

PROPHECY OF THE SHADOW™

CLUE BOOK



STRATEGIC SIMULATIONS, INC.®



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INTRODUCTION

PROPHECY OF THE SHADOW is a game in which you take the role of a single character who seeks his/her destiny. This clue book helps you do just that, and is broken into two sections.

The first section, "Story Guide," is a step-by-step guide to the game. Here you find a description of the story line, the necessary vocabulary words to continue playing, maps, and the locations of all the items found in PROPHECY OF THE SHADOW.

The second section, "Hints," is the story of a character very similar to yours who wrote of finding his destiny. You must infer clues from the text. This is an alternative to being given direct answers from the "Story Guide."

The game starts with the death of your master, Larkin. You must get the Vellum Scroll, containing the Prophecy from Berrin and take it to the Council of Mages in Silverdale. First, you must prove your innocence to the sheriff of Bannerwick and recover *Larf's Rod*, which activates the ancient translocation devices. The rest of the game is left up to destiny.

Save your game often, as you never know when disaster will strike. If you desire, you may copy your save files into other directories or onto a floppy disk to keep your old saves. Otherwise save over old saves when you are sure that you don't need them any more.

Items that are not necessary to complete the game should be sold at pawn shops for silver coins. Agility can be raised by training with Chester the Great in Glade. This training costs 500 silver coins per session. High agility greatly aids you in combat, making the final fight with Abraxus easier.

STOP!

You are about to read
a step-by-step guide to
PROPHECY OF THE SHADOW.

If you only want hints,
skip to the "Hints" portion
of this clue book on
page 43.

STORY GUIDE

In the Beginning



You mourn the death of your Master, Larkin.

Your Master, Larkin, victim of a ruthless assassin, dies in your arms. He tells you to go to Berrin's house, get the Vellum Scroll containing the Prophecy, and take it to the Council of Mages in Silverdale.

Items

Iron key: The key to Larkin's house. Not needed anywhere else.

Vocabulary

None.

Berrin



Unsure of your innocence, Berrin refuses to give you the Vellum Scroll.

Berrin says that you are accused of murdering your Master, Larkin. He does not give you the Vellum Scroll containing the Prophecy until you prove your innocence, but he does give you the key to your Master's workshop. Go there.

Items

White Key: The key to Larkin's workshop. You need this to enter, so keep it.

Vocabulary

Robin: Given by Berrin during your first visit.

Guild: Given by Berrin after you prove your innocence.

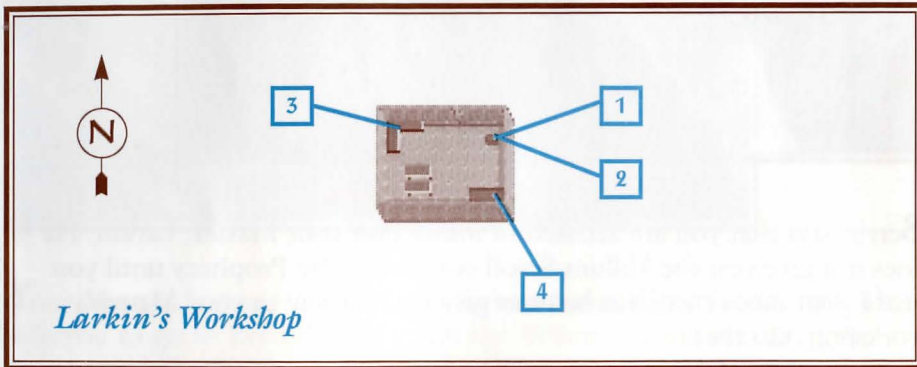
Silverdale: Given by Berrin after you prove your innocence.

Larkin's Workshop

There is no way to avoid the booby-trap on the entrance to the workshop. It is here that you actually become a magician. Save your game, practice spell casting until you are comfortable with it, restore your saved game, and continue.

Proving your innocence by finding the assassin is the next step. Robin One-Eye is an associate of the assassin's and should be spoken to first. The sheriff knows where to find him. The sheriff usually stands just outside the Bannerwick jail.

Once you leave the workshop, drop the white key next to the workshop entrance.



Items

- Lead Catalyst:** Must be the "item in hand" to cast spells. Keep this item. Other *catalysts* allow your character to cast more powerful spells.
- Spellbook:** You must read this book to learn the spells it contains. Every time a new spell is discovered, it must be scribed into this book. Keep this item.
- Burnt Journal:** This journal gives hints to the location of *Larf's Rod*, needed to activate translocation devices. You can discard the journal after it is read.
- Sack of silver:** Contains a random amount of silver coins. Take this item.

Vocabulary

None.

Sheriff



The wily sheriff has his sights set on catching the murderer.

The sheriff is currently looking for Larkin's apprentice (you), but luckily he has no description to go on. Robin is currently being held in the Bannerwick jail on unrelated charges.

Items

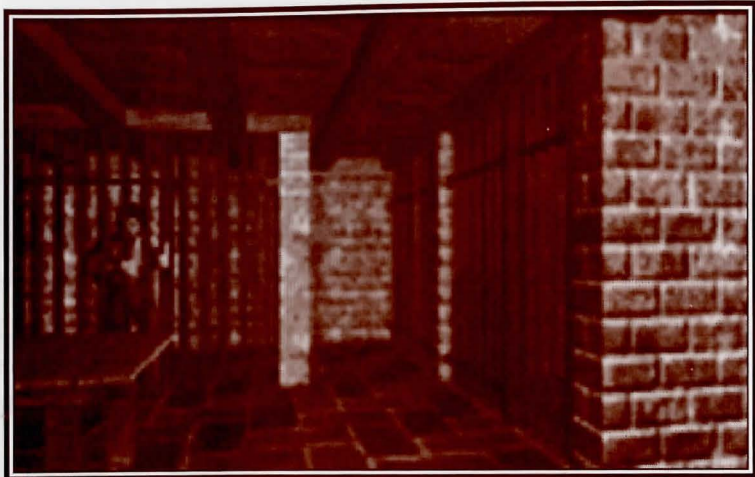
None.

Vocabulary

Zombie: Given by the sheriff for asking about Bannerwick.

Hideout: Given by the sheriff for asking about Robin.

Robin One-Eye



Robin is more interested in drink than in helping you.

Robin One-Eye, currently residing in jail, says that the hideout is due north of town. The assassin is in the hideout. Once there, you find that a password is required to enter. Because you must attempt to enter the hideout to get the “password” vocabulary word, you must make a trip there. Placing a *memoria* spell near the jail entrance speeds your return.

Robin won't say what the password is until he is given a bottle of Zinfandel. This can be purchased from the inn for 60 silver. The password is “zinfandel”.

By working at the inn, you can earn money. As long as your silver does not exceed 100, you may continue working, so feel free to purchase any items that you want. Suggested items for purchase are: lots of food, flint and steel, a rapier, and a sling.

Items

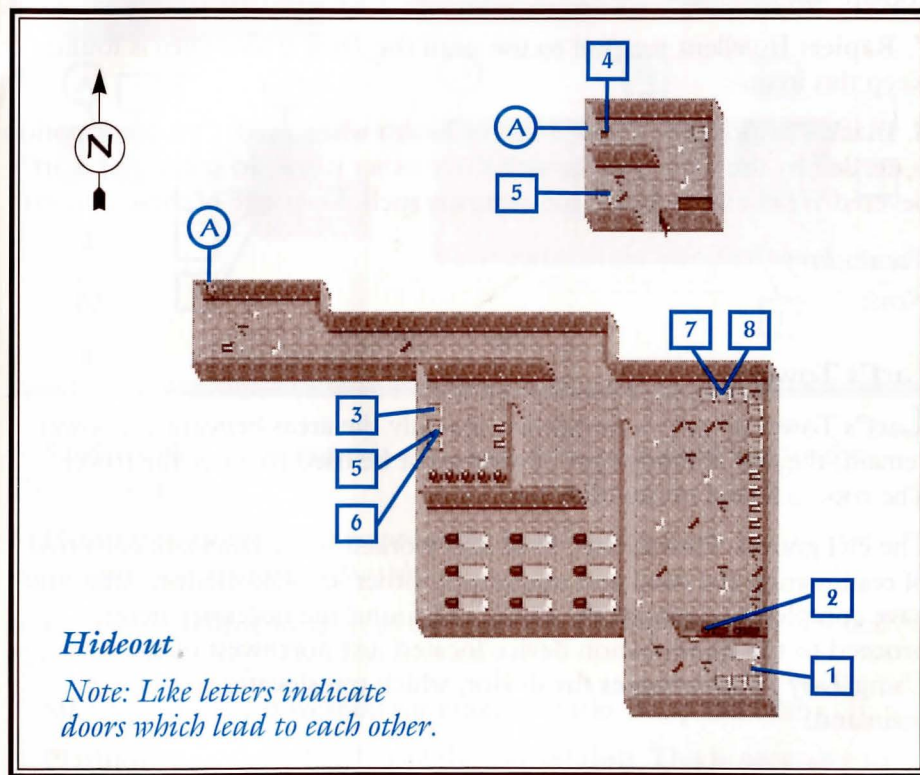
None.

Vocabulary

Password: Received after your first trip to the hideout. After the bottle of Zinfandel is given to Robin, he gives you the password: “zinfandel”.

Hideout

The Hideout holds several items, but only the Death Warrant (found on the body of the Mage Hunter) is required to continue. The Death Warrant proves your innocence and provides the means to enter Cam Tethe's castle. Show the sheriff the Death Warrant and then take it to Berrin. He gives you a Vellum Scroll containing the Prophecy. Keep both items.



Items

- 1. Death Warrant:** Proves your innocence. Keep this item.
- 2. The Joy of Pies:** Contains a treasure map. None of the treasure found using the map is essential. You may drop the map after finding the treasure.

“Hideout” continues...

3. **Rope:** Required to enter Larf's tower. Keep this item.
4. **Ratty Old Rug:** Can be sold for 3 silver.
5. **Healing Potions (2):** Restore some health when used. Keep them until you are low on health.
6. **Magic Potion:** Restores some magic when used. Keep this item until you are low on magic.
7. **Rapier:** Excellent weapon to use until the *Dirk of Sharpness* is found. Keep this item.
8. **Black Potions (2):** Cause a loss of health when used. One black potion is needed by the witch (along with three other items) to speak with Larf's Severed Head and give you the *respirare* spell. Keep one of these potions.

Vocabulary

None.

