

Wizardry®

CRUSADERS *of the* DARK SAVANT

CLUE BOOK

A Fantasy Role-Playing Simulation by
D.W. Bradley


SIR-TECH

Crusaders of the Dark Savant is perhaps one of the most challenging fantasy role playing games ever produced. It's a world filled with puzzles, riddles, secrets and a collection of interesting creatures, many of whom are on the same quest (and often after the same goods) as you. Within this complex network, it's not surprising that everyone needs a little nudge every now and again.

That's just what this clue book is for . . . to fill in the spaces and to answer your questions. This guide is divided into four sections: strategies to help you create the definitive party that will grow strong with gold and experience; the Wizardry saga; the game itself, its maps, messages, beginnings and endings and lastly, everything you ever wanted to know about Lost Guardia's creatures and treasures.

While we don't like to tell anyone how to play a game, we feel it's best you use this hint guide only when you are stuck. Half the fun of Wizardry is solving the puzzles, discovering a spell that will vanquish a monster or uncovering a unique power within a weapon all by yourself. By using this guide sparingly, we can guarantee you'll get the most of everything Crusaders of the Dark Savant has to offer.

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Still Have Questions?

If you're stuck in Crusaders of the Dark Savant, and can't find the answers to your questions in this guide, we've got someone waiting to help you.

The Wizardry Hotline — (315) 393-6633
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CRUSADERS of the DARK SAVANT



CLUE BOOK

Crusaders of the Dark Savant
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Thanks to the Many Individuals Who Contributed Their Ideas, Strategies, Prose & Thoughts to Make The Playmaster's Compendium Fully Representative of the Wizardry Experience. Special thanks to Monte Schulz, Greg Duch & BUG, Pumpkin Man and Elvis.

TABLE OF CONTENTS

Strategy: Creating The Party	1
Rank List.....	12
Strategy: Adventuring.....	14
Strategy: Combat	18
The Wizardry Saga	21
And in the End There Were the Beginnings	24
Maps, Messages, Hints and Tips	26
Starter Dungeon	28
New City	30
Old City	48
Orkogre Castle	49
Munkharama	56
Rattkin Ruins	70
Nyctalinth	82
Dionysceus.....	92
Ukpyr	106
Ukpyr Mountains and Sphinx Cave.....	116
Witch Mountains and Giant Cave.....	118
Dragon Mountain.....	124
City of Skies	126
Isle of the Crypts.....	131
Tomb of the Astral Dominae	139
The End Games	142
The Map Pieces	146
Creatures and Treasures	149
The Monster Roster	151
The Armory's Catalog.....	158



You've just settled down for a good round of combat, and your characters, the hearty batch you created moments ago, don't seem to be faring so well. Your Mage has fired off the last of his Energy Blast spells — a sizzling sparkler that flies forward, then back and finally up your priest's robe. Meanwhile, your fighter swings his sword with all his might doing heavy damage to the surrounding fauna . . . but, alas, the monsters remain untouched.

It's a moment we all face sooner or later as gamers — the inexplicable thought that there must be an easier way, a better party or some good strategies to get us through. Thankfully, there are.

Throughout this section, you will find tips on creating your party, handling combat, recuperating magic spells and more. Since many of these strategies were provided by Wizardry gamers and beta-testers, each is different from the other (and in fact, may even contradict the other). However, keep in mind that Wizardry and the characters created within it are personal. Therefore, everyone has their own ideas, strategies and general “way of doing things.” Here's a collection of the best.

A character's race is an all-important trait. Races offer your party members special benefits, lowered armor classes or certain resistances, and typically dictate which professions they may enter. When you're considering the makeup of your party, think of what you'll need as you enter Lost Guardia: fighters who are fast and strong; spell casters who are intelligent, pious or both and thieves who are dextrous, fast and intelligent. Many races within Wizardry provide these benefits naturally.

**Does “Race”
Make a
Difference?**

RACES	STR	INT	PIE	VIT	DEX	SPD	PER	TRAITS
Human								Balanced
Elf		•	•					
Dwarf	•		•	•				
Gnome	•		•	•				
Hobbit					•	•		
Faerie		•			•	•	•	Nat. Low AC
Lizardman	•			•	•			
Dracon	•			•	•			Breathes Acid
Felppurr		•			•	•	•	
Rawulf			•	•			•	
Mook	•	•		•				

For example, the Lizardman has naturally high strength, vitality and speed, all necessary requirements of a top-notch Fighter.





By “matching” your character's race to his or her hopeful profession, you will be able to create a more powerful character. The Faerie, for example, makes an excellent Mage or Thief. Intelligent, dextrous and fast, their sleek movements even grant them a naturally low armor class. Wizardry's other races offer talents suited to other professions, just like the Faerie and Lizardman.

If you're looking to create a fighting character, choose a race that is naturally strong, fast or dextrous. To create a magic user, you may need a race that is pious, intelligent or both. By matching your character's intended profession to a race, you'll end up with stronger and more powerful characters. Why? Races that seem “born” to certain professions will generally require fewer bonus points to qualify - all of the extra can be added to statistics to make the creature an exceptional member of his or her profession.

Resistances and Special Abilities

While it's important to compare a character's race against the profession he or she hopes to enter, it's equally important to consider what benefits you'll receive by selecting a particular race. Some races have a naturally low armor class and others have special abilities or resistances to magic and/or the elements.

- **Back off Dracon Breath:** Wake up next to a Dracon in the morning, and you'll never worry about *your* morning breath again. It yawns, and plants wither. It coughs, and entire meadows die. The Dracon, like other races within Wizardry, has a unique trait - it can breathe acid! Likewise, it is seldom affected by attacks of this type. Dracons are reliable in combat, and are great assets to any party.
- **Can't touch this:** Certain races within Wizardry are lucky enough to be resistant to some forms of magical attack. When hit by such a spell, they may feel nothing at all (except a nice breeze), or they may take only a portion of its intended damage. On rare occasions, or when their guard is down, they could feel the full effects.

Type of Spell	Races That Have Resistance
Magical Spells:	Dwarves, Gnomes, Hobbits, Mooks & Faeries
Hypnosis & Sleep Spells:	Elves
Mental Spells:	Dracons & Lizardmen
Cold Spells:	Rawulf & Mook

- **What the *^%&(!:** Some races within Wizardry are naturally fast as lightning, and others are just harder than the daylight to hit. Wizardry's fastest race, the Faerie, has a naturally low armor class to reflect its small size, speed and dexterity. Likewise, the Felpurr enjoys the ability to dodge missiles and spells thrown in its direction. In general, characters who are speedy can hit more times in combat, can cast spells more quickly, and are allowed a defensive, protective bonus when attacked.



As you're creating your party, try to take advantage of the resistances and unique traits that Wizardry's creatures have to offer. Combine these special features to form super characters. For instance, the unlikely Faerie Ninja has a doubly low armor class, is wildly fast, has a resistance to magical spells, and the ability to cast Alchemist spells. While this character, like other elite characters, is hard to roll, the dividends will certainly pay off.

Just as Wizardry's races offer your party numerous benefits, so too do Wizardry's professions. As your party travels Lost Guardia, meets its many inhabitants, and searches out the planet's secrets, they will call on all the skills and strengths they can muster. By creating a blend of characters whose skills and talents compliment one another, you can increase your party's chances of success.

Start by examining what every party needs at its most basic level:

Fighting Character	Damage Caster
Fighting Character	Thief
Fighting Character	Scout
Healing Character	Diplomat

Eight basic skills are needed, and certainly, there are professions that fill these slots. However, since your party contains only six characters, some members will have to assume dual roles. For example, a Priest, who makes an excellent diplomat and healer, fills two positions. Likewise, other professions, especially the elite professions, can help you to group all eight skills into just six roles. It's like getting two characters for the price of one! Take a look at the party listing below:

	Fighting (x3)	Healing	Damage	Thief	Diplomat	Scout	Mage Spells	Priest Spells	Alchemist Spells	Psionic Spells	Critical Hit
Fighter	•					•					
Samurai	•						•				•
Monk	•									•	•
Ninja	•			•					•		•
Priest		•			•			•			
Mage			•				•				
	Base Skills						Prime Traits				

Party #1 has great “hack slashing” potential. For starters, it scores nine points in the base skills area (a character's ability to do a certain task equals a point). The other prime traits display an additional eight features. This party is not easy to roll or to manage, but its power is great!

Forming a Party Structure

Party #1





The more skills you group into your party, the more powerful it will be over time. Through "skill cramming," party #1 employs effectively 11 characters: a Fighter, a Samurai, a Monk, a Ninja, a Priest, two Mages (one is the Samurai), an Alchemist (thanks to the Ninja), a Psionic (thanks to the Monk), a Thief (credit to the Ninja) and a Ranger (by building the Fighter's Scout ability).

Keep in mind, however, that turbo-charged characters require more experience, skill and time than a basic party, and tend to start out on slower footing. For example, the Ninja could very well be your party's healer, main fighter and thief all in one, but with his learning interests so thinly divided, it will take him longer to become proficient in each individual skill. Such "power" groups are recommended for Wizardry veterans, but present good challenges to new players as well.

Party #2, below, is an ideal party for new Wizardry players. It offers lots of healing power and a "cheat" of sorts with its endless Sleep spells (see *The Power of a Bard* later in this section).

Party #2

	Fighting (x3)	Healing	Damage	Thief	Diplomat	Scout	Mage Spells	Priest Spells	Alchemist Spells	Psionic Spells	Critical Hit
Fighter	•					•					
Samurai	•						•				•
Lord	•				•			•			
Bard	•			•			•				
Priest		•			•			•			
Mage			•				•				
	Base Skills						Prime Traits				

The Parties of Wizardry Testers & Veterans

Party #1 and #2 represent both ends of the Wizardry's experience spectrum. However, there are many parties that fill the hollow in between. By balancing a party's needs with your personal preference (say you like Ninja, for example) you can arrive at the group that's just right for you.

In the pages that follow, you can read about the personal preferences of some Wizardry testers and veterans. Along with each party listing, you'll see the reasons behind their choices, and a diagram showing their parties' effectiveness in the eight base skill requirements and five prime trait categories.

As you read about these parties, keep in mind that one player's choice may differ vastly from another player's.



Danny Low,
Section Leader,
Gamer's Forum,
CompuServe
Information
Service

The perfect party should have lots of food and drinks. It should also have a Mage. The best offensive combat spells are Mage spells and a Mage learns them sooner than anyone else. In Bane, Dark Savant's prequel, many a fight ended on the first move when my Faerie Mage, Tinker, cast a Fireball. Faeries make good Mages as their speed means that they often get the first move in combat.

A Bard is also a necessity. Their ability to sing, play an instrument and tell bawdy tales livens any party. They are welcome anywhere and will get you past any closed door even if they have to pick the lock. In the early phases of the game, the ability to cast Sleep with a lute without limit was a party saver. Thieves are no substitute for a Bard as Thieves cannot perform this magic.

