physical		

Another easy victory, this monster's bite causes the Disease condition.



Royal Vampire

HP	750	Experience	400,00
AC	40	Attacks	1
Speed	125	Damage	10-500
Range Attack	No		
Damage Type	Physical		

A more dangerous vampire, it is resistant to all forms of attack.

Sabretooth

HP	100	Experience	10,000
AC	20	Attacks	3
Speed	60	Damage	5-50
Range Attack	No		
Damage Type	Physical		

No more dangerous than the Beholder Bats, which also inhabit the same area. An easily defeated foe.

Sand Flower

HP	100	Experience	10,000
AC	10	Attacks	5
Speed	50	Damage	5-25
Range Attack	No		
Damage Type	Physical		

Resistant to physical and magical damage. The touch of these creatures will cause characters to fall in love.

Sandro

HP	1,000	Experience	200,000
AC	20	Attacks	1
Speed	75	Damage	10-100
Range Attack	Yes		
Damage Type	Magic		

A potentially difficult foe; to permanently defeat him, bring his heart. He is resistant to magical and physical damage.

**Scraps**

HP	3,000	Experience	2,000,000
AC	30	Attacks	1
Speed	100	Damage	2,000-4,000
Range Attack	No		
Damage Type	Physical		

This monster is immune to cold and poison damage and is resistant to physical and electrical attacks.

Screamer

HP	3,000	Experience	500,000
AC	50	Attacks	1
Speed	200	Damage	10-200
Range Attack	No		
Damage Type	Poison		

Immune to poison damage and resistant to physical attacks.

Sewer Hag

HP	75	Experience	50,000
AC	10	Attacks	1
Speed	40	Damage	10-250
Range Attack	Yes		
Damage Type	Electrical		

Immune to poison and electrical attacks.

Sewer Rat

HP	40	Experience	2,000
AC	5	Attacks	1
Speed	35	Damage	3-30
Range Attack	No		
Damage Type	Physical		

Resistant to poison; otherwise, not much of challenge.

**Sewer Slug**

HP	25	Experience	1,000
AC	2	Attacks	1
Speed	35	Damage	2-20
Range Attack	No		
Damage Type	Physical		

More sword fodder.

Sewer Stalker

HP	250	Experience	50,000
AC	30	Attacks	1
Speed	25	Damage	3-300
Range Attack	No		
Damage Type	Physical		

Resistant to poison and cold attacks.

Shaalth

HP	300	Experience	20,000
AC	15	Attacks	1
Speed	50	Damage	5-50
Range Attack	No		
Damage Type	Cold		

The danger from this creature is that he can put the party to sleep with his cold attack.

Sharla

HP	50	Experience	10,000
AC	5	Attacks	1
Speed	50	Damage	3-12
Range Attack	No		
Damage Type	Physical		

Do not kill this monster—she's peaceful.



Skeletal Lich

HP	2,000	Experience	500,000
AC	30	Attacks	1
Speed	200	Damage	1,000
Range Attack	Yes		
Damage Type	Energy		

Tough, fast, and dangerous, this monster is also resistant to all forms of attack.

Sky Golem

HP	1,000	Experience	200,000
AC	50	Attacks	1
Speed	100	Damage	2-200
Range Attack	Yes		
Damage Type	Cold		

Resistant to all forms of attacks.

Slayer Knight

HP	500	Experience	50,000
AC	30	Attacks	1
Speed	50	Damage	2-500
Range Attack	No		
Damage Type	Physical		

Vulnerable to magical and physical attacks.

Sorceress

HP	200	Experience	80,000
AC	30	Attacks	1
Speed	80	Damage	2-100
Range Attack	Yes		
Damage Type	Magic		

Slightly resistant to all forms of attack.



Thief

HP	100	Experience	10,000
AC	15	Attacks	1
Speed	40	Damage	100
Range Attack	No		
Damage Type	Physical		

Tidal Terror

HP	1,000	Experience	500,000
AC	10	Attacks	1
Speed	200	Damage	5-500
Range Attack	No		
Damage Type	Cold		

Vulnerable only to magical attacks.

Troll Chief

HP	300	Experience	20,000
AC	15	Attacks	1
Speed	65	Damage	2-100
Range Attack	No		
Damage Type	Physical		

Fifty percent resistant to elemental attacks.

Troll Grunt

HP	100	Experience	10,000
AC	5	Attacks	1
Speed	50	Damage	2-50
Range Attack	No		
Damage Type	Physical		

Fifty percent resistant to elemental attacks.



Troll Guard

HP	200	Experience	15,000
AC	10	Attacks	1
Speed	60	Damage	2-70
Range Attack	No		
Damage Type	Physical		

Resistant to elemental attacks.

Valio

HP	150	Experience	60,000
AC	15	Attacks	1
Speed	60	Damage	10-250
Range Attack	No		
Damage Type	Magic		

Vulnerable to physical attacks; will fight only if stolen from.

Vampire

HP	400	Experience	200,000
AC	30	Attacks	1
Speed	80	Damage	10-100
Range Attack	No		
Damage Type	Physical		

Fifty percent resistant to all forms of attack.

Vampire King

HP	10,000	Experience	3,000,000
AC	60	Attacks	1
Speed	200	Damage	10-2,500
Range Attack	No		
Damage Type	Physical		

One tough sucker (pardon the pun), he is resistant to all forms of attack. His attack is lethal.

**Vampire Lord**

HP	500	Experience	300,000
AC	35	Attacks	1
Speed	100	Damage	10-300
Range Attack	No		
Damage Type	Physical		

Dangerous, his touch can also put a character to sleep.

Vulture Roc

HP	2,500	Experience	200,000
AC	50	Attacks	1
Speed	150	Damage	5-300
Range Attack	No		
Damage Type	Physical		

No resistance.

Whirlwind

HP	1,000	Experience	250,000
AC	10	Attacks	1
Speed	150	Damage	5-500
Range Attack	No		
Damage Type	Physical		

Vulnerable to magical and energy attacks. The *Implosion* spell may be useful against them.

Witch

HP	150	Experience	80,000
AC	15	Attacks	1
Speed	70	Damage	10-100
Range Attack	Yes		
Damage Type	Electrical		

Immune to electrical attacks.

**Wizard**

HP	250	Experience	60,000
AC	20	Attacks	1
Speed	125	Damage	10-250
Range Attack	Yes		
Damage Type	Magic		

Vulnerable to physical attacks.

Xenoc

HP	700	Experience	250,000
AC	35	Attacks	1
Speed	175	Damage	10-500
Range Attack	No		
Damage Type	Energy		

Immune to energy attacks.

Yog

HP	100	Experience	25,000
AC	5	Attacks	1
Speed	60	Damage	30
Range Attack	No		
Damage Type	Physical		

Will not fight unless attacked.

Spells

In *Xeen*, magic works. Most of the characters in *Xeen* have magical abilities to one degree or another. There are two classes of spells: Cleric and Sorcerer. Paladins and Clerics may cast only Clerical spells, and Sorcerers and Archers may cast only Sorcerer spells. Druids and Rangers may cast some of each. Knights, Robbers, Ninjas, and Barbarians may not cast spells.

There are many different ways to receive spells in *Xeen*. You may purchase some at the various Guilds after buying Guild memberships. Some spells may be found in various parts of the world and some are awarded for performing Quests.

Spells can last up to one day, but regardless of when the spell is cast, at 5:00 A.M. the spell day is over and all spells are canceled. The following will tell you who may cast a spell, what it will affect, the cost of the spell in both Spell Points and gems, and the results of the spell.

Cleric and Paladin Spells

Acid Spray	8 Spell Points	Divine Intervention	200 Spell Points/20 gems
Awaken	1 Spell Point	Fiery Flail	25 Spell Points/5 gems
Beast Master	5 Spell Points/ 2 gems	First Aid	1 Spell Point
Bless	2 Spell Points per level/1 gem	Flying Fist	2 Spell Points
Cold Ray	2 Spell Points per level/4 gems	Frost Bite	7 Spell Points
Create Food	20 Spell Points/ 5 gems	Heroism	2 Spell Points per level/1 gem
Cure Disease	10 Spell Points	Holy Bonus	2 Spell Points per level/1 gem
Cure Paralysis	12 Spell Points	Holy Word	100 Spell Points/20 gems
Cure Poison	8 Spell Points	Hypnotize	15 Spell Points/ 4 gems
Cure Wounds	3 Spell Points	Light	1 Spell Point
Day of Protection	75 Spell Points/ 10 gems	Mass Distortion	75 Spell Points/ 10 gems
Deadly Swarm	12 Spell Points		



Moon Ray	60 Spell Points/ 10 gems	Revitalize	2 Spell Points
Nature's Cure	6 Spell Points	Sparks	1 Spell Point per level/1 gem
Pain	4 Spell Points	Stone to Flesh	35 Spell Points/5 gems
Power Cure	2 Spell Points per level/3 gems	Sun Ray	150 Spell Points/ 20 gems
Protection From	1 Spell Point per Elements level/1 gem	Suppress Disease	5 Spell Points
Raise Dead	50 Spell Points/ 10 gems	Suppress Poison	4 Spell Points
Resurrect	125 Spell Points/ 20 gems	Town Portal	30 Spell Points/5 gems
		Turn Undead	5 Spell Points/2 gems
		Walk on Water	7 Spell Points

Sorcerer and Archer Spells

Awaken	1 Spell Point	Implosion	100 Spell Points/ 20 gems
Clairvoyance	5 Spell Points/2 gems	Incinerate	35 Spell Points/ 10 gems
Dancing Sword	3 Spell Points per level/10 gems	Inferno	75 Spell Points/ 10 gems
Day of Sorcery	40 Spell Points/ 10 gems	Insect Spray	5 Spell Points/1 gem
Detect Monster	6 Spell Points	Item to Gold	20 Spell Points/ 10 gems
Dragon Sleep	10 Spell Points/4 gems	Jump	4 Spell Points
Elemental Storm	100 Spell Points/ 10 gems	Levitate	5 Spell Points
Enchant Item	30 Spell Points/ 20 gems	Light	1 Spell Point
Energy Blast	1 Spell Point per level/1 gem	Lightning Bolt	2 Spell Points per level/2 gems
Etherealize	30 Spell Points/ 10 gems	Lloyd's Beacon	6 Spell Points/2 gems
Fantastic Freeze	15 Spell Points/5 gems	Magic Arrow	2 Spell Points
Finger of Death	10 Spell Points/4 gems	Mega Volts	40 Spell Points/ 10 gems
Fire Ball	2 Spell Points per level/2 gems	Poison Volley	25 Spell Points/ 10 gems
Golem Stopper	20 Spell Points/ 10 gems	Power Shield	2 Spell Points per level/2 gems
Identify Monster	5 Spell Points	Prismatic Light	60 Spell Points/ 10 gems



Recharge Item	15 Spell Points/10 gems
Shrapmetal	1 Spell Point per level/1 gem
Sleep	3 Spell Points/1 gem
Star Burst	200 Spell Points/20 gems

Super Shelter	15 Spell Points/5 gems
Teleport	10 Spell Points
Time Distortion	8 Spell Points
Toxic Cloud	4 Spell Points/1 gem
Wizard Eye	5 Spell Points/2 gems

Druid and Ranger Spells

Acid Spray	8 Spell Points
Awaken	1 Spell Point
Beast Master	5 Spell Points/2 gems
Bless	2 Spell Points per Level/1 gem
Clairvoyance	5 Spell Points/2 gems
Cold Ray	2 Spell Points per level/4 gems
Cure Disease	10 Spell Points
Cure Poison	8 Spell Points
Cure Wounds	3 Spell Points
Energy Blast	1 Spell Point per Level/1 gem
Fire Ball	2 Spell Points per level/2 gems
First Aid	1 Spell Points
Flying Fist	2 Spell Points
Frost Bite	7 Spell Points
Heroism	2 Spell Points per level/1 gem
Holy Bonus	2 Spell Points per level/1 gem
Identify Monster	5 Spell Points
Insect Spray	5 Spell Points/1 gem
Jump	4 Spell Points

Light	1 Spell Point
Lightning Bolt	2 Spell Points per level/2 gems
Magic Arrow	2 Spell Points
Nature's Cure	6 Spell Points
Pain	4 Spell Points
Power Cure	2 Spell Points per level/3 gems
Power Shield	2 Spell Points per level/2 gems
Protection From Elements	1 Spell Point per level/1 gem
Revitalize	2 Spell Points
Shrapmetal	1 Spell Point per level/1 gem
Sleep	3 Spell Points/1 gem
Sparks	1 Spell Points per level/1 gem
Suppress Disease	5 Spell Points
Suppress Poison	4 Spell Points
Toxic Cloud	4 Spell Points/1 gem
Turn Undead	5 Spell Points/2 gems
Walk on Water	7 Spell Points
Wizard Eye	5 Spell Points/2 gems



Cleric Spells

Acid Spray

Cost 8 Spell Points
Object All Visible Monsters

Inflicts 15 points of Poison damage on each monster.

Awaken

Cost 1 Spell Point
Object Party

Cancels Sleep condition

Beast Master

Cost 5 Spell Points/2 gems
Object 1 Group of Animals

Hypnotizes a group of animals for a short time.

Bless

Cost 2 Spell Points per level/1 gem
Object 1 Party Member

Improves the Armor Class by one level per level of caster.

Cold Ray

Cost 2 Spell Points per level/4 gems
Object All visible monsters

Causes 2-4 points per level of Cold damage to all monsters.

Create Food

Cost 20 Spell Points/5 gems
Object Party

Creates one day's food supply for each party member.

Cure Disease

Cost 10 Spell Points
Object 1 Party Member

Removes Diseased condition.

