

LEGEND OF FAERGHAIL



Rainbow
★ Arts

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I. Background Story

"Bad days nowadays I say, me' trusty friends.."

- You hear the deep timbre of an old Dwarf warrior from the other side of the tavern; "yer can't put a foot outside these 'ol town walls withaart bein' attacked by one o' those spiky-eared mobs, I say..."

The Dwarf had hit the nail on the head - the main point of conversation among the peoples of Thyn was the war between the local Elves and the men of Thyn county:

"I just don't know what's got into thart lot - just murdering our people without no reason.. But anyways, Oi've always said, - yo' just can't trust a pack o' them Elves."

"Calm down Cruelfin, old friend", - a deep, calming voice is heard from the other side of the inn. - Cruelfin chimes back: "Well, bugger me, just ask our Chelsea squadron for 'elp, and we'll do 'em in! Bommin' our chip shops eh? Wot? Aah yes, we will do.. Oh, o.k.. We're sorry about that folks, it's the Elves this time.. Sorry everyone.."

The deep voice again, somewhat amused: "It's clear that everyone here likes to hear an old Dwarf groaning away about the wrongdoings o' 'them' Elves, but it's not that long ago whence I saw you stealing the spellbook of an Elf Magician by the name of Baya Liron,- at night, which you then proceeded to feed to the flames of your camp-fire... However, that's an old story, and hasn't got much to do with the evil situation nowadays."

The slim figure of a man walks out of the shadows and toward your table.

"May I introduce myself? My name is Sarian, my profession is trailhunting, archery and now and again I'm an informant."

An impish light glitters in his eyes and he grins.. A voice from a neighbouring table says: "Tell us a tale, strange wanderer!" "I might well do, for a few silver coins," says Sarian, and deftly catches the coins thrown in his direction.

"Ladies and Gentlemen. Hemm.." - he coughs and waits until all have ordered drinks.. "Well now, I'll tell you a tale about some of the strangest creatures that men have ever seen..."

The following hours were filled with tales of forest Trolls, who lived on human flesh, and of Giants - big and strong enough to throw boulders at each other...

"But these were by far not the most dangerous of creatures sighted... One day I saw a creature, quite like an Orc but as strong as a bear and as dangerous as a rattlesnake. I was able to creep round it and came upon a cave, where I heard a few of them talking. A strange tongue it was I tell you, the only word I could understand was 'Mogul', I imagine it was the descriptive word for themselves. I heard this word again, much later on, around a camp-fire. Here was talk about creatures that live deep under the earth, and the description fitted to that of the 'Moguls' that I had seen. They were said to be the ancestors of Orcs and lesser demons. However, the truth about this theory I don't know."

You cringe at the thought of meeting one of these creatures. "But believe me, this was not the greatest fright I have had on my travels - creatures exist that can, by

some kind of magic rob their victims of all intelligence and there are others that numb their victims with one strike and then eat them alive."

"You're laying it on a bit thick, you imp!" - A huge Barbarian stands up and comes over. "My name is Berek Orcripper, the bane of all Orcs and their ancestors. I tell you, I met an Orc-ish race in the Lands of the Black Ice, by the name of Arag Dai, perhaps not as strong as your 'Moguls' but craftier and more evil. And that's nothing compared to the Skryt-Dragons, one of which I was only able to conquer through its own death. These are able, with their barn-door mouths, to swallow up horse and rider in the wink of an eye."

The following tales become more and more unbelievable, but no-one seems to want to stop his oratory. Probably on account of him being at least 7 foot-six and 255 pounds, but nevertheless, an acceptable tale-teller.

Time goes on, and one after another the guests go home to their beds. The Barbarian and the Dwarf also say goodnight and go their different ways. At about midnight you are left nearly alone in the main room of the inn, with the innkeeper, and the 'archer' Sarian.

"Tell me, my young friend, it doesn't look as if you're very happy with your lot, at home and on the field."

Sarian had hit the main point of your thoughts.

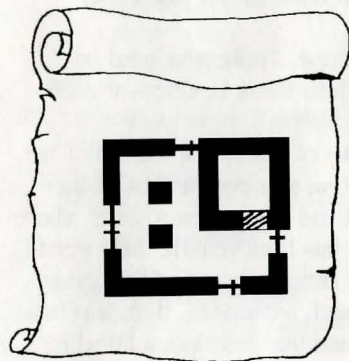
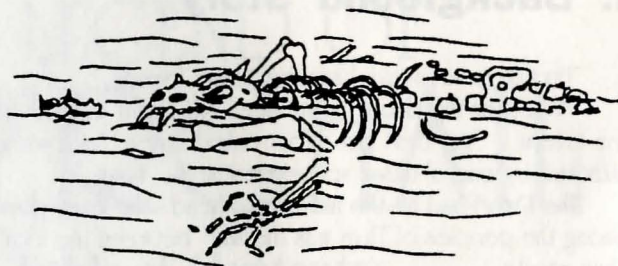
"As you probably know, the war against the Elves needs all of our warriors, - and they're not many as Thyn has not seen blood for ages. It looks bad for us, we're losing men, and the enemy just seems to be increasing. If we don't receive help from outside, and quickly.."

The innkeeper warns:

"It's closing time folks, I'm risking a fine by letting you sit here."

Sarian pulls something out from under the table, a small bag comes to light, the shape of which reveals it to be a filled purse.

"This should at least be enough for the fine, noble publican - close the door and



Map 1

the shutters please." The innkeeper does as asked.

"Now to come back to our conversation," says Sarian. "I've heard that our Majesty is looking for a few brave young men for a mission. A mission to the neighbouring county of Cyldane in order to call for supporting troops. Are you interested? - There are probably great riches to be earned, and at the least you'll be able to forget your farming for a while."

You wonder about the way in which the near stranger is able to read your thoughts. In the past few weeks you really have been thinking and dreaming about doing great deeds and of turning your back on the boring farming life... The thought of a great reward...

"But how can I, alone.."

You start up at the thought of this nearly impossible mission, but Sarian calms you:

"You obviously will not be able to manage it on your own, but for a number of gold coins you'll probably find a few true companions who'll want to help you carry the treasures to be found on this adventure."

Gold coins?... He's talking about a number of gold pieces? - A farmer would have to (with a good harvest) work for several months to earn even one! And he's talking about gold pieces as a farmer would boast about copper coins!

"Would you please tell me where I can dig up these 'gold pieces' in order to enrol the 'true companions'?"

"That is our Count's problem, and not yours. Is it his rulership that is to be defended, or is it yours?"

And again, there is a glint in his eyes.

"Go at dawn to the palace gates, mention my name to the palace guards and tell them your story. You will then receive an audience. But until then, think about this mission very carefully, for the Count dislikes men of wavering purpose and those who would turn down his offers.."

After a few hours of discussion, the innkeeper lets you both outside, and Sarian says goodbye with the words:

"Keep your chin up, young friend, I think you'll find the right companions for this challenge.. Goodbye, and take care!"

Sarian disappears in the shadows of the nearby houses.

The very next morning you decide to go to the palace for an audience with the Count; - to offer him your services.. Not just, not only the thought of gold in plenty and honour on the battlefield, - but also the idea of returning to Thyn as a hero would be a nice 'topping off' to your future career. Away from the field and harvest..

On arrival at the palace gates, you do as Sarian had advised, and within two minutes you find yourself at the foot of the throne... The Count arrives..

The Count:

"I have been informed that you are interested in a mission, and that you wish to place yourself in my service? Without regard to the dangers to your person on this mission?"

Without waiting for an answer the Count continues:

"Very well, young man, here are my orders: Journey to the County of Cyldane, and ask of the Count Hagror for supporting troops. The Count will understand the imminent danger of my downfall, for we were always peaceful neighbours, but should Thyn fall.. Also, you and your companions - I hope you do not want to journey alone, should try to find out the reason for the strange behaviour of the normally peaceful Elves and wipe out this cause of their aggression. My blacksmith will help yourself and your friends with the desired equipment, and I ask you, when downtown, to look out for a few men or women who could be useful on this mission, and then to start as soon as possible, for I cannot hold out against this overwhelming power for much longer."

You find yourself quickly escorted to the palace gates, and once outside, you realise that not one word has been spoken of a 'great reward' or of 'great riches' to be earned!

"Well, perhaps I'll find a few people to come along on the way, just out of pure interest..." You think to yourself, and make your way to the next inn..

The adventure can begin!

II. Basic concept

What is a role-playing-game ?

There are two kinds of role-playing-games: One is the computer role-playing-game: The computer role-playing gamer leads a group of characters through a fictitious world, whereby the most adverse adventures and puzzles are to be solved. The computer registers all moves, simulates all confrontations and occurrences and controls all non-player-characters - (NPC's).

The second kind is the 'real' role-playing-game: Here, a group of gamers meet, and each player 'plays' a character. A gamesmaster 'directs', (tries to direct) the game, (in computer-role-playing games, the computer simulates the gamesmaster's functions) - controls all NPC's, and all random occurrences (with the use of dice), steers the group into situations of which the gamers often have no influence (and are now and again not allowed to have), and guides the destinies of the player-characters. The gamer tries to 'play' his character (created using dice, and with differing traits) as realistically as possible within the fantasy, or science fiction world of the gamesmaster.

The aim of role-playing is to create a social game, and an atmosphere in which the individual is asked to solve a problem, and is pressed to find new solutions within a completely different world, depicting a different character and race, and its train of thought. Within a group, responsibility for one another, group ideas, and collective decision is called for, (especially in 'real' role-playing).

There is a third kind of 'real' role-playing-game that exists, but sadly I don't get invited....

CHARACTER ATTRIBUTES

A character is the 'gaming figure' of a player, built up of a conglomeration of different data and the five main character attributes:

Strength. This value describes the physical power of a character. The greater the strength of a character, the greater the wounds he or she can distribute to an opponent. A character of great strength may carry very much more than a weaker character. This value is the main attribute of all characters whose profession designates them to be placed in the front line of all violent confrontations, i.e - Warriors, Barbarians, Paladins, etc. More often than not, male characters are stronger than female characters (sorry..).