No party would be complete without an Alchemist. They know the most wonderful recipes for drinks and can make them from just about anything. For those who indulge too much, Alchemists can learn Heal Wounds immediately. When party poopers decide to bash the party, you will need all the healing you can muster. Priests can also learn Heal Wounds immediately but an Alchemist cannot be silenced like a Priest. The cloud spells of an Alchemist are also very useful. There were several battles in Bane where the entire party was rendered helpless but still won because of a Poison Gas spell the Alchemist managed to cast before becoming helpless.

The problem with Mages, Bards and Alchemists is they do not get lots of hit points and cannot wear heavy armor. Bards compensate somewhat with their Ninjutsu skill but you still need some brawny fighter types to stand between them and any party bashers. Samurai are good fighters. While they can cast Mage spells, their real value is their ability to attack many, many times and make critical hits. Samurai prefer to use traditional Japanese arms and armor, which tend to be scarce, but they will use many of the more common western arms and armor. There should be no problem finding something for one Samurai.

Another good fighter is the Valkyrie. Valkyries can also learn Priest spells, the most important of which is Heal Wounds. Valkyries can also use any arm and armor so there is no problem equipping them.

Lords are stern and authoritarian. They can deaden the liveliest party. Lords are not worth inviting to your party. A Valkyrie does almost everything a Lord does and needs less experience points to do it.

Rangers aren't invited to my party. The problem with Rangers is that they cannot use heavy armor and many of the better commonly found weapons. They are second-rate fighters and spell casters. The other fighter types are at least first-rate fighters.

Ninja and Monks are equivalent for all practical purposes. The weapons they



can use and the armor they can wear is severely limited. This is partially compensated by their Ninjutsu skill and their ability to fight very well with their hands and feet at high levels. Ninja have thieving skills and can be used in place of a Bard. Ninja also make decent Alchemists, but should be regarded mainly as fighters and not spell casters. Monks have Psionic ability and can be used in place of a Psionic. Ninja tend to be secretive while a good Monk enjoys a little medicinal drink from time and are much preferred over Ninja in a good party.

The pure Fighter is a party animal. They can use any arm and wear any armor. They make good scouts, which can be useful in the beginning when Detect Secret is not available. They cannot cast spells, but gain levels very rapidly. Unlike some other fantasy games, Fighters remain very useful even after your spell casters have gained their awesome combat spells. Still, a Samurai or Valkyrie is more useful.

Psionics know lots of entertaining party tricks but are not all that useful when it comes time to clean up. Pure Psionics are no substitute for a Mage or an Alchemist. They are like Priests in that a fighter type (a Monk in this case) makes a good substitute for them.

Bishops are pious and authoritarian. They are worse than Lords for spoiling a lively party. Bishops are awesome but take so long to develop that they are not very useful until much too late in the game.

The party that I really like is:

	Fighting (x3)	Healing	Damage	Thief	Diplomat	Scout	Mage Spells	Priest Spells	Alchemist Spells	Psionic Spells	Critical Hit
Monk	•									•	•
Samurai	•						•				•
Valkyrie	•							•			
Bard	•			•		•	•				
Alchemist		•							•		
Mage			•				•				

Danny Low's party offers 16 points in the necessary traits. Although his party does not include a "natural" diplomat, any character with intelligence of 13 or above can develop this skill.

Good luck and remember that the successful party loots first and burns afterwards ----- Danny Low

The group that I play is essentially complete and maximized in spell power. All of the characters are "elite," and may be more difficult to use at the beginning of the game, but are by far as good as can be had at the end of the game.

The group is as follows:

	Fighting (x3)	Healing	Damage	Thief	Diplomat	Scout	Mage Spells	Priest Spells	Alchemist Spells	Psionic Spells	Critical Hit
FEL Samurai	•						•				•
GNO Lord	•				•			•			
FAE Ninja	•			•					•		•
MOO Monk	•									•	•
FEL Ninja	•			•					•		•
DRA Bishop		•	•		•		•	•			

Chris Hoxworth's party scores 22 points and is full of power. While he doesn't have a "natural" scout, any one of his characters can develop this ability, and with so much magic power, the Detect Secret spell will soon be available.

This team offers two Mages (Samurai and Bishop), two Alchemists (Ninja and Ninja), one Psionic (Monk), and two Priests for superb healing and damage power (Lord and Bishop). The Dracon Bishop with her two spellbooks and acid breathing ability helps carry the team through the first couple of levels when they are earning experience points to advance their elite skills. Toward the end of the game, I switch the Bishop to a Valkyrie so that she can still use the Priest skills and also wreak havoc with the more powerful weapons to be found. The Samurai, two Ninja and the Monk all have critical ability, and the other two characters can attain it through special weapons found later in the game.

Let me tell you about my party. First there is Gonzi, a Dwarf Samurai and the keeper of the map. Second is Deathwind, a Felpurr Ninja and he serves as the Thief. Third is Barbs, a Human Valkyrie who serves as the Scout. Fifth is Blazer, an Elf Alchemist, and last is Spello, a Faerie Mage. All magic users were created with rolls of 17+ points. Why? To create super magic users!

Starting with the Mage: Put four points into Vitality, six points into Piety, six points into Intelligence and the remainder in Speed. Why distribute the points in this matter? Vitality gives you hit points, Piety determines how long it takes to recharge your spell points, and Intelligence, along with Thaumaturgy, determines what new spells you are offered when you gain a level.

Chris Hoxworth,
Member,
Prodigy Bane
of the
Cosmic Forge
Users Group

**"High Rollin'
Party"**
Jim Shober/
Brother
TShober,
Wizardry Tester



When creating an Alchemist, put the bonus points into Intelligence, Piety, Vitality and Speed. Always put the majority of your points into Intelligence and Piety (so they learn spells and replenish spell points more quickly). Don't worry about Strength for magic users, as they are better suited for spell casting rather than fighting.

After selecting a portrait for your character, you will be offered skill points in three categories: Weaponry, Physical, and Academia. For magic users, put Weaponry points into the Pole & Staff skill. Put the Physical skill points into Swimming (don't worry about Oratory; it goes up with use). Most important of all—put all of the Academia points into the magic category: Thaumaturgy for Mages, Alchemy for Alchemists, Theology for Priests and Theosophy for Psionics.

Keep in mind that Priests may be required to split their Academia points between Theology and Diplomacy. Other party characters, however, may fill the role of the diplomat if they are a “natural” or have an intelligence above 13.

What spells do you select for your new magic characters? For the Mage, take Energy Blast and Sleep. Energy Blast starts the all-important accumulation of Fire spell points. Sleep is one of the most useful spells in Dark Savant, even against some of the more powerful monsters. For the Alchemist, I like Sleep and Heal Wounds. You can't have too many healing spells. For Priests, I prefer Heal Wounds and Charm. ----- Brother TShober/Jim Shobert

When creating a party, several abilities need to be present in the party: good fighting capabilities, both offensive and defensive spellcasting, and of course the ability to pick locks and open treasure chests. Fighters do the dirty work. They are front line people who hack and slash until the job is done. Priests heal and protect the party, and magic users try to eliminate whatever nuisance is currently bothering the party with attack spells. Meanwhile, the Thief is parrying blow after blow, just taking up space until the action is over. Then, if there is a treasure chest, he tries to open it. The only other thing he really does is unlock doors. Overall, the Thief tends to be excess baggage. He can be eliminated from the party rather easily, and his limited responsibilities can be handled by the others with a little ingenuity and some careful planning.

Removing your Thief can be handled a couple of ways. The first is to have a Ninja as one of your fighting people. He is an excellent fighter, and has the ability to excel at Skulduggery. The Ninja may advance a little slower than a regular thief, but the abilities far outweigh the lesser level. The Priest helps compensate for this slower advancement through the use of the all-important Divine Trap spell. With it, the Ninja has a better idea of how a chest is trapped.

**Is a Thief
Necessary?**
Rob Welander,
Wizardry Tester



If that isn't to your liking, or you want to concentrate your Ninja skills in other places, there is a second alternative. The Mage is given the ability to cast a Knock-Knock spell relatively early on. This, combined with the occasional Book of Knocks, should open even the nastiest of doors. This will also help a Ninja who is a little slower at advancing levels than everyone else.

With a spot open on the roster, the question now becomes who fills that spot. One option is the Bard. The Bard has the ability to use musical instruments throughout the game, can perform thieving tasks and is given spells after a few levels. The Bard is another sort of specialty character, but one that can contribute during combat where the thief was ineffectual. Other options are to fill that spot with either an extra fighter or spellcaster. Both provide additional ammunition when the fighting gets fierce.

The thief is one of those characters that ends up in every party by default, just because “there has to be one.” The thief didn't do much, but the abilities he brought couldn't be replaced. Now they can. No longer will a roster spot have to be sacrificed for the sake of tradition.

It's your first encounter since your group's arrival on Lost Guardia. Your Mage fires off his Sleep and Energy Blast spell while your Priest heals the party's inaugural wounds. During the next round of combat, your Mage and Priest rest, out of spell points and perhaps too tired to continue the round. But your Bard? Oh, the Bard! He is playing his lute still—and each time he plays, a Sleep spell heads for the monsters!

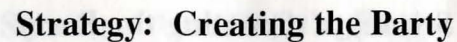
To many players, their first trip through Wizardry with a Bard is somewhat like a dirty secret—it seems unfair, almost unbelievable, that a new party could begin a game with an endless pool of Sleep spells. Yet, it's not unfair, nor is it cheating. It is nothing more than a Bard practicing a wonderful musical talent. As your party progresses through the game, the Bard may acquire more powerful instruments that play infinitely more powerful melodies. Bard's also learn spells from the Mage's spellbook

For new Wizardry players, the Bard is an ideal and recommended traveling companion. The endless Sleep spells knock the monsters out allowing your fighters to hit the creatures easier and to cause more damage if the hit is successful. While the Bard is busy putting monsters to sleep, your other magic users can focus their talents elsewhere.

A Bard also makes a wonderful Thief, allowing you an even more powerful and useful character.

**The Power
of a Bard**





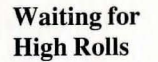
Your party, of course, can be similar to or wildly different from the parties mentioned earlier. In all likelihood, your party's construction will depend mostly on your preferences for races and professions.

You should also consider your experience in Wizardry and your patience in developing a party when you are planning its design. By monitoring your party's points, just like the parties on the previous pages, you can gain information about the party's strength, short and long term, and what it takes to create and maintain such a party.

Many Wizardry veterans naturally play high point parties consisting of “elite” characters that provide many skills (thus points) in one. Players just beginning Wizardry may opt to create a party in the 10-16 point range. A party of this rank would likely consist of one or two elite characters, and will provide the player a firm ground to stand on as he or she steps out into Lost Guardia.

Using the chart below, fill in the information about the characters that are in (or might be created for) your party. By doing so, you'll have a better understanding of your role in guiding the party. More importantly, you can make certain you have covered all the bases.