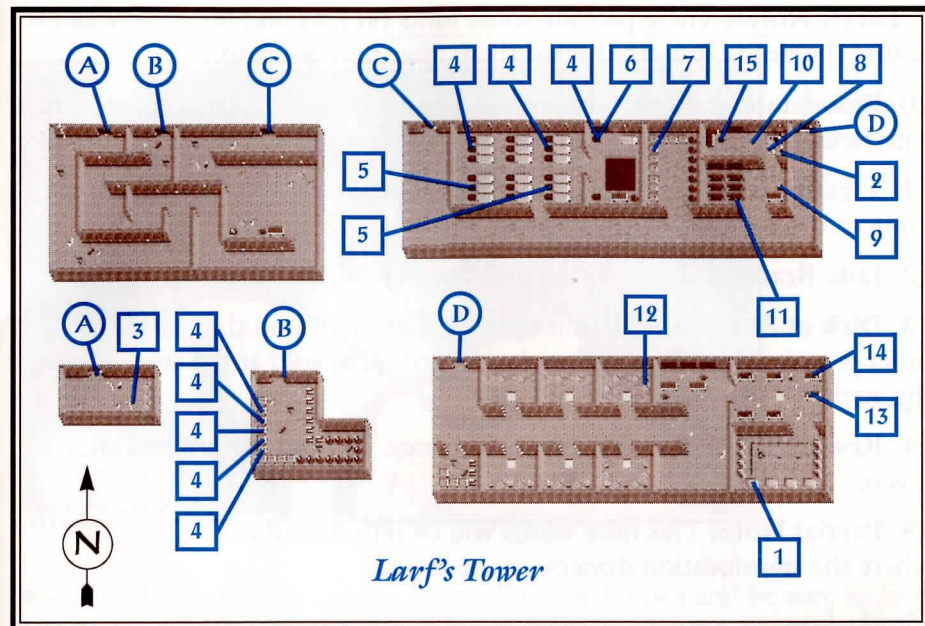
Larf's Tower

Larf's Tower is really a misnomer, for only the areas beneath the tower remain; the rest fell long ago. A rope must be used to enter the tower. The rope is found in the Hideout.

The evil gnome wizard, Larf, lived and worked here. His work consisted of reanimating the dead and uncovering other lost knowledge. After you have completely explored the tower and found the necessary items, proceed to the translocation device located just northwest of the tower. Using *Larf's Rod* activates the device, which translocates you to the mainland.

Items

1. **Larf's Rod:** Activates translocation devices. Keep this item.
2. **Severed Head:** This is used by the witch to find the true name of the spell that raises the dead. Keep this item.
3. **Heal Scroll:** Restores up to 90 health when used. Keep this item until you are low on health.



4. **Satchels (8):** These contain a random amount of food and torches. Take these items.
5. **Healing potions (2):** Restore some health when used. Keep these items until you are low on health.
6. **Rapier:** Excellent weapon to use until the *Dirk of Sharpness* is found. Keep this item.
7. **Sling:** An excellent weapon for ranged attacks. Keep this item.
8. **Platinum Catalyst:** The last of the old *catalysts*. This is necessary to cast some of the more powerful spells. Keep this item.

"Larf's Tower" continues...

9. **Larf's Notes:** These provide some hints on Larf and his work with raising the dead. You can discard them after they are read.
10. **Bloodstained Note:** This provides some hints on Larf and his work with raising the dead. You can discard this after it is read.
11. **Treatise on Light:** Grants the true name of the light spell *inlustare*. You can discard this after it is read.
12. **Jade Bracelet:** This is of no use, but may be sold for silver.
13. **Dirk of Sharpness:** This is the best weapon found thus far. All other weapons but the sling can be discarded, or sold at the store. Keep this item.
14. **Research Paper:** A text on necromancy. You can discard this after it is read.
15. **Partial Note:** This note warns you of Jeffers, and gives a hint on where the translocation devices can be found.

Vocabulary

None.

Glade



*Bruce
Barleycorn,
Tavern-
master*

Speak with everyone in Glade. Enter all of the houses and be sure to find the Suspect List (at location 10 on the overland map). The people of Glade give you several vocabulary words. Chester the Great teaches acrobatics for a fee. This training increases your agility. High agility aids you in combat by making you harder to hit and making it easier for you to hit others.

If you find it difficult to come up with the silver to pay for the training, sell unneeded items at the store. The *Pack of Holding* (which you will find in the Granite Sewers) greatly increases your carrying capacity. Keeping items that otherwise would be discarded and selling them in the store generates a significant amount of income.

The guild hall is in Silverdale, which lies to the southeast of Glade. The Suspect List has two names that have not been crossed out. These are the two remaining guild masters, Gerald and Garen. Go to their houses and give them the Vellum Scroll. After seeing the scroll, they give it back to you and call a meeting of the guild. Travel to the guild hall in Silverdale to attend the meeting.

"Glade" continues...

Items

1. **Suspect List:** This list has two names not yet crossed out: Garen and Gerald. After reading the list you can discard it.

Vocabulary

Lodge: Given by a peasant for asking about the area.

Forest: Given by Rhys for asking about the lodge.

Hunt: Given by Rhys for asking about Urik.

Silverdale

The Guild meeting is in progress when you arrive. From a prepared speech the Guild Master tells you to retrieve the rest of the text of the Prophecy from the Library. He also gives you a key to the Library. Although the location of the Library is unknown to him, the guild master says that Urik of Glade knows the way.

In Glade, Rhys says that a woman named Maia was with Urik when he died and that she can be found on the shores just south of Silverdale.

Items

1. **Library Key:** Opens the door to the Library.

Vocabulary

Urik: Given by the Guild during your first visit.

Hunter's Lodge

Armand suggests travelling southeast to the shores.

There is an encounter with one torlok just outside the Lodge. In the Lodge, Armand suggests travelling southeast to the shores. Looking for Maia, Urik's grave is found. If you search here, you find a Worn Journal that describes a path to the Library, found north of Granite. After it is read, it can be discarded. Maia is southeast of the grave.

Items

None.

Vocabulary

Torloks: Given by Armand for asking about Urik.

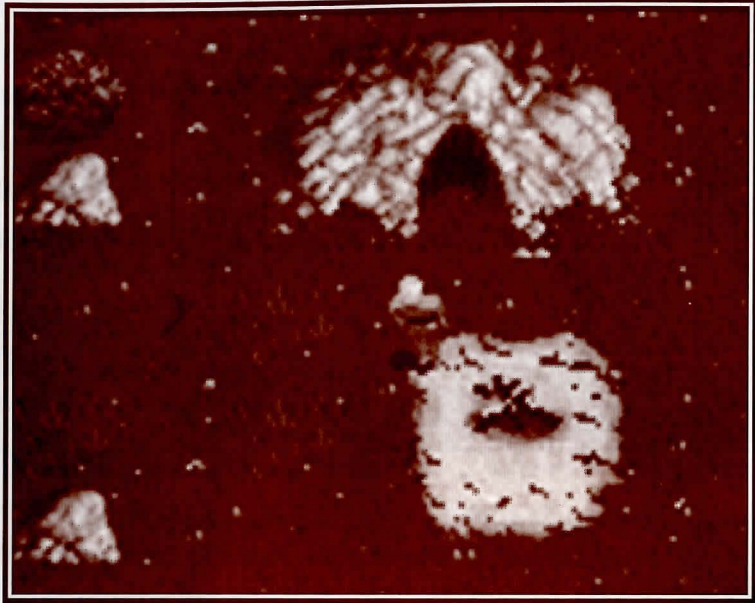
Maia: Given by Armand for asking about Urik.

Mistress: Given by Maia after saying hello.

Granite: Found by reading the Worn Journal.

Library: Found by reading the Worn Journal.

Torloks' Lair



The torloks' lair lies on the path before the Library.

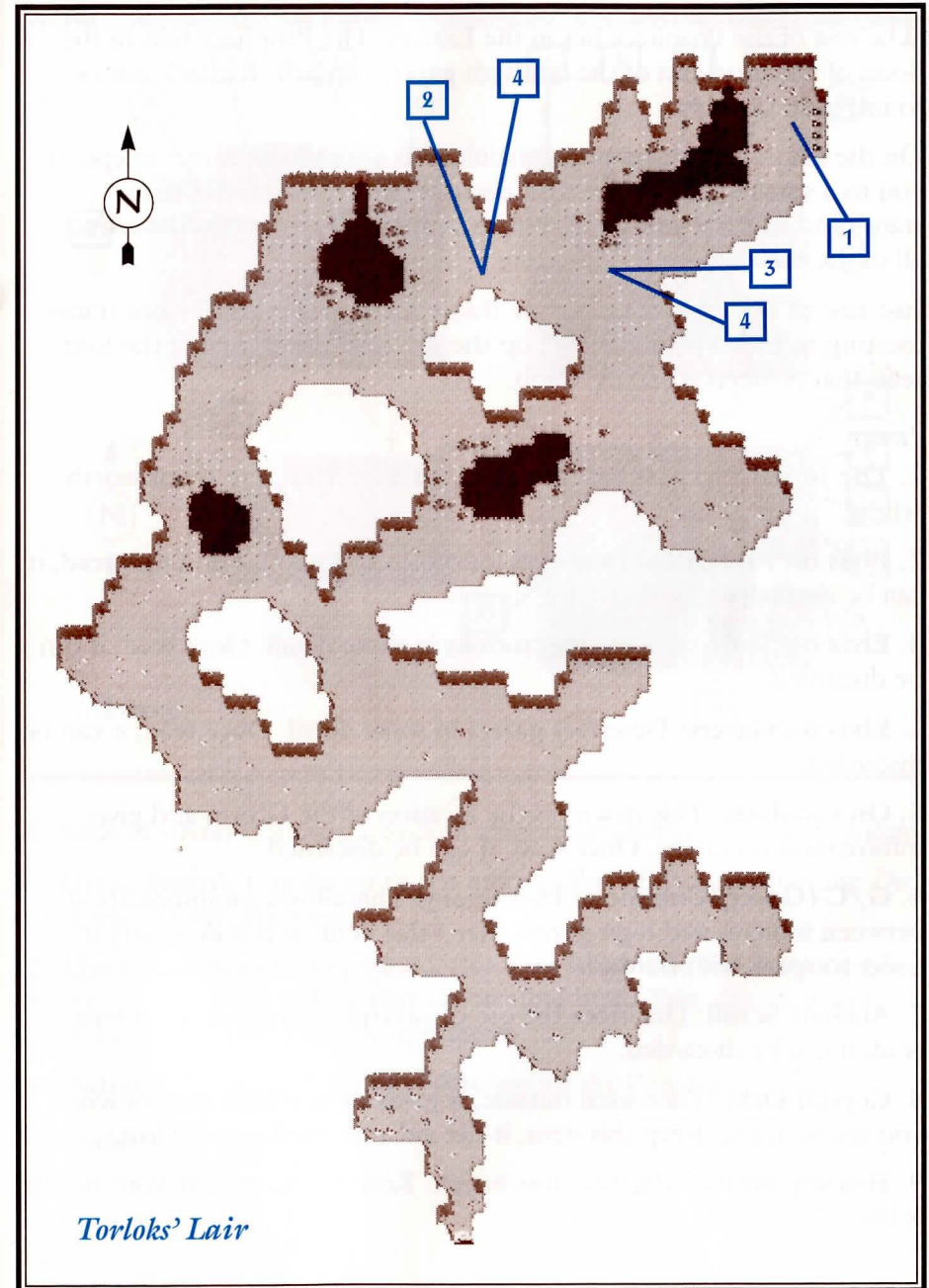
The torloks' lair lies on the path before the Library. The Torlok Chief must be killed. Take his tongue and give it to the witch for the *respirare* spell.

Items

1. **Torlok Tongue:** Found in the torloks' lair on the Torlok Chief. It is needed to get the *respirare* spell from the witch.
2. **Amulet/Inertia:** Allows you to cast earthquakes without taking damage.
3. **Quiver of Arrows:** Contains a random amount of arrows. Take this item.
4. **Old Satchel:** Contains a random amount of food and torches. Take this item.

Vocabulary

None.