Cure Paralysis

Cost 12 Spell Points
Object 1 Party Member

Removes Paralyzed condition.

Cure Poison

Cost 8 Spell Points
Object 1 Party Member

Removes Poisoned condition.

Cure Wounds

Cost 3 Spell Points
Object 1 Party Member

Cures one character of 15 points of damage.

Day of Protection

Cost 75 Spell Points/10 gems
Object Party

Casts *Light*, *Protection from all Elements*, *Heroism*, *Holy Bonus*, and *Bless* spells simultaneously.

Deadly Swarm

Cost 12 Spell Points
Object Group

Surrounds opponents with a swarm of attack insects that cause 40 points of damage per monster.

**Divine Intervention**

Cost 200 Spell Points/20 gems

Object Party

Heals entire party of all damage except
Eradicated condition.

Fiery Flail

Cost 25 Spell Points/5 gems

Object 1 Monster

Does 100 points of Fire damage.

First Aid

Cost 1 Spell Point

Object 1 Party Member

Cures 6 Hit Points of damage.

Flying Fist

Cost 2 Spell Points

Object 1 Monster

Inflicts 6 points of damage.

Frost Bite

Cost 7 Spell Points

Object 1 Monster

Inflicts 35 points of damage.

Heroism

Cost 2 Spell Points per level/1 gem

Object 1 Party Member

Temporary increase of one level per level of
the caster.

Holy Bonus

Cost 2 Spell Points per level/1 gem

Object 1 Party Member

Increases damage inflicted by character one
point per level of caster.

Holy Word

Cost 100 Spell Points/20 gems

Object 1 Group of Undead

Removed Undead magic destroying monsters.

Hypnotize

Cost 5 Spell Points/4 gems

Object Group

Hypnotizes a group of monsters.

Light

Cost 1 Spell Point

Object Party

Provides illumination.

Mass Distortion

Cost 75 Spell Points/10 gems

Object Group

Increases weight of opponents, removing half
of their Hit Points.

Moon Ray

CostzF 60 Spell Points/10 gems

Object All Visible Monsters and Party

Causes 30 Points of Energy damage and
Cures each party member of 30 points of
damage.

Nature's Cure

Cost 6 Spell Points

Object 1 Party member

Heals 25 Points of damage.

Pain

Cost 4 Spell Points

Object Group

Causes 8 points of damage.

**Power Cure**

Cost 2 Spell Points per level/3 gems

Object 1 Party Member

Heals 2-12 points of damage.

Protection From Elements

Cost 1 Spell Point per level/1 gem

Object Party

Reduces damage caused by elements.

Raise Dead

Cost 50 Spell Points/10 gems

Object 1 Part Member

Removes Dead condition.

Resurrect

Cost 125 Spell Points/20 gems

Object 1 Party Member

Removes Eradicated condition.

Revitalize

Cost 2 Spell Points

Object 1 Party Member

Removes Weak condition.

Sparks

Cost 1 Spell Point per level/1 gem

Object Group

Causes 2 points of damage per level of caster.

Stone to Flesh

Cost 35 Spell Points/5 gems

Object 1 Party Member

Removes Stoned condition.

Sun Ray

Cost 150 Spell Points/20 gems

Object All Visible Monsters

Inflicts 200 points of Energy damage.

Suppress Disease

Cost 5 Spell Points

Object 1 Party member

Slows but doesn't remove Diseased condition.

Suppress Poison

Cost 4 Spell Points

Object 1 Party Member

Slows but doesn't remove Poisoned condition.

Town Portal

Cost 30 Spell Points/5 gems

Object Party

Teleports Party to town of your choice.

Turn Undead

Cost 5 Spell Points/2 gem

Object 1 Group of Undead

Inflicts 25 points of damage on an Undead group

Walk on Water

Cost 7 Spell Points

Object Party

Allows party to walk over water.



Sorcerer Spells

Awaken

Cost 1 Spell Point
Object Party

Cancels Sleep condition.

Clairvoyance

Cost 5 Spell Points/2 gems
Object Party

Causes the gargoyle heads on the screen to give advice.

Dancing Sword

Cost 3 Spell Points per level/10 gems
Object Group

Inflicts 6-14 points of damage per level of the caster.

Day of Sorcery

Cost 40 Spell Points/10 gems
Object Party

Casts *Light*, *Levitate*, *Wizard Eye*, *Clairvoyance*, and *Power Shield* spells simultaneously.

Detect Monster

Cost 6 Spell Points
Object Party

Shows the location of all monsters near party.

Dragon Sleep

Cost 10 Spell Points/4 gems
Object 1 dragon

Puts a dragon to sleep.

Elemental Storm

Cost 100 Spell Points/10 gems
Object All Visible Monsters

Inflicts 150 points of random damage.

Enchant Item

Cost 30 Spell Points/20 gems
Object 1 item

Gives magical power to an item. The higher the spell casters level, the better the power of the item.

Energy Blast

Cost 1 Spell Point per level/1 gem
Object 1 Monster

Inflicts 2 to 6 points of Energy damage per level of caster.

Etherealize

Cost 30 Spell Points/10 gems
Object Party

Moves party 1 space forward regardless of barriers. May be useful when *Teleport* fails.

Fantastic Freeze

Cost 15 Spell Points/5 gems
Object Group

Causes 40 points of Cold damage on each monster.

Finger of Death

Cost 10 Spell Points/4 gems
Object Group

Kills chosen opponent.

**Fire Ball**

Cost 2 Spell Points per level/2 gems

Object Group

Causes 3 to 7 points of Fire damage per level of caster.

Golem Stopper

Cost 20 Spell Points/10 gems

Object 1 Golem

Inflicts 100 points of damage on one Golem.

Identify Monster

Cost 5 Spell Points

Object Group

Shows condition of monster that party is fighting.

Implosion

Cost 100 Spell Points/20 gems

Object 1 Monster

Inflicts 1,000 points of Energy damage on a monster.

Incinerate

Cost 35 Spell Points/10 gems

Object 1 Monster

Inflicts 250 points Fire damage.

Inferno

Cost 75 Spell Points/10 gems

Object Group

Inflicts 250 points Fire damage.

Insect Spray

Cost 5 Spell Points/1 gem

Object Group

Kills insects.

Item to Gold

Cost 20 Spell Points/10 gems

Object 1 Item

Changes an item into an amount of gold pieces equal to the value of the item.

Jump

Cost 4 Spell Points

Object Party

Allows party to jump over one square. May not be used in combat. May not be used to pass through walls or other obstacles.

Levitate

Cost 5 Spell Points

Object Party

Makes party weights, allowing for travel over clouds, traps, and the like.

Light

Cost 1 Spell Point

Object Party

Creates illumination.

Lightning Bolt

Cost 2 Spell Points per level/2 gems

Object Group

Causes 4-6 points of Electric damage per level of caster.

Lloyd's Beacon

Cost 6 Spell Points/2 gems

Object Party

Allows party to return to places it has already been. Each party member may have a beacon. Cast at the location you wish to return to, then cast again later when you want to return.

**Magic Arrow**

Cost 2 Spell Points
Object 1 Monster

Causes 8 points of Magical damage.

Mega Volts

Cost 40 Spell Points/10 gems
Object Group

Inflicts 150 points of Electric damage.

Poison Volley

Cost 25 Spell Points/10 gems
Object All visible monsters

Causes 10 points of Poison damage per arrow fired.

Power Shield

Cost 2 Spell Points per level/2 gems
Object Party Member

Reduces damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light

Cost 60 Spell Points/10 gems
Object All Visible Monsters

Inflicts 80 points of random damage type.

Recharge Item

Cost 15 Spell Points/10 gems
Object 1 item

Restores 1 to 6 charges to an item with at least 1 magical charge remaining.

Shrapmetal

Cost 1 Spell Point per level/1 gem
Object Group

Inflicts 2 points of physical damage per level of caster.

Sleep

Cost 3 Spell Points/1 gem
Object Group

Puts a group of monsters to sleep.

Star Burst

Cost 200 Spell Points/20 gems
Object All Visible Monsters

Inflicts 500 points of Physical damage on each monster.

Super Shelter

Cost 15 Spell Points/5 gems
Object Party

Allows party to rest without being attacked.

Teleport

Cost 10 Spell Points
Object Party

Allows party to travel up to 9 spaces in any direction regardless of obstacles.

Time Distortion

Cost 8 Spell Points
Object Party

Gives the party time to flee from combat.

Toxic Cloud

Cost 4 Spell Points/1 gem
Object Group

Inflicts 10 points of Poison damage.

Wizard Eye

Cost 5 Spell Points/2 gems
Object Party

Gives a bird's eye view of surroundings.



Items

There are two types of items in *Xeen*: Quest items and other items. The Quest items are fixed and do not change. It is not possible to lose or sell a Quest item. All other items are randomly generated by the program as needed. The nature of the modifiers to different items is discussed in the following section.

Items

Each item you receive during the game can have modifiers to it that affect its performance in the game. There are four different types of modifiers, which will be discussed below.

The different kinds of items in *Xeen* are Armor, Weapons, Accessories, Miscellaneous, and Quest. Quest items won't change, but the others may be affected by modifiers, which are Elements, Metals, Attributes, and Special Abilities.

Element modifiers affect the character's statistics. For instance, a weapon with the electric modifiers will both increase the user's resistance to electric damage and inflict additional electrical damage on opponents.

Metals modifiers alter both the character's chance to hit ability and the damage done by the item if the item is a weapon. Armor modified this way will increase (and sometimes decrease) a character's Armor Class.

Attribute modifiers increase the character's attributes. For instance, an intelligence sword increases the character's Intelligence score.

Special Abilities occur only in Miscellaneous items. An Orb of water walking means the orb itself casts the ability. Characters who don't have spell-casting abilities can use these items as well as those who do.

The base items are the simple objects in an item name. In flaming long bow, long bow would be the base item. All base items are made up of five parts: item name, base cost of item in gold pieces, the item base modifier, how it is equipped, and restrictions. Item base impacts on two statistics of the character. Armor items increase or decrease the character's Armor Class. Weapons modifiers affect the amount of damage an item does.

There is a limit to how many items that a character may equip. A character may equip either a one-handed weapon and a shield, or a two-handed weapon. Only one missile weapon may be equipped at a time. Only one helmet, pair of boots, or belt may be worn. Only one coat of armor may be worn. It is possible to wear a cloak with armor.



The following are abbreviations for the items tables:

AR	Archer	N	Ninja
B	Barbarian	P	Paladin
CL	Cleric	RA	Ranger
DR	Druid	RO	Robber
K	Knight	S	Sorcerer

Items Table

Armor	Base Cost	Modifier	Equip	Restriction
Robe	150	1	1	No restrictions
Scale Mail	100	4	1	Max for B
Ring Mail	200	5	1	Max for N
Chain Mail	400	6	1	Max for AR, RO
Splint Mail	600	7	1	Max for CL, RA
Plate Mail	1,000	8	1	Only K and P
Plate Armor	2,000	10	1	Only K and P
Cloak	250	1	1	No restriction
Cape	200	1	1	No restriction
Shield	100	4	1H	No DR, N, S, AR
Helm	60	2	1	No restriction
Gauntlets	100	1	1	No restriction
Boots	40	1	1	No restriction
Belt	100	0	1	No restriction

One-handed Weapons

	Base Cost	Modifier	Equip	Restriction
Long Sword	50	3d3	1H	No CL, DR, N, S
Short Sword	15	2d3	1H	No CL, DR, N, S
Broad Sword	100	3d4	1H	No CL, DR, N, S
Scimitar	80	2d5	1H	No CL, DR, N, S
Cutlass	40	2d4	1H	No CL, DR, N, S
Saber	60	4d2	1H	No CL, DR, N, S
Club	1	1d3	1 H	No restrictions
Hand Ax	10	2d3	1H	No CL and S
Katana	150	4d3	1H	Only K and N
Nunchankas	30	2d3	1H	Only K and N



Wakazashi	60	3d3	1H	Only K and N
Dagger	8	2d2	1H	No CL
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d8	1H	No S
Spear	15	1d9	1H	No CL and S

Two-handed

Weapons	Base Cost	Modifier	Equip	Restriction
Bardiche	200	4d4	2H	No CL, DR, S
Glaive	80	4d3	2H	No CL, DR, S
Halberd	250	3d6	2H	No CL, DR, S
Pike	150	2d8	2H	No CL, DR, S
Flamberge	400	4d5	2H	No CL, DR, S, DR, B, RO
Trident	100	2d6	2H	No CL, DR, S
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K and N

Missile

Weapons	Base Cost	Modifier	Equip	Restriction
Short Bow	25	3d2	2H	No CL, DR, S
Long Bow	100	5d2	2H	No CL, DR, S
Crossbow	50	4d2	2H	No CL, DR, S
Sling	15	2d2	2H	No CL, DR, S
Accessories	Base Cost	Modifier	Equip	Restrictions
Broach	250	0	2	No restrictions
Medal	100	0	2	No restrictions
Charm	50	0	2	No restrictions
Cameo	300	0	2	No restrictions
Scarab	200	0	2	No restrictions
Pendant	500	0	1	No restrictions
Necklace	1,000	0	1	No restrictions
Amulet	2,000	0	1	No restrictions
Ring	100	0	2	No restrictions



Miscellaneous

Items	Base Cost	Modifier	Equip	Restrictions
Whistle	10	0	—	No restrictions
Jewel	1,000	0	—	No restrictions
Gem	500	0	—	No restrictions
Box	10	0	—	No restrictions
Orb	100	0	—	No restrictions
Horn	20	0	—	No restrictions
Coin	10	0	—	No restrictions
Rod	50	0	—	No restrictions
Wand	50	0	—	No restrictions
Scroll	100	0	—	No restrictions
Potion	10	0	—	No restrictions