How many points does your group score?
Does your party have at least three fighting characters?
Is there at least one point in each of the six essential skills?



Once you've decided on the mix of races and professions that will form your Wizardry party, grab yourself a nice, cold drink or a hot cup of coffee, and settle in for a wait. Creating a great party of Wizardry characters often takes some time—and plenty of luck!

Begin by rolling for your highest point character (the one who needs the most bonus points). For instance, let's say you're hoping to create a Faerie Ninja. To do so, you'll need a minimum of 21 bonus points—a pretty steep amount indeed! Before you're successful, you will probably roll a few near hits - a 19, an 18 or a pencil breaking 20! Instead of smashing pencils over those close rolls, use them to your benefit!

Instead of creating “junk” characters with those close rolls, use the points to create a super Priest, Mage or Fighter. After all, it's likely you will have at least one character in your party who is not of the “elite” ilk and can greatly benefit from such a high roll.

By beginning your rolls with the highest character and working your way on down, you will save yourself time by creating characters you need instead of throw-aways and you'll give your party more power by creating every member with a super roll.



Fighter		Ranger	
LVL 2	JOURNEYMAN	LVL 2	WOODSMAN
LVL 4	WARRIOR	LVL 4	SCOUT
LVL 7	MARAUDER	LVL 7	ARCHER
LVL 10	GLADIATOR	LVL 10	PATHFINDER
LVL 14	SWORDSMAN	LVL 14	WEAPONER
LVL 18	WARLORD	LVL 18	OUTRIDER
LVL 24	CONQUEROR	LVL 24	RANGERLORD

Mage		Alchemist	
LVL 2	MAGICIAN	LVL 2	HERBALIST
LVL 4	CONJURER	LVL 4	PHYSICIAN
LVL 7	WARLOCK	LVL 7	ADEPT
LVL 10	SORCERER	LVL 10	SHAMAN
LVL 14	NECROMANCER	LVL 14	EVOCATOR
LVL 18	WIZARD	LVL 18	MASTER OF ELIXIRS
LVL 24	MAGUS	LVL 24	ENCHANTER

Priest		Bard	
LVL 2	ACOLYTE	LVL 2	MINSTREL
LVL 4	HEALER	LVL 4	CANTOR
LVL 7	CURATE	LVL 7	SONNETEER
LVL 10	DRUID	LVL 10	TROUBADOUR
LVL 14	HIGHPRIEST	LVL 14	POET
LVL 18	PATRIARCH	LVL 18	MASTER OF LUTES
LVL 24	SAINT	LVL 24	MUSE

Thief		Psionic	
LVL 2	ROGUE	LVL 2	PSYCHIC
LVL 4	TRICKSTER	LVL 4	SOOTHSAYER
LVL 7	HIWAYMAN	LVL 7	VISIONIST
LVL 10	BUSHWHACKER	LVL 10	ILLUSIONIST
LVL 14	PIRATE	LVL 14	MYSTIC
LVL 18	MASTER OF SHADOWS	LVL 18	ORACLE
LVL 24	GUILDMASTER	LVL 24	PROPHET

Valkyrie		Monk	
LVL 2	LANCER	LVL 2	INITIATE
LVL 4	WARRIOR	LVL 4	BROTHER
LVL 7	CAVALIER	LVL 7	DISCIPLE
LVL 10	CHEVALIER	LVL 10	APOSTLE
LVL 14	CHAMPION	LVL 14	MASTER
LVL 18	HEROINE	LVL 18	IMMACULATE
LVL 24	OLYMPIAN	LVL 24	GRANDMASTER

Bishop		Ninja	
LVL 2	FRIAR	LVL 2	GENIN
LVL 4	VICAR	LVL 4	EXECUTIONER
LVL 7	CANON	LVL 7	ASSASSIN
LVL 10	MAGISTRATE	LVL 10	CHUNIN
LVL 14	DIOCESAN	LVL 14	MASTER
LVL 18	CARDINAL	LVL 18	JONIN
LVL 24	PONTIFF	LVL 24	GRANDFATHER

Lord	
LVL 2	SQUIRE
LVL 4	GALLANT
LVL 7	KNIGHT
LVL 10	CHEVALIER
LVL 14	PALADIN
LVL 18	CRUSADER
LVL 24	MONARCH

Samurai	
LVL 2	BLADESMAN
LVL 4	SHUGENJA
LVL 7	HATAMOTO
LVL 10	DAISHOMASTER
LVL 14	DAIMYO
LVL 18	WARLORD
LVL 24	SHOGUN

Looking For Experience Point Tables?

It's in the game! Review your character, and click on the Candle of Life. There, you will see the "Next Level" statistic. The number to the right is the amount of points the character needs to reach the next level. For more information, see pages 14 and 27 of the Crusaders' manual.



"We're on a strange planet, we're cold and we've lost our travellers' checks."

It has been a long journey for your party—new to this world, its people and its ways. You've arrived in the dead of night, in a forest no less, without a cent to your name. So . . .

Immediately after your arrival, we suggest you do three things:

- Equip your characters. For mouse players, equipping can be done quickly with "hot keys." Press the item's number (1-10) followed by "E."
- Look over the party's ordering. Your strongest and fighting characters should be toward the front of the party while magic users generally walk behind their burly friends.
- Save your game. Why? Should your party meet an unfortunate and early demise, you'll need only RESUME SAVEGAME. You won't have to go through the process of adding characters, equipping, etc. again.

. . . then, take some time to look around. It's a planet unlike any other! Throughout this section of the clue book, you will learn the secrets, intricacies or facts about the various things you've come here to see and experience.

Swimming

Waterways are common on Lost Guardia, and are often used for recreation, transportation and, in some cases, protection. Navigating waterways isn't all that tricky, but it does take skill. If your characters jump head long into a deep and murky pool, they'll likely end up on the bottom . . . or attract something that lives there. However, if you take the time to build their swimming skills, the party should do fine.

When a character gains a level, add points to his swimming ability. Until the skill reaches 10, there is a very good chance that the character will drown . . . simply from his fear of the water! Around 10 points, however, he'll start to get the hang of things. Continued practice will increase his skill further.

While swimming, be certain to pay close attention to the character's stamina and make certain you have enough to get back! Swimming is a very tiring sport, especially when you're lugging 50 pounds of platemail into the water with you!

Diplomacy

A creature walks toward your party, hands outstretched. It could be an offer to shake your hand, a token of welcome and friendship, or perhaps it is a magician preparing the last incantations of a Fireball. As the two of you draw closer together, you wonder about his intentions as he wonders about yours. Hence begins the tightrope walk that is diplomacy.

Diplomacy is perhaps the single most important skill within Crusaders. Any character with Intelligence and Personality above 13 can begin to learn its



chivalrous ways. The Lord, Priest and Bishop are naturals. For a party to survive, much less flourish, a good degree of Diplomacy is essential.

- For the most part, Diplomacy will keep you on at least neutral terms with everyone (meaning that you won't get your face trampled in).
- Diplomacy will help you to earn the trust of creatures . . . who will then hopefully provide you with the information you need to complete a quest. Such befriended NPCs will often offer to share their lore with you.
- Diplomacy also helps to calm the waters between your party and an adversary who might be on the verge of attack. Sometimes, aided by a charm spell, your Diplomat might be able to soothe the creature's nerves . . . just long enough for your Thief to clean his pockets out!

As your party explores Lost Guardia, they'll often come across goods left behind or hidden by former inhabitants. Being from another world, however, and not fully schooled in the area's artifacts (the items you find), your party might not know exactly what their find is, what it's used for or even who can use it! A character skilled in Artifacts, however, can give the item a simple "look see" and provide your party with a wealth of information.

The Artifact skill, an Academia skill, is sometimes difficult to build and is overlooked by players who instead concentrate their skill points in other areas of Academia . . . magical studies or Kirijutsu. While that's understandable, it's not necessary to avoid the Artifacts skill altogether. In fact, it's quite possible to build this skill without using a single skill point at all!

Practice! First, designate a character to be the items' specialist (it's a good bet to select a non-magician). Then, allow this character to "use" items in the literal sense of the word. For example, instead of equipping a character with Pixie Sticks (a thrown sparkler of sorts), select the Use option when the character's combat turn rolls around. By using items in this way, characters practice their Artifact skill and become more proficient.

The longer your characters travel Lost Guardia, the more experienced they become. With this experience comes experience levels and increases in your characters' overall performance. Managing this growth can sometimes be confusing, particularly where it concerns skills—to add the points here or there? When gaining levels, try to add at least a few points using the following guidelines:

All Characters	Swimming
Monks, Ninja and Samurai	Kirijutsu (critical kill)
Magic Users	Magical Study Skill
Party Diplomat	Diplomacy
Party Thief	Skulduggery

Unknown Items & the Artifact Skill

Developing Skills





**"But, mom!
I don't want
to go to
bed!"**

After your first encounter with one of Lost Guardia's many NPCs, you'll likely feel that there's a certain sense of urgency in your quest . . . a need to move quickly and constantly, without stopping by a river's edge to take a breather. But, it's about a day into this routine (if that long) that several of your characters begin to fall asleep during combat or while walking down a path. Not good—but possible to beat! Consider what sleeping does for a party; it replenishes stamina, spell points and hit points. Yet, it also wastes time. Can you get around it? Sure!

- Look for fountains that rejuvenate spell points, hit points or stamina. Remember the location of these fountains, and return to them if possible and practical.
- Stock up on food items that replenish your stats. Food can be purchased in most cities. Keep stamina potions around as well.
- Select the Stamina spell when you have the option. Do not, however, select it in place of necessary spells like Heal Wounds.
- Keep a careful eye on your characters' carrying capacities. If any are overloaded, you're wasting valuable stamina.
- Avoid doing things that are tiring. If you're conserving stamina, it's not a good idea to go swimming or breathe on opponents (for Dragons).

While you can't go forever without sleep (unless you've a cartel on Heal Wounds and stamina potions), you can hold it off long enough to keep your quest on the fast track.

**Things That
Stand in
Your Way**

You're making some great progress. You've discovered a ladder in the forest and climb down . . . only to be faced with gates or locked doors. It's a common occurrence on Lost Guardia, where the natives and other travelers are hoping to keep their goods to themselves and protect them with heavy locks or rustic iron gates. Needless to say, such a roadblock can really get in the way of a perfect adventure. How do you get in?

- **Locked Doors:** You have four courses of action: force the door open, pick its lock, cast a Knock-Knock spell or use a key (or another item) on it. Picking the lock is probably your best bet - it's the only one that will increase a character's skill. If your character fails to pick the lock in the first attempt, try again. The door may become jammed, but a Knock-Knock spell can typically take care of that. If successful in picking the lock, he or she will gain a point in Skulduggery. If the effort fails, however, you can always use a key or a Knock-Knock spell to open it. Knock-Knock spells may also be used to identify the lock on a particular door. To open a typical locked door, you need only a good thief or a strong party. For a specially or magically locked door, however, you'll need a special key or an item. When you cast Knock-Knock on such a door, you'll find that it is "Jammed." Had



it been a normally locked door, you would read "Success" or "Failure." It's a good idea to save your game before attempting to open the door. That way, you can always try it again.