Library

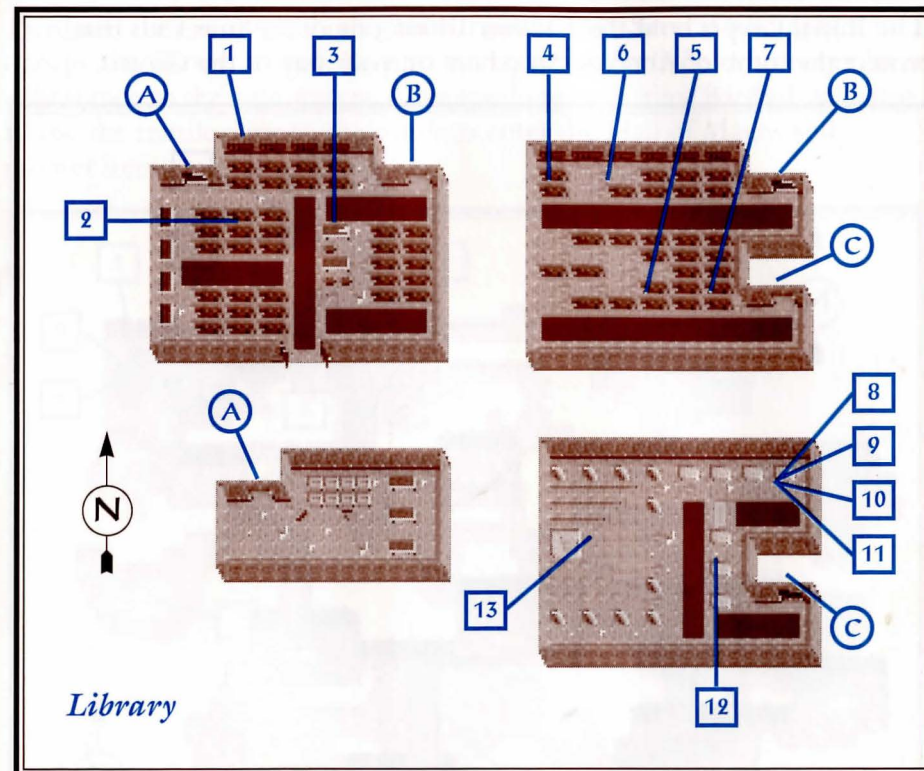
The rest of the Prophecy lies in the Library. The Prophecy tells of the Song of Creation and of the last high gazer, Bardach. Bardach can be found in the Grotto.

On the southwestern tip of the mainland is a translocator that teleports you to a small island off the west coast of the mainland. Another translocator on the small island leads to the Grotto. *Larf's Rod* activates all of the translocators in the game.

Just east of this translocator is the Burial Crypt. Stop here before translocating to the Grotto and pick up the *Earthen Wand*, one of the four seals that protects Abraxus' tomb.

Items

- 1. The Joy of Pies, 1st Edition (J.O.P.I.E.):** This item is not worth selling.
- 2. Elvis on Morgoths:** Describes morgoths in some detail. Once read, it can be discarded.
- 3. Elvis on Torloks:** Describes torloks in some detail. Once read, it can be discarded.
- 4. Elvis on Gazers:** Describes gazers in some detail. Once read, it can be discarded.
- 5. On Catalysts:** This describes the location of the Grotto and gives information on magic. Once read, it can be discarded.
- 6. G/C (Gazer/Common) Dictionary:** This allows communication between humans and high gazers. Keep this item, as it is necessary in order to speak with Bardach.
- 7. Ancient Scroll:** Describes the use of *catalysts* in some detail. Once read, it can be discarded.
- 8. Crystal Orb:** When used outside, it gives an overhead view of where you are standing. Keep this item, it can aid you when you are lost.
- 9. Healing potion:** Restores lost health. Keep this item until your health is low.



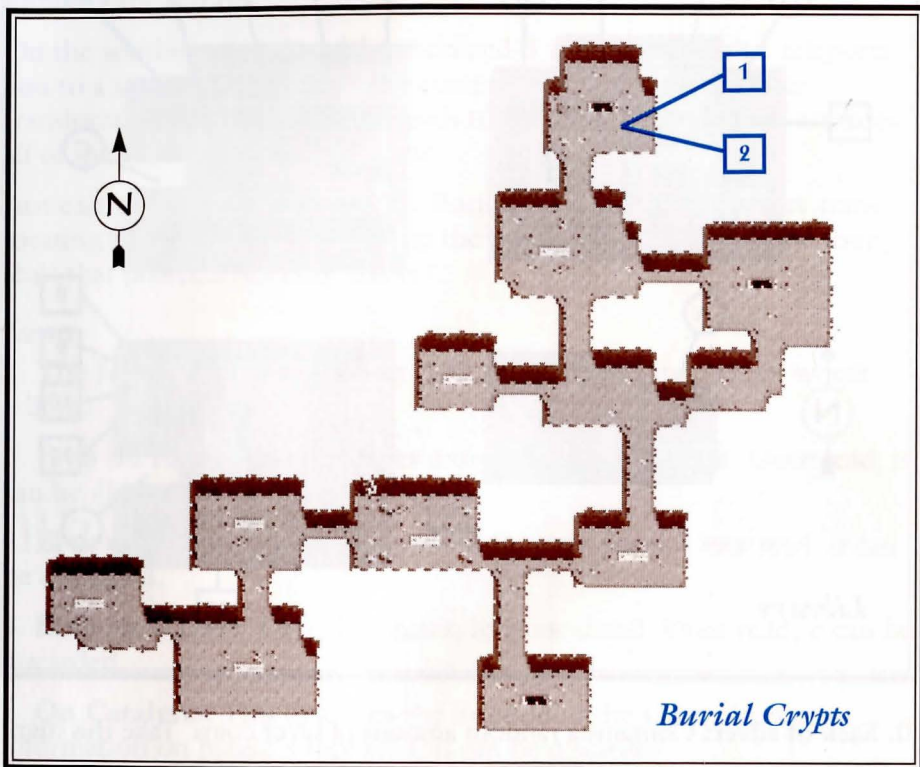
- 10. Sack of silver:** Contains a random amount of silver coins. Take this item.
- 11. Great Sword:** Can do up to ten more points of damage than the *Dirk of Sharpness*. Keep this item.
- 12. Time Stop Scroll:** When used, this item stops time for everyone but the user. This is potentially a very devastating item. Take this item and save it for a particularly deadly opponent.
- 13. Pedestal:** An ancient pedestal that reveals the Prophecy.

Vocabulary

None.

Burial Crypts

The Burial Crypts hold the *Earthen Wand*, one of the four seals that protect the tomb of Abraxus. Stop here on your way to the Grotto.



Items

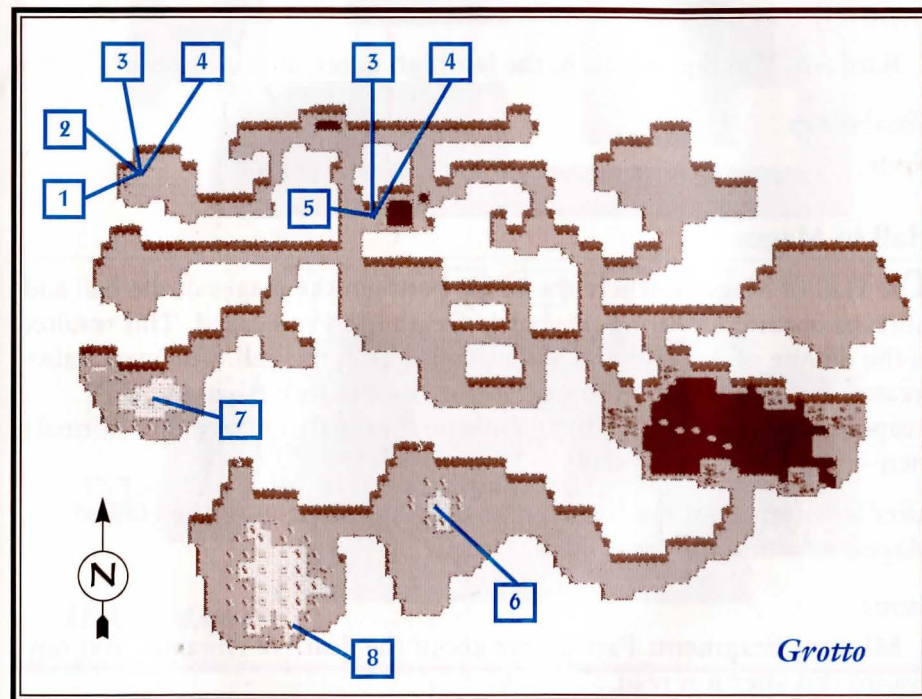
- 1. Tome of Earth:** Contains the spell *terrae motus*. Once read, this item can be discarded.
- 2. Earthen Wand:** Causes an earthquake when used. It is one of the four seals that protects Abraxus' tomb. Keep this item, it is needed toward the end of the game.

Vocabulary

None.

Grotto

Bardach, the last of the high gazers, resides here. Several wild gazers occupy the Grotto as well. Be sure not to attack Bardach, who is similar in appearance to the wild gazers. After speaking with him, Bardach tells you to use the translocator to the south to enter the Hall of Mages and recover items and information.



Items

- 1. Great Bow:** When used with arrows, it is more powerful than a sling. There is a fletcher in Granite who sells arrows. Keep this item.
- 2. Quiver of arrows:** Contains a random number of arrows. Take these items.
- 3. Healing potions (2):** Restore lost health. Keep these items until your health becomes low.
- 4. Sacks of silver (2):** Contain a random amount of silver coins. Take this item.

"Grotto" continues...

5. **Old satchel:** Contains a random amount of food and torches. Take this item.

6. **Eternal Lamp:** Grants unlimited light when in use. It is also one of the four seals that protects Abraxus' tomb. Keep this item, it is needed toward the end of the game.

7. **Gazer Tablet:** When read with the use of the G/C Dictionary, it grants the true name of the *oculorum* spell.

8. **Bardach:** You find Bardach, the last high gazer, at this location.

Vocabulary

None.

Hall of Mages

The Hall of Mages is where the battle between the mages of the hall and Abraxus occurred. During this battle Death itself was called. This resulted in the demise of Abraxus and all of the mages in the hall. The mages also created the *Shadow Sword* to help in the combat with Abraxus. This weapon strips magicians of their abilities, thus making them into normal men — capable of being slain.

After learning about the battle and retrieving the items in the Hall of Mages, return to the Guild Hall.