Modifiers Table

Elements

Fire	Resistance	Damage
Burning	5	2
Fiery	7	3
Pyric	9	4
Fuming	12	5
Flaming	15	10
Seething	20	15
Blazing	25	20
Scorching	30	30

Electric	Resistance	Damage
Flickering	5	2
Sparkling	7	3
Static	9	4
Flashing	12	5
Shocking	15	10
Electric	20	15
Dyna	25	20

Cold	Resistance	Damage
Icy	5	2
Frost	10	4
Freezing	15	5
Cold	20	10
Cryo	25	20

Acid/Poison	Resistance	Damage
Acidic	10	2
Venomous	15	4
Poisonous	20	8
Toxic	25	16
Noxious	40	32

Energy	Resistance	Damage
Glowing	5	2
Incandescent	7	3
Dense	9	4



Sonic	11	5	Magic	Resistance	
Power	13	10	Damage		
Thermal	15	15	Mystic	5	5
Radiating	20	20	Magical	10	10
Kinetic	25	30	Ectoplasmic	20	25

Metals

Common	To Hit	Damage	Armor Class	Cost Modifier
Wooden	-3	-3	-3	x .1
Leather	-4	-6	+0	x.2.5
Brass	+3	-4	-2	x .5
Bronze	+2	-2	-1	x .75
Iron	+1	+2	+1	x 2
Silver	+2	+4	+2	x 5
Steel	+3	+6	+4	x 10
Gold	+4	+8	+6	x 20
Platinum	+6	+10	+8	x 50

Rare	To Hit	Damage	Armor Class	Cost Modifier
Glass	+0	+0	+0	x 2
Coral	+1	+1	+1	x 3
Crystal	+1	+1	+1	x 5
Lapis	+2	+2	+2	x 10
Pearl	+2	+2	+2	x 20
Amber	+3	+3	+3	x 30
Ebony	+4	+4	+4	x 40
Quartz	+5	+5	+5	x 50

Precious	To Hit	Damage	Armor Class	Cost Modifier
Ruby	+6	+12	+10	x 60
Emerald	+7	+15	+12	x 70
Sapphire	+8	+20	+14	x 80
Diamond	+9	+30	+16	x 90
Obsidian	+10	+50	+20	x 100

**Attributes****Might Equip Bonus**

Might	2
Strength	3
Warrior	5
Ogre	8
Giant	12
Thunder	17
Force	23
Power	30
Dragon	38
Photon	47

Intellect Equip Bonus

Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30

Personality Equip Bonus

Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed Equip Bonus

Quick	2
Swift	3
Fast	5

Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy Equip Bonus

Sharp	2
Accurate	5
Marksman	10
Precision	15
True	20
Exacto	30

Luck Equip Bonus

Clover	5
Chance	10
Winners	15
Luck	20
Gamblers	25
Leprechanus	30

Hit Points Equip Bonus

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points Equip Bonus

Spell	4
Castors	8
Witch	12
Mage	16
Archmage	20
Arcane	25

**Armor Class Equip Bonus**

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Special Abilities**Magical Ability**

of Acid Spraying
of Antidotes
of Awakening
of Beacons
of Beast Control
of Blessing
of Clairvoyance
of Cold Rays
of Curing
of Daily Protection
of Daily Sorcery
of Dancing Swords
of Deadly Swarm
of Death
of Dragon Sleep
of Elemental Protection

of Enchant Item
of Energy Blasts
of Etherealization
of Feasting

Casts

Acid Spray
Cure Poison
Awaken
Lloyd's Beacon
Beastmaster
Blessed
Clairvoyance
Cold Ray
Cure
Daily Protection
Day of Sorcery
Dancing Sword
Deadly Swarm
Finger of Death
Dragon Sleep
Protection from Elements
Enchant Item
Energy Blast
Etherealize
Create Food

Thievery Equip Bonus

Mugger	4
Burglar	6
Looter	8
Brigand	10
Filch	12
Thief	14
Rogue	16
Plunderer	18
Criminal	20
Pirate	25

Magical Ability

of Fireballs
of Fiery Flails
of First Aid
of Fists
of Free Movement
of Freezing
of the GODS!

of Golem Stopping
of Heroism
of Holy Bonuses
of Holy Words
of Hypnotism
of Implosion
of Incinerating
of Infernos
of Jumping
of Levitation
of Light
of Lightning
of Magic Arrows

Casts

Fireball
Fiery Flail
First Aid
Flying Fist
Cure Paralysis
Fantastic Freeze
Divine
Intervention
Golem Stopping
Heroism
Holy Bonus
Holy Word
Hypnotize
Implosion
Incinerate
Inferno
Jump
Levitate
Light
Lightning Bolt
Elemental Arrow

**Magical Ability**

of Mass Distortion
of Magvoltage
of Monster Finding
of Moon Rays
of Nature's Cures
of Pain
of Poison Volley
of Power Curing
of Prismatic Light
of Raising the Dead
of Recharging
of Resurrection
of Revitalization
of Shelter
of Shielding

Casts

Mass Distortion
Megavolts
Detect Monster
Moon Ray
Nature's Cure
Pain
Poison Volley
Power Cure
Prismatic Light
Raise Dead
Recharge Item
Resurrection
Revitalize
Super Shelter
Power Shield

Magical Ability

of Shrapmetal
of Sleeping
of Sparking
of Star Bursts
of Stone to Flesh
of Storms
of Sun Rays
of Teleportation
of Time Distortion
of Town Portals
of Toxic Clouds
of Undead Turning
of Vaccination
of Water Walking
of Wizard Eyes

Casts

Shrapmetal
Sleep
Sparks
Star Burst
Stone to Flesh
Elemental Storm
Sun Ray
Teleportation
Time Distortion
Town Portal
Toxic Cloud
Turn Undead
Cure Disease
Walk on Water
Wizard Eye



Passwords

The Mirror Portals in Darkside of Xeen are not operational at the beginning of the game. To activated them, see the Castle Kalindra entry.

Password	Location
Acid Pond	Outdoor Area B3 x02, y13
Aging Forest	Outdoor Area E4 x13, y10
Castle Alamar	Outdoor Area A1 x10, y04
Castle Blackfang	Outdoor Area F1 x07, y11
Castle Kalindra	Outdoor Area A4 x06, y14
Castlevlew	Outdoor Area A4 x14, y11
Crossroads	Outdoor Area E3 x14 y11
Dark Grove	Outdoor Area A3 x14, y06
Desert of Doom	Outdoor Area C2 x15, y01
Forbidden Zone	Outdoor Area B2 x15, y15
Forest of Peril	Outdoor Area E2 x07, y15
Gemstone Range	Outdoor Area C3 x05, y07
Genesis	Third End game, only if World of Xeen is on hard drive
Great Western Tower	Outdoor Area A3 x05, y09
Great Southern Tower	Outdoor Area D4 x02, y07
Great Eastern Tower	Outdoor Area F3 x09, y09
Great Northern Tower	Outdoor Area D1 x02, y09
Griffin Pass	Outdoor Area B1 x12, y04
Howling Woods	Outdoor Area E4 x00, y14
Isle of Lost Souls	Outdoor Area F2 x06, y08
Lakeside	Outdoor Area F2 x02, y15
Magic Mountain	Outdoor Area E1 x01, y12
Necropolis	Outdoor Area B2 x08, y11
Octopod Lake	Outdoor Area F2 x06, y03
Ogre Pass	Outdoor Area D3 x11, y09
Parabolic Barrier	Outdoor Area D1 x03, y00
Perishing Sands	Outdoor Area D2 x15, y04



Password

Quivering Forest
River of Wrath
Sandcaster
Showdown
Showtime
Snow River Rapids
Sprite Forest
Venom Pond

Location

Outdoor Area C1 x11, y04
Outdoor Area F3 x02, y05
Outdoor Area E3 x05, y12
End game for Darkside of Xeen
End game for Clouds of Xeen
Outdoor Area F1 x06, y03
Outdoor Area C4 x01, y09
Outdoor Area F4 x04, y10



An Interview with Jon Von Caneghem

CS: Let's start with a little background. What kinds of games did you play before you got into computer games? I notice you have a lot of board games, role-playing games, that sort of thing.

JV: My hobby is collecting games, so I was playing every game I could find. Did a lot of role-playing, mostly D&D. Also did a lot of wargaming, things like *Star Fleet Battles*. I also did a lot of Avalon Hill gaming as well. Went to all the game conventions and played in tournament after tournament.

CS: Win any?

JV: Yeah. I won *Star Fleet Battles*; I was the national champ in '86. Same with *1830*; I won almost every time. It's an Avalon Hill game. And another one called *Titan*. I played a lot.

CS: So it was a natural progression from board games into computer games?

JV: Yeah, well, what happened was I was playing with a bunch of friends, D&D and some other board games, on a regular basis. As people got older and started to get responsible, getting together was more and more difficult. Then a friend of mine showed me an Apple II, and he was playing a bunch of simple games on it. I was just amazed. This was great! I could play any time I wanted and didn't have to wait for anyone to get together. So I immediately got one. For about a year and a half all I did was play games on it. The two I probably played to death were *Ultima I* and *Wizardry I*. I think I went through each one of those about seven or eight times.

CS: So how long was it before you started trying to figure out how they worked?

JV: About a year and a half. Then I started to get tired. Everyone started to tell me, You're always complaining about these games. Why don't you make your own? And I said that I didn't have the slightest idea how to program. But it intrigued me. I switched from being a pre-med student to a math and computer science major at UCLA and just started delving into my Apple II, absorbing every magazine and piece of information I could find. That was about 1983.

I started this undertaking of trying to write my own game, teaching myself all along how to program the computer, programming the Apple II. Everything I was learning at school was just ancient history as far as the computer was concerned, with punch cards and mainframes. There was nothing about personal computers. So I pretty much had to teach myself everything.



When I started on *Might and Magic*, my first project, I went at it from a gamer's point of view. I was trying to make this game, and the computer was just getting in my way. I wasn't a programmer who knew a neat graphic routine and then turned it into a game. I think most people at the time, except for a few, came from that end of it—it was mostly programmers making games. I wasn't, although I pretty much became a programmer at that point.

CS: What game influenced you the most while you were working on *Might and Magic*? *D&D* keeps coming up . . .

JV: Yeah, that was a heavy influence. *Wizardry* and *Ultima* games influenced me a lot. They showed me that this type of game was popular enough to actually sell and make money doing it. That encouraged me.

CS: Did you write *Might and Magic* by yourself, or did you have other people helping you?

JV: I wrote the whole thing by myself. I did almost all of the computer graphics myself. Towards the end I had a friend help me with some of the graphics. But I'd say I did about 90% of it—wrote the story, did the manual, pretty much did everything. But it was a three-year undertaking.

CS: Did you self-publish *Might and Magic*?

JV: After about two years it was coming together, starting to look like something. I went to a bunch of publishers at a game convention, some of the big names now who were up and coming then. I asked them, "I have this game that I'm almost done with. If I gave it to you to publish, what would I get for it?" And they gave me these ridiculous hem and haw stories about, "Well, if you were an established author and you had two or three games under your belt, you might get as much as a dollar a game." and on and on. Pretty much made me say "Okay. Fine. I'll do it myself." So I begged, borrowed, and stole and took out a couple of ads in *A+ Magazine*, the Apple magazine at the time, with an 800 number, and had the phone installed in our apartment, and the phone started ringing off the hook. It just took off. This was around November of 1986. By the end of December I was getting calls from all the major publishers again, this time with a lot more lucrative offers, but by then I had got myself enough in debt that I couldn't take just an author's position on a product like that. I had already done so much in advertising and the packaging and production and everything else that being an author for someone wasn't that much of an option at that point.

That's when Activision called me. I was in the shower one morning and had a call from Chicago, from then-president Manny Levy, I think his name was. He said he loved the ad, and loved the product, and wanted to talk about his new concept—affiliated label distribution. I visited all the other publishers again, made the rounds, but wound up signing with Activision.



CS: So Activision helped bankroll you?

JV: Yeah. They gave us some help, both in getting the product translated to other formats like Commodore and IBM, and they also got us some huge pre-orders that we were able to go out and get financing for.

CS: And they could get you great distribution, too, since they are everywhere . . .

JV: Which made the difference between selling a few thousand units out of my apartment to going into the 100,000 category with mass distribution.

CS: It sounds like a real rags-to-riches story. Basically this all happened in a pretty short amount of time.

JV: Yeah. Like a roller coaster, or a rocket ship. It just took off.

CS: What happened after you became an affiliated label of Activision?

JV: We were with Activision for two years. Then they became Mediagenic. We left there rapidly after our deal was up. We joined Electronic Arts as an affiliate label. They were the best affiliated label situation at the time. We were there for three years and that started to deteriorate. It got too crowded. They got into cartridge games and signed up too many other developers. We left them in June of 1992 and signed on as an affiliated label with Broderbund. We've made the complete rounds now, and hopefully at some point in the near future we'll be able to do it ourselves.

CS: It sounds like you've done awfully well. What games besides *Might and Magic* do you produce?

JV: First there was *Might and Magic*, just called *Might and Magic*. Then we immediately started on the next one, *Might and Magic II*, which was done originally for Apple. Right after that we did a strategy adventure game called *King's Bounty*, a simpler game, although it turned out to be very popular. It's a little like *Titan*, one of the board games I used to play. That was a fun game to do. And we took on a project called *Nuclear War*.

CS: Was that based on the card game, *Nuclear War*?