Intelligence. This attribute is directly comparable to our I.Q. tests. It describes the individual ability to learn, discern, and combine events. This ability is the main attribute of Magicians and their 'lower classes', i.e - the power over magic, be it white or black, and its usage. This talent also measures the ability of a character to learn a foreign language.

Wisdom. This value includes the will-power, memory, understanding, and artfulness of a character. It is the main attribute of Clerics, Druids and their powerful 'lower' classes, i.e - Rangers, etc. This talent enables the 'lower class magician' to perform magic by use of memory / wisdom; a Cleric may perform magic without the use of a spellbook and well learned phrases - as a 'normal' magician would not... Female characters have, more often than not - a somewhat higher Wisdom bonus.

Dexterity. This value mirrors the reflexes, motorics - (eye-hand), swiftness, limb coordination of a character, and its overall bodily adeptness in all different kinds of situations.

Dexterity has a direct influence on how quickly a character is prepared for a surprise attack, traps, etc. I.e - armour class, and influences the reaction of a character within unpredicted events. This is the main attribute of Monks and Thieves, because of the high dexterity needed to disable traps, or to enlighten others of a heavy purse, etc.

Constitution. This value describes the bodily health, stamina, and the resistance to illness, poison, etc. of a character. It also includes information about the build of a character. The greater the value of constitution, the higher the number of hit-points of a character. Male characters often have greater strength than female characters, however, their constitution value is often a little lower than that of females.

Most attribute values are dynamic; i.e - no character can train to improve his born intelligence, but frequent training will help a warrior to gain higher strength and / or dexterity. Similarly, the following attributes

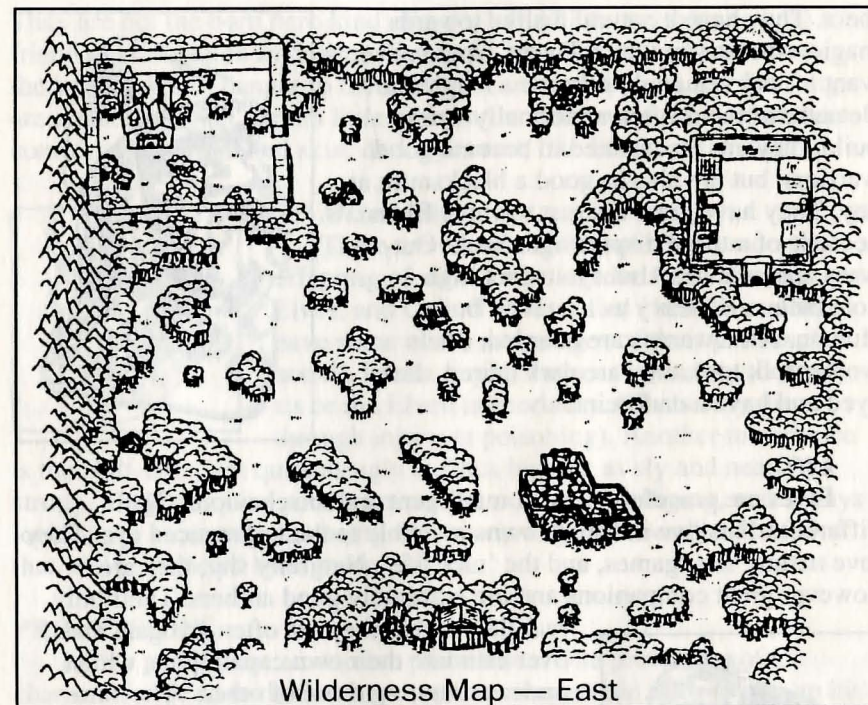
describe not the born attributes, but those describing a character's fighting experience, magical experience, momentary health, protection, etc.

Hit points. The number of hit points is a value that describes the general state of health of a character. This value does not include illness or invalidity, but describes organic damage - injuries, and exhaustion. Each character has a maximum of hit points. Maximum hit points = maximum health. A character with less than maximum health may suffer in different circumstances. In combat, for an example, an injured character is not able to attack as efficiently as a healthy character, long marches may become very strenuous when injured; this may also deplete the company's morale. An unhealthy character is not as resistant to sickness and poisoning as a healthy one. A character should therefore aim to keep or regain the highest number of hit points as possible. All wounds should be healed as quickly as possible. This may be done in a temple, or by using magical healing potions or by magic. Should nonetheless, the number of hit points deplete to none - the character will die.

Magic points. The number of magic points limit the number of spells that a magic user may cast in any one day. This value may be looked upon as being the concentrating ability of a character that declines with each spell cast. Has this value reached zero, a rest must be taken in order to regain magic points. Rest is the only way to regenerate these points, although there is some tell of wise priests from the East, who can regain their concentrating points by the use of magic.

Experience points. Experience points are gained each time an opponent is defeated or a spell well cast. The number of experience points mirror the combat and life experience of a character. Every character begins with absolutely no experience points, each point has to be well earned. The higher the number of experience points, the higher a character can climb in his or her profession which means more hit points, greater attribute values and more magic points. The character must speak before the Board of free trades, and will then receive the training suited to his / her experience level.

Armour class. The armour class of a character is defined by different attributes and the type of armour used. It describes the protection of a character against physical and magical attacks. The higher the armour class, the higher the protection. The armour class is defined by the dexterity, constitution of, and armour and weapons used by a character.



CHARACTER RACES

A character may be one of the following races.



Human

The differing Human racial types that exist in this world are all included in the Human race, i.e there are several Human races but to describe them all here would be too tiresome. Important is that with Humans no professional limits are given and that all attributes are normal (in other words, Dwarves are strong, Elves intelligent, and Humans are nothing special!).

Dwarf

Dwarves live in caves and mines and earn their living mainly by mining metal ores. To strangers they appear shy and tentative, but to friends and companions they are true and reliable. They have a great affectation towards jewels of all kinds and will even start a fight over

them. They have a natural dislike towards magic - the reason why a Dwarf would never want to, or even could become a magician. Because of their, often abnormally strong build, they are predestined to become good warriors, but are also as good a blacksmith as any. They have great distrust towards Elves because of a tribal dispute ages back. Outward appearance: About four foot high, nonetheless as heavy as a heavily built Human. All Dwarves are bearded, (their womenfolk too), they are dark haired, dark eyed and have a dark tint.



Elf

Elves are graceful, elegant, intelligent and mischevious. Their different tribes live in forest towns invisible to the unpracticed eye. They love nature, arts, games, and the 'nice life'. Naturally shy, they are however great companions and are extremely good archers. Their only



real flaw is that they are often arrogant and over estimate their own capabilities, whilst under estimating those of others. They are nearly immune towards paralysing but are not as useful in man to man combat as for example Dwarves. Their high intelligence often proves them to be good magicians or illusionists. Outward appearance: Normally six feet high, slight of build and quick of limb. Mostly blonde, light skinned, and either blue or golden eyed. Their greatest visible distinction is their pointed ears and large oval eyes.

Halfling

Halflings live, quite like Dwarves under the earth but in 'Halfling built' living caves. Liking comfort, they love their homes and the company of great story tellers. Most are gardeners or tradesmen, now and again a goldsmith or jeweler is to be found amongst them. It is seldom that a Halfling will trade his comfortable life for that of an adventurer but when, they often make great thieves or scouts. They are also said to be experienced archers and handy with a sling.



They are not the born hero kind of type, but will do anything to help a friend or companion in danger. They will also trick a 'bad sort' even in the knowledge of danger to themselves. Outward appearance: Halflings are about three feet high, a little tubby around the waist (they love their comfort), lightly tanned skin, dark eyes and, like Elves, pointed ears.



Mixed race

There are many children of mixed race, the offspring of mixed marriage between Humans and Elves, and Orcs. The so-called Half-Elves often have some of the advantages of their parents, but not all. For example, the near immunity to paralysis or the Elven immortality. (Elves only die through injury or poisoning). Another mixed race is the Half-Orc: Not quite as ugly as Orcs but just as sly and nearly as strong. They are quite good warriors but not very intelligent, and always looking for a quarrel, that being the reason why it is mostly a Half-Orc that will be rejected by a group.

PROFESSIONS

In this game there are twelve professions. The profession of a character is the training that an adventurer has gained after giving up his normal boring life as a tradesman, farmer, citizen etc. The professions are as follows:

Warrior. A warrior is trained to use the most different of weapons, he earns his living using his strength, his knowledge of weapons and experience in combat. To survive as a fighter he should be of great strength, and be of a good, healthy constitution. Each group of adventurers should have at least one warrior within it, in order to protect the weaker in combat, and now and again break down the odd door or two that are in the way.

Barbarian. Barbarians are born, no-one can train to be a barbarian, you either are one, or not. Barbarians are a somewhat strange folk: They detest all kinds of magic and other 'funny' things, and rely on their enormous strength and dexterity. Their attributes are quite like those of warriors, however, they are a little more hardened by their rough life in the wilderness, and that much 'tougher' whilst being very skilled in survival in the wild.

Thief. Thieves are dexterous and clever; they will avoid man to man combat because of their lesser strength, but are masters in the art of assassination. They are extremely adept at finding and deactivating traps, are well known for their quick fingers, and for opening locked doors etc.

(without the correct key, - even an Orc could do that!) A high degree of dexterity is needed for the up and coming thief - surprisingly often it's a thief's life insurance. Thieves may not wear heavy armour, at the utmost leather or Elven chainmail, which does not hinder them when 'at work'.

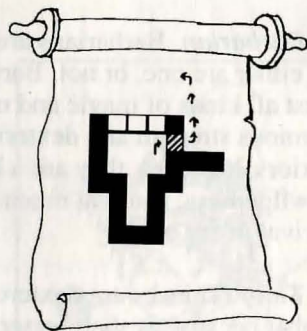
Blacksmith. There are not many blacksmiths to be found seeking adventure, but now and again they can be encountered. They are an excellent 'mobile workshop' the only encumbrance being the anvil that they carry, (in order to repair the group's armour and weaponry). A blacksmith, (like thieves) will only wear (if at all), leather armour, and such that is not a hindrance when working. There is another reason for this, and that is the ancient 'Blacksmith's Code of Honour' - by which each blacksmith tries to live, even though there is nowadays no reason to.