Items

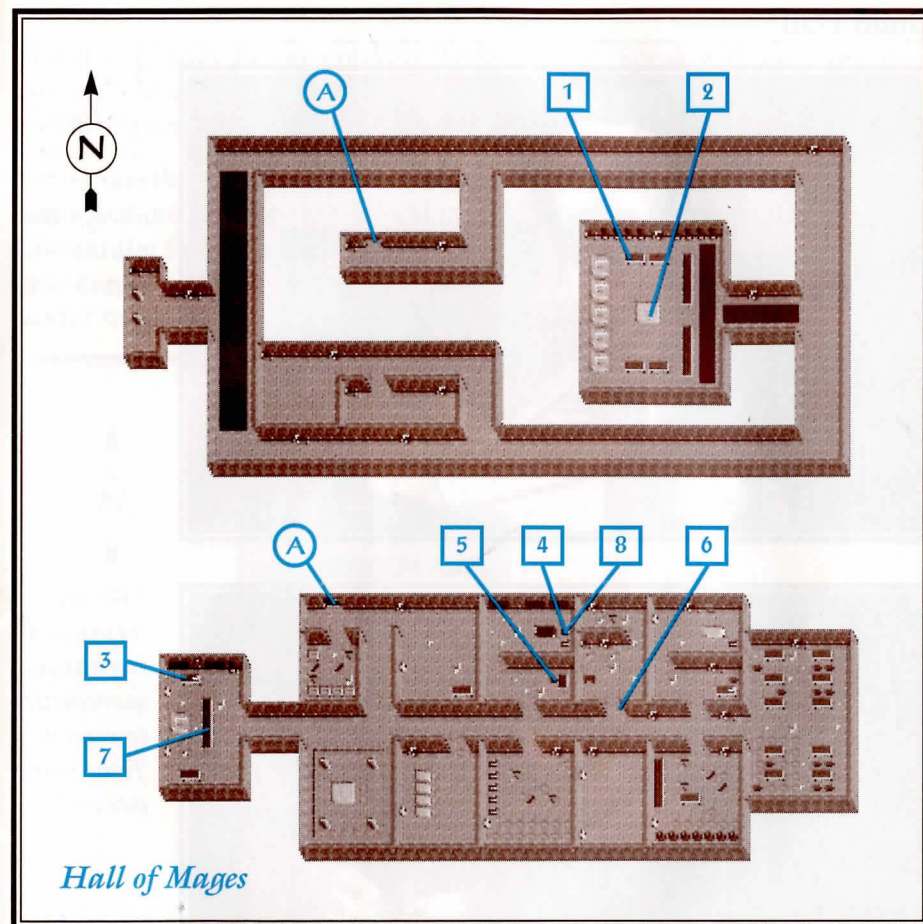
1. **Minutes Fragment:** Partial note about the death of Abraxus. You can discard this after it is read.

2. **Letter:** Partial note about the death of Abraxus. You can discard this after it is read.

3. **Everfull Flask:** Restores 10 points of health when you are thirsty. It is one of the four seals that protects Abraxus' tomb. Keep this item, it is needed toward the end of the game.

4. **Healing potion:** Restores health. Keep this item until your health is low.

5. **Apprentice's Notes:** Partial text on the effects of calling Death. You can discard this item after it is read.



6. **Resolution 212:** Partial text on the decision to call Death. You can discard this item after it is read.

7. **Famous Last Words:** Partial text on Abraxus' departure and more on the effects of calling Death.

8. **Potion of magic:** Restores magic. Save it until your character is low on magic.

Vocabulary

None.

Guild Hall



You remember Garen and vow to avenge the council members.

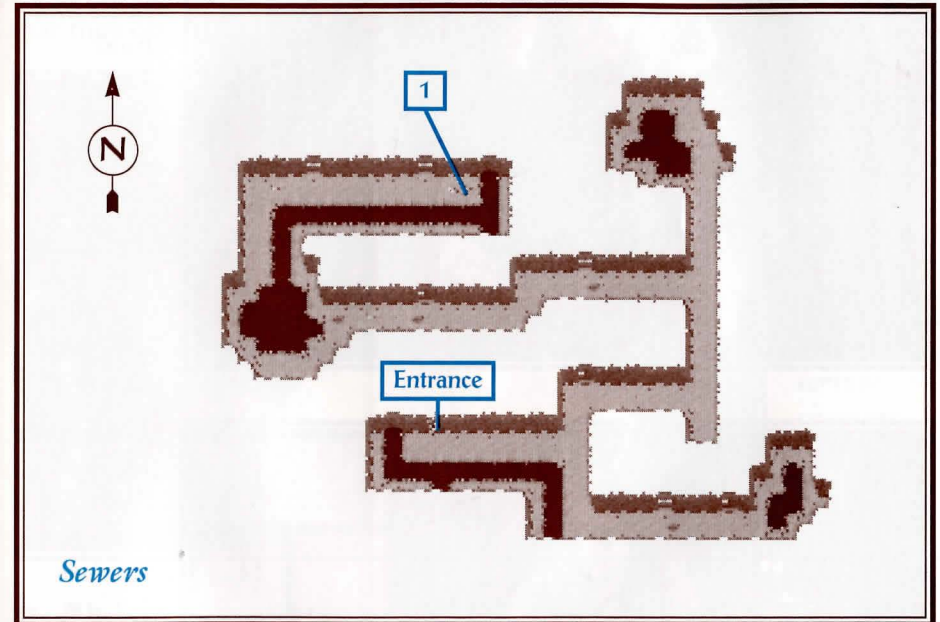


"We are forming a resistance movement to remove Tethe from power!"

Make sure you return to the Guild Hall and see that all of the mages have been slaughtered. A large "T", drawn in blood on the wall, is the only clue as to the culprit — Cam Tethe.

Travel to Granite before entering Tethe's castle. Speak with everyone in Granite and enter the sewers. The sewers contain a *Pack of Holding* which greatly expands your storage capacity.

Keep everything that is found after gaining possession of the pack. The items that are unnecessary should be sold in stores for silver coins. Chester the Great (found in Glade) trains people for a fee. This training increases your agility. High agility aids you in combat by making you harder to hit and making it easier to hit others.



Items

1. **Pack of Holding:** Greatly increases your storage capacity. Keep this item and store all of the items that you come across so that they may be sold at the stores.

Vocabulary

Resistance: Given by Chloe for asking about Tethe.

Granite: Given by Arian for asking about help.

Tethe's Castle

Entering through the front doors proves fruitless. However, entry can be gained through the side door with the use of the Death Warrant. The Death Warrant can be discarded after being given to the man behind the door. Find Fiona; she gives you an Ivory Key. This key opens the door to Cam Tethe's private chambers.



Cam Tethe is in his castle and holds Princess Elspeth prisoner.



Fiona gives you an Ivory Key that opens the door to Cam Tethe's private chambers.

Cam Tethe is in his castle and holds Princess Elspeth prisoner. You must rescue her and find the Evil Accoutrements. These clothes disguise you when you enter the Temple of Malice. The battle with Cam Tethe is a difficult fight. This is a good time to use the *Time Stop Scroll* if you haven't already. Save your game before entering Cam Tethe's chambers.

Tethe holds a Copper Key. This key unlocks the cell that the Princess is held in. The Princess holds the Ebon Key. This key unlocks Cam Tethe's torture chamber. It's a good idea to leave the keys just outside the doors that they open. No key is ever re-used.



The Princess holds the Ebon Key that unlocks Cam Tethe's torture chamber.

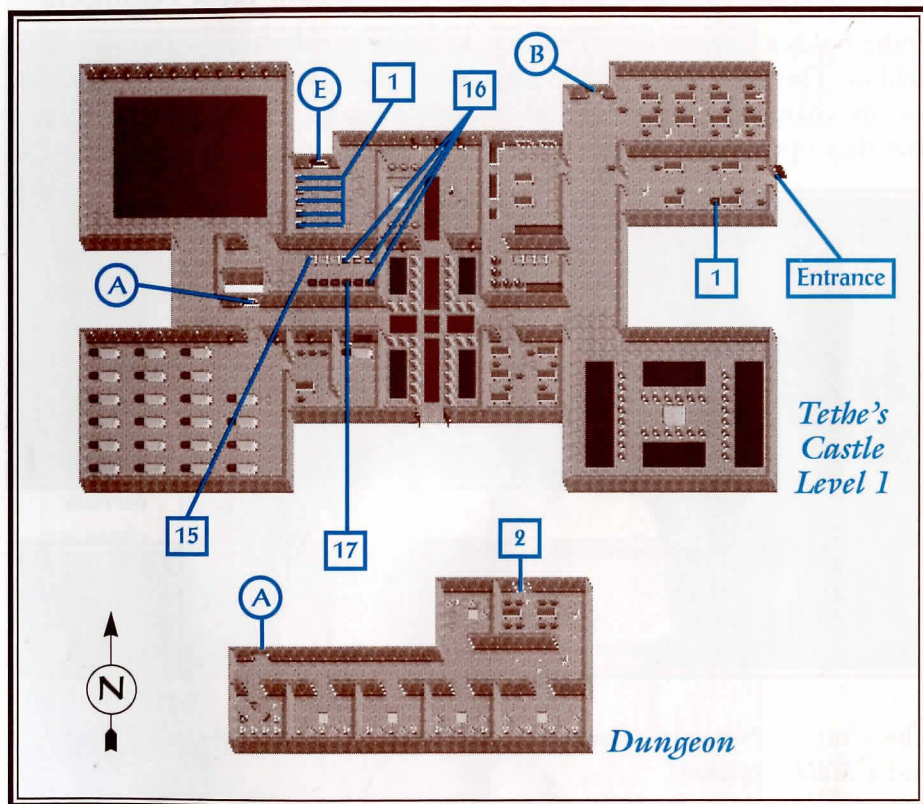
The Undead Prince in the catacombs beneath the castle guards 3 rings and a *Moldy Spellbook*.

After you leave, find the witch and gain the spell needed to raise Abraxus from the dead. Only a *Gold Catalyst* is powerful enough to be used when casting the *respirare* spell. The *Gold Catalyst* is found in the Temple of Malice. The five ingredients the witch needs to speak with the dead are: a black potion, Torlock Tongue, Pango Fruit, Larf's Severed Head, and Spider Venom. The Black Potion can be found in the Hideout or at the apothecary.

"Tethe's Castle" continues...

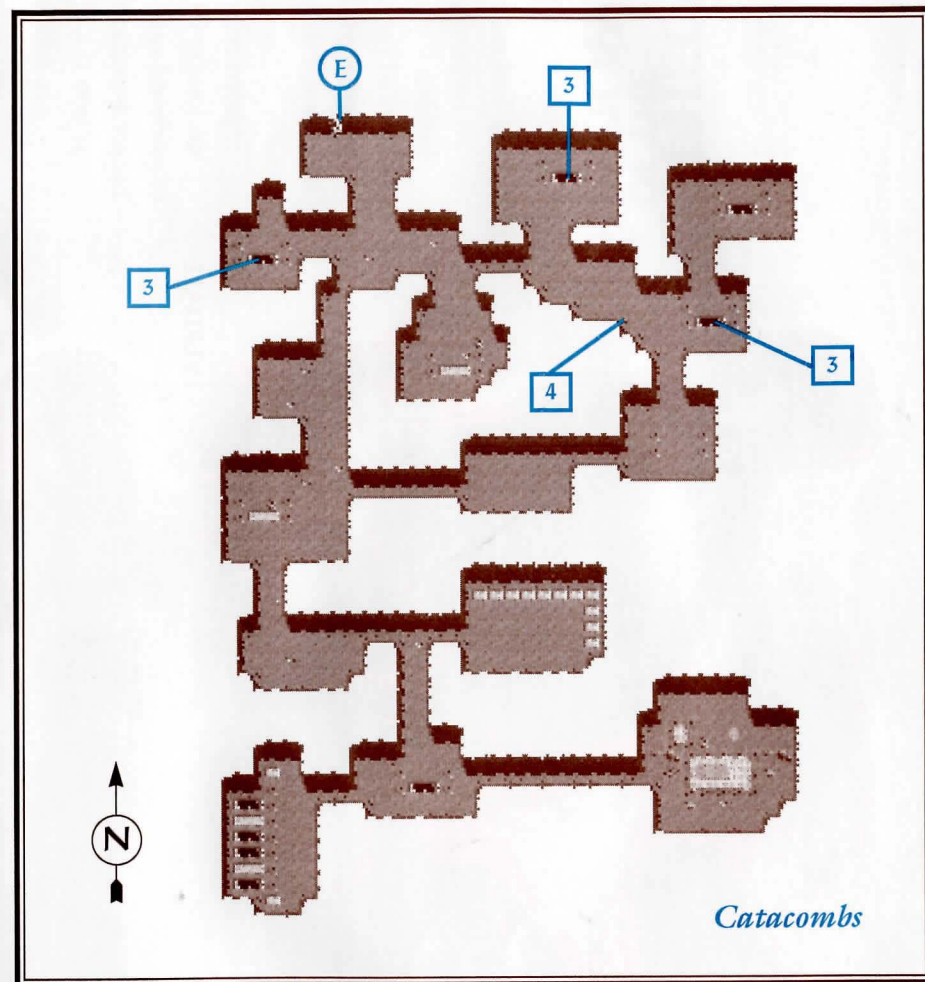
The Torlock Tongue is found in the Torlock Lair. The Pango Fruit is on the southwest tip of the mainland, next to a house. Larf's head is found in Larf's Tower. The Spider Venom can be found in the Hall of Mages on dead spiders.