- **Gates:** In the many castles and strongholds across our world, gates serve as the ultimate protection against unwanted intrusion. It's no different on Lost Guardia. Gates cannot be picked or forced open, and generally an item, a lever or a secret button will trip its gears. When you encounter such a gate, search the walls and rooms in the gate's general area for levers, buttons or hidden keys that might open it. Additionally, try the lock with any interesting keys your party might have in its possession (not including iron and other basic keys). Sometimes, despite your best efforts, a gate might not open. Don't give up entirely. You might find something later on in your adventure that will let you in.

It seems you've explored every crevice, checked every corner and scanned every wall in the world. You know somewhere there lurks a hidden item, a secret arch or perhaps a gateway to another area you've not yet explored. How can you find such goodies? Cast the Detect Secret spell. When the "eye" starts to blink, you know you're near something good. Keep in mind, however, that sometimes an item or a secret door may be so well hidden that only a very high power Detect Secret can detect its presence. There are also other commonsense ways to discover these mysteries. Secret items and passageways can usually be found in the corners of rooms, where you see items "scattered about the room," at dead ends, and in one-by-one rooms.

No matter where your party begins Crusaders of the Dark Savant, you'll probably leave some stones unturned - at least temporarily - during your adventure. Certain places in New City, for example, are accessible only to higher level parties or require you to travel elsewhere to inquire about a riddle or to get the right item. If you're having trouble getting into a certain room, don't fret over it. Travel to another town and ask its citizens about your problem. Look for items or clues that might fit into that particular riddle.

It's the most important of all gaming strategies—saving your progress and saving your game before heading into potentially dangerous situations. You should save your game after every encounter, after a character gains a level, after solving a puzzle or a riddle, before venturing into a new area, before attempting a puzzle or riddle and before stealing from or otherwise hurting an NPC. There is only one exception to this rule - if you think you've made a giant mistake or if your party is too injured after an encounter. You might want to restart the game instead.

**Finding
Secret Areas
& Items**

**Don't Try
To Do
Everything
At Once**

**Saving
Your Game**





Getting It All Together

After spending a good amount of time importing or creating your characters, you're probably eager to see them perform in this new world with its new creatures, monsters and weapons. Before you head off in search of your first battle, take a few minutes to do a pre-combat check:

- Note the order of your party. Fighting characters with high hit points should be in front. The weaker characters should be in the rear.
- Note the ranges of your characters' weapons. Don't put someone with a short range weapon in the third position.
- Check your characters again to make certain everyone is equipped.
- Know what spells your spellcaster has available. If you imported your party from Bane, pay special attention to the spellcasters spell points. Sometimes, he or she may know a spell, but have no power to cast it. The opposite can also be true. While he or she has the power to cast a magical spell, the magician has forgotten the spell itself.

Hack Slashin' Fun

Your first encounters are all important, especially if your characters are new to Wizardry. How you handle the combat all depends on the number of monsters you encounter. For example, let's say your first encounter was with nothing more than a paltry phoot, and it's a bambiphoot at that. With three of your characters swinging at it, there's a good chance that it will be killed, or at least severely injured, during the first round of combat.

However, suppose you encounter three phoots travelling in two groups . . . one in the first group and two in the last. Obviously, you'd handle things a bit differently. Your ultimate goal, however, is to disable all the monsters as quickly as you can. With a bit of luck, the strategy below will do just that:

- Fighting Characters: Fight the one monster in group #1
- Magic User: Cast a Sleep spell or use the Poet's Lute on group #2

In the previous example, you're putting three of your fighters on just one phoot. In all likelihood, they will kill the phoot or significantly injure it. The Sleep spell, on the other hand, will disable both monsters in the second group if it is successful. So, in the next round of combat:

- Fighting Characters: Attack the sleeping monsters in group #2. If the phoot from group #1 is still alive but injured, have one of your fighters attack it.
- Healing Character: If any party member is injured, you may want to cast a healing spell on him or her.
- Spellcaster or Bard: It's optional, but if you want to play it safe, cast another Sleep spell on the second group to "re-sleep" any monsters that have been awakened.



After the second round of combat, if all goes well, you'll have only a single phoot left and it might be asleep at that! In the third round of combat, your fighters can quickly vanquish it.

Throughout your encounters in Crusaders, this type of strategy can be applied to virtually any situation, regardless of the type or number of monsters. For three groups, for example, you could cast a Sleep spell on the largest group, attack the second largest and hope the smallest group doesn't cause you too much damage. If you have another spell caster who can cast Sleep, or a Bard with a lute, you're even better off.

As you progress through Crusaders, you'll encounter other types of monsters who have special resistances, cast spells against you or possess other unique powers. Of course, your party's spell arsenal will have increased, too. You'll be able to Silence the spellcasters or Fireball the largest group of monsters (leaving a smoking mass where your fear used to be).

Just remember the essential combat strategy; disable as many monsters as you can in the first round of combat. How you disable them, by killing, spells or otherwise, is dependent upon the mettle of your fighters and the power of your spellcasters.

After an encounter, a party typically needs both healing and rest . . .

- If your party is in reasonably good shape . . . no one is dead . . . save the game.
- Since your healers probably used all of their spell power in combat, they will need some rest before they can help anybody. Find your party a quiet alcove, and bed down. Should your magic users have high Piety, the regeneration of their points won't take too long.
- Give your Bard and Dracon a chance to catch their breath. Playing instruments and breathing acid can take a lot of out of them.
- Although it might seem tempting, Lost Guardia is not a place for continuous sleeping (to regain spell points, heal naturally, etc.). It's a fast-paced world. Heal your characters as best you can with the spells and potions available to you. When your characters become more experienced, they'll have more healing spells and more gold to purchase potions (or you just might find some along the way).

When It's All Said And Done





*"If adventure has a name,
it is Wizardry."
... Shay Addams, Questbusters*

**"The pen is mightier than the sword."
... Edward Bulwer-Lytton**

**"It depends upon which pen and
which sword"
... Janet Mayer**



**Invoice: #1003
Date: 8/7/81
Salesperson: Norm**

It's a statement, and a simple one. But, it's also a statement of longevity ... one that only a handful of software companies - and even fewer game companies - can match. It is Sir-tech Software's first Wizardry invoice, more than 11 years old. The salesman, Norm, is now Sir-tech's president.

The order was sent to Computer Town in Salem, New Hampshire.





**Bane
of the
Cosmic
Forge**

1991 Best Game of the Year
Strategy Plus Magazine

1991 Best Role Playing Game of the Year
Strategy Plus Magazine

1991 Software Publishers Association February Hits List
of 25 Top-Selling Computer Games
Software Publishers' Association

1991 Computer Gaming World
Top Role-Playing Game, April 1991
Computer Gaming World

1991 Power Play Magazine Chart Attack Hit List, April 1991
Markt & Technik, Power Play Magazine - Germany

1991 Game Player's 100 Guidepost
The Hot 100, June 1991
Game Player's Magazine

1990 Best Quest of the Year
Questbusters

1990 Best Fantasy Role Playing
Adventure of the Year
Questbusters

1990 Power Play Award -
Top 10 Especially Recommended Games
Markt & Technik, Power Play Magazine - Germany

1989 April Game of the Month Award
Gamer's Gazette

1988 Innovations '88 Software Showcase Award
for Best Adventure
Consumer Electronics Show

1988 Finalist for Best Adventure or Fantasy/Role-Playing Program
Software Publishers' Association Excellence in Software Awards

**Heart of the
Maelstrom**

**Return of
Werdna**



1988 Entertainment Program
of the Year Award of Excellence
Computer Entertainer

1985 Outstanding Achievement in Computer Software
Electronic Games Magazine

1984 Critics Choice Award
Family Computing Magazine

1984 Certificate of Merit
for the Best Computer Adventure
Electronics Games Magazine

1984 Critics Choice Award
Family Computing Magazine

1983 One of the Ten Best
Computer Games of the Year
Omni Magazine

1982 The Charles Roberts Award for Best
Adventure Game for the Home Computer
Game Manufacturers Association of America - GAMA

1988 Inducted into The Computer Gaming World
Hall of Fame
Computer Gaming World

1983 Most Popular Program of
All Time for the Apple Computer
Softalk Magazine

1978-82 Most Popular Program
for the Apple Computer
Softalk Magazine

**Legacy of
Llylgamyn**

**Knight of
Diamonds**

**Proving
Grounds of
the Mad
Overlord**





Multiple Endings

For players of Crusaders' prequel, Bane of the Cosmic Forge, it wasn't a typical "endgame." For starters, some alien creature took off with the very object the party had been hunting for the whole of their adventure. As if that wasn't enough the game then notified players they had finished "one of the successful endings,

Todd Ashley, senior game counselor, recalls the wave of phone calls that hit his phones a month after the game was released. "People were determined to collect every possible endgame. I knew there were three for certain and maybe a couple more variations, but I couldn't hedge bets on which games David would use for the upcoming sequel. In fact, when I first found out about the multiple endgames I didn't know what he was going to use them for."

D.W. Bradley used three endgames from Bane of the Cosmic Forge as the foundation for beginnings in Crusaders of the Dark Savant. A fourth beginning is reserved for players who never played or did not finish Bane.

Queen of Hearts

The King's estranged wife holds the key to endgames in Bane. Offering the party a Silver Cross to repel the King's evil, she tells the party a tale of deeds most foul and crimes most heinous. It is she who is the victim, she who has been wronged and the King and his harlot are the root of it all. But . . . do you believe her?

Indeed, that's the answer that defines it all. Believing her, one hangs on to the Silver Cross. Dropping it constitutes otherwise.

Without the Silver Cross End #1

Shortly after the party meets the Queen, they will encounter Rebecca and the Bane King. Without the Cross, the party is sent to a tomb in the Enchanted Forest, and left to discover safe passage out. Entering the Chamber of the Cosmic Forge in the Temple of Ramm, they again encounter the Bane King . . .

"Ahhh! How good of you to drop by! Please, accept my apology for the poor accommodations in which you were placed earlier, but the temple was all booked up for the weekend . . . The fact of the matter is, I am tired! (And the vampire takes a wooden stake from beneath his cloak, and without a change of expression, plunges it deep into his own heart . . . soon thereafter, another ghostly shape appears before you . . .) She finally descends from her place of hiding, somewhat cautiously, as if she might be afraid . . . Is he gone? He was my protector and benefactor, as it was he that saved me from the hands of a harlot Queen, slayer of she my innocent mother and her lover . . . he was my only pleasure, and the Queen hated our love together . . . she was as wicked a witch as ever drew breath, no colder after death than she was before, and as my mother and lover were slain at her command, so also she tried to slay me . . . How fitting that her writ of death for the Demon Girl by Bane of the Forge would come to mean herself, and so she slipped and fell upon her own knife . . . And now you know the whole of it, so I leave you to take charge of the Cosmic Forge, pen and hand of Destiny . . . Since I am not of the bane pen, but am borne of mortal mischief, it is for me to seek my own destiny elsewhere.