JV: That's right. It was a very fun card game. A lot of our employees had met at game conventions and all of our roots were in gaming. At 5:30 the office would shut down and the gaming would start. Everyone was always there until all hours of the night, playing games. We were so hooked into board gaming that we wanted to get into it. So we bought a company called Task Force Games. We moved it out to California. They are the ones who did all the *Star Fleet Battles* projects, and that was the game that I was a fanatic about. We had that company for about two years. We really wanted to make a big deal in the board game industry. It just kind of muddled along for a couple of years. Didn't make much money, but it was certainly a lot of fun.



CS: When was this? Sometime in the late 80's?

JV: Yes. There was a decline in the industry, and cartridge games were just tearing dollars away from everyone from toys to hobbies to everything.

CS: Unfortunate timing for you to get into that.

JV: Yeah. It was fun, though. We really had a good time with it. I had a partner, Ron Spitzer, who signed on in 1987 when I joined with Activision. He was a friend I was gaming with at the time when I first released *Might and Magic*. He helped negotiate some of the contracts when I went from company to company in 1987. He was real instrumental in the whole Task Force thing. We also had John Olson with us. He was president of another board game company, GDW US (Game Designers' Workshop), and we hired him to come out and run Task Force for us. We had a lot of fun with it.

We really made a go at the board games, but compared to the dollars and profitability of software... There was just no comparison. It didn't make any sense. Task Force kind of sidetracked us from software during that period. So, at that time we had only one product coming out, which was *Tunnels and Trolls*, which again was another license from the board game business, and very popular. It was brought to us by our Japanese affiliate, Starcraft. *Tunnels and Trolls* was extremely popular in Japan. It's a huge success over there, all the books and the board games. They wanted to do a computer game, and we said we'd publish it for them in the U.S. if they did it. So they did the whole product over there, and the original *T&T* designers, Liz Danforth and Mike Stackpole, wrote all the scenarios. So we published it here. It didn't go over all that well. The technology for the product was a couple of years behind the times. I think that's been the story of our industry. If the level of technology isn't right, the strength of the game won't save it. That was unfortunate, because it was a really deep and involved product that the die-hard people really liked it, but it didn't have the whiz-bang goods that it needed the year it came out.

CS: Did it do well in Japan?

JV: Yeah, they did pretty well with it in Japan. For them it was a successful product. For us it was not so good. But, a lot of people liked it. Then after that we got rid of Task Force. John Olson took it back to Texas. Another dead Texas game company. But, he's revived it, and it's doing pretty well now.

CS: So after *Tunnels and Trolls* you went back to *Might and Magic*.

JV: Yeah, we went real heavily back into software. That's when I spent the time designing *Might and Magic III*, and that's when I was working initially a lot on *Planet's Edge*, which got to be too overbearing at the time so *Planet's Edge* got passed off to other people in-house. I just concentrated on *Might and Magic III*. Those two products were our next two catch-up releases into the world of technology and whiz-bang stuff on the PC. That was the first product I did that was originally designed for the PC. I think it



brought us from a catch-up position back to a leading position in games and technology. *Might and Magic III* did terrific. It won a few awards. *Might and Magic III* has probably been the most successful award product I've had. Although we've had so many in so many different countries now that I've totally lost track of them. It used to be that I'd scan every piece of literature just for the mention of the name of *Might and Magic* and now there's just so much, you just kind of wait for the more important ones. Which is kind of sad.

CS: Actually, that says you're successful, that you know you're going to be mentioned fairly often, and that you are fairly secure in an insecure business.

JV: Right. I look back, and we've been around for a fairly long time in this industry. We've survived some real ups and downs. I started on this in 1983, but we didn't really launch a product until 1986. So that's like seven years from today. That's quite a long time in software.

CS: I noticed that you've got some Sega games here. Do you develop those yourself or are those licensed products?

JV: We've started doing a lot of Sega and Nintendo work, but not as a publisher. The economics just aren't right for a company our size to get into it. But we did things through Electronic Arts and a number of other Nintendo companies and Sega companies. We went ahead and either coordinated or developed products for them. So that's been pretty good. We've done six Sega cartridges and two Super Nintendo cartridges and one NES cartridge.

CS: Yeah, I noticed your *Fairy Tale* cartridge over there. The graphics look great.

JV: That one did pretty well. I was always a fan of David Joiner, who happens to be down the street. He's the original designer of *Fairy Tale*. When Micro-Illusions went out of business there was an opportunity. We picked up the title and put it on the Sega. And that was all fun.

CS: And then you came out with *Might and Magic IV*.

JV: Right. After *Might and Magic III* and *Planet's Edge* I had a parting of the ways with my partner, Ron Spitzer. The company had gotten to the size where there could be one head, and it was going to be me. We had a difference of opinion on direction. He saw a different future than I did for the company. So we had an amicable parting, and he went to Electronic Arts. That's when I kind of changed directions with the company in opening the doors more to outside developers, for us to be more of a publisher, and less of a giant development house, in doing everything internally. So we started to take on quite a few outside products, which are starting to show up now. You'll see a lot more this year and next.

CS: So now you have development groups working independently and then bringing their work to you to publish?



JV: Exactly. We did *Spaceward Ho!*, a strategy game that way.

CS: Who developed that for you?

JV: Some guys called Delta Tau, in San Francisco. A really neat, fun game. We shipped the Widows version in November of 1992 and the DOS version just this January. We just shipped *Empire Deluxe*. There was a famous game called *Empire* and I had been friends with Mark Baldwin, the original designer/programmer on it, for a long time. When Interstel went out of business he got the rights to it back, and I said, "Hey, let's do the next *Empire*." He said, "Great." So he developed *Empire Deluxe* and we published it and it just came out February or March. We did *Vegas Games Pack for Windows* with an outside developer. That's been doing really well.

As far as outside developers coming to us with products, it's been real exciting. I really like doing that. I like seeing people who are where I was a few years ago and this time being on the other side of the fence, I'm trying to be a lot more fair and a lot more giving towards them.

CS: It sounds like you are really getting things going now.

JV: Yeah. At the same time we're working with outside developers, internally, we're working on the *Might and Magic* series. We did *Might and Magic: Clouds of Xeen*. I didn't want to use the number anymore. I felt strongly that everyone wants to see the next James Bond movie, but no one wants to see Rocky IX. So off came the numbers.

CS: So, what is the next *Might and Magic* game, the one after *Clouds of Xeen*, called?

JV: *Might and Magic V* is called *Darkside of Xeen*. It's something I don't think anyone else has done before. The story behind *Clouds* and *Darkside* is that one game's set on one side of the world and ones on the other side of the world, and if you put both games together on your hard drive, you can freely walk back and forth. There are extra quests that you can't complete unless you have both games and there's a third endgame that you can't get to unless you have both games. But you can play either one by itself. It's huge.

CS: I'm overwhelmed by *Clouds of Xeen* — it's a big game.

JV: And we get so much criticism, both from the fans and the critics. I hear everything, from, "It was so short! I finished it in 35 hours. I felt disappointed." to "I've been playing it for 200 hours and I still haven't finished it." You have to say to yourself, where do you draw the line here? There's umpteen thousands of people playing it out there, and I've really found that every one of them played it for a different reason. There's no two people who have the same desire. So I guess you try to please as many of the people as much of the time . . .

CS: Do you still create the games to please yourself, the way you did when you started?



JV: Yeah. I think so. That's what I started out with—I wanted to make a game that I would like, taking elements of games that I liked and adding all the stuff that I thought of and putting it all together. I still do that now. In fact, the games are getting shorter because I don't have 300 hours to spend playing something. So if I can finish something in forty hours, I think that would be more enjoyable.

CS: So, what's the fastest play-through on one of these games?

JV: There's two ways of saying how you finished it. One is to say, "I got to the end game in fifteen hours or twenty hours because I knew all the answers." Or you can say, "I did everything in the game and it took me forty hours." Reviewers ask us about this, too.

I even added a feature when you first start the game where you're asked if you want an Adventurer game or a Warrior game. This was my wife's idea. She really liked the game, the adventure. But she wasn't into combat. She was like, well, you know, monsters are fun, but let's get on with the story. I said, "OK, well, I'm sure there's plenty of people out there, just like you, who aren't into the numbers and the hit points. They just want to get on with the story." There's a lot of quests, a lot of fun things to do. So I put the choice in, and what Adventurer does is it makes it easier to win all the battles. So you get through that part of the game a lot quicker.

CS: I was really glad you had that. Combat is great every once in a while, but there's other stuff to do.

JV: There's other stuff to do and we want to expand our audience, to bring in more and more people who wouldn't normally play this kind of game.

CS: What's in the future? Where do you see the company going in terms of new games?

JV: We'll keep doing *Might and Magic* as long as it's popular. It keeps getting more popular, so that's a good sign. We're mostly looking for outside talent now to develop product, whether it's just an idea or a finished product. Being a publisher with roots in game design and development can really help a lot of people. We have a bunch of groups now who are very talented and just never really got a chance to do an original. They were always stuck doing ports (conversions of existing games from one computer to another) to pay the bills. They have fantastic ideas, so I'm really trying to go with those people and give them a chance at it. I'm really excited at what's going to come out of it. We have a couple coming this year, and a couple in early 1994, as well.

We're seeing so much of the same old same old because the market is tight and in tough times and you can count on selling X units of Game XYZ 14, but how many units are you going to sell of some new Whiz Bang thing? Will it be the next *Sim City*, or will it be the next bomb? That's real tough. Still, I want the new guys.



CS: I think that sounds like a really neat place to go. We've got your background in terms of board games and computer games. In terms of fiction, would you say you have any favorites that you draw on, like Tolkien, or are you one of those classic computer game guys who didn't read.

JV: To tell you the truth, I was one of those kids who didn't read. I was a television kid.

CS: Any favorite TV shows?

JV: I'm the ultimate Star Trek nut.

CS: Old and new?

JV: Old. I've tried to force myself, but I just haven't gotten too excited over the new one. I've always thought it was the USS Loveboat with Captain Stuebing. To boldly run away from anything we find. But Star Trek was a big influence on me. I just grew up watching everything. All my background has come from B movies, before Star Wars.

CS: Comic books?

JV: No, no comic books. I'm not a reader.

CS: Not a reader at all. That's amazing.

JV: I don't have the patience. I was never a fast reader, which really bugged me. I could never get through. I would always start books, but cheat and skip ahead and read the start of each chapter and then the end and then I'd go on to the next thing.

CS: I bet you read the end before you started the book, right?

JV: That's right. I meet a lot of people who have grown up not reading very much and they have this same impatience with things that get slow. They are much more visually oriented than text oriented. Which is now lending a lot more to computer games. Text is not popular anymore. It's the TV generation who are buying these games, now.

CS: So Star Trek was a big influence—do you see yourself doing science fiction games or other non-fantasy games?

JV: Yeah. One of the reasons I did *Planet's Edge* was because I was such a sci-fi fan. There was a game that took forever to develop and came out too late as far as technology, but . . . All these projects, we say "Yeah, eight months." Yeah. Two years later . . .

CS: Do you just reach a point where you're doing all this cool stuff and you have to fight it to get the game out?

JV: Yeah, that's what happens. Also, a lot of times we'll spec a product all the way out and we'll just start working on it. Six months into it you realize it will take two or three years to complete it. Too many worlds, too many things, too many characters you have



to develop. You multiply it all out, and you go, "I need eighteen million man hours to finish this." To cut it is a real hardship because you've designed the whole thing, all those specs. It'll drive you crazy.

And when you're dealing with new technology you say "Eureka! Now we've got this new technology. What can we do with it?" It's pretty infinite. When we first moved over from Apple to IBM, it went over the top.

CS: Do you still support Apple at all?

JV: No. It's a shame, but I don't think we even have any in the office. We do support Mac. We do most of our product on the Mac. *Might and Magic III* was just released on the Mac. And it's doing real well. It's being received real well. We put most everything on the Mac. It's been a good platform for us, but now our DOS products are getting to the size that it's not becoming practical to put them on the Mac, technology-wise and the size . . .

I'm just holding my breath until CD is the standard. I'm really pushing for it. I'm actually going to stick our neck out this year in putting out a title on CD, and next year we may release a title or two on a CD, that you have to have it. It may be a little early. I know people are talking 1995, but I think we are going to push it in 1994. Just cost of goods, with all the diskettes that we have to put in the box, is really hurting us.

CS: It's amazing to me that games take up an entire hard drive . . .

JV: With the CD you don't have that. We will finally recoup some of those supposed pirated copies that we all know about. No one I know pirates software, but I've heard estimates—it's two to ten times the number you sell. Sometimes you start to believe it. With CD's you don't have that, at least not initially, at least not until you make it cheap for people to duplicate them.

CS: What do you see, once you go to CD?

JV: For me the most exciting thing is going to be sound. Sound and voice. I think that's an area that's not too expensive to develop, yet can add so much to the experience of the game. A lot of people talking about promotions and having actors do that kind of stuff. I don't buy that yet. I don't think we can compete with TV and movies. I think there are other areas that we can do better in.

CS: So are you saying that you are not into interactive movies?

JV: No, it hasn't done it for me. I've seen a bunch of them now, and they just aren't good.

CS: How many platforms do you support in your games? With all the different PC sound boards and graphics cards, and memory configurations, I don't know how any software company manages to make stuff that can actually work.



JV: Just in DOS alone, the sound cards, the mice, the memory amount, the configuration, the clones—you have to spend zillions just to have enough equipment to test it on. A lot of people complain, "Your testing is terrible; your game didn't work on this machine or that machine." What do we have to do, spend two million dollars to buy every piece of equipment that's out there to test it?

CS: It sounds really frustrating. I've always had this fantasy that I could drop a CD in and it would run, just like that.

JV: Yes, that's what it should be like. That's why so many people love the cartridge machines, and that's why they do so well.

CS: So, is that where you guys are heading—simplicity?