After the witch, travel to the Silver Mines to find the *Shadow Sword*.



Items

- 1. Large Sacks (5):** Contain a random amount of silver coins. Take these items.
- 2. Ebon Key:** Given by Princess Elspeth for rescuing her. It is the key to Tethe's torture chamber.



- 3. Jeweled Rings (3):** May be sold for additional silver.

4. Moldy Spellbook: Contains the spell *umbra*, which renders you invisible. It also has *cremare magnus*, the volcano spell, and *mutare*, a shapeshift spell. It can be discarded after it is read.

"Tethe's Castle" continues on page 35...

PROPHECY OF THE SHADOW™

This long-lost map reveals locations hidden from the eyes of men for millennia. Be warned that many of these regions may no longer be considered safe. Exercise caution as you travel to fulfill your destiny.



PROPHECY OF THE SHADOW™

LOCATIONS:

1. Larkin's House
2. Berrin's House
3. Larkin's Workshop
4. Jail
5. Robin's Hideout
6. Inn of the Whelping Dog
7. Sheriff
8. Treasure
9. Larf's Tower
10. Egan's House
11. Chester the Great
12. Gerald's House
13. Garen's House
14. Guild Hall

15. Peasant
16. Rhys
17. Hunter's Lodge
18. Urik's Grave
19. Maia
20. Chloe's House
21. Torlok Lair
22. Great Library
23. Pango Bush
24. Fletcher
25. Apothecary
26. Gulian
27. Tethe's Castle
28. Sewer
29. Burial Crypt
30. Silver Mine
31. Temple of Malice
32. Witch
33. Abraxus' Castle



PROPHECY OF THE SHADOW

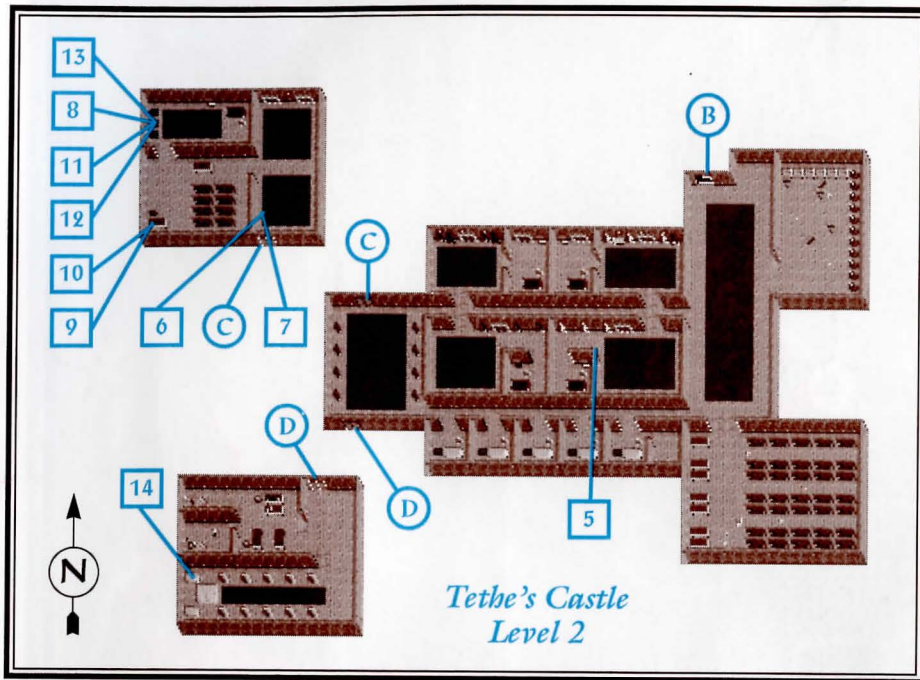
TRANSLOCATORS:

- A ↔ B
- C → E
- D → L
- E → I
- I → J
- F → G
- G → M
- H → Grotto
- J ↔ K
- M → N



Maze Pathways





5. **Ivory Key:** Given by Fiona for asking about the resistance. This is the key to Cam Tethe's personal chambers. It can be left outside the door after it is used.
6. **Copper Key:** The key to the cell where the Princess is being held. It can be left outside the door after it is used.
7. **Ebon Ax:** A very useful weapon for both melee and ranged attacks. If thrown, the ax returns to the thrower.
8. **Potion of Strength:** Adds a few points to your health when used.

9. **Evil Note:** Describes Tethe's attempts to recover the four seals to Abraxus' tomb. It can be discarded after it is read.
10. **Final Warning:** A marriage proposal to the Princess. Discard it after you have read it.
11. **Potion of magic:** Restores lost magic. Keep this item until your magic is low.
12. **Evil Spellbook:** Contains *lamia*, the spell for draining life, and *necare*, the death spell. Once it is read it can be discarded.
13. **Sack of silver:** Contains a random amount of silver coins. Take this item.
14. **Evil Accoutrements:** Clothes used to disguise yourself when in the Temple of Malice. Keep this item as it is needed toward the end of the game.
15. **Rapier:** Should be taken if you don't already have a better weapon.
16. **Quivers of Arrows (3):** Contain a random number of arrows.
17. **Composite Bow:** A better missile weapon than a sling.

New Spells

Note: the following spells are not in the rule book:

* *Mutare*

This spell allows the mage to manipulate the raw forces of chaos and twist his own form into that of other forms of life. Among these forms are wolves, morths, slimes, and others.

* *Necare*

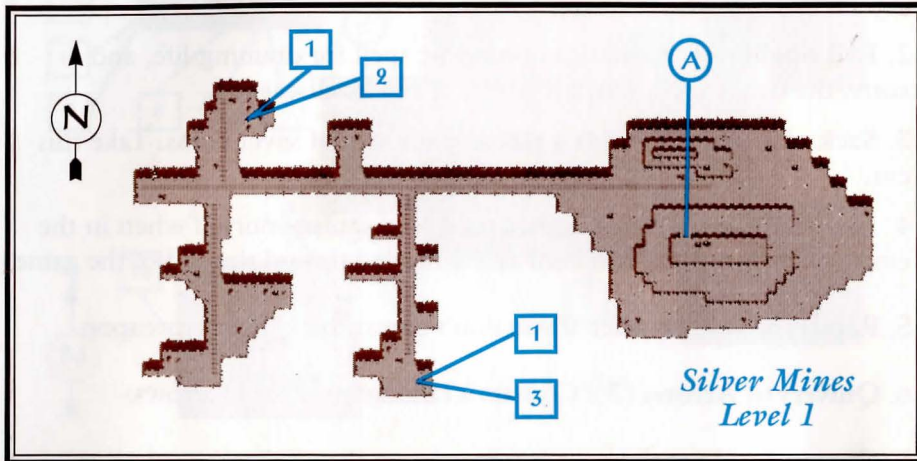
This spell allows the mage to channel the raw forces of chaos into the opponent's body, causing the very soul to wither and die. Even the body is destroyed in this most powerful of spells.

Vocabulary

None.

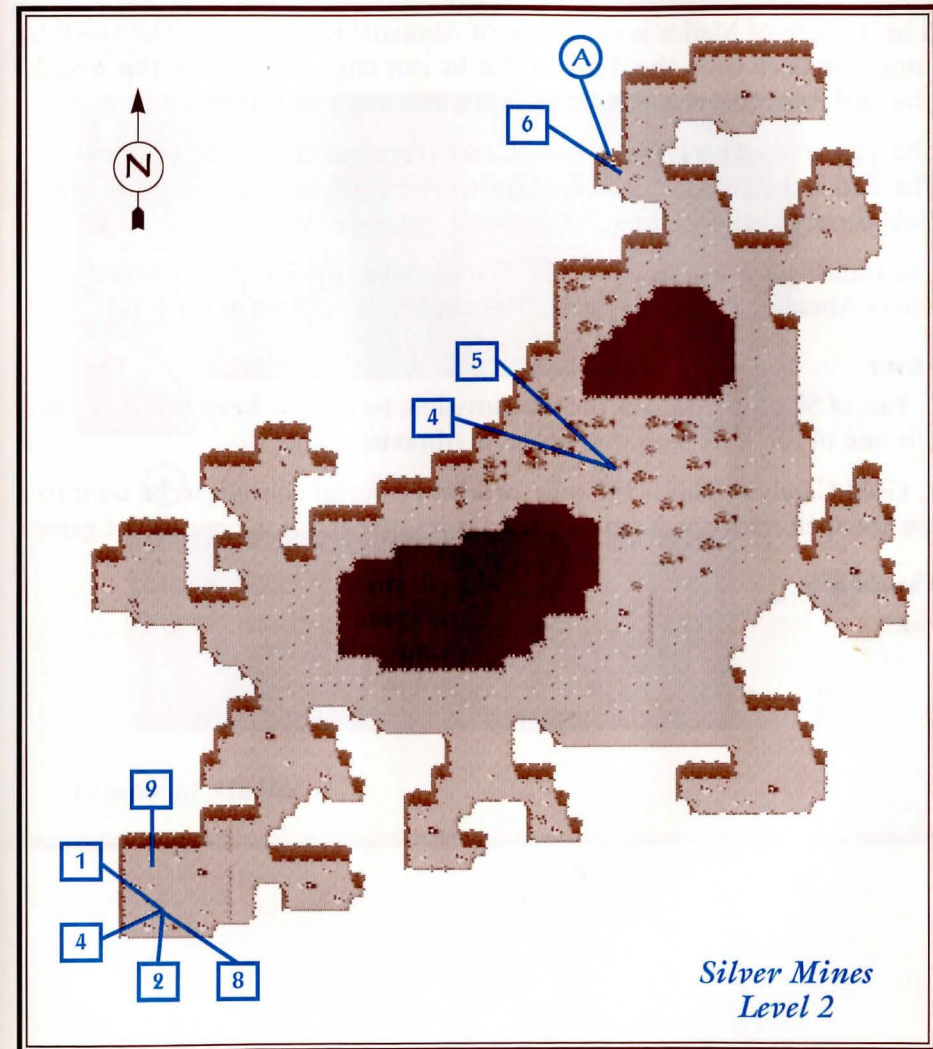
Silver Mines

The Silver Mines are the location of the *Shadow Sword*. A Gnome Chieftain is its current holder. Once you have the *Shadow Sword*, make your way to the Temple of Malice, where the *Fan of Shadows*, the last of the four seals, is located along with the *Gold Catalyst*.