Handing the party a key to free her brother, the great black dragon Bella, Rebecca leaves.

Perched upon his throne, a great black dragon sits sulkily pondering the deep mysteries of the universe, glancing at his crystal ball on occasion for some obscure reference . . . Do you want to chase a Cosmic Lord? Me too! C'mon, let's get out of here! Ain't she a dandy?! All aboard! And you climb inside the mouth of this awful sleeping beast, sure that dragon brains are full of tiny worms . . . Although the beast feels dead, a short time later, it begins howling, and you instincts tell you to get out now . . . "Hang on!" the dragon calls, "Here we go!" And the beast begins to shutter, everyone gets a funny feeling in their stomach, and soon you're flying around far up in the sky, zooming away . . .

A year later, the party lands outside of Ukpyp on the planet Lost Guardia.

With the Cross in hand, the party meets the Bane King and Rebecca. An encounter of sorts follows, and the party is banned to a small tomb on the outskirts of the Enchanted Forest. When encountering the King in the Temple of Ramm, the party notices a remnant of their last visit . . .

Ahhhh! How good of you to drop by! I was really hoping to meet you again, after your last "impression" . . . (the Bane King winces and you notice a scab in the shape of a cross upon his cheek). And now, my warmblooded friends . . . It is time to disperse with the formal pretenses, and fly into the heart of the matter . . . You wish to destroy me, and I wish to live! Therefore, one of us must die!

A difficult combat with the Bane King and his companion follow. Should the party succeed, two endgames are available . . .

When the party takes the Cosmic Forge, ending #2 is written. The party will arrive on Lost Guardia north of the orchid field and just south of Dionysceus.

Leaving the pen behind (answering "no"), the party meets a very ticked off dragon . . .

Perched upon his throne, a great black dragon sits watching the party, small vibrations and shutters rippling about his thick ebony hide . . . Suddenly, he can stand it no longer! OOOO! You killed them!! Then I will destroy you!!!

Your party, weary from their encounter with the Bane King and Rebecca, is engaged again in battle with Bella. Once the party defeats him, its journey to Lost Guardia begins. Finding a ship left by Bella, they travel to Guardia and arrive near the T'Rang's city, Nyctalinth.

New players, or those who import non-winning parties from Bane, begin just outside New City, and follow, more or less, the order of this hint guide.

With the Cross . . .

Take the Pen Ending #2

Leave the Pen Ending #3

New Players





Welcome to help! If you're stuck in Crusaders of the Dark Savant, you'll find hints and answers here. Since Crusaders is such a large game with multiple beginnings and endings, it's organized in a unique way.

- We begin just outside of New City using the "new player" beginning. If you're playing from a different beginning, just skip to your section of the hint guide.
- Sections are organized by city or place name, such as New City or Ukpyr Mountains.
- All treasure chests, traps and other game areas have been preserved, as if you're all alone on Guardia. Of course, this isn't the case. However, you'll be able to find out what you have missed when you discover an empty treasure chest!
- Open forest areas and seas haven't been mapped unless there's something your party needs to find in their depths.

Each section of the hint guide also provides you with four references:

- A map of the level or general area
- A general description of the area and its people
- Frequently asked questions and their answers
- Complete messages and notes

With four different references, you can get any level of answer you want. Looking to the map, you can find out where things are, but not what they are. In the question and answer section, you can typically find hints to help you on your way but not the answer in itself. The message listing, however, contains the complete message text and tells you exactly what to do at any given location.

Although this hint guide's order follows a new game start, please don't let the order of this guide's locales limit you. Part of the fun of Wizardry is taking chances heading into the unknown before you even know what's waiting there for you.



Map Legend



Gate



Secret Button



Archway



Door



Locked Door



Water



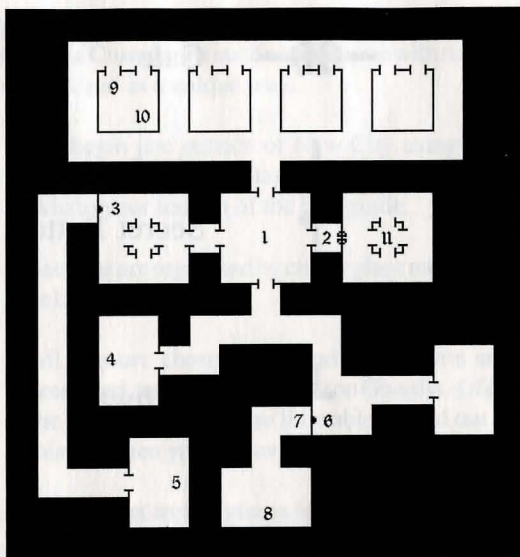
Darkness



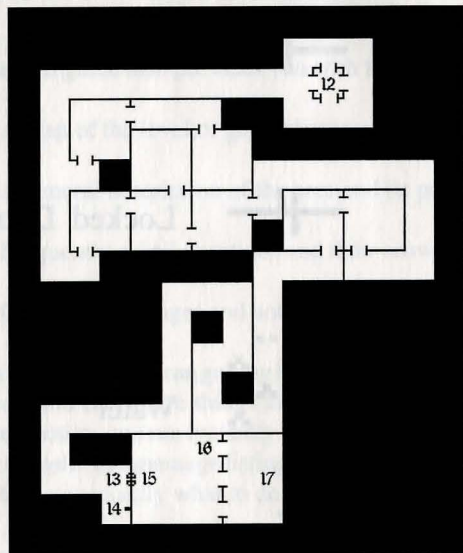
Matches Numbered Messages



Upper Level



Lower Level



It's been a long trip for you and your party, across the skies, through the stars and finally to a strange planet. Dropped here without a hint of your present location it takes a moment to orient your party, equip their weapons and travel through the woods to the "building place" known as the starter dungeon. In its two level confines, you'll get a taste of Wizardry, its creatures and its gaming system. Your characters will also gain experience and items, preparing them for a trek to New City.

How do I get past the gate?

You will find a key on this level that opens the gate. Search the rest of the level first.

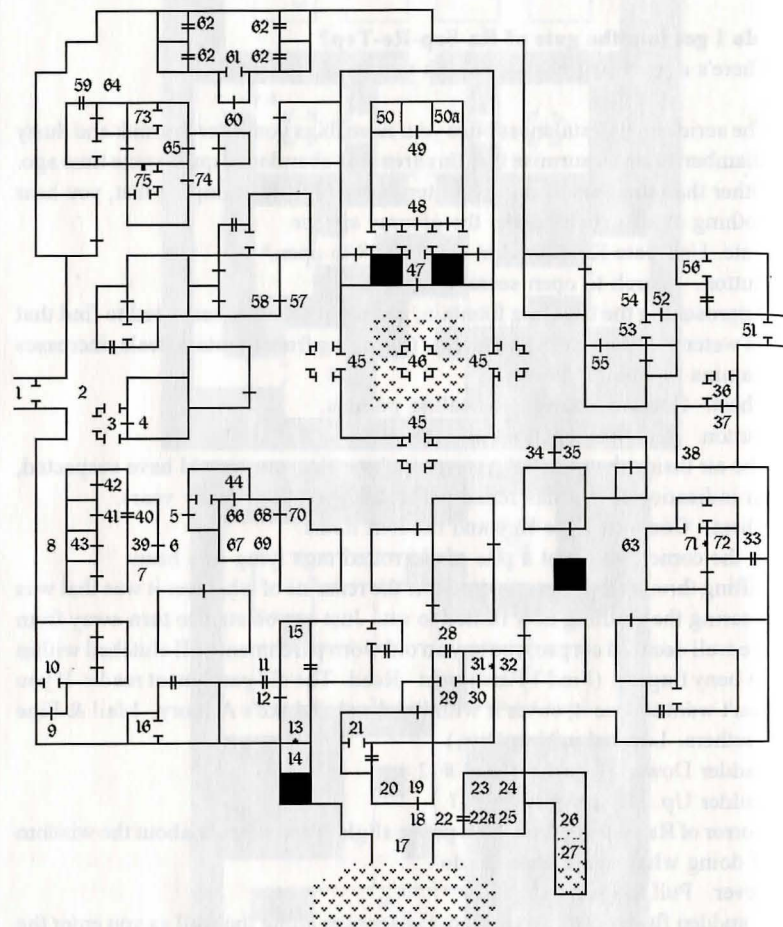
How do I get into the gate of Ra-Sep-Re-Tep?

There's a lever just one step south that opens the gate.

1. The acrid smell of staleness bites your nostrils as you enter the rank and dusty chamber, and you surmise that this area was abandoned quite some time ago. Other than the occasional soft pitter-patter of little scamping feet, you hear nothing at all which breaks the gloomy silence.
2. Gate. Use Gate Key found in chest at #8 to open.
3. Button. Search to open secret archway.
4. Approaching the trickling fountain, you are pleasantly surprised to find that its water still runs fresh and sweet. (Drinking from fountain heals, increases stamina and magic power.)
5. Chest. Contains numerous healing potions.
6. Button. Search to open secret archway.
7. The air inside the secreted passage is dryer than you would have suspected, an indication that it has remained undiscovered for many years.
8. Chest. Contains Gate Key and random items.
9. In the corner, you spot a pile of old rotted rags lying in a heap.
10. Sifting through the rags, you uncover the remains of whatever it was that was wearing the clothing now turned to rot. Just as you start to turn away from the well decayed corpse, you spy an old worn parchment still clutched within its bony fingers. (Find 1 Parchment - Read. The old parchment reads: If you don't want to lose it, cover it with Palukes'! Paluke's Armory. Mail & Fine Leathers. Located in New City.)
11. Ladder Down. To lower level #12.
12. Ladder Up. To upper level #11.
13. Horror of Ra-Sep-Re-Tep. You pause slightly and wonder about the wisdom of doing what you're about to do . . .
14. Lever. Pull to open gate at 13.
15. A sudden flash of fire arises from the sconces along the wall as you enter the chamber, and dancing in the flicker of their candlelight you watch as a shadowy form emerges from the depths of a smokey bubbling pool . . . (Encounter Ra-Sep-Re-Tep.) The skeleton ghoul now splintered into hundreds of tiny bones, you nonetheless feel uneasy about the mystical chamber, and could almost swear the little, ivory fragments were slowly inching their way back into the pool. As you start to leave the crypt, you deliberately step out of your way to grind a small remaining finger chip into the floor. . .
16. Re-entering the chamber, you note that most of the bone fragments have disappeared . . .
17. Chest. Find Amulet of Life, Reagent and random items.