JV: Oh, absolutely. The simpler, the better. The more they are actually playing and thinking, and the less they are dealing with the problems of interacting with the machine . . . My goal is to get away from huge manuals and have a player card tell you all you need to know to play—tell you the basic start-up stuff, and then let you play. That's what I do. I play a game and never look at the book. I start the game and start pushing. If I can figure it out, then it's a pretty good game.

CS: Do you ever feel trapped by your success? Do you feel that you now have an obligation to do things a certain way for players? Do you feel restricted at all?

JV: Not really, I don't think, not too restricted. About the only thing I feel is pressure to always work. It's been real tough relaxing after finishing a project. It's been like, I should be working. I should be thinking about the next one. I should be thinking about this project or that project. I should start designing because every day that I'm not designing the next product is another day it's not coming in. That, I think, has been the hardest.



Index

Might & Magic III

A

Activision, 362-63
Aft Storage Sector (Maze 37)
 altar orbs in, 55
 locations of interest in, 55
Alacorn of Icarus, 9
Albatross Guild Member, 9
Alpha Engine Sector (Maze 34)
 crystals in, 54
 locations of interest in, 54
Altar Heads, 34-35
Althea, Nymph of the Great Sea,
 9, 63
Amulet, access to Astral Plane
 using, 3
Ancient Artifacts of Evil
 receiving, 19-21, 32, 40, 43,
 48
 returning, 10
Ancient Artifacts of Good
 receiving, 21, 38, 43, 48
 returning, 10, 31
Ancient Artifacts of Neutrality
 receiving, 20, 37, 42, 48
 returning, 10
Ancient Fisbin of Misfortune
 receiving, 41-42, 48
 use of, 117
Ancient Jewelry, 15, 19
 selling, 117
Ancient Temple of Moo (Maze 16)
 in Area A1, 60
 bones in, 33-34
 chests in, 34
 location of interest in, 33

Archers

 description of, 78
 location of, 72, 74

Arena Wins, 9

Arachnoid Cavern

 in Area B4, 66
 bones in, 46
 crystals in, 46
 locations of interest in, 45

Area A1 (Maze 41)

 buried treasure in, 60
 locations of interest in, 60
 wagons in, 60
 wells in, 60

Area A2 (Maze 42)

 huts in, 61
 locations of interest in, 61

Area A3 (Maze 43)

 chests in, 62
 location of interest in, 62
 wagons in, 62

Area A4 (Maze 44)

 huts in, 63
 locations of interest in, 63
 wells in, 63

Area B1 (Maze 45)

 fountains in, 64
 head altars in, 64
 hidden treasure in, 64
 locations of interest in, 64

Area B2 (Maze 47)

 hidden treasure in, 65
 huts in, 65
 locations of interest in, 65

Area B3

 huts in, 66
 locations of interest in, 65
 tombstones in, 66
 treasure in, 66

Area B4 (Maze 48), locations of interest in, 66

Area C1 (Maze 49)

 chests in, 67
 locations of interest in, 67

Area C2 (Maze 50), 67

 locations of interest in, 68

Area C3 (Maze 51)

 location of interest in, 68
 whirlpools in, 68

Area C4 (Maze 52)

 locations of interest in, 69
 treasure chests in, 69

Area D1 (Maze 53), locations of interest in, 69-70

Area D2 (Maze 54), locations of interest in, 70

Area D3, locations of interest in, 71

Area D4 (Maze 56)

 locations of interest in, 71
 treasure chests in, 72

Area E1 (Maze 57)

 locations of interest in, 72
 treasure in, 72

Area E2 (Maze 58)

 locations of interest in, 73
 treasure in, 73

Area E3 (Maze 59), 73

 treasure in, 74



Area E4 (Maze 60)
huts in, 74
locations of interest in, 74
Area F1 (Maze 61), 74
locations of interest in, 75
treasure in, 75
Area F2 (Maze 62), locations of
interest in, 75
Area F3 (Maze 63)
locations of interest in, 76
treasure in, 76
Area F4 (Maze 64), locations of
interest in, 76-77
Armor, types of, 113
Artifacts of Alignment,
returning, 10
Astral Plane, accessing, 3
Attributes
as prefix, 109
types of, 112-113
Awards, descriptions of all, 9-10

B

Barbarians
description of, 78
location of, 74, 76
Baywatch Cavern (Maze 7)
locations of interest in, 15
skeletons in, 15
Baywatch (Maze 2)
in Area A2, 61
locations of interest in, 14
pits in, 14
Beta Engine Sector (Maze 36)
King's Ultimate Power Orbs
in, 56
locations of interest in, 56
Black Knight
description of, 78
location of, 31, 47
Black Terror Key, 43
Blackwind Dungeon (Maze 33)
locations of interest in, 24
Teleport spell in, 25
Blackwind Released, 10
Blessed by the Forces, 9

Blistering Heights Cavern
(Maze 10)
in Area D3, 71
chests in, 22
locations of interest in, 21-22
Blistering Heights (Maze 5)
boxes in, 21
locations of interest in, 20
statues in, 21
Blood Reign Dungeon (Maze 30)
locations of interest in, 26-27
shackles in, 27
vapor in, 27
Brother Beta, 15
Brother Delta, 17
Brother Gamma, 16
Brother Zeta, 45
Bubble Men
description of, 78
location of, 11, 15
Bugaboos
description of, 79
location of, 48, 65
Buzzard's Guild Member, 9

C

Candle Creeps
in Area D1, 69
description of, 79
location of, 41
Captain Yang, description of,
200
Carnage Hand, description of, 79
Castle Alamar, False King's court
at, 3
Castle Blackwind (Maze 28)
in Area D4, 71
ghost of Sorcerer in, 10,
23-24
locations of interest in, 23
whirlpool in, 24
Castle Blood Reign (Maze 25)
in Area B4, 66
black boxes in, 26
locations of interest in, 25
pits of blood in, 26
Castle Dragontooth (Maze 26)
in Area E1, 72
black boxes in, 28
locations of interest in, 27
pits of acid in, 27
Castle Greywind (Maze 27)
floor fires in, 30
ghost of, 29
locations of interest in, 29
Castle Guards
description of, 79
location of, 25, 27, 31
summoning, 26, 32
Castle Whiteshield (Maze 24)
in Area A2, 61
black boxes in, 31-32
locations of interest in, 31
Castles of Terra, 23-32
Cathedral of Carnage
altar cups in, 35
in Area B3, 65
gem altars in, 35-36
locations of interest in, 34-35
Caverns, 45-53
Central Control Section (Maze 38)
cup altars in, 57
locations of interest in, 56
Champion, becoming, 33
Champion of Good, Neutrality,
or Evil, 10
Characters
alignments of, permanent
changes to, 28
eradication of, 41
increases in Accuracy for, 13,
18, 49
increases in Endurance for,
13, 17, 28, 37, 49
increases in Intelligence for,
17, 28, 49, 52
increases in Luck for, 18
increases in Might for, 17, 37
increases in Personality for,
18, 28, 49
increases in resistances for,
21-22, 47, 49



- increases in Speed for, 13,18
killing, 41
selecting best group of, 7-8
turned to stone, 41
- Chathos, return of Artifacts of
Neutrality welcomed by,
10, 25
- Clerical spells, descriptions of,
98-101
- Clerics of Moo
description of, 79
location of, 33-34
- Cobra Fiends
description of, 80
location of, 41, 71
- Corak, history of, 3
- Count Draco, description of, 202
- Cron, tale of events in, 1, 4-5
- Cryo Spores
in Area D1, 69
description of, 80
- Cult Leader, description of, 80
- Cursed Cold Cavern (Maze 13)
in Area D1, 69
cauldrons in, 47-48
iron chests in, 48
locations of interest in, 47
- Cursed Fools
description of, 80
location of, 73-74
- Cyclops
description of, 80
location of, 48, 67
- Cyclops Cavern (Maze 11)
in Area B1, 64
bones in, 49
iron chests in, 50
location of interest in, 48
red pools in, 49
- Cyclops King, 48
description of, 81
- D**
- Dark Pegasus
description of, 81
location of, 27
- Dark Warrior's Keep (Maze 20)
in Area B3, 65
iron chests in, 37
locations of interest in, 36
shackled skeletons in, 37
- Death Agents
description of, 81
location of, 56
- Death Locusts
description of, 81
location of, 73-74, 76
- Death Snakes
description of, 81
location of, 30
- Dino Beetles
description of, 82
location of, 45
- Dinosaurs
description of, 82
location of, 23, 29
- Draconi
description of, 82
location of, 26, 50
- Dragon Cavern (Maze 14)
in Area F1, 74
points of interest in, 50
treasure in, 51
- Dragon King, description of, 204
- Dragon Lord, 50
description of, 82
- Dragon Worms
description of, 82
location of, 26, 67
- Dragontooth Dungeon (Maze 31)
caldrons in, 28
floor safes in, 29
location of interest in, 28
- Druid spells, descriptions of,
106-108
- Dungeons of Terra, 33-44
- E**
- Eagle's Guild Member, 9
- ED-409s
description of, 83
location of, 54-55, 58-59
- Elements
as prefix, 109
types of, 110-111
- Evil Eye Forest, 62
- Evil Eyes
description of, 83
location of, 39
- Evil Rangers
description of, 83
location of, 32, 41, 72
- Experience points, skulls returned
to earn, 8
- Eye Master
description of, 83
location of, 39
- F**
- Falcon's Guild Member, 9
- False King, role of, 3
- Fire Lizards
description of, 83
location of, 20, 29, 70
- Fire Stalkers
description of, 84
location of, 70
- Fortress of Fear (Maze 18)
in Area B2, 65
coffins in, 38
floor lever in, 38
location of interest in, 38
- Forward Storage Sector (Maze
39)
gem altars in, 57-58
location of interest in, 57
- Fountain Head (Maze 1)
in Area A1, 60
chests in, 12
exploring, 8
locations of interest in, 11-12
returning to, 8
saving, 9
as starting point of *Might and
Magic III*, 7
- Fountain Head Cavern (Maze 6)
altars in, 12
barrels in, 13



Fountain of Nayarth in Area B2, 65
Full Moon Shrine, 67

G

Gargoyle, description of, 84
Gargoyle Shrine in Area B3, 65
Ghosts
description of, 84
location of, 18, 28, 43

Ghouls
description of, 84
location of, 18, 43, 65

Giant Spiders
description of, 84
location of, 63

Goblins
description of, 85
location of, 12

Gold Pyramid Key Card, 63

Great Hydras
description of, 85
location of, 68

Greek Brothers Quest, 15-17, 41, 45

Greek Brothers Visited, 10

Green Dragons
description of, 85
location of, 50

Greywind Dungeon (Maze 32)
locations of interest in, 30
treasure in, 31

Greywind Released, 10

Guardians
description of, 85
location of, 52, 54-55

H

Halls of Insanity (Maze 19)
invisible teleporter in, 39
lions statues in, 39
locations of interest in, 39
ornate boxes in, 39-40
Hecate, 28
Hologram Sequencing Cards,
receiving, 34, 37-40, 43

Hydras
location of, 30

I

Icarus Resurrected, 10
Interspatial Transporter Box, 117
Iron Wizards
description of, 85
location of, 55-56, 58
Isle of Fire in Areas D2 and D3, 70-71
Items, 109-117
abbreviations in tables of, 110
base, 110
miscellaneous, 115
modifiers (attributes) of, 109
special ability suffix for, 110

J

Joiner, David, 365
Jouster, description of, 86

K

King Chaotic the Lord of
Neutrality, 25
King Malicious, Lord of evil, 27
King Zealot, Lord of good, 31-32
King's Ultimate Power Orbs
freeing, 35
given to zealot, Tumult, and
Malefactor, 10
location of, 36, 40, 55-56
returning, 31
Kings of the alignments, 23
Kranion, 9. See also Skull Miser
Kudo Crabs
description of, 86
location of, 68

L

Land of the Gargoyles, 65
Liches
description of, 86
location of, 43, 52

Lone Wolf, 17
Lords of Attributes
location of, 45
puzzle of, 46-47

M

Macintosh support, 369
Mad Dwarves
description of, 86
location of, 16
Magic Cavern (Maze 15)
in Area E4, 74
blue pools in, 52
gem altars in, 53
green pool in, 52-53
location of interest in, 52
stone coffins in, 52
Magic Mantises
description of, 86
location of, 63, 66
Main Control Sector (Maze 40)
End Game Credits in, 58
head altar in, 58
locations of interest in, 58
Monster Machines in, 58
Main Engine Sector (Maze 35)
Crystals in, 59
King's Ultimate Power Orbs
in, 59
locations of interest in, 59
Major Demons, 32
description of, 87
location of, 20, 71
Major Devils
description of, 87
location of, 32, 67
Maze from Hell (Maze 23)
in Area F3, 76
black boxes in, 40-41
locations of interest in, 40
Medusas
description of, 87
location of, 40
Metals
as prefix, 109
types of, 111



Might & Magic I and II, The Tale of the Lands of Varn and Cron, 3-4, 363
Might & Magic III, Isles of Terra, 7-119
awards for, 365
awards in, 9-10
castles in, 23-32
caverns in, 45-53
designing, 364
dungeons in, 33-44
exploring the world in, 1
items in, 109-17
monsters in, 78-95
overview of, 7
passwords in, 118-19
quests, role of, 7
spells in, 97-108
starting, 7-8
towns in, 11-22
wilds in, 60-77
Mini Dragons, 39
description of, 87
location of, 20
Minotaur King, 40
description of, 88
Minotaurs
description of, 87
location of, 40
Mirror Portal, 8
Mr. Wizard, 8
Monsters. *See also* individual monsters
explanation of guide to, 96
in Fountain Head, 11
guide to, 78-96
Moo Cult, Cathedral of Carnage
as center of, 34
Moo Master
description of, 88
location of, 34
Moose Rat
description of, 88
location of, 11-12
Morphos, freeing, 8-9, 11