A blacksmith may also cast spells.. However, the number of spells a blacksmith can learn is limited, and only those spells that would come in use in his trade may be learned. To cast magic, a blacksmith needs his hammer and anvil, - the centre of his power and magic.

Ranger. Rangers are a sub-class of warriors. This, however does not mean 'lower class'. A ranger lacks some of the abilities of a well trained warrior, but has other advantages, for example: A ranger can make out an opposing group or small army over a great distance, and even give an account of it's size and strength. At, and above the sixth level, a ranger may cast druidic spells. This ability derives from the dual interest of both professions on the protection of forestlands and nature etc.

Cleric. A Cleric is a character who's life is filled with the ideal of doing good to others and reducing evil in the world. Through his belief and his faith, his God (there are many faces, but there is only one God), has given him the ability to use magic. Whereby the type of magic is usually of a defensive / protective kind. The main attribute of clerics is wisdom, as most of their knowledge is not just that of written down spells etc.

Druid. Druids are the 'colleagues' of clerics, but a druid's life work is that of the protection of forests, woodlands, and all nature within them, and he will protect them, using all of his powers. The magic of the druids derives from this will to protect,- that being elemental magic, the power over the four elements:



Map 2

Earth, wind, fire and water. Druids are welcome in any companionship, the effect being that nature seldom turns against them.

Magician. Magicians are mostly strange, learned, unworldly types, who seldom leave their pile of books, unless to try out some newly found knowledge or spell. Magicians, (like illusionists and all sub-classes of magic users) are, because of the complexity of their spells, especially bound to their personal spellbook. A magician wears no armour, all metal on his person would interfere with his spell-casting. Magicians are not very agile, mostly because of their great age (by human standards they are extremely old), and are often too weak to survive man to man combat. Magicians normally prefer to fight using their own special weapons, and far from the front line of danger. (Well, most of them)...

Illusionist. The illusionist's profession is much like that of a magician, he also cannot wear any metal armour, nor is he practiced in the art of warfare - sharp objects, i.e weapons should not be given to him, - he'd probably injure himself badly,- quite like a magician would do. The main difference between the two is that a magician creates a reality, and the illusionist creates an image of reality in the mind of the target person (real for him). Should the target person or object believe what is seen, the illusion will become reality,- with all consequences. Illusionists should be of high intelligence and dexterity - illusions not only need a special kind of intelligence but also special skill.

Paladin. Paladins are warriors as one would picture a knight from the Middle Ages: They fight with, and for honour, seeking fame on the battlefield by taking on the most dangerous of opponents.

Paladins are ruled by their 'Code of Honour', and always try to free the world of evil forces. Paladins have distinct powers of good that other 'normal' warriors lack: - Fourth level paladins and above gain knowledge of clerical magic. A paladin will (at the latest, then) never attack a basically good person or creature.

Healer. Healers (all of them are female), are magicians specialised in constructive magic. Their spells are all of a healing or a protective nature, and never the type of spell that would damage or injure others. Healers, as with magicians may not wear metal armour, which makes them heavily vulnerable in combat. However, healers are of great help to a group, using their protective magic in, or after a confrontation. The main attributes of a healer are wisdom and dexterity, (for instance in dealing with bad injuries).

Monk. The monks in the world of Faerghail may be compared to the type of world famous monk, (our world) - brother Tuck, the well loved

companion and friend of Robin Hood. Perhaps not always as sturdily built as Tuck, but nevertheless journeying along and always ready to do a good deed or two, they should never be under estimated. They pride themselves in not wearing armour or clothing that would impound their stature, and are experienced fighters in their own way, preferring blunt weapons such as clubs etc. The main attributes of monks are dexterity, wisdom, and constitution, - body and mind being thoroughly trained during their novice years. Their training also includes some special skills, quite like those learned by thieves.

TALENTS

Each character has, alongside the main attributes, other aspects which make up an individual. These aspects we will call talents. These may be general, or those needed and trained in a particular profession.

Parley. This value gives account of a character's ability to bargain or negotiate. For example: a character's ability to buy cheap and sell for a good profit. Also of great use when parleying with opponents, (very important).

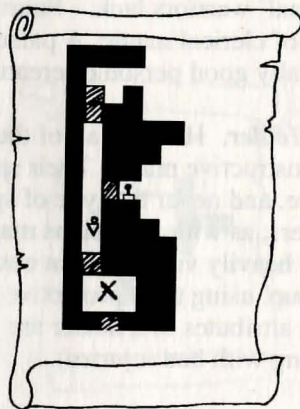
Attack. This value tells us of the chance of striking a heavy blow, badly injuring an opponent. The most important talent of a warrior.

Defend. Means the opposite of attack (above), can also include an excellent defensive move, a skillful feint, avoiding a spell etc.

Concentration. An important talent, especially for magicians and their sub-classes. A magician with optimum concentration is able to guarantee a maximum effect of the spells he has cast. Is also an important value for those characters wanting to learn new spells or languages.

Pick-pocket. This talent may be useful in any inn or tavern. Important when out of money. One should try not to be caught too often. - Thieves caught are often imprisoned indefinitely. There is even tell of a country that chops off, when sentenced, the thieving hand... (ruins an honest career that does).

Sneak/Creep. This is a talent that has got to be learnt. It may be invaluable to creep by, and attack the



Map 3

opponent from behind.. Thieves use this talent, and there is a rumour that monks are taught this to a very high degree..

Trap finding. This talent is useful in finding traps instead of walking into them. Ha ha... This talent is sought after and trained by monks and thieves as being their kind of speciality...

Trap disposal. This talent is obviously the ability to dispose/disable traps without damage to oneself or the group. Because of the high level of dexterity needed, etc., this is mostly the domain of monks and thieves.

Open doors. Closed and locked doors always were an object of curiosity for humans, etc. Every apprentice thief has to open one in order to gain his mastership. However, not every door is locked in the normal way, and even a most experienced thief is powerless when confronted with a magically locked door..

DIFFERENT LANGUAGES

Common language. The common language of Faerghail may be compared to our common language - "Esperanto". However, it is widely used, especially as a kind of trading language, and has gained popularity, not only as a universal understanding, but as a world language. It may now be considered to be the universal language, understood by all.

Animal Language. Not a real language as we would consider one to be, but a conglomeration of sounds created by animals as a signal to another of the same species, often conveying vital information about the immediate surroundings. Druids and rangers should master this language.

Orc Tongue. This, somewhat strange language (also called Gritshnak) is a mixture of common language, dark language and animal sounds, but not very complex and used by all Orcs and their related species. This language is the second most widely spoken language after the common tongue, as Orcs are very populous, although generally unwelcome.

Troglodyte Language. Troglodytes are a strange folk, very little is known about them as they avoid all contact with other beings. This language is rarely spoken by a member of any other race. As a rule because all contact with them usually ends in a bloody way...

Dwarven Language. Dwarves speak a language, that is generally difficult for others to learn, it being a very guttural, dark sounding tongue. It is also difficult to find a master of this language who is willing to teach, as Dwarves keep themselves to themselves and dislike letting 'strangers' take part in their lives.

Elven Tongue. Elves have a main language which includes many dialects that are, however, very similar. As Elves are normally very affable, it is quite easy to find a good teacher. This language is also widely used, as Elves often have contact and socially mix with Humans.

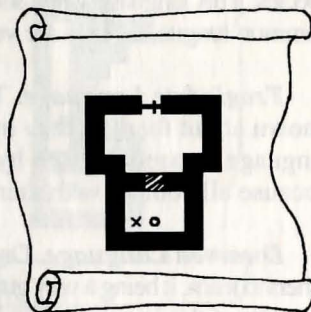
Dark Language. Dark tongue is a dialect of the Dwarven language that has, over many years, changed drastically, so that it may now be considered as an individual language. It is used by all beings (creatures) that live under the earth, shunning daylight and all contact with those who live on the surface.

Magic Language. Last, but not least is the language of magic. Its real name being "Terandir Ellagrimum Estaffyn" - called "Magic language" by normal folk. It is the language of occult and fantasy beings and creatures. "Terandir Ellagrimum Estaffyn" means - "The language of the unknown". A magician should be able to speak this tongue fluently, as it is very likely that he will come into contact with one of these creatures, by invoking or by incantation. Many of these fantastic beings can only be controlled by a magician able to speak this language fluently.

ALIGNMENT

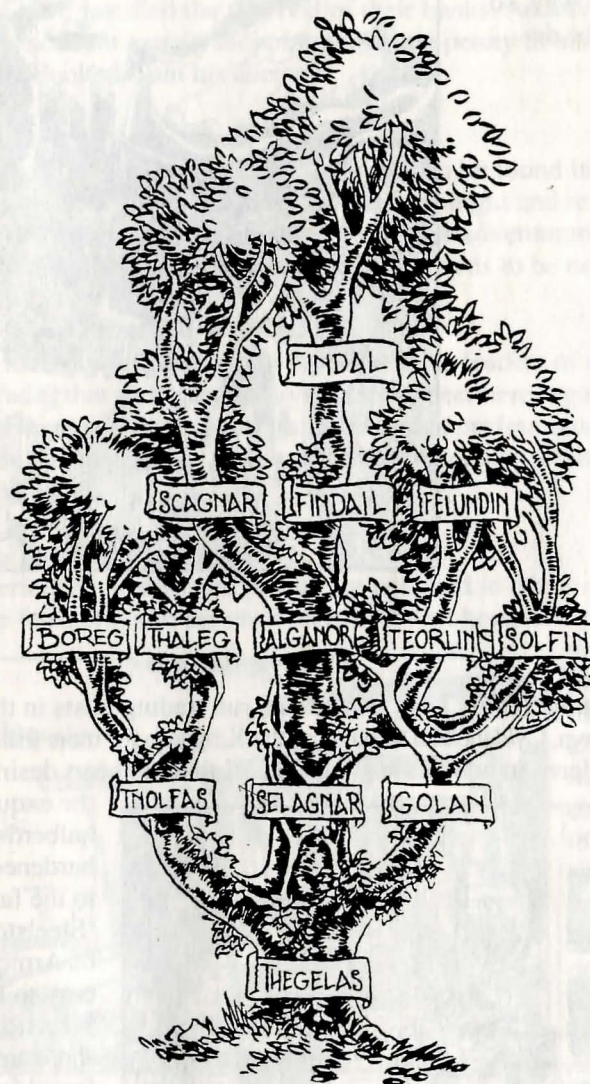
The gaming figure of a player may have one of the very differing principles of life: A paladin respects law and order, the right to live of all other creatures, and will never kill unless absolutely necessary. A paladin is therefore "lawful good" in his alignment. A thief, however, whose aim in life is to ignore the law at all times, can never be lawful good. This example leads to the fact that there are "lawful good" and non- "lawful good" characters. These non- "lawful good" characters may also be divided into so-called "neutral" characters and "evil" characters.