Questions & Answers

Messages



Welcome To New City

"It's the place where everyone eventually ends up," or so it has been said of New City. Rich with history, New City indeed is the hub of this world, attracting people of every race, gender and affiliation. Both the Umpani and T'Rang have established outposts in New City, and all those seeking adventure on the seas come this way. It's also home to some of Guardia's most colorful people, from Professor Wunderland to Dungore, the keeper of New City's Inn.

Of particular interest to first time visitors are Paluke's shop and Father Rulae's magical fountain. Paluke has the covers for your body (especially if you've arrived from Bane without much cover to speak of) and a selection of finer goods. Father Rulae, on the other hand, cares not about war, but rather the spirit. For a donation, he'll soothe your wounds and spirit.

How do I get into New City? What do I say to the guard?

Tell him that you're heading to Paluke's. Gripped in the bony fingers of a corpse in the starter dungeon, you find a parchment advertising Paluke's.

Who is saying "Pssst!" through the window? How can I get in?

If your party hasn't explored lots of New City already, don't try to get to him. There's one heck of an encounter waiting inside the front door.

I killed the Savant Troopers guarding the prisoner. Now what do I do?

You'll need to get the right color pattern on the black box. On the western side of New City, very close to the exit, you'll find a wafer with a helpful pattern on it.

What do I do with the letter from Boerigard?

Take it to the Gorn King in the Gorn Castle. Exit New City to the west, and follow the directions Boerigard gave you.

Why isn't there anyone in Belcanzor's Magik Shoppe?

Just like any businessman, Belcanzor has certain hours he keeps. Try coming back later.

What do all the "vivid red" emblems stand for?

They are the mark of the Dark Savant and his legions, and typically identify places that he and his minions call their own.

There's a sign with writing that's too old and worn to read. What is it?

That's the entrance to the original New City, and it is now referred to as Old City. The current New City was built on top of it.

Is there anywhere that I can buy new items?

You can purchase armor at Paluke's near the center of New City. Though his supplies are a bit on the low side, he's offering great deals. Of course, for those enterprising enough, there is also the Arms of Argus. They have a great selection of weapons. As always, your party can purchase items from any NPCs you meet, provided they have something to offer.

How do I get into Old City?

Ask Professor Wunderland. He hangs out in the Library, and is very interested in the city's archives.

How do I get into the Arms of Argus? An Umpani keeps pushing me out!

Only those that are onto the ways of the Arms of Argus' keepers can get in. Ask Dungore in the Conqueror Inn & Tavern what they've been up to.

Inside the Conqueror Inn and Tavern, there are four rooms, but I was only sold one key. What's inside the other rooms?

All the rooms are the same, just as they would be in any hotel. Pick any room you like, and get some rest.

Questions & Answers

**More
Questions
& Answers**

In the Library, there is a sleeping guard. How do I sneak past him to get the book?

Use the fastest character in your party, and you'll have a good shot at it.

How do I get into the Umpani Detache?

You need to visit Ukpyr first. Once you get there, it will be obvious.

What's the Black Wafer for? I found it in the guard post.

Take a closer look at the wafer (review your character and read it). You'll notice its strange code.

How do I get the boat in the New City Marina?

Sogheim's boat is just for display purposes. You'd never want to take it out on the water. Eventually, though, you will find a boat.

How do I get into the inner room of the Forbidden Zone? Every time I put a card into the slot, an alarm rings.

You'll eventually find a card in New City that will do the trick, but you'll have to travel to Nyctalinth first.

How do I operate the strange machine inside the Forbidden Zone?

Look inside a specially locked closet in the Umpani Detache.

How do I get into the Curio Museum?

Place a coin in the jester's mouth.

I can't find a coin anywhere. Where should I look?

Check out the Bank & Loan. Surely there's a coin somewhere in there.

What do I do with the gooey worm-like stuff?

Leave your hand in, disgusting as it may be. Your character will be diseased but a potion can take care of that, as can a generous trip to Father Rulae. You may also purchase such a potion from Belcanzor. If you don't have the potion to cure disease, you might want to wait until you do.

How do I get the Magic Wand?

The Rebus Egge will help you get it - but not here. You'll eventually get the wand in Sphinx Cave.

What do I do with the Twisted Heads?

Nothing, at least for now. Search for a map hidden in Rattkin Ruins. You will find the riddle to the answer there.

I've found a boat floating in the water. Unfortunately, I can't get it outside of its confines. What do I do?

Looking at the boat closely, you will notice that something is missing - namely its source of power! Something your party finds in Munkharama does the trick.

How do I get to the statue in the middle of New City?

You'll need to swim to the statue. Make certain your characters have plenty of stamina before attempting the trip. Further, your characters will need swimming skill, at least 10 per character.

I've explored as much of New City as I can. Where do I go from here?

You can go pretty much any place you want. Most people head up to Orkogn Castle or east to Munkharama. It all depends on the conversations you've had in New City and, of course, what your instincts tell you. There is, however, no right answer.

Messages

1. Entering New City. An ominous figure suddenly appears before you. "Halt! By order of the Imperial Legions of the Savant Empire Access to New City is restricted. What business have you in New City? (Answer "Paluke" or "Armory.") Destination confirmed. You may pass . . .
2. There is a cold dullness to the town of New City. As you pause and listen to the howl of the wind, whistling through the alleyways of the city, you can almost hear faint whispers from behind the drawn shuttered windows, and the clatter of footsteps underneath the rustle of scattered leaves . . . as if some dark cloud had descended upon the place, choking from it the sparkle of life that perhaps it once possessed . . .
3. A vivid red emblem has been attached to the door, the significance of which is not clear.
4. The bunker is crude and dirty, apparently serving as a small guard station for the Savant Legions.
5. Forbidden Zone. Two vivid emblems, one red and one black, have been attached to the door, the significance of which is not clear.
6. New City Constabulary. Restricted Area. A vivid red emblem has been attached to the door, the significance of which is not clear . . .
7. Peering through the window, you see a group of bizarre Savant Guardians. Cold and without emotion, they are deadly serious, and are poised to repel any possible attempt at invasion.
8. !Pssst! Get me out of here!! (To get the prisoner out, you need to get inside the Constabulary. Since the encounter is high level, give your party a chance to explore the bulk of New City first.)
9. Belcanzor's Magik Emporium.
10. (If Belcanzor is in) Inside the shoppe, the air is filled with smoke and the heavy scent of burning powders. It is unusually dark, and a spooky sense of enchantment fills the room. Shelves along the walls of the eerie boutique are filled with dusty bottles and ancient books, and peculiar trinkets and artifacts can be seen perched in between. From out of the shadows a tall pale figure emerges . . . "Welcome visitors . . . I am Belcanzor! How may I be of service?" (You may purchase a great selection of potions and other magical goodies from him.) In a sudden billow of smoke, the entire contents of the room vanishes, leaving only bare empty walls with no trace of its prior occupancy. (If Belcanzor is out.) Inside the shoppe, the room is empty, its walls bare, and a thin veil of dust covers the floor . . .
11. Keep Out. Condemned Area.
12. The building is old and crumbling away, completely empty save for a few broken crates and a somewhat liberal spread of rodent droppings.
13. dC ty c es. This is all you can glean from a sign too faded to read. (The entrance for Old City Archives. Use Archive Key from Prof. Wunderland.)
14. Ladder down to Old City Archives.
15. Treasure chest. Contains miscellaneous items.
16. Treasure chest. Contains miscellaneous items.

17. The great Sea of Sorrows spans before you like a vast and dense space flattened unto the sky, spreading into the far distant horizon as a desolate plain of shimmering ether. Its deep waters chant a thousand silent tales, and its unseen borders but hint of far distant lands. How universal such a compelling motion, as if behind every veil of boundless unknown lay cloaked an invisible beacon endlessly calling. Such solace these sights bring, as if a reminder that though the trappings of mortal man be forever enshrouded in a sea of passing discords, he has but to open his eyes that he may bear witness to some greater existence of which he is only a momentary traveler.
18. New City Dock & Marina.
19. Old nets and a few stuffed trophies of gruesome looking aquatic creatures drape the walls of the small marina. An old munk, quietly working in the corner, seems so immersed in the block he is carving that he fails to take notice of you. Looking back at the trophies in detail, any thoughts of taking a little dip in the sea are quickly followed by thoughts of being ripped to shreds. The old munk giggles, looks up, and then goes back to work. On the far wall, you notice an empty trophy plaque, though it is too far to read from here. As you turn back to address the munk, he is standing before you. "Thinking of sea faring are we? Beware the dangers of the deep! Brombadeg the Demon of the Sea! Many a ship has set sail, only to never return. Tis rumored that when the moon is full, he rises from the deep in search of human blood. But none who have met him have lived to tell the tale. Aye, he's taken many a sailor to a watery grave. And if Brombadeg doesn't get you, then the birds probably will! (Meet Sogheim... Asking him of birds) Birds twice the size of a man, large enough to reach down out of the sky and pluck you from your ship to carry you off. (Asking him of the sea...) Aye, there's many a danger out there on that sea, that's why it's called the Sea of Sorrows. (Asking him of a sea monster...) There's a tale that in early times, ships traveled freely across the seas, but that was before the times of Brombadeg! I lost my last vessel to that creature you see hanging on the wall over there. No one dares set sail anymore, and I don't blame them! I've been working on another ship, but she's not yet sea worthy. Maybe one day, when I've seen enough of this world, I'll finish her and set out to meet Brombadeg. Maybe one day."
20. A lonely plaque devoid of trophy hangs from the wall... It reads "BROMBADEG."
21. Spanning the room, suspended by hoists and beams, the skeleton of a small sailing vessel awaits completion. Looking closely at the unfinished ship, discoloration in the wood of various sections suggest the small boat has probably been under construction for several years, possibly more. It is evident that at this rate of progress, it could be a decade before the ship is ready to sail the open seas. Clearly there is little hope of it being of any use in your current endeavor. (No, there isn't a way to get the boat.)
22. CURIO MUSEUM. Amazing Oddities. The colorful cartoon of a grinning jester adorns the door of the museum. A metal tongue is protruding from a small hole in the mouth of the jester, and in the tongue is a narrow slot. You