Mummies
description of, 88
location of, 38, 43
Mummy King
description of, 88
location of, 38
Mystic Clouds, 39
description of, 89
location of, 23, 55

R

Ninjas
description of, 89
location of, 16

O

Octobeasts
description of, 89
location of, 71
Ogres
description of, 89
location of, 17, 65
Oh No bugs
description of, 89
location of, 64, 66

Olson, John, 364
Orcs
description of, 90
location of, 60-61

P

Paladins
description of, 90
location of, 31
Party, selecting the best, 7-8
Passwords, 118-19
Pathos, Artifacts of Evil sought
by, 10
Phantoms
description of, 90
location of, 15, 19, 43
Phase Heads
description of, 90
location of, 17

Piranhas
description of, 90
location of, 23
Pirate Queen
giving Precious Pearls to, 9
location of, 70
wooing, 47
Plasmoids
description of, 91
location of, 71
Praythos, returning Ancient
Artifacts of Good to, 10, 31
Precious Peals of Youth and
Beauty
given to the Pirate Queen, 9
receiving, 22, 42, 47-48
Priest of Moo
description of, 91
location of, 34
Princess Trueberry
location of, 73
story of, 47
Princess Trueberry Rescued, 9
Pyramids of Terra, 67
in Areas F1 through F3, 74-76

Q

Quatloo Coins
receiving, 41-42
use of, 117

R

Rainbow Island, finding Sea
Shells of Serenity at, 9
Rat Overlord
description of, 91
destroying, 9
freeing Morphos from, 8
location of, 11
Raven's Guild Member, 9
Reapers
description of, 91
location of, 19, 43



S

Sacred Silver Skulls
 given to Kranion, 9
 receiving, 13, 15, 33-34, 42
Saved Fountain Head, 9
Scorpias
 description of, 91
 location of, 19
Screamers
 description of, 92
 location of, 15, 29, 62
Sea Shells of Serenity, location
 of, 10, 71
Sea Shells of Serenity Given to
 Althea, 9
Secrets of the Inner Sanctum, 3
Shadow Rogues
 description of, 92
 location of, 73, 75
Sheltem
 driven out of Varn and Cron
 to Terra, 7
 heart of secrets in Maine
 Engine Sector for, 59
 nature of, 3-4
Shrine of Icarus, 61
Silver Skulls, collecting, 8
Skeletons
 description of, 92
 location of, 33, 43
Skills, buying, 8
Skull Miser, returning skulls to, 8-9
Slithercult Stronghold
 in Area B1, 64
 floor safes in, 42
 invisible teleporters in, 42
 locations of interest in, 41
 yellow pools in, 42
Sonic Ninjas
 description of, 92
 location of, 16, 26
Sorcerer spells, descriptions of,
 102-105
Sorcerers
 description of, 92
 location of, 25, 52

Soul Maze, adventurers thrown
 into, 4
Special abilities, types of, 116
Spells, 97-108
 buying, 97
 Clerical, 98-101
 Druid, 106-108
 format of descriptions of, 97
 for protection from the
 Terminator, 56
 receiving, 16-17, 20, 33-36,
 43, 46, 49, 53, 61, 66
 Sorcerer, 102-5
 types of, 97
Spiders
 location of, 45
Spirit Shields
 description of, 93
 location of, 28, 59
Spitzer, Ron, 364-65
Sprites
 description of, 93
 location of, 65, 67
Swamp Town Cavern (Maze 9)
 coffins in, 20
 locations of interest in, 19
Swamp Town (Maze 4)
 in Area E2, 73
 graves in, 19
 locations of interest in, 18
 warrior statues in, 18

T
Terminators
 description of, 93
 location of, 56, 58
Terra
 castles of, 23-32
 caverns of, 45-53
 dungeons of, 33-44
 items of, 109-117
 monsters of, 78-95
 overview of, 7
 passwords of, 118-119
 Sheltem driven to, 7
 Sheltem's dungeons in, 33-44

 spells of, 97-108
 towns of, 11-22
 wilds of, 60-77
Tomb of Terror (Maze 22)
 in Area F2, 75
 location of interest in, 43
 stone coffins in, 43
 thrones in, 43-44
Top Joust, description of, 93
Towns of Terra, 11-22
Toxic Worms
 description of, 93
 location of, 45
Training Grounds to raise
 experience level, 8
Tree Golems
 description of, 94
 location of, 73, 75
Trolls
 description of, 94
 location of, 25
True King, imprisonment of, 3
True Terra, 54-59

U

Ultimate Adventurer, 10, 40

V

Vampire Bats
 description of, 94
 location of, 12, 62
Vampire King
 description of, 94
 location of, 43
Vampires
 description of, 94
 location of, 43
Varn, events in, 1, 3-5
Von Caneghem, Jon, 361-70
VonEmosh, king of the walking
 dead, 18, 43
Vulture Roc, description of, 95

W

Wartowsan, 17
Water Mane, 40

**Weapons**

- missile, 115
- one-handed, 114
- two-handed, 114

Werewolf, description of, 95**Whiteshield Dungeon (Maze 29)**

- altar cups in, 32
- location of interest in, 32

Wicked Witches

- description of, 95
- location of, 17

Wild Fungus

- description of, 95
- location of, 48, 64

Wildabar (Maze 3)

- in Area B4, 66
- locations of interest in, 16
- sacs in, 16-17

Wildabar Cavern (Maze 8)

- barrels in, 17-18
- locations of interest in, 17

Wilds of Terra, 60-77**Wizards**

- description of, 95
- location of, 27

X**Zingaro**

- location of, 62

Zombies

- description of, 96
- location of, 33, 43

Myth & Magic IV**A**

- Accessories, 234
- Activision, 362-63
- Acid Dragon
 - description of, 199
 - location of, 188
- Amulet for the Northern Sphinx, 188

Appeased Barok, 123**Archers, 222-24****Area A1, 188-89****Area A2, 189****Area A3, 189****Area A4, 190****Area B1, 190****Area B2, 190****Area B3, 191****Area B4, 191****Area C1, 192****Area C2, 192****Area C3, 193****Area C4, 193****Area D1, 194****Area D2, 194****Area D3, 194****Area D4, 195****Area E1, 195****Area E2, 195****Area E3, 196****Area E4, 196****Area F1, 197****Area F2, 197****Area F3, 197-98****Area F4, 198****Armor, types of, 232****Artemis, 161****Asp, 128****in Area C2, 192****invisible teleporters in, 129****locations of interest in, 129****straw beds in, 129****Asp Guild Member, 122****Attributes, 237-38****Awards, descriptions of, 122-123****B****Barbarians**

- description of, 199
- location of, 188

Barok the Sorcerer, 127**Bat Queen**

- description of, 199
- location of, 126

Battle Master, 187**Book of Dragon Lore, 169****Breeder Slime**

- description of, 200
- location of, 124

C**Captain Yang, location of, 127****Carnage Hand**

- description of, 200
- location of, 142

Castle Basenji, 156

- in Area A1, 188
- level one of, 156-157
- level two of, 157-158
- level three of, 158-160

Castle Burlock, 156

- in Area D2, 194
- level one of, 160
- level two of, 161
- level three of, 161-162

Castle Golems, location of, 144**Castle Guards**

- description of, 200
- location of, 160

Castle Xeen, 164

- danger of, 156
- level one of, 165
- level two of, 166
- level three of, 167
- level four of, 168

Cave of Illusions, 146, 169

- in Area B4, 191
- level one of, 171-72
- level two of, 172-73
- level three of, 173-74
- level four of, 174

Caves in Xeen, 169-176



Characters, permanent increases to
for abilities, 131, 143, 172-174
for resistance, 147-148
Civilized One, 123
Clan King
description of, 201
location of, 131
Clan Sergeant
description of, 201
location of, 131
Cleric of Yak
description of, 201
location of, 177
Clerics, 222-223, 225-227
Cloud Golem
description of, 201
location of, 149
Cloud Worlds of Xeen, 144-155
disembodied hand in, 145
entering, 144-145
Roc nests in, 145
tents in, 145
Clouds of High Magic, 149
crystals in, 150
disembodied hands in, 150
lightning in, 150
thunder drums in, 151
Clouds of Xeen
awards in, 122-123
castles in, 156-167
caves in, 169-176
dungeons in, 177-187
items in, 231-139
mines in, 132-141
monsters in, 199-221
outdoors in, 188-198
overview of, 121
passwords in, 240-241
spells in, 222-230
starting, 121-122
towns in, 124-131
towers and cloud world in, 142-155
Cold Generator, 165

Convicted Thief, 122
Count Draco, 126
defeating, 127
Crodo, freeing, 160-161
Crystals of Piezoelectricity, 128
Cult Leader
description of, 202
location of, 156
Cyclops
description of, 202
location of, 188
D
Darkside of Xeen
dungeons access after visiting, 177
portal to, 175
Pyramid operable only in, 192, 195, 197
widget for use in, 191
Darzog
description of, 202
location of, 142
Darzog's Clone
description of, 203
location of, 142
Darzog's Tower
in Area D3, 194
level one of, 142
level two of, 143
level three of, 144
level four of, 144
Deep Mine Alpha, 138-139
Deep Mine Kappa, 140
Deep Mine Omega, 141
Deep Mine Theta, 139
Defeated Lord Xeen, 123
Delta Tau, 366
Demon, description of, 203
Devil, description of, 203
Diamond Golem
description of, 204
location of, 179
Doom Bug
description of, 204
location of, 124

Dragon Cave
in Area E1, 195
Dragon Tax Urns in, 170-171
locations of interest in, 169
puddles in, 170
treasure piles in, 170
Dragon King, location of, 169
Dragon Tower, 194
Druid of Autumn, 190, 192
Druid of Spring, 189
Druid of Summer, 190
Druids, 222, 224
Dungeons in the Clouds of Xeen, 177-187
Dwarf King, location of, 131
Dwarf Mines. *See also* individual
Deep Mines
exploring, 122
level one, 132-133, 198
level two, 133-135, 198
level three, 135-136, 195
level four, 136-137, 195
level five, 137-138, 194
E
Earth Golem
description of, 204
location of, 181
Ebenezer the Taxman, 162, 179, 184, 191
Elemental Shrine, 196
Elements, 234-236
Elf King, location of, 193
Emerson, 160, 162
Evil Archer
description of, 205
location of, 188
Evil Ranger
in Area C4, 193
description of, 205
location of, 188
Evil Temple of Yak, 160
alcove of, 177
alcove with potion, Scroll, or Ankh of, 178
beds in, 178



coffins in, 179
entering, 195-196
required for winning, 177
Yak altars of, 178

F

Fire Dragon
description of, 205
location of, 146, 160, 169
Fisherman's Friend, 123
Flying Feet
description of, 205
location of, 146, 149
Found Shangri-La, 123
Free Ligon, 123
Frost Dragon
description of, 206
location of, 169

G

Gargoyle
description of, 206
location of, 188
Ghost Rider
description of, 206
location of, 130
Ghostslayer Extraordinaire, 123
Ghoul
description of, 206
location of, 184
Giant Bat
description of, 207
location of, 131
Giant Scorpion
description of, 207
location of, 188
Giant Snake, description of, 207
Giant Spider
description of, 207
location of, 131
Giant Toad
description of, 208
Gnome Vampire
description of, 208
location of, 126

Goblin
description of, 208
location of, 151
Golem Dungeon, 177, 179
alcove in, 180
in Area B4, 191
buttons in, 181
floor glimmer in, 180
lever in, 180
Great Hydra, description of, 208
Guard Generator, 164-165
Guardian
description of, 209
location of, 171
Guardian Asp
description of, 209
location of, 128
Guild Membership tent, 122

H

Harpy
description of, 209
location of, 154
Harpy Queen
description of, 209
location of, 154
Head Witch
description of, 210
location of, 151
Helped Arie, 123
Helped Captain Nystor, 123
Helped Carlawana, 123
Helped Danulf, 123
Helped Falagar, 123
Helped Glom, 123
Helped Hanlon, 123
Helped Orothin, 123

I

Ice Troll
description of, 210
location of, 160, 188
Insane Beggar
description of, 210
location of, 127

Insect Swarm
description of, 210
location of, 188
Iron Golem
description of, 211
location of, 179
Items in Xeen, 231-239
abbreviations in table of, 232
miscellaneous, 234
modifiers of, 231, 234-239
types of, 231

J

Joe's Storeroom, destroying bugs
in, 121
Joiner, David, 365
Joust
description of, 211
location of, 188

K

Killer Sprite
description of, 211
location of, 188
King Burlock, 161
King's Guard
description of, 211
location of, 160
King's Megacredits, 160, 177

L

Lava Golem
description of, 212
location of, 188
Legendary, 123
Liberated Pagoda, 123
Lloyd's Beacon, 175
Lord Xeen
castle entrance of, 144
description of, 212
location of, 164
Xeen Slayer Sword required
to challenge, 164
Loremaster of Dragons, 122
Loremaster of Drakes, 122



Loremaster of Lizards, 122
 Loremaster of Serpeants, 122
 Loremaster of Worms, 122