Neutral characters will always change their principles to suit their own means, whilst an evil character will even sell his own grandmother and kill for fun. The social systems of evil characters are always based on survival of the strongest and craftiest. A player should always bear in mind that evil characters will not parley, and that it is, more often than not, a waste of time arguing with them. One should not, however, just try to 'hack and slay' all those creatures encountered, as now and again, important aid may be gained from them. Also, many character classes will not just kill anything that moves.



Map 4

III. The World of Faerghail



The Town

The starting point of this mission is the town of Thyn. Thyn and Cyldane are built and organised in much the same way, so that both may be described here.



Trading post

The Steelstone family have owned and run trading posts in the Counties of Thyn, Cyldane and throughout the Kingdom for more than a hundred years. Here, an adventurer will find all that his heart desires, from



the exquisite halberd made of hardened steel, to the famous 'Steelstone Suit of Armour' - easy to wear. Steelstone's shops are also famed for the fair prices paid for second-hand weapons or armour.

The Bank

The Banks, owned by 'Coingrabber & Muchgold' were thought not to survive for very long, but their new "Customer Service", by which an account may be opened and managed for a small sum of money, and especially the new credit cards which are accepted by nearly all traders in the town, have justified the survival of their banks. An adventurer with a well filled account can go shopping without a penny in his pocket: the sum is just booked from his account.

The Tavern

There are many small and larger taverns to be found in the towns and countryside. Here, an adventurer may stay the night and replenish his rations. A tavern is also the place to meet other adventurers or companions just waiting for new missions and great deeds to be done.

The Grand Board of Trades

The leaders of all free trades (including the leaders of each one of the twelve trades that a character may practise) meet here regularly. Here, a character may gain the training justified by his professional level, new languages may be learned, and a character may receive tuition in the art of magic.

The Temple of Deliverance

Experienced healers and priests are gathered in the temple to heal, or if all else fails, embalm the characters that visit here. The priests of the



temple have the power over the life and death of a figure, only the gods may decide against the revival of a character. Many say that the temple's name derives from the priest's highly developed art in relieving those who visit of their wallets.

WILDERNESS AND DUNGEONS

What is to be found in the wild?

The counties of Thyn and Cyldane are thickly forested. All kinds of creatures from buffalo to deer are found in the forests. Sadly, mercenary groups wander through the forests nowadays, waylaying travellers and traders. Luckily, taverns are to be found here and there, affording protection for at least the night. It is advised to look for a tavern when in countryside controlled by bandits, and plan the further journey from there. One should also try to reach a tavern before sundown as town gates and tavern doors are locked and barred after sundown and are opened again the next morning. Should it happen, that late at night you are not let in, the only thing left is to camp outside. This is clearly not advisable as one faces many dangers outside at night.:

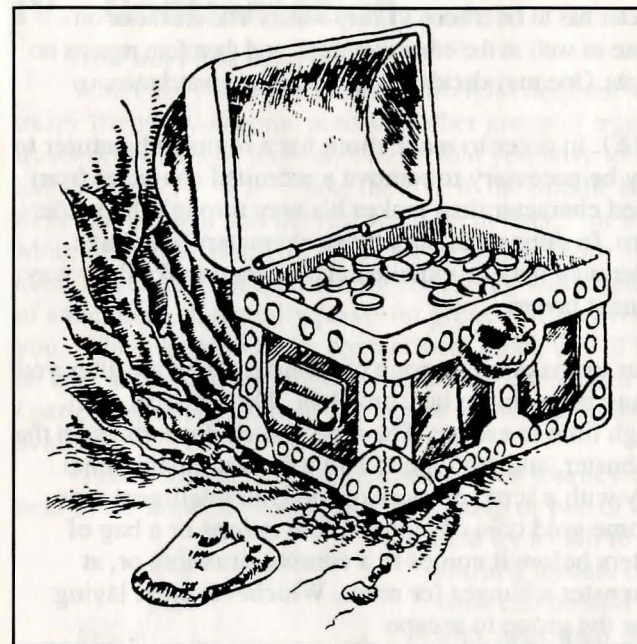


are not only the two towns of Thyn and Cyldane and the taverns here and there, but also other places worthy of visit. An hours walk from Thyn, the Temple of the Dragon's Servants may be found. A ruined castle and the Elven Palace is also easily within reach. To enter Cyldane, the other half of this country, one has to pass the high mountainrange called the 'Dragon's tail'. A direct passage through the range is the way through the Dwarven mines, the 'Khazad Maran'. The city of Cyldane itself is unusually large - nearly twice the size of Thyn. The county of Cyldane also contains the Monastery Sagacita - a centre of wisdom, an overgrown inactive volcano, and the ruins of an ancient oracle.

What is found in the dungeons?

One should always bear in mind that the place in which you are in was built to deter intruders. Complicated gangways and labyrinths are the best example. It is always advisable to sketch a map of your progress, which, at an extreme - (a hord of Orcs is after your skin), may save your

These dangers range from an attack by roving bandits or creatures, to the danger of a werewolf attack at full moon. The area of the two counties is not only inhabited by Humans, but Dwarves and Elves live here too. There



life. An ancient myth tells of a magical sphere that, when looked into, shows the way to lost travellers. This object was, however, lost in the dark passageways of the Dwarven mines. Whoever finds it will never have to fret about being lost underground. It is also useful to inspect the surroundings very carefully.

Secret doors and traps may be found that only a thief may deactivate successfully. Not all doors are locked, however, but dark secrets are often waiting to be discovered behind heavily locked doors. A thief is always useful in this case, but a strong warrior may also do his part in breaking it down - but careful - injuries may be sustained.

What can I do in a dungeon?

When not busy fighting off opponents, the following actions may be taken to move the group or start events:

Use object (O). Magic potions, scrolls, magic wands, etc. are activated by using this option. Firstly, the character that is to use the object is chosen, and then the object to be used is chosen.

Use magic (U). With this option, the magician plays his role. As above, the magician to cast, and then the spell to be cast has to be chosen.

Smithy (S). In case of a blacksmith being with the group, this option allows him to repair the armour or weapons of another character. Again, the character, and then his armour or weapon to be repaired must be chosen. This option is only active if a blacksmith is a member of the party.

Rest (R). This option is used to highten the morale of a group after long, tiring marches etc. Firstly, the duration of rest has to be decided

upon, and then a character has to be chosen to keep watch. The character on watch will not recuperate as well as the other members, and therefore regains no magic-points or hit-points. One may decide not to designate a watchman.

Remove/Expel (E). In order to make room for a roving adventurer to join the group, it may be necessary to remove a recruited character from the party. The expelled character then makes his way through the wilderness to the next tavern. In dungeons, only those characters who have joined the group under way may be expelled. These then make their way home and not to the next tavern.

Bait (B). In order to shake off a group of monsters who are after you in the dungeons, it may be useful to lay some bait. Through this, the party may gain enough time to escape. The time gained depends upon the intelligence of the monster, and the type of bait left. A normal animal would be quite happy with a scrap or more of food, an intelligent monster might stop for some gold coin or other. A few rations or a bag of gold may stop monsters before it comes to a combat situation, or, at worst, sharpen the monster's hunger for more. Whichever way, laying bait will gain time for the group to escape.

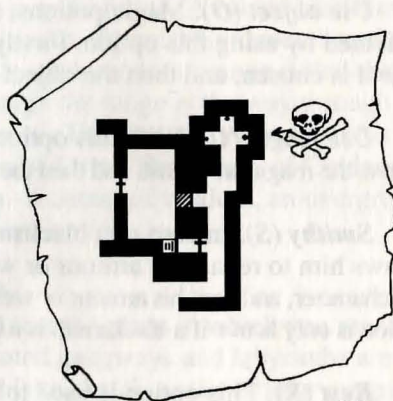
Magic ball (M). This option is only active if the mythical sphere has been found. This makes it possible to follow the passage the group has made without sketching, the way is automatically mapped.

Open door/Pick lock (L). A thief is needed to open a locked door. Using his tools, a thief is generally able to open almost any locked door, however, being a specialist he gives up easily when confronted by something extremely difficult. In this case, break the door down.

Data / file options (D). In this menu, there are functions that change game parameters, save and open game files. A formatted disc is needed to save and reload game files.

All of the above functions may also be called up by pressing the right mouse button, a menu then appears over the text window.

Pause (P). Keyboard only. This stops gameplay, but the effects of spells and the condition of characters does not change in that time.



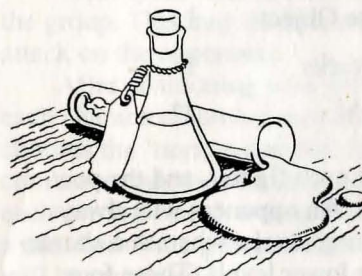
Map 6

IV. Confrontation.

How does one behave?