- discover that the tongue is taut and springy and when you depress it and quickly release, it flaps up and down, making an odd twanging kind of sound. (Use Copper Penny found at #31). Inserting the copper penny into the slot, you depress and release the tongue. The coin flips into the grinning jester's mouth and disappears.
- 22a. Cobwebs hang like fine tapestry from the ceiling and walls of the dark museum, creating the illusion of a gossamer maze. Gradually, your eyes adjust to the dimness and strange silhouettes can be seen in the shadows of the room.
 23. Do Not Touch! WAND MAJESTIK. Hovering above a marble pedestal are four glowing balls. The balls are aligned in the form of a pyramid, three at the base in the shape of a triangle, and the fourth on the top as the peak. The balls do not appear to be connected to the pedestal in anyway, and you cannot readily explain how it is that they remain suspended above it. Of even more interest however, is that within the pyramid floats an ornate and dazzling wand, which bathes the area with a radiant aura. TOUCH ONE OF THE BALLS, TRY TO TAKE THE WAND or LEAVE IT ALONE (Trying either action option...) As your hand reaches into the pyramid it disappears! Although you cannot see your hand, it is still connected to you, and it feels as if you have reached inside a vat filled with oozing slug-like worms, crawling all over your digits. LEAVE YOUR HAND INSIDE or PULL YOUR HAND OUT. (Leaving your hand inside) Feeling around inside the invisible vat of slugs, your fingers detect something hard, round and slightly heavy. As you grasp the object and retract your hands, something gives you a small burn. (You are diseased) Quickly pulling your hand from the pyramid, you are relieved to find it still there. The mysterious wand appears quite unaffected by your actions and continues to hover and glow. (Receive Rebus Egge).
 24. TWISTED HEADS. An elaborate mural cast in metal hangs from the wall, and sticking out from it in gross profile are the bronzed heads of three little caricaturish imps... While there does not appear to be any particular meaning to the abstract background of the relief, you discover that the small burlesque heads can be twisted around. You are surprised to learn that when a head is oriented in one direction, it appears to convey a certain emotion, and by turning it upside down, the original face reverses and then extols an opposite expression. You wonder if perhaps there is some meaning in this madness. (Press Scared Imp, Angry Demon, Laughing Devil, Silent Devil, Surprised Imp, Happy Demon. The east wall opens.)
 25. Petrified Homonculous. A large crystal dome sits upon a tarnished metal stand attached and sealed quite hermetically. Peering inside the dome, you spy a small gargoylian figure, apparently made of stone or some other hard material. The quality of the workmanship is exquisite, so perfect to the last detail that one might almost swear the tiny figure was real.
 26. Afloat within the shallows of the water is a peculiar looking vessel, a boat, but unlike any other that you have ever seen.
 27. Stepping aboard the strange craft, you see that while it appears to be made

of wood and steel, further investigation reveals it is actually built of an unknown hard glossy material. Tough, resilient and obviously waterproof. It makes you wonder about the origin of the boat, and how long it has been harbored here. The most interesting feature of the craft, however, is the tall oven-like barrel which sits at the rear of the ship, the purpose of which is not clear. It then strikes you that there is no visible means for propelling the small skiff. Only the rudder pole, a banking oar, and a strange handle attached to the side of the barrel. Gracing the bow of the ship is the carved head of a fierce-looking, long-nosed, bandit-eyed, furry-faced mongrel.

Mounted behind the wolflike figurehead is a plate which reads: WIKUM BOAT. You ponder what WIKUM might be.

Investigating the barrel in more detail, you note its odd features. Inside it are a number of long round tubes, which arise from underneath one side of the large canister, loop around a black metal tripod at its center, and then descend back into the bottom of the barrel on the other side. Banging on the tubes, you detect that they are hollow. However, you still can find no means of making the vessel move.

(Use Wikum's Power Globe from Munkharama) Placing the black globe onto the tripod in the center of the odd canister-barrel, you gasp as it starts to glow. After a few moments, you can hear water rushing up through the tubes inside the barrel, and soon see a rush of water emerging out of the rear of the craft. Grabbing the rudder and pulling the handle on the side of the large can, you are ready to head out upon the open sea . . .

28. BANK & LOAN. Closed Holidays.
29. Apparently every day is now a holiday, the bank being quite bare and obviously vacated long ago.
30. VAULT ROOM.
31. The vault room appears to be empty, save for a slight gleam in the corner of the room which catches your eye. (Search) Wedged within a crack of the floor, you pry up a paltry coin. (Find Copper Penny, used at Curio Museum.) (Search eastern wall. Press button to open archway.)
32. Inside the vault rests a heavy chest, sealed and locked securely. (Disarm Treasure Chest.) Buried in the chest, wrapped in a dark sequined shroud, the body of something once human met a horrible end. The corpse has long turned putrid, and seeing it within such a perverted coffin speaks a tale of graven past deeds, and fills your head with images of a crime most foul. There is no clue as to the identity of the remains, but gauging from the soggy squish of its moldered flesh, you can guess it has been here for at least several months. Mistakenly, you take a breath (party members become nauseated). (Find Dagger, Cloak and Deadman's Hair, plus 2500 experience point bonus.)
33. UMPANI DETACHE. Military Personnel Only.
34. ARMS OF ARGUS. Weaponry Shoppe.
35. The inside of the shoppe is dimly lit, and faint outlines can be seen upon the walls where various implements of destruction were once displayed. The store seems quite bare, other than a few scattered crates, some open, which are

resting on the floor. Tacked upon the back wall are several illustrations of items not immediately identifiable and whose uses and purposes are not readily apparent. A large horned creature approaches you, brandishing an ominous sword and a strange barrel shaped object, waving them in a threatening exhibition of possible conflict. "Haut! What do you want? This shoppe is closed PERMANENTLY! Who sent you?" (Answer Black Market) "Shhh! Spies are everywhere! Come in and be quick about it." (Meet Rossarian. He's willing to talk about Old City.)

36. A vivid red emblem has been attached to the door, the significance of which is not clear . . .
37. (Encounter Savant Troopers and Guards.) The bunker is crude and dirty, apparently serving as a small guard station for the Savant Legions. In the quiet of the aftermath, just barely audible, you can hear a continual "Eeep Eeep" sound coming from somewhere in the room.
38. (Search) You find a thin flexible wafer which had apparently fallen to the floor sometime earlier, the source of the faint tone. It is inscribed as follows: ETX: BYYR. It might be an identification tag of some kind, but what a very odd name indeed.
39. Inside the constabulary, a host of the elite Savant Guardians stand ready for battle . . . moving swiftly, silently, and with perfect precision, they assume a massive attack formation . . . (Encounter Savant Guards and Troopers.) The battle over, the vaporized bodies of the mysterious guards have left no trace or clues. It is all inhumanly efficient.
40. A small black box with three blinking buttons is attached to the wall. It appears to be patiently awaiting instructions that were presumably lost with the demise of the guards. The colored buttons blink three times and then go out. LOCK CODEX. YELLOW. BLUE. RED. ABORT. (Press Blue, Yellow, Yellow, Red to open. From code on wafer received at #38.)
41. The prison, like all cages and chambers of confinement, is desolate and somber, and the air is thick with the stale odor of unhealthiness. Its construction is simple and plain, but quite adequate to be effective nonetheless, serving all too well its ultimate intent, to slowly drain the life of those who are deemed threatening or undesirable to the currently prevailing powers that be.
42. You find a key hanging upon the wall. (Get Prison Key.)
43. (Use Prison Key to open door) The prison cell is occupied by a very rotund and somewhat unattractive creature, although his demeanor does not appear hostile . . . "I am in your debt. I was betrayed by a gang of assassins, spies that were searching for Orkogre Castle, our secret fortress hidden in . . . Oops! Heh, umm er, ah . . . Perhaps we should get out of here before more of the guards arrive!" (Meet Capt. Boerigard. Ask him of Orkogre Castle) The location of Orkogre Castle is a well kept secret, known only by a handful of outsiders, but now I have need of your help and must reveal it to you. You must swear never to tell it to anyone! Will you vow never to repeat what I tell you? (Vowing yes) A plot has been unleashed by those who would envisage

the destruction of the mighty Gorn Empire. We survived the years of war with the Dane and Munk because we were stronger, but now new forces have appeared that seek to sway and inflame our old enemies. I will attempt to find the traitors who deceived me before they can reveal the location of Orkogre Castle. But, you must travel to the Castle and warn the King! Tell him this: The Dartan Alliance is Broken. He will understand its meaning and know what to do. East of New City, if you follow the road that forks northward, you will enter our lands. The border is guarded by a special division of the Gorn Army under the command of the great Lord Galiere. He is loyal to the King and will allow you passage if you present him with this letter. From there, make your way westward through the forest. Be on the lookout for the entry in the small clearing. It is a difficult journey, but you should be able to reach it in a day or so. Uggbah be with you! (Receive letter from Boerigard.)

44. An elaborate device with tiny blinking lights has been implanted into the heavily steeled door. Only a thin slot at the base of the device displays any hope of an access into its internals . . . (Use the Controller Card found at #73.)
45. You stand inside a large courtyard, serene and calm, and it is a welcome change from the otherwise gloomy city . . . There is an arched gazebo in the center of the courtyard fountain, and within it is housed an ancient statue.
46. (Swimming out to statue) Standing at the statue, it appears much larger than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle. (Search the statue.) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: FATHER PHOONZANG. Oddly enough, while cleaning the plate, you noticed that the middle of the second "O" in the engraving seemed to move out of alignment. (Searching again.) It indeed swings open, pivoting at the top, and underneath you find a small opaque stone, apparently concealed here a long time ago . . . (Get Moonstone.)
47. Welcome All. Thesminster Abbey.
48. Though the cathedral lacks the kind of elegance most often associated with a membership of profitable patronage, it nonetheless seems to possess that tranquil reverence which can momentarily soothe the troubled soul. It is empty now, the floors swept clean, and only the slow deliberate motions of a lone figure standing at the end of the temple serve to break the stillness. The distant priest has given no sign that he is aware of your presence, continuing in his ritual as if no other matters held any import . . .
49. Drawing near the priest, he turns to face you. Welcome My Children! Do you seek healing for the body, or guidance for the spirit? (Asking for Guidance) Slay not he that cannot hear! Go now, and repeat these words to Brother T'Shober who guards the bridge to the Holy City of Munkharama. Your journey shall be long, but you have taken the first step. Now you must prepare to make the second! May the heavens watch over you. (Asking for Healing) Would you sacrifice all or but a little? (Sacrificing all or a little

provides you healing through the ladder at 50). You shall receive in accordance with what you have given. Enter herein, and follow the path before you.

(After learning of the sacrament in Munkharama, return to tell Father Rulae) Thy virtue doth shine as a radiant sun! Enter herein and follow the path before you! (Wall opens to ladder at 50a, which goes down to chest) The chest lies covered with a thick coat of dust, and you wonder if it is as old as Father Rulae himself. (Open chest) Prying open the antiquated coffer, you discover a bundle of waxy layers, which you begin to peel away . . . Under the wax covering is a worn piece of parchment, so old that it has several holes in it, and its writing has long faded away (find Legend Map).