Items

- Sacks of silver (2):** Contain a random amount of silver coins. Take these items.
- Healing potions (2):** Restore lost health. Take these items and use them when your health gets low.
- Dirk:** Not needed if you already have a more powerful weapon.
- Old satchels (2):** Contain a random amount of food and torches. Take these items.
- Rapier:** Not needed if you already have a more powerful weapon.
- Miner's Journal:** Offers a clue to the location of the *Shadow Sword*. It can be discarded when read.
- Lantern:** Not needed if you already have the *Eternal Lamp*.
- Time Stop Scroll:** Stops time for everyone but the user. Keep this scroll for a particularly tough fight.



- Shadow Sword:** Found on the body of the Gnome Chieftain. It is the only weapon that can harm Abraxus. No spells can be cast while this is in your possession.

Vocabulary

None.

The Temple of Malice

The Temple of Malice is the home of Abraxus' worshippers. They seek to bring him back from the dead so that he can reign supreme in this world. The Evil Accoutrements must be in use to enter the Temple.

The *Fan of Shadows* and the *Gold Catalyst* are guarded by an evil priest. The *Fan* is the last of the four seals that protect Abraxus' tomb and the *Gold Catalyst* is needed to cast the spell *respirare*.

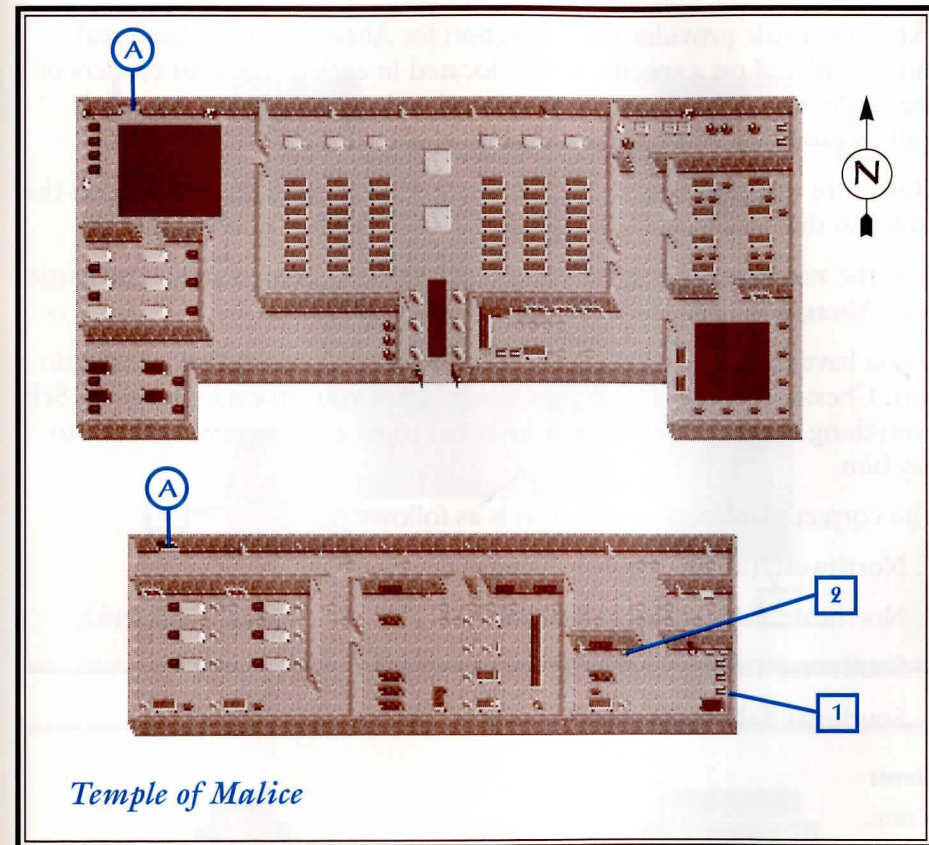
The translocator just north of the Temple teleports you to the island where Abraxus' castle is located. The castle is your next destination.

Items

1. Fan of Shadows: Makes the user invisible to others. Keep this item, as it is one of the four seals that protects Abraxus' tomb.
2. Gold Catalyst: This is the only *catalyst* powerful enough to be used to cast the spell *respirare*. Keep this item, as it is needed at the end of the game.

Vocabulary

None.



Abraxus' Castle

Abraxus' castle provides the protection for Abraxus' tomb. Each seal must be placed on a specific tablet, located in each of the four corners of the castle. Once the fourth seal is placed, a door appears on the north wall — now there is no turning back!

Make sure that you save your game prior to placing the fourth seal on the tablet so that you have a save to fall back on if things don't work out.

Cast the *respirare* spell and use the *Shadow Sword* immediately. The battle with Abraxus is a very difficult fight.

If you have difficulty with this fight, go back to a previous save and train with Chester the Great (found in Glade) until you have a high agility. Sell everything that is not absolutely essential to raise the necessary funds to pay him.

The correct placement of the seals is as follows:

1. Northwest Tablet: *Earthen Wand*
2. Northeast Tablet: *Fan of Shadows*
3. Southwest Tablet: *Everfull Flask*
4. Southeast Tablet: *Eternal Lamp*

Items

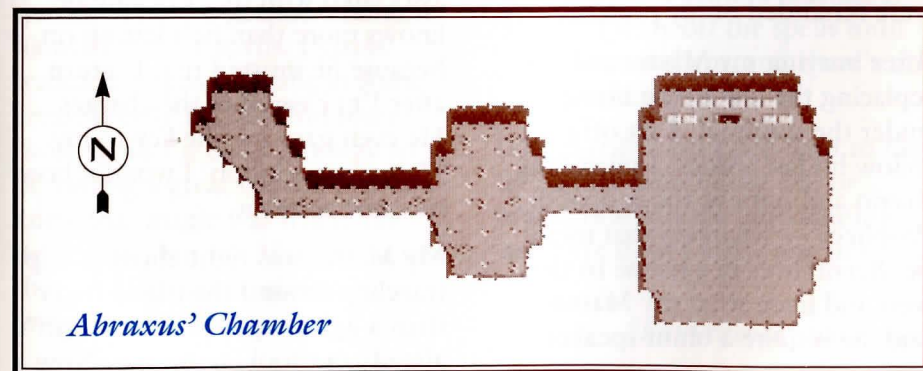
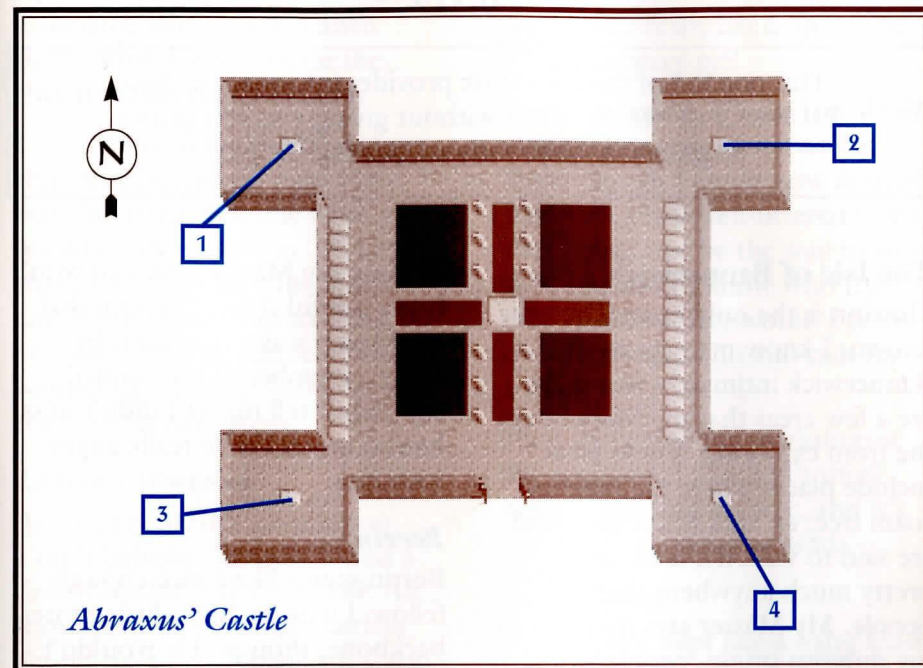
None.

Vocabulary

None.

❧ EPILOGUE ❧

Congratulations! You have saved yourself, the Princess, and the world. You are no longer wanted for the death of your Master, Larkin. Princess Elspeth has her throne back and might well be looking for someone to share it with. The Song of Creation continues with the return of the *catalysts*. You truly have grown in knowledge as well as power. Larkin would be proud of you, even though you are the Master now.



HINTS

This portion of the clue book provides information about PROPHECY OF THE SHADOW without giving everything away. It gives you hints without spoiling the plot.

The Isle of Bannerwick

Ylowinn is the only home I've ever known. I know many parts of Bannerwick intimately, but there are a few areas that my Master kept me from exploring. These areas include places where the bandits roam free; an area where the dead are said to walk the land; and pretty much anywhere there are people. My Master says that due to my dubious origin, people would only use me as a scapegoat if they were reminded of my presence.

After burying my Master and replacing the key to the house under the doormat, I set off to follow his last wishes. I must find Berrin and retrieve the text of the Prophecy — whatever that might be. Berrin lives in a house to the west and from what my Master said, he is quite a blunt speaker.

Finding my Master's *catalyst* won't be so painful. I can't believe that my Master was a magician, let alone a member of the council, and didn't tell me. If I didn't miss him so much I'd be really angry with him.

Berrin

Berrin seems like a nice enough fellow. I wish he had a little more backbone, though. He wouldn't even let anyone know that he'd associated with me. I'm sure he knows more than he's letting on because he insisted that I return after I'm cleared of the charges. He even gave me the key to my Master's workshop. I wonder how he came across it.

My Master was right about gossip traveling around the island faster than a lightning bolt. The sheriff's already out looking for me. Now I'm glad that my Master kept me hidden. If the townsfolk had their way, they'd stretch my neck and be done with the whole thing.

Apparently the real assassin is associated with a man named Robin One-Eye. I'm sure the sheriff knows this hoodlum.

I should go to the sheriff and get this mess cleared up right away, but I'm dying to know what's in my Master's workshop. I'll bet that's where he kept his *catalyst* and his *spellbook*. And to think that all those times he seemed to just wander off on long walks, he was really in his laboratory!

Larkin's Workshop

At last, my Master's workshop. I can't believe I actually found a *Lead Catalyst* and a *spellbook*. All those years of seemingly useless chores have finally paid off. I got the knack of casting spells pretty quickly. They've got the strangest names for these spells. I guess tradition reigns supreme in some areas. If only I could find some more spells I'd be on my way to becoming a great wizard. I always knew that magic was where my destiny lay, but my Master just said that I had an overzealous imagination.