M

Macintosh support, 369
 Mad Dwarves
 description of, 212
 location of, 131
 Mad Fool
 description of, 212
 location of, 160
 Mayor, 130
 rewards for destroying bugs
 from, 121
 Metals, 236
 *Might & Magic I and II, The
 Tale of the Lands of Varn
 and Cron*, 3-4, 363
 *Might & Magic IV, Clouds of
 Xeen*, 121-241
 awards in, 122-123
 castles in, 156-167
 caves in, 169-176
 dungeons in, 177-187
 items in, 231-239
 mines in, 132-141
 monsters in, 199-221
 outdoors in, 188-198
 overview of, 121
 passwords in, 240-241
 spells in, 222-230
 starting, 121-122
 towns in, 124-131
 towers and cloud world in,
 142-155
 Modifiers, 231
 attributes in, 237-238
 elements in, 234-236
 metals in, 236
 special abilities in, 238-239
 Monsters, guide to, 199-221
 Mummy
 description of, 213
 location of, 181

N

Newcastle, 184
 in Area C4, 193
 disrepair of, 162
 stage one of, 162-163
 stage two of, 163
 stage two, level two of,
 163-164
 Newcastle quest, 160
 Nightshadow
 in Area D4, 195
 coffins in, 126
 locations of interest in, 126
 sundials in, 126
 trees in, 126
 Nightshadow Guild Member, 122
 Ninja
 description of, 213
 location of, 188
 Northern Sphinx, 177
 in Area B1, 190
 level one of, 181-182
 level two of, 182-183
 underground level of, 183-184

O

Ogre
 description of, 213
 location of, 188
 Ogre Lair Cave in Area C2, 192
 Olson, John, 364
 Orc
 description of, 213
 lair of, 197
 Outstanding Citizen, 122

P

Paladins, 222-23
 Passwords, listing of, 240-241
 Phirna Root, 198
 Poison Generator, 165
 Polter-Fool
 description of, 214
 location of, 130
 Prince of Thieves, 123

Princess Roxanne, 127, 161
 Princess' Favorite, 123

Q

Quests, 160-161, 189

R

Rangers, 222, 224
 Red Dwarf Bade of Courage,
 122
 Rescue Celia, 123
 Rescued Crodo, 122
 Restored Falista, 123
 Restored Mirabeth, 123
 Rivercity
 in Area C3, 193
 beds in, 128
 chests in, 128
 locations of interest in, 127
 teleporting to, 122
 Rivercity Guild Member, 122
 Robber
 description of, 214
 location of, 127
 Robber Boss
 description of, 214
 location of, 127
 Roc
 description of, 214
 location of, 144

S

Sand Golem
 description of, 215
 location of, 188
 Sand Worm
 description of, 215
 location of, 188
 Saved Elves, 123
 Scrolls, 156-58
 Shangri-La, locations of interest
 in, 175
 Shangri-La Guild Member, 122
 Shrine of Autumn, 192
 Shrine of Electricity, 194



Shrine of Energy, 188
Shrine of Fire, 195
Shrine of Magic, 193
Shrine of Spring, 196
Shrine of Summer, 190
Shrine of Winter, 189
Skeletons
 description of, 215
 location of, 177, 188
Skills for characters, 156-158,
 160
Slime
 description of, 215
 location of, 124
Snake Man
 description of, 216
 location of, 128
Snow Beast
 description of, 216
 location of, 188
Sorcerers
 description of, 216
 location of, 146, 149
 spells cast by, 222-24,
 228-230
Sorceress
 description of, 216
 location of, 127
Southern Sphinx, 189
Special Abilities, table of, 238-239
Spells, 222-230
 buying, 122, 222
 Cleric and Paladin, 222-223
 draining points from, 143,
 148-149
 receiving, 192, 222
 types of, 222
Spirit Bones
 description of, 217
 location of, 130
Spitzer, Ron, 364-365
Spring Druid, 196
Sprite Cave in Area D3, 194
Stingers
 description of, 217
 location of, 188

Stone Golem
 description of, 217
 location of, 179, 181
Swamp Things
 description of, 217
 location of, 188
T
Taxman Emeritus, 122
Tiger Mole
 description of, 218
 location of, 131
Tomb Guard
 description of, 218
 location of, 184
Tomb of a Thousand Terrors
 alcove in, 186
 in Area C4, 193
 cages in, 186
 floor glimmers in, 187
 iron maidens in, 186-187
 King's Megacredits in, 160
 manacles in, 186
 required for winning, 177
 stocks in, 186
 stone coffins in, 185
 urn alcoves in, 184-185
Tomb Terror
 description of, 218
 location of, 184
Tower of High Magic
 in Area C4, 193
 key to, 171
 level one of, 146
 level two of, 147
 level three of, 148
 level four of, 148-149
Towers of Xeen, 142-149
Transformer, destroying, 168
Turned Seasons, 123, 196

U
Undead Dungeon, 196
Undead Shrine, 196

V
Vertigo
 in Area F3, 198
 crates in, 125
 display case in, 125
 exploring, 122
 locations of interest in, 124
 as starting point for *Might & Magic IV*, 121
Vertigo Guild Member, 122
Volcano Cave
 in Area E1, 195
 dangers of, 169
 level one of, 175-76
 level two of, 176
Von Caneghem, Jon, 361-70

W
Warzone, 187
 in Area B2, 190
Warzone Wins, 122
Water Dragon
 description of, 218
 location of, 188
Water Golem
 description of, 219
 location of, 171
Weapons
 missile, 233
 one-handed, 232-233
 two-handed, 233
Werewolf
 description of, 219
 location of, 156
Wicked Witch
 description of, 219
 location of, 151
Winter Druid, 189
Winterkill
 in Area A3, 189
 beds in, 130-131
 broken bottles in, 131
 locations of interest in, 130
Winterkill Guild Member, 122



Witches' Cloud
 crystals in, 154
 disembodied hands in, 154
 harpy rest in, 155
 lightning in, 155

Witches Tower
 in Area F4, 198
 clearing, 198
 as least deadly tower,
 142, 151
 level one of, 151
 level two of, 152
 level three of, 152-153
 level four of, 153-154

Wizard
 description of, 219
 location of, 156

Wood Golem
 description of, 220
 location of, 179

X

Xeen. *See also Darkside of Xeen*
 castles in, 156-67
 caves in, 169-76
 Cloud Worlds of, 149-55
 dungeons in, 177-87
 items in, 231-39
 mines in, 132-41

 outdoors of, 188-98
 passwords, 240-41
 spells in, 222-30
 towers in, 142-49
 towns in, 124-31

Xeen Slayer Sword, 164

Xeen's Guard
 description of, 220
 location of, 164

Xeen's Pet
 description of, 220
 location of, 164

Y

Yak Lich
 description of, 220
 location of, 177

Yak Master
 description of, 221
 location of, 177

Yak Priest, location of, 177

Yang Knight
 description of, 221
 location of, 127

Z

Zombie
 description of, 221
 location of, 188

Myth & Magic V

A

Activision, 362-63
Air Sleeper, 292
Ambrose's bridle, 273, 275
Ancient Temple of Bark
 level one of, 282
 level two of, 283
 level three of, 284
 level four of, 284-285
 level five of, 285

Annihilator
 description of, 318
 location of, 273

Arachnoid
 description of, 318
 location of, 305

Armadillo, description of, 318

Armor, types of, 351-352

Attribute modifiers, 351

Autobot
 description of, 319
 location of, 273

Awakened Air Sleeper, 245

Awakened Earth Sleeper, 245

Awakened Fire Sleeper, 245

Awakened Water Sleeper, 245

Awards, descriptions of all,
 245-246

B

Barbarian, 342
 description of, 319
 location of, 304-5

Barbarian Archer, location of,
 307

Barbarian Archer Camp, 305

Barkman, description of, 319

Beholder Bat
 description of, 319
 location of, 253

Books, reading, 265, 270

Bosco the Dwarf King, 246,
 266, 311

Brother Reger, 306

**C**

Cartographer's Challenge, 245
Castle Alamar
 level one of, 273
 level two of, 274
 level three of, 274-275
 level four of, 245
 in Outdoor Area A1, 304
Castle Blackfang
 entering, 273, 307
 key to Great Pyramid in, 289
 level one of, 275-276
 level two of, 276
 level three of, 277
 in Outdoor Area F1, 315
Castle Kalindra, 260, 263, 270
 completing, 262
 key to the Dungeon of Lost Souls in, 286
 level one of, 278
 level two of, 279-280
 level three of, 280-281
 in Outdoor Area A4, 306
Castles in the *Darkside of Xeen*, 273-281
Castlevew
 beds in, 248
 chests in, 248
 exploring, 244
 floor grates in, 248
 locations of interest in, 247
 in Outdoor Area A4, 306
 public storage area in, 249
 returning to, 257
 starting *Darkside of Xeen* from, 243
 tents in, 248
Castlevew Guild Member, 245
Castlevew Sewer
 barrels in, 250
 bones in, 250
 locations of interest in, 249
 necklace in, 260
 rubble in, 249
 sewer drains in, 250
 sewer grates in, 250

Characters, permanent
 increases to
 for abilities, 250, 252-254, 262, 265, 268, 280, 282-283, 288-289, 310, 312, 315, 317
 for resistance, 271
Cheered Dimitri, 245
Chosen One, 245
Cleaned Up Castlevew, 246
Cleric of Mok
 description of, 320
Cloud Dragon
 description of, 320
Clouds of Xeen, 243, 275
Corak, 259
 final confrontation between Sheltem and, 273
 Soulbox for, 259
Count Blackfang
 defeating, 277
 description of, 320
Coven Leader
 description of, 320
 location of, 254
Cult Leader, description of, 321

D

Dark Wolf, description of, 321
Darkside of Xeen
 awards in, 245
 castles in, 273-281
 dungeons in, 282-291
 elemental planes in, 292-294
 items in, 351-358
 monsters in, 318-341
 outdoors of, 304-317
 overview of, 243, 366
 passwords in, 359-360
 skyroads in, 295-303
 spells in, 342-350
 started from *Clouds of Xeen*, 243
 started from scratch, 244
 towers in, 260-272
 towns in, 247-259

Darkstone Tower, key to, 275
Death Knight, description of, 321
Defeated Sheltem, 245
Defeated Xenoc and Morgana, 245
Delta Tau, 366
Dimitri, 246, 279
Disciple of Bark, 245, 284-85
Doom Knight, description of, 321
Dragon Mummy, description of, 322
Dragon Pharaoh, 245-246, 258
 location of, 289, 291
 pass from, 298
Dragon Tower, key to, 275
Drawcab Extraordinaire, 245
Drawcab Monks, 246
Dreyfus the Cleric, 246, 270
 location of, 305
Dungeon of Death
 completing, 246
 level one of, 246
Dungeon of Lost Souls
 level one of, 286
 level two of, 286
 level three of, 287
 level four of, 287-288
 level five of, 288-289
Dungeons in the *Darkside of Xeen*, 282-291

E

Earth Blaster, description of, 322
Earth Sleeper, 293
Ector the Woodsman, 313
Electrapede
 description of, 322
 location of, 305
Elemental Plane of Air, 292, 302
Elemental Plane of Earth, 292-293, 303
Elemental Plane of Fire, 294-295
Elemental Plane of Water, 293, 296



Elemental Planes of the *Darkside*
of *Xeen*, 292-95

Element modifiers, 351

Ellinger, 244, 246, 248-49,
262, 273

Ellinger's Tower, 244

level one of, 260

level two of, 261

level three of, 261-262

level four of, 262

Enchanted Bridle, 245

Enchantress

description of, 322

location of, 251

Energy Dragon, description of,
323

Exterminated Queen Bat, 245

F

Falista the Unicorn, 306

Fed Nibbler, 245

Fire Blower, description of, 323

Fire Sleeper, 294

Fountain of Energy, 309

Fountain of Great Magic, 313

Fountain of Might, 311

Fountain of Resistance, 316

Fountain of Super Resistance,
304

Fountain of Youth, 317

Freed Corak, 245

Freed Sandro, 245

G

Gamma Gazer

description of, 323

location of, 304

Gargoyle, description of, 323

Gettlewathie

defeating, 246

description of, 324

location of, 247

Ghost Mummy, description of, 324

Giant

description of, 324

location of, 307

Goblin

description of, 324

location of, 247

Goober, 245

Gorgon, description of, 325

Gourdell, description of, 326

Graag the Ogre Chief

description of, 325

location of, 310, 312

Great Eastern Tower, 257, 317

entering, 302

key to, 263

level one of, 263

level two of, 263-264

level three of, 264-265

level four of, 265

in Outdoor Area F3, 316

Great Northern Tower

entering, 299

key to, 266

level one of, 266

level two of, 266-267

level three of, 267

level four of, 267-268

in Outdoor Area D1, 311

Great Pyramid

entering, 299

key to, 289

level one of, 289-290

level two of, 290

level three of, 290

level four of, 291

Great Southern Tower

entering, 300

key to, 268, 317

level one of, 268

level two of, 269

level three of, 269

level four of, 270

in Outdoor Area D4, 312

Great Western Tower, 244, 246

key to, 270

level one of, 270

level two of, 271

level three of, 271

level four of, 272

in Outdoor Area A3, 305

Green Dragon, description of,
325

Gremlin

description of, 325

location of, 247

Gremlin Guard

description of, 326

location of, 247

Griffin

description of, 326

location of, 307

Groudell the Giant, 311

Guild membership, 254

buying, 244

H

Hell Hornet, description of, 326

Helped Caleb, 246

Helped Dreyfus, 246

Helped Kramer, 246

Helped Megan, 246

Helped Nadia, 246

Higher Mummy

description of, 327

location of, 256

Hobstadt, description of, 327

Hydras, location of, 307

I

Iguanasauros

description of, 327

location of, 307

Items in the *Darkside* of *Xeen*,
351-358

abbreviations in tables of, 352

miscellaneous, 354

types of, 351

J

Joiner, David, 365

K

Killer Cobra, description of, 327

Knights, 342

Kramer the Caravan Owner, 308

**L**

Lakeside

- beds in, 254
- cages in, 255
- cauldron in, 254
- chests in, 255
- floor grates in, 254
- locations of interest in, 254
- Lakeside Guild Member, 245
- Lakeside Sewer
 - locations of interest in, 255
 - sewer drains in, 256
- Lava Dweller, description of, 328
- Lava Roach
 - description of, 328
 - location of, 258
- Lessons, 266-67
- Lich, fighting, 257
- Luna, 246