When, on your long journey through Faerghail with your band of trusty friends, you come across another group of trustworthy or not so trustworthy beings, it doesn't mean that you have to instantly pull out the halberd and cry: "I'll take the five in the middle and you go for the three on the right and the rest we'll do in later.." or that kind of thing... More often than not, you'll be able to bargain with the potential opponent. Depending on their intelligence, they will often think about the risk of attacking a potentially powerful group. This leaves the advantage to you... Obviously, to make contact with them, one of the group has got to be able to speak their language, and have the needed level of negotiating / parleying ability. Should contact be made, the following options are available:

-Trade wares: Travelling traders often journey through the wilderness in the hope of meeting the odd group or two of adventurers, and



then try to sell to them the most pitifully useless of objects. Quite the same can be said of other creatures who, after their plunderings, try to sell off objects that they themselves have no use of.

A general warning may be given to those adventurers thinking of buying wares from roving salesmen or other individuals, as the quality of the appraised wares is often low, and the prices higher than that of the same kind of rubbish that is sold in towns.

-Retreat: With this option, the group is given the chance to make it quite clear to a bored giant (for example), that having your heads dashed in is not that much fun after all...Ha ha. The group saves itself the tiring act of combat, gains no experience points, but the parleying level of a character may grow.

-Recruit: Should one come across a group of friendly Dwarves or crusading knights, this is the option to persuade them to join your cause for a time. Normally, one will join your companionship until expelled at a later date.

If the group has not had the luck of being able to trade or parley with others, there is another method, apart from combat or retreat, and that is - greeting. Many other groups may be found on a cause or mission,- these groups will also greet you back. On the other hand, a group of aggressive, brainless monsters will attack. In this case, the 'greeting'

function is ignored, and gameplay resumes as if the 'combat' function was decided upon by your group.

COMBAT

Your luck has run out on you, the group has tried everything, but negotiating and parleying ability was not enough, even the hopes of running away - backing down, retreating, were dashed.. Now, all comes down to the nitty gritty. - Combat: In front of you, a small, massed army of skeleton warriors stands armed to the teeth, laughing - (if they could - all undead are dumb), and gloating over their near victory.. It's high time to work out a fighting strategy for the next round.. Each fighting round presents a combat table that could look like this:

1)Arnold	Kil	Attacks	1
2)Smitty	Def	Magic	1
3)Casimir	Ret	Magic	2
4)Aleena	Def	Use Object	1
5)Tardil	Att	Attacks	1
6)Tolfin	Def	Schl.s	2?

This combat table shows the position of each fighter, and the position he has taken up within the fighting grid. An opponent will always take up position within the three upper fighting levels, whereas a character may take up any position within the four lower levels. These four fighting levels are named: Killing rank, Attacking rank, Defending rank, and Retreating rank. They correspond with the above table, and are shortened as: "Kil", "Att", "Def", "Ret".

The chances of a character being able to attack well, or injure an opponent badly, depend upon his position within the fighting ranks. The nearer one is to an opponent, the easier it is to injure him, or be injured. With magical attacks however, the opposite is the rule. The further away from the fray a magician is, the better he can concentrate. A magician with an Orc on his back is not likely to succeed in concentrating on a spell. Whereas a spell cast from a distance loses little of its power. Depending upon which profession a character practices, there are several advantages that improve the options that he / she has in combat. Here follows a list of actions that may be taken during combat:

- **Defend:** Characters without the strength or dexterity needed to badly injure an opponent may try to avoid the worse, and by defending, block all attacks made on him. Under normal circumstances, it is better to try for concentrated self-defence, rather than a wild attack, which is still thought (by some) to be the best defence.

- **Attack:** Includes an attack with weapons or, in case of their not being available - fists. Only the first line of an opposing group may be attacked, - a warrior cannot fight over the heads of opponents to get at their second line.

- **Sneak/Creep:** This kind of attack is the reserved privilege of thieves and monks. The character disappears for one combat round, reappears behind the opponent's lines and, unobserved, tries to do as much damage as possible. The success of this type of combat depends highly on the level of dexterity and sneaking talent of a character. This kind of attack allows any opponent to be attacked, not just those in the front line.

- **Use object:** This option allows a character to use a magic wand or magic weapon.

- **Cast spell:** The chosen character uses his magic powers to support the group. This may include a healing spell for the group or a magical attack on the opponents.

After positioning your group and designating a plan of action to each character, combat may begin! For an informative fighting round one chooses the 'normal combat' function. If only interested in the result of a combat round, the function 'quick combat' may be chosen. At the end of each combat round, a result will be shown, and in case of a ranger being a member of the group, a short summary of the opposing group's health will be presented.

QUICK COMBAT

A long fight may be tiring, not just for the characters, but also for the player too. In this case (as often, only the result of a fight may be of interest, and not the performance of each character) the function '(Q)uick combat' may be chosen, instead of the normal '(A)ttack!'. After a combat round, a table is shown:

Name	Hp.	W	A	B	Attack
Arnold	-3	*	-	-	Failed
Smitty	0	-	-	-	Succeed
Casimir	0	-	-	*	Succeed
Aleena	-10	*	-	-	Failed
Tardil	0	-	*	-	Succeed
Tolfin	-1	-	-	-	Succeed

Besides the name of each character, a list of important combat information is found, that is not included in the normal character table. This information is:

- **Hp. = Hitpoints:** How many hit points has a character lost in this round?

- **W = Weapon damage:** Has a character's weapon been damaged in this round? When yes, a '*' is displayed, otherwise a '-' is shown.

- **A = Armour damage:** Has an enemy missed whilst trying to injure a character and instead damaged his armour? Yes = '*', No = '-'.

- **B = Bonus points:** Has a character proved himself worthy in battle of a bonus for a special talent? Yes = '*', No = '-'.

- **Attack:** Has a character succeeded in attacking and injuring the enemy, or has he failed?

Other information, on armour quality, health etc., of each character may be found in the normal character table.

AFTER COMBAT

Has the group survived the fight or just fled from the fighting, a quick summary in table form is presented, showing the complete results of a confrontation, the gains and losses made, health and experience of a group. The table may look like this:

Name	Gld.	Rt	Exp.	Hp.
Arnold	116	6	67	0
Smitty	80	5	14	0
Casimir	54	5	0	0
Aleena	75	6	0	-12
Tardil	103	5	12	-2
Tolfin	12	5	15	-2

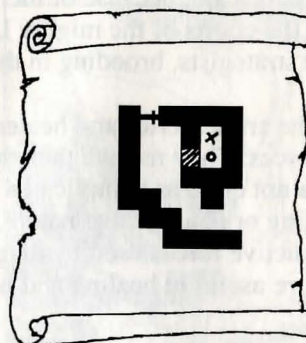
These values are as follows:

- **Gld. = Gold:** How much gold was plundered during combat? This value may not be the actual amount of gold that could have been gained, i.e. - does not depend on how many opponents a character has slain, but is the amount of gold that a character could carry from the fray.

- **Rt = Rations:** Some opponents, like deer or wild boar are, when slain, a good source of rations. Orcs however, are not my taste yuk!

- **Exp. = Experience points:** Depending upon how many adversaries a character has injured, experience points are given for each round won. Magicians also receive experience points, but on another system: They gain experience for each well cast spell.

- **Hp. = Hit points:** Normally the same value as shown in the quick combat table. Here is the end result of lost hit points after combat.

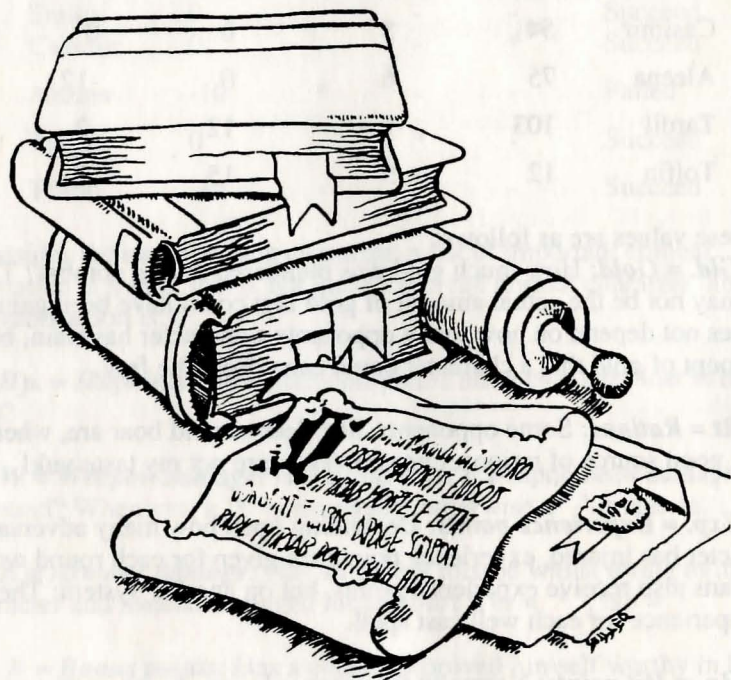


Map 5

V. Magic.

An overview

Magic is the invocation and usage of supernatural forces. There are two kinds of magic: One kind is white magic,- the consistent use of constructive magic for example - healing , etc. The second kind is black magic; the concentration of destructive forces or energies and their usage. For example: Fire, lightning, etc.



Members of the magic-using professions are, because of their high intelligence, often found as advisors in the courts of the mighty Lords of the land. In battle, they are the brilliant strategists, brooding in the rear lines.

Another possible use of magic is the art of clerics and healers, and their way of using these supernatural forces: They receive their spells directly from the gods: These spells are not quite as complicated as those of magicians and, because of their healing or constructive nature, may not be as powerful in battle as the destructive forces used by magicians. The spells of healers and clerics are more useful in healing and helping characters after combat.