I found a Burnt Journal that had some interesting information in it. I don't know the significance of this yet but I'll get to the bottom

of it. It's comforting to know that my Master really liked my recipe for gooseberry pie!

In the morning, I'll see this sheriff about a few unsettled matters. Even though I could now destroy him with a few well-uttered words, that would not be the way to solve this. I wouldn't know who the murderer was, nor would I prove my innocence. This still calls for subtlety.

I left the key to my workshop at the entrance. I shouldn't think anyone will find it there, and it's not worth carrying around.

Bannerwick

Last night I slept like a baby. Casting spells really takes it out of you. I've still got a bit of a headache. I think I'll lay off the spells until I really need them, and there's no telling when that will be.

The sheriff wasn't too hard to find. He either lurks in the jail, or wanders about the surrounding area. He didn't waste any time

"Bannerwick" continues...

telling me who the boss was in Bannerwick. Little did he know the subject of his thoughts was standing before him.

I asked the sheriff about Robin One-Eye and Robin's hideout. He told me that he had caught Robin, but couldn't raid the hideout because warrants were still pending. It is probably where the assassin is hiding now. He'd run if he knew I was coming after him!

After entering the jail, all I got for my troubles were some smart remarks from Robin and information that the hideout was north of town. Talk about a man in need of a change of outlook. If I could, I would have offered to help him escape and then turned him into an ant.

Bruce, the innkeeper of the Whelping Dog, was a nice enough fellow. He'd pay me for odd jobs until he saw that I had a bag full of money. Then he'd decide that I had enough and that he didn't need any more help. By buying

things in town I could talk him into employing me again and again. I picked up a few items that could prove to be very useful, like: food (lots of it), oil (in case I buy a lantern), flint and steel, torches, and a sling. I didn't have enough money for all of the things that I wanted. I guess my Master was wrong about supply and demand. The more I demanded, the less the storekeepers supplied.

Other people in the town provided interesting information but none seems relevant now. However, just outside of town, to the north, I met the most intriguing man. His name is Silvan and he was full of facts. After my first encounter with a bandit I almost wrote him off because of looks alone. Boy, would I have been out of some prime info. This guy knew directions to Robin's hideout and Larf's Tower (that's the gnome from the Burnt Journal). He described the Tower as, "a place of evil magic." I didn't say anything, but I thought that if he described the magic as evil, he must think that there is good magic also. I'll have to look him up later when I have time to discuss the matter.

He also warned me that there were numerous bandits along the way. If they are as tough as the last one, I had better do a good deal of resting in between encounters.

Sheesh! I get to the hideout and these bozos want a password. It could be anything! It's enough to drive a mage to drink. Well, I'm sure Robin knows it (good thing he didn't escape). I guess I'll mosey back to Bannerwick. It's awful nice of these dead bandits to mark the trail to the hideout for me. Too bad I already mapped the way.

That rascal Robin told me in no uncertain terms that he wouldn't have anything to do with me until I got him a drink. After some experimentation at the inn, I found that I couldn't bring myself to drink the Zinfandel. Robin doesn't seem to have the same hang-up though, and just before he passed out he told me that the password is "zinfandel". Now I'm ready for that hideout.

Robin's Hideout

Did those bandits get a surprise when I waltzed into their hideout! There were only two bandits on the first level and I managed to find a *potion of healing*. Those bandits are sneaky. They hid a trapdoor under the floor mat. Sounds like some of Robin's genius here.

In the southwest corner I found something every adventurer needs: rope and a real treasure, a *potion of magic*. This potion took away some of the fatigue I was feeling from my spellcasting. I wouldn't mind learning the secret to this concoction. Then again, I might not want to know what's in it.

In the east there was a rapier and a couple of black potions. There is definitely something foul in those black potions. I didn't feel the same for days after drinking one of those. I left the other one for some other poor soul to find. Some lessons are best learned the hard way.

"Robin's Hideout" continues...

The chap in the southeast corner was one tough cookie. He had the skill of a trained soldier. After he was dead I found out why. He was the one who killed my Master! He carried a Death Warrant that was signed by "T." This is what I should show the sheriff and Berrin.

On the bookshelf I found a book titled "The Joy of Pies." Inside it there seemed to be directions to some buried treasure. I'll see to the treasure later. First, I've got to get to the sheriff and Berrin.

Refer to the overland map on pages 31 & 32 for Robin's hideout.

When I gave the Death Warrant to the sheriff, he cleared my name and implicated Cam Tethe. The sheriff would be squashed like a bug if he tried to bring Cam Tethe to justice. I think I'll have to see that my Master is avenged myself.

After I gave Berrin the Death Warrant, he gave me a Vellum Scroll and told me that my Master wanted it to get to the Guild in Silverdale. If it was my Master's wish, I'll do it. I wonder if he means the Magician's Guild and I wonder what's on the scroll. I've heard of Silverdale. It's on the mainland somewhere.

Jeez, how am I going to get there with the ferry gone and all? Hey, wait a minute. That crazy gnome, Larf, might be the answer to this problem. The Burnt Journal I found in my workshop made reference to a translocating device. Sounds to me like that beats walking or swimming in this case. Silvan said that Larf's Tower is to the east of Bannerwick. After a little treasure hunting, I'll head there.

Refer to the overland map on pages 31 & 32 for the location of the treasure.

Larf's Tower

I'm very glad I picked up the rope from Robin's hideout. Without it, I wouldn't have been able to climb down into the basement of Larf's tower. Speaking of which, there's not much of a tower. Only the lower levels seem to be intact.

No kidding, there really are zombies down here. Talk about disgusting. Larf really was into necromancy. I wonder if he was good enough to raise the dead. Never mind, my Master would skin me if he found out how I had brought him back.

In one of the barracks I found two tasty *potions of healing*. In the Library I found a spell that allows me to bring light to an area of darkness. One of Larf's notes

describes a particularly strong zombie, named Jeffers, running around. I hope I don't run into him. I wonder where this Larf fellow is, anyway.

Another of Larf's notes says that Jeffers has turned against him and that *Larf's Rod* is missing. If Jeffers took off with *Larf's Rod*, he'll wish he was dead again.

Jeffers was quite a foe. I was only able to defeat him by using the *Dirk of Sharpness* that I found on a table in one of Larf's labs. Sure enough, Jeffers had *Larf's Rod* on a pedestal to the south. Now, if I could only find one of these translocating portals. There has to be one on the island somewhere or Larf wouldn't have planned on using it to get to the guild. Because I've got the *Rod* and Larf

doesn't, he couldn't have left the island. I wonder if Jeffers got the better of him.

Larf's work must have slowly been driving him insane. With Jeffers as the culmination of his work, he finally lost his head. I found it on the floor and decided that it might prove useful if I ever needed to know anything about necromancy. Who says that the dead tell no tales!?

After trying numerous locations I finally found where I could use *Larf's Rod*. It was northwest of the tower and looked like two conical pillars. I didn't realize until after I waved the *Rod* that I had absolutely no idea where I was going.

Refer to the overland map on pages 33 & 34 for the locations of the translocators.

The Mainland

The Guild Hall



Gerald said that a council meeting would have to be called immediately and went running off.

I finally found Gerald. He was a little edgy until I gave him the Vellum Scroll. He said that a council meeting would have to be called immediately and went running off. When I returned to the Guild Hall, there were some

people, but apparently not enough for a quorum. They told me that I had to find the other Guild Master before a council session could convene. I assume they're talking about Garen. I sure hope I get to him before any assassins do.



Garen also went running off after I showed him the Vellum Scroll.

Garen must be related to Gerald. When I showed him the Vellum Scroll, he also went running off before I could say anything else, babbling about an emergency council session.

The council said that my Master's notes were incomplete concerning the Prophecy. I guess my Master's journals were more than doodles. This Prophecy says something about a Shadow Lord being a threat to the council. The rest of the Prophecy is said to be in a Library somewhere.

The council asked for volunteers for this journey and somebody pushed me forward and a key was given to me. Talk about a rigged election! I hate to think what I'd have done to get a key to the city. Someone named Urik, of Glade, is supposed to know the way to the Library. I should find him first.

I met a farmer named Rhys who was full of information. He told me that Urik had been killed by a bear a year ago. I don't know how

"The Guild Hall" continues...



*Gulian
actually
was the
Captain
of the
Princess'
Royal
Guard.*

I'm going to find the Library now, but at least I know that some people have died of some other cause than Cam Tethe.

Perhaps one of the other hunters from the Hunters' Lodge knows where the Library is located. Rhys' directions aren't the best, but I should be able to find it.

Armand, the keeper of the Hunters' Lodge, was pretty friendly. Although there were no other hunters present that could help me, I did find out

that just before Urik died, he was with another hunter named Gulian, and Maia, a mysterious woman.

For some reason I want to find the mysterious woman first. I'm supposed to follow the trail to the southeast to the ocean and then travel west following the beach.

Refer to the overland map on pages 31 & 32 for the location of Urik's grave.

I didn't find Maia but I did find Urik's grave. There was a Worn Journal leaning up against the gravestone. There were once explicit directions to the Library

in it, but now there is just a passage describing a trail north of a city called Granite. I'll have to find Granite before I find the trail.

I met Gulian standing outside a building in Granite. I was wrong about him being a hunter. He's actually the Captain of the Princess' Royal Guard. I gathered that since the Princess' disappearance, he's been looking for work.

A man named Arian was with Gulian. He was a little easier to get information from. He was the first person I met who actually spoke of Cam Tethe, the Withering, and the Princess.

Refer to the overland map on pages 33 & 34 for the path to the Library.

The path through the woods was full of torloks and wolves. These are nasty creatures. No wonder the hunters don't want to hunt these woods anymore. The torlok camp was a dangerous place. They dug extensive caverns under their camp. In them, I found an Amulet/Inertia. It allowed me to cast earthquakes without being damaged. After defeating the Torlock chieftain, I

also found a Torlock Tongue. I'm going to keep it so that if anyone asks me if a torlok has got my tongue, I can say no, but show that I've got his.

Library

Is nothing sacred? There are torloks and feral rats in the Library. On the first level I found a first edition copy of the *Joy of Pies*. I also found a book called *Elvis on Gazers*. It says that there was an ancient race of creatures that ruled the world before man. Someone named Bardach guards the Song of Creation. Apparently, Bardach knows quite a bit about this subject. Perhaps I'll pay him a visit after I recover the text to the Prophecy. The *G/C (Gazer/Common) Dictionary* might come in handy in the future.

The *On Catalysts* and an Ancient Scroll have shown me how an apprentice becomes a full-fledged magician. I think the council sent me on this quest not only to uncover the lost text of the Prophecy, but also so that I can become a magician. I wonder if, when they

"Library" continues...

said they needed to prepare before the Shadow Lord comes, they meant to prepare me? I found a Crystal Orb with a house in it that reminds me of my Master's. I'm going to keep it as a memento.

The Prophecy spoke to me in my mind. It referred to me as "Dark-bringer." If it thinks I'm going to be the reason for the coming of the Shadow Lord, it's sadly mistaken. I'll do like it says and go to the Grotto, but I will have nothing to do with letting the Shadow Lord come. It also mentions that the Song of Creation will soon end. I'm not much of a musician, but if I have to, I'll write a few bars for the sake of humanity. Now, where's this Bardach fellow?