III

- Macintosh support, 369
- Magic Mage, description of, 328
- Mantis Ant, description of, 328
- Master of Words, 246
- Master Thief, description of, 329
- Master Wizard
 - description of, 329
 - location of, 251
- Mayor, 248
- Medusa Sprite
 - description of, 329
 - location of, 305
- Mega Dragon, description of, 329
- Mega Mage, description of, 330
- Megan, 279
- Member Drawkcab Brotherhood, 246
- Merchant's Challenge, 246
- Metals modifiers, 351
- Might & Magic I and II, The Tale of the Lands of Varn and Cron*, 3-4, 363

Might & Magic V, Darkside of Xeen

- awards in, 245-246
- castles in, 273-281
- dungeons in, 282-291
- elemental planes in, 292-294
- items in, 351-358
- monsters in, 318-341
- outdoors in, 304-317
- overview of, 243, 366
- passwords in, 359-60
- playing Clouds of Xeen with, 243
- quick start of, 243-244
- skyroads in, 295-303
- spells in, 342-350
- towers in, 260-272
- towns in, 247-259
- Minataur, description of, 330
- Modifiers, 351
 - attributes in, 356-357
 - elements in, 354-355
 - metals in, 355
 - special abilities in, 357-358
- Mok Heretic, description of, 330
- Monsters in Darkside of Xeen, 318-341
- Morgana
 - defeating, 245
 - description of, 330
 - location of, 251
- Mystic Mage, description of, 331

R

- Nadia the Hoarder, 248, 260
- Necropolis
 - books in, 256-257
 - coffins in, 257
 - floor grates in, 257
 - locations of interest in, 256
 - in Outdoor Area B2, 307
- Necropolis Guild Member, 245
- Necropolis Sewer
 - ladders in, 258
 - locations of interest in, 258

- Nibble the Monkey Dog, 282, 308
- Ninjas, 342

O

- Octopod, description of, 331
- Ogre
 - defeating, 246
 - description of, 331
- Ogre Fort, 312
- Olson, John, 364
- Olympus, locations of interest in, 258-259
- Olympus Guild Member, 245
- Olympus Sewer, locations of interest in, 259
- Onyx Golem, description of, 331
- Orc Elite, description of, 332
- Orc Guard, description of, 332
- Orc Shaman, description of, 332
- Outdoor Area A1, locations of interest in, 304
- Outdoor Area A2, 304
 - locations of interest in, 305
- Outdoor Area A3
 - locations of interest in, 305
 - tents in, 305
- Outdoor Area A4
 - locations of interest in, 306
 - monga melons in, 306
- Outdoor Area B1, locations of interest in, 307
- Outdoor Area B2
 - locations of interest in, 307
 - magic lamps in, 307
- Outdoor Area B3, locations of interest in, 308
- Outdoor Area B4
 - locations of interest in, 308
 - troll holes in, 308
- Outdoor Area C1, locations of interest in, 309
- Outdoor Area C2
 - genie lamp in, 309
 - locations of interest in, 309



Outdoor Area C3, locations of interest in, 310

Outdoor Area C4

huts in, 310

locations of interest in, 310

troll holes in, 310

Outdoor Area D1, locations of interest in, 311

Outdoor Area D2, locations of interest in, 311

Outdoor Area D3, locations of interest in, 312

Outdoor Area D4, locations of interest in, 312

Outdoor Area E1

animal traps in, 313

locations of interest in, 313

Outdoor Area E2

animal traps in, 313

locations of interest in, 313

Outdoor Area E3

locations of interest in, 314

wagons in, 314

Outdoor Area E4

huts in, 315

locations of interest in, 314

troll holes in, 314

Outdoor Area F1

locations of interest in, 315

rapids in, 315

Outdoor Area F2, locations of interest in, 316

Outdoor Area F3

locations of interest in, 316

rapids in, 316

Outdoor Area F4, locations of interest in, 317

Outdoors in the *Darkside of Xeen*, 304-17

P

Paladin's Friend, 246

Passwords, 359-60

Phase Dragon, description of, 332

Phase Mummy, description of, 333

Power Lich

description of, 333

location of, 256

Q

Queen Kalindra, 246, 279

freeing, 277

as holder of key to Great Pyramid, 289

Quests, performing, 273

R

Rescued Jasper, 246

Rescued Roland, 246

Rescued Sprite, 246

Restored Castle Kalindra, 246

Restored Fountain of Youth, 246

Returned Orb, 246

Returned Statuettes, 246

Robbers, 342

Rogue, description of, 333

Rooka

description of, 333

location of, 249

Royal Vampire, description of, 334

S

Sabretooth, description of, 334

Sand Flower, description of, 334

Sandcaster, 263

beds in, 252

chests in, 252

floor grates in, 251

locations of interest in, 251

in Outdoor Area E3, 314

returning to, 257

shelves with potions in, 252

tents in, 252

Sandcaster Guild Member, 245

Sandcaster Sewer

ladders in, 253

locations of interest in, 253

sewer drain in, 253

Sandro

description of, 334

location of, 256

Saved the Queen, 246

Scraps, description of, 335

Screamer, description of, 335

Sewer Hag

description of, 335

location of, 253

Sewer Rat

description of, 335

location of, 249

Sewer Slug

description of, 336

location of, 249

Sewer Stalker

description of, 336

location of, 255

Shaalth, description of, 336

Sharla the Sprite

description of, 336

location of, 310

Sheltem

Alamar and, 274

defeating, 245

final confrontation between

Corak and, 273

Spaceship of, 207

Shrine of Ability, 312

Shrine of Earth, 293

Shrine of Electricity, 292

Shrine of Fire, 294

Shrine of Great Power, 309

Shrine of Water, 293

Skeletal Lich, description of, 337

Sky Golem, description of, 337

Skyroad A1, 295

Skyroad A2, 295

Skyroad A3, 296

Skyroad A4, 296

Skyroad B1, 296

Skyroad B2, 297

Skyroad B3, 297

Skyroad B4, 297

Skyroad C1, 298

Skyroad C2, 298



Skyroad C3, 298
Skyroad C4, 299
Skyroad D1, 299
Skyroad D2, 299
Skyroad D3, 300
Skyroad D4, 300
Skyroad E1, 300
Skyroad E2, 301
Skyroad E3, 301
Skyroad E4, 301
Skyroad F1, 302
Skyroad F2, 302
Skyroad F3, 302
Skyroad F4, 303
Skyroads in the *Darkside of Xeen*, 295-303
Slayer Knight, description of, 337
Sorceress
 description of, 337
 location of, 251
Special Abilities, 351, 357-358
Spells, 342-50
 Cleric and Paladin, 342-343, 345-47
 Druid and Ranger, 342, 344
 purchasing, 244
 Sorcerer and Archer, 342-344, 348-50
Spitzer, Ron, 364-65

Super Goober, 246
Superior Intellect, 246

T

Taste Tester Royale, 246
Temple of Bark, 244, 310
Thaddeus, 246
Thief, description of, 338
Tidal Terror, description of, 338
Tinit the Monk, 248
Towers in the *Darkside of Xeen*, 260-272
Towns in the *Darkside of Xeen*, 247-259
Troll Chief, description of, 338
Troll Grunt, description of, 338
Troll Guard, description of, 339

V

Valio the Simple
 description of, 339
 location of, 249
Vampire
 defeating, 276-77
 description of, 339
Vampire King, description of, 339
Vampire Lord, description of, 340

Vesper the Wizard, 308
Von Caneghem, Jon, 361-370
Vulture Roc, description of, 340

W

Water Sleeper, 293
Weapons modifiers, 351
 missile, 351, 353
 one-handed, 352-353
 two-handed, 353
Whirlwind, description of, 340
Witch
 description of, 340
 location of, 254
Wizards
 description of, 341
 location of, 251
World of Xeen, 246

X

Xenoc
 defeating, 245
 description of, 341
 location of, 251

Y

Yog the Barbarian
 description of, 341
 location of, 308



COMPUTER GAME BOOKS

SimEarth: The Official Strategy Guide	\$19.95
Harpoon Battlebook: The Official Strategies and Tactics Guide	\$19.95
Wing Commander I and II: The Ultimate Strategy Guide	\$19.95
Chuck Yeager's Air Combat Handbook	\$19.95
The Official Lucasfilm Games Air Combat Strategies Book	\$19.95
Sid Meier's Civilization, or Rome on 640K a Day	\$19.95
Ultima: The Avatar Adventures	\$19.95
Ultima VII and Underworld: More Avatar Adventures	\$19.95
JetFighter II: The Official Strategy Guide	\$19.95
A-Train: The Official Strategy Guide	\$19.95
PowerMonger: The Official Strategy Guide	\$19.95
Global Conquest: The Official Strategy Guide (w/disk)	\$24.95
Gunship 2000: The Authorized Strategy Guide	\$19.95
Falcon 3: The Official Combat Strategy Book (w/disk)	\$27.95
Dynamix Great War Planes: The Ultimate Strategy Guide	\$19.95
SimLife: The Official Strategy Guide	\$19.95
Stunt Island: The Official Strategy Guide	\$19.95
Populous: The Official Strategy Guide	\$19.95
Prince of Persia: The Official Strategy Guide	\$19.95
X-Wing: The Official Strategy Guide	\$19.95
Empire Deluxe: The Official Strategy Guide	\$19.95
F-15 Strike Eagle III: The Official Strategy Guide	\$19.95
Lemmings: The Official Companion	\$19.95
Secret of Mana: Official Game Secrets	\$19.95
The 7th Guest: Official Strategy Guide	\$19.95
Myst: The Official Strategy Guide	\$19.95
Microsoft Flight Simulator: The Official Strategy Guide	\$19.95
Might and Magic Compendium: Authorized Strategy Guide	\$19.95

NOW AVAILABLE

VIDEO GAME BOOKS

Nintendo Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
Nintendo Game Boy Secrets, Volumes 1 and 2	\$12.95	each
Sega Genesis Secrets, Volumes 1, 2, 3, 4, and 5	\$12.95	each
Official Sega Genesis Power Tips Book, 2nd Edition (in full color!)	\$14.95	
TurboGrafx-16 and TurboExpress Secrets, Volumes 1 and 2	\$11.95	each
Super NES Games Secrets, Volumes 1, 2, 3, and 4	\$12.95	each
GamePro Presents: Nintendo Games Secrets Greatest Tips	\$11.95	
GamePro Presents: Sega Genesis Games Secrets Greatest Tips	\$11.95	
Game Pro Presents: Super NES Games Secrets Greatest Tips	\$11.95	
Super Mario World Game Secrets	\$12.95	
The Legend of Zelda: A Link to the Past Game Secrets	\$12.95	
Super Star Wars: The Official Strategy Guide	\$12.95	
Super Empire Strikes Back Official Game Secrets	\$12.95	
Battletoads: The Official Battlebook	\$12.95	



TO ORDER BOOKS

Please send me the following items:

Quantity	Title	Unit Price	Total
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
_____	_____	\$_____	\$_____
Subtotal			\$_____
7.25% SALES TAX (CALIFORNIA ONLY)			\$_____
SHIPPING AND HANDLING*			\$_____
TOTAL ORDER			\$_____

By telephone: With Visa or MC, call 1-800-255-8989
x504. Mon.-Fri. 9-4 PST. By mail: Just fill out the
information below and send with your remittance to:

PRIMA PUBLISHING

P.O. Box 1260BK
Rocklin, CA 95677

Satisfaction unconditionally guaranteed

My name is _____

I live at _____

City _____ State _____ Zip _____

Visa _____ /

MC# _____ Exp. _____

Signature _____

*\$4.00 shipping and handling charge for the first book, and \$0.50 for each additional book.

U.S. \$19.95
U.K. £18.45 Net
Can. \$27.95

Computer Games/
Role Playing

**WELCOME TO VARN, CRON, TERRA, AND XEEN—
WORLDS BEYOND YOUR IMAGINATION!**

Learn everything you need to know to solve every quest in Isles of Terra, Clouds of Xeen, and Darkside of Xeen. With this comprehensive compendium of hints, secrets, and strategies you get:

- **THE LOCATION OF EVERY ITEM YOU NEED TO FINISH EACH GAME**
- **EVERY SECRET PASSWORD**
- **STATISTICS FOR EVERY MONSTER AND SIGNIFICANT ITEM**
- **COMPLETE, DETAILED MAPS OF ALL THE GAME AREAS**

You'll learn how to get around all the traps and beat the most powerful monsters. Best of all, you'll learn "quick start" techniques for all the games that will raise your power levels as fast as possible.

This is the book that tears the lid off your favorite fantasy role-playing series and puts YOU in charge!

Fully illustrated with screen shots and maps. Plus stunning, full-page illustrations by noted fantasy artist **Jim Nelson** (*Shadowrun*, *BattleTech*).

SPECIAL BONUS!

Exclusive interview with Might and Magic creator **Jon Van Caneghem**.

Learn the sources of inspiration for the series, the overall story that guides the direction of each game, and revealing insights into the mind that created it all.

CAROLINE SPECTOR

is the coauthor of *Ultima: The Avatar Adventures* (Prima) and author of *Ultima VII and Underworld: More Avatar Adventures* (Prima).



Secrets of the Games
An Imprint of Prima Publishing

ISBN 1-55958-325-8