Magic - How to use it

Magic is a force that is difficult to use, and difficult to control. The use of it needs absolute concentration. The ability to concentrate is shown by the number of magic points that a magician has. A magician has a quantum of concentrating ability per day, which becomes smaller after each spell cast. The reduction in the number of magic-points is not so much dependent upon which kind of spell is cast, but on the number of spells that are cast.

There is a limit however: Depending upon the mightiness of a spell, a certain number of the same kind of spell may be cast per day. I.e. - a simple "Bringer of Light" spell may be cast four times in any one day, whereas a spell of "Healing", that can heal a whole group of adventurers, may only be cast once per day. Each spell costs only one magic-point.

The ability to concentrate (magic-points) does not regenerate (as on other worlds) through sunlight, or whatever, but may only be regained by resting. Just as a 'normal' warrior would need to recover, a rest, or a good night's sleep does wonders to a magician too.

Magic spells

A list of all magic spells that may be used by the magic-using character classes is shown and described here, using the following key:

Name of spell..... How often..... Target.

- **Description** - The "Name" of a spell is the type of spell and its description recorded in the great 'Book of Spells'.

- **"How often?"** describes the maximum number of times that this spell may be cast in one day.

- **"Target"** shows the primary area of force of this spell, aimed at by the magician or magic user. This area may be one of the following:

Name of spell..... How often..... Target.

Companions. A companion. Enemy group. All enemies. An enemy.



THE MAGICIAN'S SPELLS:

Hand of Fire **08** **An enemy.**

This spell conjures up a flaming hand that appears in the midst of an opposing group and attacks a member of that group. The damage caused by this flaming hand is more often than not, not very great.

Bringer of Light **04** **- - -**

This spell creates a source of light for an unknown length of time. Under normal circumstances, this spell produces light for about the same length of time that a common or garden torch would do.

Magical Arrow **07** **An enemy.**

This spell produces an arrow of anti-matter that cannot miss its target. The damage caused by this arrow directly depends upon the experience or power of the magician using it.

Shield I **05** **Companions.**

Produces an invisible shield around the companion, protecting him from opposing magic and improving his armour class.

Words of Sleep **06** **Enemy group.**

This spell casts the enemy group into a deep sleep, rendering them defenceless.

Electroshock **06** **An enemy.**

To use this spell effectively, the magician must be in near contact to his enemy. When touched, the enemy sustains injury / damage by electric energy being passed through him from the magician.

Permanent Light **02** **- - -**

With this spell, one chosen object may be loaded with the light energy of many torches,- this saves carrying them. This magically loaded object will then produce the average candlepower of a torch for a long time, in fact - forever.

Fireworks **05** **Enemy group.**

The use of this spell creates a series of small explosions amidst the ranks of the enemy group. These not only injure, but also blind the enemy for a short length of time.

Magical Net **06** **An enemy.**

A magical net is a nigh invisible net that confines an opponent and his combat actions, reducing his fighting ability.

Words of Weakness **08** **All enemies.**

With the use of these 'Words of Weakness', an enemy group will be bodily weakened. - Their attacks are not as devastating as they should be. The enemy group does not, however, sustain injuries as a direct effect of this spell.

Lightning **05** **An enemy.**

The magician invokes the 'Power of Nature' and calls upon 'Lightning', which he then directs, according to his ability, at an opponent.

Invisibility **04** **Companion.**

The magician creates a sphere around the person of his choice, this sphere diverts nearly all of those light-rays on a course towards this person, and so avoid a reflection. This spell has, however, not quite reached perfection. In some way or other, one is still visible to those watchful..

Fireball **05** **Enemy group.**

The magic user concentrates, and creates a fireball of intense energy amidst an opposing group. The explosion of which causes great damage, - it injures and burns the enemy badly.

Flamethrower **05** **All enemies.**

This spell produces a ball of hot energy that the magician may aim and 'fire' at will. The heat from an attack like this causes bad burns and heavy damage to an opponent.

Mirage **06** **Companions.**

This spell creates a flimmering vision of the group being able to rush here and there in combat, thus making it difficult for the enemy to decide on an effective line of attack.

Quickness **05** **Companions.**

The magician creates a spell that enables the companions to move twice as fast as normal. The only disadvantage of this spell being, - the companions age twice as fast as normal...

Lameness **05** **All enemies.**

This spell is quite like the spell of sleep, the opponent is not able to move. This spell normally lasts longer than that of sleep.

Shield II **04** **Companions.**

This magic formula is much the same as 'Shield I', but is just that much stronger..

Slow down **05** **Enemy group.**

This spell is the opposite of the spell of quickness, however, the enemy is slowed down, and therefore does not age as quickly as the group.

Snowstorm **05** **Enemy group.**

With this spell, the magician calls on the forces of nature, creating a blizzard that reduces the enemy's ability to attack and defend, and, because of the extreme cold, it reduces their life-energy.

Flaming Shield **04** **Companions.**

This spell creates a burning shield, protecting the magician and the group from the enemy. This shield consists of fire and anti-matter, and should deter intelligent creatures...

Words of Fear **04** **All enemies.**

This spell creates terror in the minds of the enemy. The adversaries lose all courage and flee in panic.

Bewitch **04** **Enemy group.**

This spell can change a creature into another life-form. Quite useful in turning a dragon into a frog for example, but beware: It is said that this spell does not always function properly, - and that a relatively harmless bat has been turned into a (relatively?) harmless mountain troll...

Confusion **04** **Enemy group.**

The minds of the enemy are filled with a magical confusion, so that they cannot define friend or foe, and attack anything within their ranks.

Conjure Elemental **01** **- - -**

The recitation of this spell invokes a being from another dimension. There are four Elementals: Earth, Wind, Fire, and Water. After invoking, one of the Elemental Spirits will fight alongside the group. Owing to their god-like qualities, they are powerful helpers when needed.

Icy Fire **03** **An enemy.**

The effects of this spell are much the same as those of the 'Flamethrower', the only difference being that the opponent's movements are slowed down due to the cold.

Turn to Stone **03** **An enemy.**

Unless averted, or avoided under extremely lucky circumstances - the target of this spell will be turned to stone forever. The only possibility of being brought back to 'life' is through the use of advanced healing magic.

Death cloud **03** **All enemies.**

This formula creates a poisonous cloud within which all creatures that breath oxygen are poisoned. A magician should try to avoid being caught up in the spell of his own creation...

Disintegrate **03** **An enemy.**

This spell attacks the basics of all 'being'. The target of this spell suffers the loss of all energy - all atoms separate, - the target disintegrates. Forever.

Deathwish **02** **All enemies.**

This spell enables a magician to stop the biological functions of any enemy, until death... This spell is highly effective, but unwillingly used by all magicians of principle and those magicians that practise the 'Grand Board of Magicians Codices'.

Stroke **03** **All enemies.**

This spell of 'brain stroke' incurs a kind of cerebral apoplexy to the enemy. This kind of attack normally kills.. There are some species however, that can survive such an attack, - this often proves their somewhat lower intelligence...

Magical Shield **03** **Companions.**

A magical shield concentrates the air around the group, an individual member cannot be envisaged exactly, and missiles, arrows, etc., are slowed down on entering this shield, causing less damage.

THE ILLUSIONIST'S SPELLS:

Acid I **08** **An enemy.**

After reciting this spell, the illusionist is able to produce a jet of acid from his fingertips, aimed at the target of his mental concentration. The result of this action is rarely lethal to the opponent, but can badly damage the appearance of an opponent.

Beams of colour **07** **An enemy.**

Depending upon the colour of the beam sent, an opponent sustains bodily damage and / or damage to sight, hearing, or sense of touch.

Quickness **06** **Companions.**

This spell is powerful, but can be dangerous to the magician using it. The magician creates a zone in which time runs twice as fast, and the actions of those under this spell also move twice as fast. Those within this zone, including the magician also age twice as quick as normal, the

reason for which magicians do not like using this spell as their lives are often short enough.

Magic Lantern **08** - - -

The illusionist creates a small flame that cannot be blown out or extinguished, unless by magic.

Swamp **05** **All enemies.**

One effective way of stopping an enemy is to "pull the carpet" from under his feet. This spell creates a swamp around the enemies, making it impossible for them to stand up and attack.

Phantom Armour **06** **Companions.**

The phantom armour is an effective protection for a comrade. A magical suit of plate armour is created around the figure of the magician's choice. This suit of armour absorbs all attacking energy, transporting the energy into another dimension. Most attacks are useless against this armour, but still, a degree of caution is still advisable when wearing this armour.

Magic Map **04** - - -

There are still no automatic cartographing machines in the world of Faerghail, and sketching and mapping is therefore quite a laborious pastime. An ingenious magician by the name of Kwich Zbrglzik decided to put an end to this by working out this spell, very much to the disappointment of dungeon architects. A legend tells of Kwich Zbrglzik being lynched by an angry mob of builders.

Open Locks **03** - - -

This spell was also invented by the famous Kwich Zbrglzik, who at the time was angered by the demands of a thief for opening doors and disposing of all traps on the way to the room that Kwich wanted to enter. This spell enables the illusionist to open nearly all barred or locked doors.

Blind **04** **Enemy group.**

This spell does not injure an enemy, but that is not the aim of this formula. It may however, discourage an enemy from attacking, by blinding him for a short length of time.

Smoke Cloud **05** **All enemies.**

This formula creates a cloud of smoke that smothers the enemy, blinding and choking them.

Trap Disposal **03** - - -

This spell disables an already detected trap without causing damage.

Farsight **05** - - -

This formula enables the illusionist to foresee an attack, giving himself and the group enough time to prepare for combat.

Lightning **05** **An enemy.**

The magician invokes the forces of nature and creates a powerful fork of lightning.

Invisibility **04** **Companions.**

Invisibility is not to be taken too light-heartedly.- The enemy can't see you but neither can a friendly archer, which can cause quite serious damage. This kind of situation also caused the death of the inventor of this spell.

Acid II **04** **An enemy.**

This spell is the same as 'Acid I', but much stronger.

Entanglement **04** **Enemy group.**

This spell creates invisible force fields around the enemy that 'entangle' them as if they were tied up.