Burial Crypts

I happened across some burial crypts on my way to the Grotto. There were only two interments but they both held treasures. I found the *Earthen Wand* and the *Tome of Earth*. I quickly scribed the spell *terrae motus* from the tome.

Grotto

The Grotto is not a safe place. Wild gazers roam the passages. I was chased down several of the passages by these gazers before I managed to find a safe way to the High Gazer. I almost ran from him but he didn't act as aggressive as the others so I stuck around long enough to figure out what he was. His name is Bardach, last of the high gazers, and I found him just past a room with a bunch of stone tablets on the ground. These tablets, carved by Bardach, contain a plethora of information concerning the age of the high gazers which has now come to an end. One also held the *Eternal Lamp*. This handy item made all of my torches, lanterns, and oil useless. This ever-ready lamp provides all of the light I need.

Bardach had much to say. It was all I could do to translate with the *G/C (Gazer/Common) Dictionary* while he was speaking. He told me of a mage, Abraxus, who stole all of the *Gold Catalysts* over a millennium ago, and that with the coming of the Shadow Lord, the Song of Creation would soon end. He removed the seal that had kept the

Hall of Mages closed for over a millennium, and told me to enter so that I might learn of what must be done.

The Hall of Mages

These mages weren't kidding around when they were trying to kill old Abraxus. Being prepared to call on Death himself is one big ace in the hole. I'd hate to be the mage using that name in vain.

I wish I had been around to warn these poor fools not to use the name of Death. Apparently it worked a little too well. Abraxus was killed, but so were all of the mages. I guess this spell used most, if not all, of the *Gold Catalysts* in the process. That must have been one potent spell, to use all of the *Gold Catalysts* in the world. That just doesn't make sense. I bet Death took them on his way out to prevent any more unwarranted callings. If the *Gold Catalysts* weren't exhausted, perhaps there is a way to bring them back. I think I'll head back to the guild and see if they can tell me the use of some of the items I've found: the *Eternal Lamp*, the *Everfull Flask*, and the *Earthen Wand*.

The guild members are dead! No one is left alive! The only clue as to the culprit is a large "T" drawn on the wall in blood. I'm going to Cam Tethe's castle to do the world a favor.

In Granite, a woman named Chloe happened to share my opinion of Cam Tethe and asked if I'd help her restore the Princess to the throne. She's formed a resistance movement to remove Tethe from power. I didn't have the heart to tell her that I was on my way to do that right now. Besides, she might be one of Tethe's agents and I don't want Tethe going into hiding on me.

Cam Tethe's Castle

The front door was barred from the inside so I went to the side door. With the use of that handy Death Warrant, I gained entrance into Cam Tethe's abode. There were a couple of unfriendly fellows on the other side of the door, but I canceled the rest of their appointments for the day.

"Cam Tethe's Castle" continues...

I found a maid on the second level named Fiona. As soon as I mentioned the resistance, she went berserk. She handed me a key to Tethe's private chambers and ordered me out of her sight — lest her help be noticed.

In the northwest corner of the second level, I found Cam Tethe. He almost got the better of me. He wields an *Ax* that has remarkable capabilities. When thrown, it returns to the thrower. I found the *Time Stop Scroll* to be helpful in this battle.

I discovered two notes in the adjoining room. In the first note, Tethe is trying to convince Princess Elspeth to marry him before the year is out. This note convicts Tethe of yet another crime, tells me the Princess is still alive, and mentions that she might be in the dungeon.

The second note is much more sinister. It makes Tethe out to be the worshipper of some other entity. This entity is asleep and

Tethe and his clan are trying to awaken it. It sounds to me like Tethe is trying to awaken Abraxus. I'll just gather up these seals and put an end to that.

I found the Princess in the dungeon behind a lock that required a Copper Key. Needless to say, she was happy to be free. She gave me a key to Cam Tethe's torture room and scampered off to join the resistance. I don't think there's much left for them to do, now that Cam Tethe's dead. In the torture chamber I found some Evil Accoutrements. Tethe's men hold one of the four seals. These garments should be able to disguise me from them. The Temple of Malice would be a good place for Tethe to have hidden the seal he holds. I'll check there as soon as I get out of here.

In the catacombs beneath the castle, I found an Undead Prince. Looks to me like old Tethe dabbled with necromancy himself. Talk about leaving no stone unturned. The Undead Prince (I hope it wasn't Elspeth's brother) had a *Moldy Spellbook* with the *umbra*, *cremare magnus*, and *mutare* spells in it.

Temple of Malice

A guy guarding the door called me an infidel and told me to scam. I decided to see if the Evil Accoutrements would allow me to slither by him and it worked. This place gives me the willies. It's full of evil acolytes.

The evil monks inside did not fall for it, though. On the second floor I placed one of the monks, actually an evil priest I think, in a state of permanent meditation and noticed that he had a *Gold Catalyst* on him! Seeing as how monks are supposed to forgo all worldly possessions, I relieved him of it. He also held the *Fan of Shadows*.

I've been thinking about the four seals that keep Abraxus from coming and I think I have all four: the *Fan of Shadows*, the *Earthen Wand*, the *Eternal Lamp*, and the *Everfull Flask*. I'll be gone some day and don't want this problem to arise again, so I think I'll just do away with him once and for all.

I'm probably the last magician left in the world. When I'm gone, I don't know if there will be anyone left with the power to combat him. Looks like I'll have to fight Abraxus myself.

I'll have to find a way to revive him from his sleep first. The only person I knew of that might have had this information was Larf but Jeffers took care of him. I'll have to find a person who can speak with the dead to ask him if he knows of anything that would help me. I hate to do this but I figure he's got it coming.

Refer to the overland map on pages 31 & 32 for the Witch's Hut.

The witch I found sure wasn't much of a talker for someone who spoke with the dead. At least she did talk with Larf, and Larf relayed the spell to raise the dead but not before I gave her the Black Potion, Pango Fruit, Spider Venom, Torlok Tongue, and Larf's Severed Head. I don't know if she needed them to work her magic or just wanted them for decorations. Anyhow, with this new spell, I should be able to wake up Abraxus just in time for his own funeral.

"Temple of Malice" continues...

Now, with the four seals I have, I'm going to head to wherever the translocator to the north of the Temple of Malice takes me. One way or another this is going to be a really nasty showdown.

I found Abraxus' domain. It was pretty much empty, so I set about searching for a place to put the four seals. I finally set them on a pedestal in one of the corners and one of the seals disappeared. I went to each of the four corner pedestals and each time one of the remaining seals disappeared. When the last seal disappeared, a doorway appeared at the north end of the castle. Entering it, I found Abraxus' final resting place. I figured casting a spell that would raise the dead

was overdoing it a bit just to wake somebody up, but it did the trick. Abraxus popped up mad as blazes. Without the *Shadow Sword*, I wouldn't have had a chance against him.

Epilogue

Needless to say, when I returned from the battle, the Princess was grateful for all that I had done. She thanked me for all my efforts. I realized that I had single-handedly turned back the Withering and allowed the Song of Creation to continue. Hmm... I'd never noticed before how attractive the Princess was.

Perhaps my destiny now lies in a different direction.

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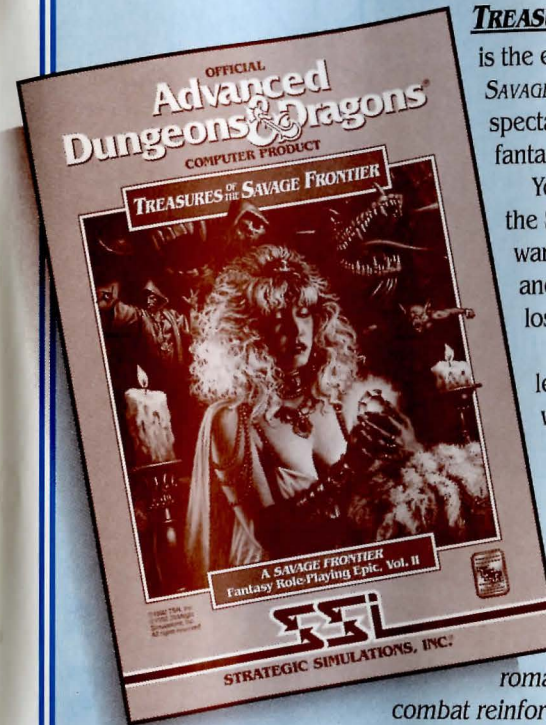
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NASTY SURPRISES.



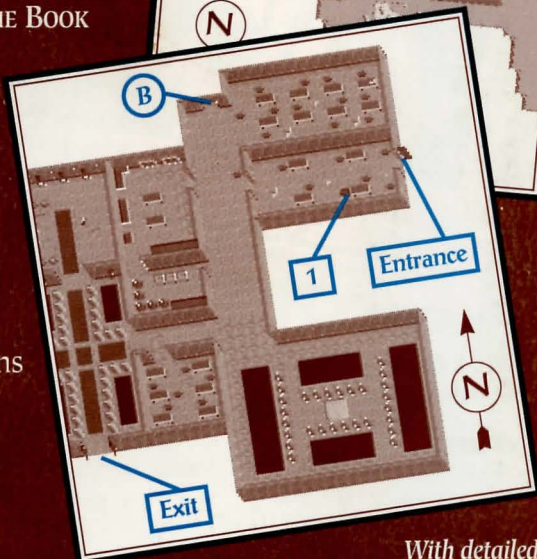
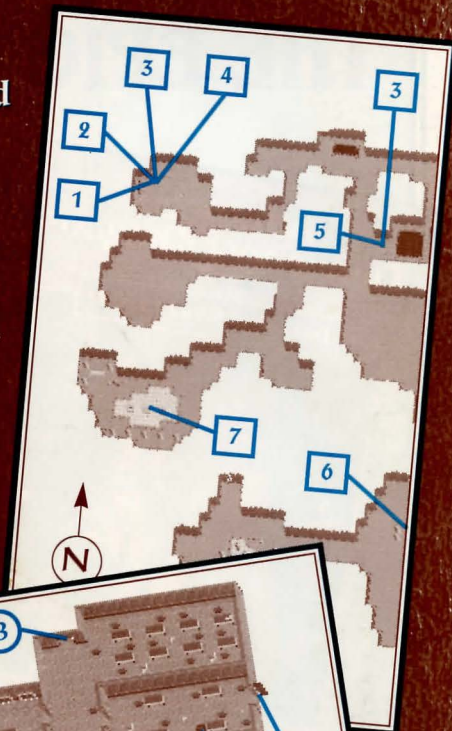
They're waiting for you – around every corner, behind every door!

Face it, PROPHECY OF THE SHADOW is quite a challenge. You've probably already learned that you're in for more than your share of nasty surprises in this one. *It doesn't have to be this way.* Like a powerful magical item, this potent little book can change *nasty* surprises into *pleasant* surprises!

PROPHECY OF THE SHADOW CLUE BOOK helps you as much (or as little) as you like – use the hints section for a little extra help or jump right into a step-by-step journey to victory.

This valuable players' guide provides:

- ◆ **DETAILED MAPS** for the entire game, including locations of all major events in the adventure.
- ◆ **LISTS** of all major magical items and their locations.
- ◆ **DESCRIPTIONS** of encounters and treasures – you won't miss any part of the adventure and you'll find all the loot!



With detailed maps like these you'll know what's around every corner, behind every door!