Bewitch **04** **Enemy group.**

On recital, this formula changes, (for example) a terrifying ogre into a harmless (?) rattlesnake. This spell
(Picture 6)

does not work on all creatures, dragons seem to be immune to this kind of magic.

Dumbfound **06** **All enemies.**

This spell creates an unexpected vision in the minds of the enemy. This surprise vision makes an enemy either attack one of his own group or renders him useless.

Phantom Shield **04** **Companions.**

This is quite like the magic shield used by magicians, does not afford such intense protection however, and is useless against a magical attack.

Fist of fire **04** **An enemy.**

With use of this arcane formula, the illusionist creates a flaming fist with which he may attack the enemy. To use this, the illusionist has to

throw a punch at an enemy. This however, is not like hand-to-hand combat, but is best explained as a mixture of shadow boxing and trying to break doors in by running backwards.

Heart stroke 04 An enemy.

This spell is easy to explain and is of terrible power. The heart of an enemy is just stopped, for a chosen length of time. Normally no-one survives an attack like this except Sivlanic Kobuk Lizards whose hearts are found at the end of their incredibly long tails, but that's another story...

Slow down 04 All enemies.

The illusionist creates a different time-sphere around a target of his choice (generally an enemy). Within this sphere, time is slowed down, and the group may attack the slowed down enemy twice in any round.

Rainbow colours 03 Enemy group.

An appearance, quite like a rainbow may be observed after the recital of this spell. Each of it's colours brings a lethal dose of magic down on the enemy. Inconsistent in its effects, all scientific observation conclude that this spell is only constant in its own inconsistency.

Phantom 01 Companions.

The illusionist creates a phantom that, because of its aggressiveness, draws all enemy attacks towards it. The phantom is, however only a shadow.

Sunshine 03 Enemy group.

A magical source of light is created that has the power of sunlight. This source may be moved by the illusionist, blinding and burning an enemy and deterring all creatures that avoid the light of day, - undead, etc.

Phantom Cage 03 Enemy group.

A phantom cage is created that may be placed around a companion or a whole group, affording almost complete protection. The only disadvantage of this spell is that the so protected persons are not able to act as they might want to.

THE CLERIC'S SPELLS: =====

Healing I 10 A companion.

This is one of the most used spells in the world of Faerghail. It may cure lesser illnesses, light wounds, etc. It cannot, however cure those suffering heavy injuries.

Light 08 - - -

This spell is much like the 'Bringer of light', used by magicians.

Protect against evil 08 - - -

With this, the cleric creates a protective aura, that dilutes all evil force with good. Protecting him from an attacking evil creature.

Blessing 07 Companions.

A cleric may bless the group, improving the group's fighting morale - the group hits harder.

Deter undead 08 All enemies.

This spell is highly effective when used against the creatures of darkness. The positive powers of this spell are detected by all undead in the vicinity, and causes them to flee.

The spiritual hammer 06 An enemy.

This spell enables the cleric to concentrate his powers and project them into the mind of an enemy. This power is then let loose in the enemy's mind and works quite like a hit on the head from a hammer, therefore the name of this spell.

Holy song 06 Companions.

This spell is quite the same as the 'Blessing', the only difference being that the enemy's fighting morale is reduced.

Tie up 06 Enemy group.

Quite like the illusionist's 'Entanglement', this spell compresses the air around an enemy, restricting their movement ability.

Silence 10 All enemies.

A sphere of silence may stop the recitations of an enemy magician. Very effective against a group composing of more than one magician.

Dilute poison 08 A companion.

This spell may cure a companion from poisoning of a lesser kind, or reduce the effects of heavy poisoning.

Prayer 05 Companions.

A prayer cannot always work wonders, but at the right time, to the right god, it may be of immense help, supporting the group in their cause. However, if a cleric has fallen in fault of the god of his Order, and a prayer is directed at that particular god, it can happen that this god will appear in person, and tell the cleric what he thinks of him!

Stop Curse 01 Companion.

Curses are always quite unnerving things; running around with a pig's head instead of one's own, or needing to eat three times as many rations as normal, is not much fun.. An ingenious cleric has found a fantastic formula against this kind of thing, - and it works!

Healing II 05 A companion.

The same as 'Healing I', just that much stronger. Can be used to cure somewhat heavier injuries.

Hand of Fire 05 Enemy group.

This hand of fire from the elemental dimension may be used by the cleric like his own hand. The effect of a punch, or hit from this fiery hand is, however, devastating...

Swarm of Hornets 04 All enemies.

On using this spell, a cleric calls on those forces normally reserved for druids: He conjures a swarm of hornets that he may direct and use at will.

Destroy Evil 04 An enemy.

This spell is a near relative of the spell 'Deter Undead', however, the 'Deter' spell works at a wide angle, whereas this spell concentrates its powers at one object and destroys... The effects of this are left to your own imagination. Advice: Not to be used by children, or adolescents, and definitely not by clerics with a nervous stomach.

Wall of Blades 04 An enemy.

With this spell, the cleric creates a wall infested with rotating knives, which he may direct at a target of his choice. The effects are quite like those we may observe today in a kitchen mixer...

(Picture 24)

Summon Warrior 01 - - -

By use of this spell, a fighter of the same alignment as the cleric appears, and supports the group, and how he supports them,- he is a formidable fighter..

Earthquake 03 All enemies.

This spell is easily explained,- an earthquake is conjured, the earth



shakes, and swallows up the enemy. But be warned; one or two clerics at least have been killed by their own magically created earthquakes.

Protect 03 Companions.

This spell of protection is nearly the same as the 'Phantom Cage' spell used by the illusionists. It does not, however, protect the group from magical attacks.

THE DRUID'S SPELLS:

Glowing 10 An enemy.

The recital of this spell causes the outlines of an enemy to glow, enabling the group to hit more effectively.

Enchant Weapon 08 A companion.

With this, the druid is able to enchant the weapon of a companion, so that, (for example) a falling leaf would be cut in two by it.

Friendship with Animals 08 All enemies.

This spell allows the druid to make friends with all wild animals, i.e wolves, etc.

Firetrap 06 An enemy.

The original use of this spell was to protect an object or persons. Movement activates this trap. Nowadays, this spell has been modified, so that the druid is able to direct this trap at a target of his choice, and activate it immediately.

Healing I 06 A companion.

This spell is identical to the 'Healing I' spell of clerics, this is because some clerical spells have been adopted by druids, only the formulas have been adapted for druidic use.

Friendship 06 An enemy.

Just the same as the spell 'Friendship with Animals', only this spell includes friendship with humanoid species.

Bark Skin 05 A companion.

The skin of this spell's target takes on a tree-like complexion and thickness. - Useful in combat. Most impressing and fascinating is the speed at which the target's wounds and injuries heal.

Trap Disposal 04 ---
Anyone can deactivate a trap by running into it, not all can dispose of a trap by the use of magic.

Flicker 05 **Companions.**
This spell places the group inside a flickering kind of shield. The enemy cannot focus on them, but the attacking strength and damage caused is reduced.

Summon Insects 05 **All enemies.**
Quite like the 'Swarm of Hornets' spell, used by clerics, this spell summons a swarm of insects, the blood-sucking, biting, and stinging effects of which are devastating to any opponent.

Thunder and Lightning I 04 **An enemy.**
This spell invokes the forces of nature and damages the enemy.

Thunder and Lightning II 04 **All enemies.**
The same as above, this spell causes greater damage.

Summon Keeper of the Forest 01 ---
A Forest Keeper is summoned that uses all his powers in supporting the group. A formidable ally...

Hailstorm 04 **All enemies.**
This spell probably needs no explanation. The size of the hailstones may vary up to the size of walnuts, - causing bad damage.

Typhoon 04 **All enemies.**
The ability to create, and direct a cyclone of variable size has always been a dream of all mankind, well, here it is, but only for druids. Oh, by the way, it causes great damage to an opponent.

Healing II 05 **A companion.**
This spell is identical to the 'Healing II' spell of clerics.

Conjure Elemental 01 ---
This spell is identical to the 'Conjure Elemental' spell of magicians.

Fireball 04 **Enemy group.**
This spell creates a storm of comets that the druid may direct at will. The chances of a creature surviving an attack like this are practically none.

Brain of Newt 05 **All enemies.**
Should this attack succeed, the target's brain is reduced to the size of a pea.

Sandstorm 03 **Enemy group.**
This spell is also self-explanatory, The opponent is not just occupied in trying to see or breathe, but also can hardly defend himself.

Death Ray 03 **An enemy.**
A death ray is a combination of anti-matter, force-fields and Elemental powers. These combined forces create a sphere of destruction that no living creature can survive. This spell has a disadvantage, that being that it is extremely difficult to control and aim..

THE HEALER'S SPELLS:

Foreword: Many of the healer's spells in this list are explained by examining the spells of the same name in the other magic user's lists. The reason for the spells often being identical is because the 'Order of Trykeners' (all female, and very peaceful), was founded much later, and adopted many magic formulas from other magic users, adapting the spells to suit their own magic language.

Cure light Wounds 10 **A companion.**
This spell is identical to the 'Healing I' spell of clerics.

Holy song 06 **Companions.**
Quite like the spell of 'Blessing', this spell improves the group's fighting morale, whilst reducing that of the enemy.

Shield 06 **A companion.**
One of the universal spells used by all magic users, it's effects are that of the magician's 'shield' spell.

Anaesthetize 07 **Enemy group.**
This spell enables the healer to lame the nervous system of an opponent. This does not attack all organs of an opponent but at least reduces his fighting power drastically.

Heal bad Wounds 06 **A companion.**
This spell is identical to that of the clerics.

Light 10 ---
This spell is identical to the 'Light' spell used by magicians.

Bless 06 Companions.

This spell is the same as the clerical 'Blessing'.

Cure Blindness 01 A companion.

The healer uses her powers to heal a blind companion. Blindness, whether caused by magical or by physical force, can be healed with the use of this spell.

Healing III 04 A companion.

This spell heals even the most heavy wounds, and all lethal illnesses.

Cure Poisoning 01 A companion.

With this mixture of prayer and recitation, a healer can cure a companion of almost all kinds of poisoning. This spell, however, is very tiring for the healer.

Replenish Energy 03 A companion.

After using this spell, the target is not only rested but has gained all constitution, and can rejoin the fray.

Heal Illness 01 A companion.

This spell does heal wounds, but cures the patient of sickness.

Refuge 03 Companions.

This spell creates a kind of shelter for the companions, enabling them to take a short breath during hard fighting, to care for the wounded and strengthen those still able to fight. It is not possible to attack an opponent without leaving this place of relative safety.

Fear 04 All enemies.

This spell is quite like the 'Words of Fear' used by magicians.

Deter Undead 05 All enemies.

This spell is identical to the spell used by clerics.

Stop Curse 02 A companion.

This spell is identical to the spell used by clerics.

Complete Healing 01 Companions.

This spell is probably the most powerful of all used by healers. It heals all wounds and cures all sickness. It does, however, need all the healer's concentration and powers, so that she is not able to even move after reciting it.

Protective Cage 01 A companion.

This spell produces the ultimate defensive weapon, quite like the 'Refuge', but affords protection even against a magical attack.

THE BLACKSMITH'S SPELLS:

Din 04 All enemies.

With this spell, the blacksmith is able to create a horrendous din, disturbing an enemy magician in concentrating on a spell. There is tell, however, of a blacksmith torturing his anvil to a such degree that his whole group was deafened for life.

Terror 04 Enemy group.

This spell also uses sound and vibration: The opponent is put under stress by the din created, and runs away in panic.

Magic Weapon 03 A companion.

The blacksmith uses this spell to concentrate his powers of metal-work to such a degree that an opponent believes that the so-created weapon is magically sharpened and all-powerful.

Magic Armour 03 A companion.

The same as 'Magic Weapon', just that the armour produced has the same qualities.

Crystal Ball 02 Companions.

The use of this spell enables the blacksmith to map a complete cellar or dungeon level, even without a crystal ball.

Tremor 03 Enemy group.

Using this spell, the blacksmith creates a series of rhythmical, powerful hammerings that make the earth shudder, damaging the structure of his target. The effective use of this spell can well produce a small earthquake in which the enemy is swallowed or destroyed.

Lameness 03 Enemy group.

This mixture of rhythmic hammering on the anvil and recitation, create a din of high vibrations that reverberate around the target's ears: This lames their nervous system and renders them near defenceless.

Vibration 02 All enemies.

This spell is quite like the 'Lameness' spell, the damage caused is, however, much greater and longer lasting, and may result in permanent disablement and deafness.

Shower of Sparks 02 Enemy group.

The recital of this spell increases the power of hammer strokes on the anvil, and leads to a shower of burning sparks directed at the enemy.

Titanic Fist 01 Companions.

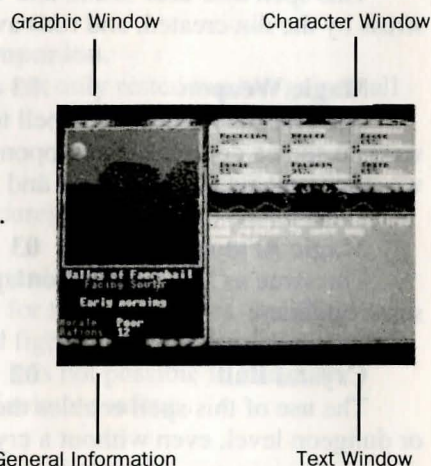
The 'Titanic Fist' is the most powerful of all known magic spells. The use of this spell can destroy all walls and demolish all stone structures that would normally be unconquerable. The material aspects of this spell (if used by a demolition company) have not been recorded, and shall not be gone into...

VII. Gameplay.

SCREEN INFORMATION

a) Character study

Here is a numerical list of all characters. Advice: Those characters less likely to gain experience points in combat should be placed at the top. Using the left mouse button, click on a character button, a graphic and an overview of that character will then be shown. To exit this screen press the right mouse button.



b) Graphic window

This is the visual link to the world of Faerghail. Graphics and gaming area are shown here.

c) Text window

When in somewhat stranger circumstances, additional, important information is shown here. This information is shown even when actions are being carried out by the player.

d) General information screen

This screen shows the name of the actual place of play, movement direction, time of day, morale of the group, and the number of rations left. When in combat, this screen serves as a combat overview: A view of the battle from above is shown, and the owners of a RAM-upgrade are shown an animated combat sequence.

CHARACTER DATA

- a) Name of character
- b) Character's number
- c) Profession
- d) Constitution
- e) Armour protection (in %)
- f) Hit points (in %)
- g) Available spells (in %)

CHARACTER DISPLAY

A character's current data is shown in the character. The following pages are examples that will help you identify the specific information shown for each character.

Elgra: Lawful - good		Healer Human	
Rnk	18	Hitpoints	0096/0099
		Magic Points	0025/0025
Str	14		
Con	19	Health	Healthy
Dex	19	Experience	00000067898
Int	10		
Wis	19	Weight	0059/0490

- (E) Exchange gold/rations
- (N) Next Page
- (C) Continue

The first line shows the name, alignment, sex and profession of a character. Our example shows a lawful-good healer (all healers are female).

The character attributes are listed on the left-side of the display in the first two columns of information. The abbreviations stand for:

- Rnk = Experience Level
- Str = Strength
- Con = Health
- Dex = Dexterity
- Int = Intelligence
- Wis = Wisdom

The two columns on the right show specific values for some aspects of your character and display your health in words. The far right column shows your actual value first, followed by the maximum value possible.

The next page of information is accessed after selecting Next from

the bottom right side of the screen. The second page display looks like the following:

Elgra:		Load:	0059/0490
Rations	14	Gold:	0008 Gp
1	E	Robe	94% 81lb.
2	E	Staff	98% 51lb.
3		Spellbook	100% 61lb.
4	+	Crystalsword	100% 12lb.
5	+	Inquisitor	100% 06lb.
6			
7			
8			

(E) Exchange gold/rations
(N) Next Page
(Continue)

After the name of the character, the actual and maximum load carried is shown along with the number of rations and the amount of gold carried.

Underneath, a list of objects that the character has on his person is shown. Should this list be longer than that shown on the screen, two arrows are displayed along side, enabling the user to scroll up and down.

Apart from the name of the object, other information is shown. For example, if the object is in use, or worn by the character, an "E" is shown. If an object cannot be used by the character a "+" is shown, followed by the condition of the object (%) and the weight. Our example shows that the robe is worn by Elgra, that it is in good condition, and that it weighs 81 lb.

Objects may be worn, discarded, or given to other characters by clicking on the object or pressing its number. A menu will then be shown allowing the discarding or exchange of objects.

The next page of character information is especially important for those magic-using professions. (Important: Page 3 is not shown for characters who cannot use magic.) A list of magic spells is shown and information on how often a particular spell may be used.

Elgar:	
Magic: 21/25	
1	Heal light wounds 10/10
2	SiHg 06/06
3	Shield 06/06
4	Lame 07/07
5	Heal Heavy Wounds 06/06
6	Light 06/10
7	Bless 06/06
8	Cure Blindness 01/01

Magic shows the number of magic spells that may still be used, and the maximum number of spells per day. Elgra has already used four spells, she may use another 21.

A list of possible spells follows. Scrolling is possible if the list is too large for a single screen. The numbers after each spell show how many more times the spell can be cast, followed by the maximum number of times a spell can be cast per day. The light spell has been used by Algar 4 times on this day.

The next page shows information on the special abilities of a character. Elgra's table follows:

Elgra:	
Parley/Negotiate	10%
Attack	05%
Defend	06%
Concentrate	88%
Pick-pocket	34%
Sneak/Creep	34%
Trap finding	39%
Trap disposal	39%
Open doors	34%

After each special ability, a value is shown informing the player of the actual ability of that character.

The final page of information shows a list of languages that a character can speak. The name of each language spoken by the character are listed.

VIII. Other instructions.

Transfer Characters from Other Games

This program was written to enable the user to transfer a well-loved character from another roleplaying game. This program transfers charac-

ters from the following games:

- Phantasie I; © SSI
- Phantasie III; © SSI
- Bard's Tale I: Talès of the Unknown; © Interplay
- Bard's Tale II: The Destiny Knight © Productions / Electronic Arts.

IX. Help.

A quick start..

After loading, you will find yourself in the tavern in the town of Thyn. All journeys start from this point of contact, where adventurers and brave warriors meet, seeking others to join them on their journeys. Your predicament is quite the same, in order to fulfill your mission you have to find up to six trusty companions who'll join you on your journey.

You now have two choices: - You can recruit a whole group of fully equipped adventurers, or try to recruit individuals on your own.

To recruit, click on the menu function ADD or press the (A)dd a new character key. A list of characters will appear showing their names, professions, and experience levels. Click on the chosen character or press the key according to his number. When six characters have been recruited, this menu will automatically close.

To recruit characters of your own accord, choose the '(S)earch new character' menu function. A new menu will then appear, presenting you with the possibility of choosing the attributes that the new character should have. To choose a character click on (S)earch. Should this character suit your purpose, then click on (A)ccept. This new character must then be given a name; up to ten letters may be typed in.

Important:

No two characters can have the same name. A maximum of 32 characters may be found and saved. Should a character not suit your desires do not (A)ccept, but click on (D)iscard, or just press the right mouse button. This allows one to "Search" indefinitely. Have you found enough characters for your journey, recruit them as described, and the mission can begin...

Leave the tavern by clicking on, or pressing (C)ontinue, or just press the right mouse button.- Throughout the game, pressing the right mouse button, space, or return key will '(C)ontinue'.

To leave the town, '(C)ontinue as above. You will then be well on your way and arrive outside the town, in the wilderness of the valley of Faerg hail.

It's early morning, and the sun rises, red, in the East. - Important: try to observe the position of the sun as you will not, at this time, have any kind of compass..