50. Ladder down to healing fountain after making sacrifice.
- 50a. Ladder down to treasure chest after returning from Xen Xheng in Munkharama.
51. Leaving New City.
52. New City Library. A vivid red emblem has been attached to the door, the significance of which is not clear.
53. Cautiously, you look around, wary of the foreboding emblem which marked the front of the library door. The interior of the library is quite dusty and cluttered, being filled with shelves of books and old scrolls. It would require days to search through them all, and even then it is unlikely that anything here would be of much use. For some reason you turn and cast a glance sideways, toward the north end of the room, and there, perched slightly apart from the volumes around it, you spy a dark red book. But suddenly, you are startled by the gaunt figure of one of the ghoulish Savant Guards, unearthly still, uncannily poised in the corner beside the shelf on which the book rests. Ready to jump into action, yet still frozen where you stand, before you can react your senses tell you there is something peculiar about the situation. Within the heartbeat of the next moment, you can see that the dreaded Guardian is not reacting, nor making motions of any kind. Whether it is entranced, or dead, or asleep you cannot tell. Perhaps there is some secret power or weakness to which it has succumbed. Whatever has affected it, you start breathing again, and find that it is totally oblivious to your presence.
54. Silently cursing yourselves as fools, you carefully approach the dormant Savant Guard. Sure enough, it seems to be deactivated in some fashion. And there, on the shelf before you, the dark red book beckons . . . TRY TO TAKE THE BOOK, ATTACK THE DORMANT GUARD or WALK AWAY NONCHALANTLY. (Try to take the book, successfully.) Deftly, you sneak the book from the shelf, not even a breeze . . . The Savant Guardian remains in its somnolent state . . . (Attacking the Guard, successfully.) Having vanquished the Guardian, the book is yours . . . (Get Book of Fables.)
55. (Meet Professor Wunderland.) Behind a flutter of papers inside the inner chamber of the library, you surprise an old and grey rat-like creature, who apparently does not like surprises. . . . EEECH! Who are you?! Why can't you leave me to work in peace? Besides, I gave the city blueprints to the strangers that were here just before you, if that's what you're looking for . . .

Now leave me alone! (And speaking with him of Old City's history.) The history of Old City! That's what I've been researching . . . Listen, and I'll tell you what I've learned . . . A long time ago, everyone lived together here. . . . All in the same city . . . Old City. Life was simple for our ancestors, there was a common purpose, to fulfill the law of something called the Sacred Stone! But as time went on, there was disagreement upon the meaning of the sacred writing. Everyone began having different ideas, and they began to fight amongst themselves. Different groups were formed, each claiming to represent the one true interpretation of the Sacred Stone . . . In time each faction created their own version of the Sacred Stone, rewriting it to conform to their own beliefs. The original Sacred Stone was lost, obscured, and forgotten. Eventually, all anyone knew was dependent upon the beliefs of the faction unto which they were born. Naturally, the different factions began to separate. Soon, newer cities were constructed in the surrounding regions, and Old City was abandoned. All evidence of our original common ancestry disappeared. There were wars, the simple life had come to an end, and each faction began to evolve in an entirely different way. Some believed that this was bad. Others claim it was foretold. And a few others yet say that this is all as it should be. Hundreds of years passed, then, one day, a strange thing occurred. A group of strangers appeared, calling themselves the Higardi. They said they came from the mountains, where they had been living in the ages since the fall of Old City. They had achieved great scientific wonders, and they wished to share their knowledge with all. A common ground was needed for all the differing factions to meet with the Higardi, and so New City was constructed and it was built on top of Old City. Then, as suddenly as they had appeared, the Higardi vanished! No one knows exactly what happened. There must have been some purpose, but no one knows what it is! And so then, at last, here we are. . . . (Asking him of Archives) Mmmmm, let me think a moment . . . There were some archives in the Old City. When New City was built the archives were sealed off and covered over . . . Years ago, I went there to study records of our history. I think I may still have the key, one moment. (You receive Archive Key to enter Old City.) I hope this helps with what you are looking for. The access to the Old City is on the south side of New City. It's been locked up for years. Be careful!

56. Treasure chest. Contains random goodies.

57. Palukes' Armory. Mail & Fine Leathers.

58. Naked wooden dummies which once carried various suits of armor stand barren in a random disarray about the shoppe. A few old, ratted garments of mail and leather droop lifelessly from the walls. It is hardly an enticing display. A poster above the door proclaims: If you don't want to lose it, cover it with Palukes! The floor is unswept, covered with the footprints of many recent visitors, and a well worn path leads into the back. Suddenly, a stout looking creature appears from behind one of the empty dummies and charges to meet you. "Ort! I am Paluke, Armorer of New City! This is your lucky day! I have a few remaining pieces which I am sure can be easily fitted to suit your

needs! *Snortle* Sorry I don't have more to offer right now, but it seems everyone is preparing for war! (Asking about war . . .) There is war in the air, make no mistake! (Asking of the prisoner in the jail cell) The Savant Kui! Sa-Ka have captured a Gorn Officer!" (While here, you may want to purchase some of Palukes' goods, or perhaps sell off a few of your extras.)

59. T' RSHIECHES HOUSE. Property of the T'Rang Empire. Entry Strictly Forbidden.

60. The Conqueror Inn & Tavern.

61. All is quiet as you enter the Inn, and it seems that you are the only likely customers. The main room is cluttered with junk, and several scratchy paintings hanging askew adorn the walls. Stacks of plates and half-finished meals still remain from prior days. A testament to the general tidiness of the Innkeeper. Soon, a frumpled grumpy man makes his way from the back of the messy room. (Meet Dungore.) "Hrrumpt! Pardon the clutter, but we don't get many visitors these days. You need lodging for the night? As long as you don't bring any of those filthy T'Rangs with you . . . But don't just stand there, come on in! You look like you could use a good round of ale! Just make yourself at home, we're all family here. Now will that be for two nights or just three?!? (Buying a room for the night . . .) Take the key, any room you like! Best buy in New City! (Purchasing a round of ale . . .) A round of ale will cost 30 G.P., ok? Ale's good for the soul! By the way, maybe I heard something that might interest you . . . (Ask him about rumors he's heard.) I've heard the Black Market operates from the Arms of Argus!" (If you tell Rossarian at the Arms of Argus that you're there for the black market, you'll get in. Dungore also has several items that you may have need of. Purchase the bananas for sure, though. You will need these in Orkogre Castle.)

62. Use Inn Key purchased from Dungore to open any one of these rooms.

63. Peering in through the window, you witness several large greyish creatures carrying on a conversation, comprised mainly of snorts and low rumbling sounds. Soon, one of them begins to get angry, stomping and snorting as if enduring some gross miscarriage of justice. Then, he parades from the room, the others follow at a cautious distance.

64. Inside the window, a grimy gooey brown substance slowly drips along the walls.

65. The room invokes a rather queasy sense of dread, as deposits of a sticky brown substance covering the walls and floor suggests the thought of some kind of weird alien habitat. In the corner of the room, you spy a huge foaming brown mass as it begins to move in your direction . . . (Encounter Shritis T'Rang.) From out of the shadows, a menacing spider-like creature approaches you and hisses "I am Shritis T'Rang!" Standing 9 feet tall, limbs twice the girth of any other T'Rang, brown cobweb coating so thick and dark, you know that this is no ordinary T'Rang, and the hot fetid spewel which drools from his mouth makes his threatening disposition even more ominous. He hisses again. "Be quick about you humans, I do not play games. H'Jenn-Ra has sent you to me? (If Yes . . .) Then take heed little pups. The T'Rang empire has

claimed this world as its purlieu and any outsiders meddling in our affairs will be dealt with in a most expedient manner. If H'Jenn-Ra wishes to test your merits, I will oblige. But cross us, and the full force of the T'Rang Empire will ring down upon your clammy little heads! What word has H'Jenn-Ra T'Rang for Shritis? (Answer "To Strike.") To Strike?! Does he wish your head devoured by great Shritis T'Rang?! HA HA HA! Fear not, disgusting humans! It is the fat bellies of the nosey Umpani toads we would purge from our territories. They bring their fierce guns and machines to bear against all who oppose them, but they fear the mighty T'Rang Empire, yes! Even with all their firepower they cannot prevail against us! The Watchers must sense a momentary weakness in their defenses, and the wise H'Jenn-Ra has seen within you a power to assist us. Would you partake of my vengeance upon the cow-bellied Umpani? (Saying No.) HSSSTTTT-BAH! H'Jenn-Ra sends me worthless plasm. Return to him and tell him Shritis T'Rang has no use for you cowardly spines! (Saying Yes.) So H'Jenn-Ra may have chosen shrewdly after all. He is wise. Perhaps too wise. You are to seek out the savage Umpani tracker, Rodan Lewarx and destroy him! Around his neck hangs the gold medallion of his dead father. Bring the medallion to me! And you shall reap the rewards befitting proven allies of the T'Rang Empire! Do not return to me until Lewarx lies a festering carcass! I go to sever the head of the Umpani... the simpering pig, General Yamo." (Shritis T'Rang leaves.) When dealing with an unpredictable and dangerous power, each moment becomes an exacting test, as if the boundary between reward and crucifixion lay upon the keen edge of a sword's blade. In the battlefield, such experiences are commonplace. But how much more deadly when the contest lies within innocuous surroundings, and the wars are fought with words. It is with a sense of relief then that you watch as the great monstrous spider-thing known as Shritis T'Rang gathers his forces and exits the chamber, off on his crusade of assassination, hissing orders to those who follow in his putrescent wake oblivious any longer to your lingering presence in the house. Now it is for you to decide your next course of action.

66. Entering the area known as the Forbidden Zone, you confront a few of the icy Savant Guardians at work behind a strange machine, its panel aglow with rows of blinking colored lights. Upon seeing you, one Savant Guard quickly snatches something from the panel in front of him, and the lights on the machine go out. The other Guards methodically and mechanically turn to attack. (Encounter.) The powerful Controller eliminated, you are dismayed by the fact that he vaporized without leaving behind the object that was attached to the odd machine.
67. You stand at the helm of the blank machine, trying to comprehend its purpose and operation. On the side of its box-like head, you note the slot from which the Savant Controller removed the device responsible for its deactivation. (Use Comm-Link Device from #72) You insert the Comm-Link Device into the side of the machine. Activation Sequence Initiated & Terminal Linkage Connect & Remote Access Operational. SERVER: (Enter 023@31 A2

This is the first code) Server 023 31A2 Accepted (Enter Black Ship Command) BLACK SHIP COMMAND. Central Security LOADED. LOCATION: Remote Operation Station #2. HOST: Black Ship Command & Options: S)status L)og F)iles E)xit (Choosing Status) * STATUS MONITOR * Status: IN ORBIT Planet: GUARDIA Life Support: GREEN Star Drives: GREEN Primary CPU: GREEN Aux Sys CPU: GREEN Shields: (98/100%) Phaser Banks: UNLOCKED Missile Bays: READY & All Systems Operational.

COMMAND LOG Access Restricted (trying to access it) * Access Denied * Terminal Linkage Disconnect.

(Selecting the Files menu from the main menu) * FILES * FILES: S)hip P)ersonnel E)xit (Choosing Ship Files) Accessing: SHIP FILES (Enter NARGISST or HORATHA. Entering DEDAELIS is always denied. The Savant has certain things to protect, you know.)

Ship: NARGISST. Clan: T'RANG. Class: Whaler Transport. Status: In Transit. Cr/Cp: 18/240 Weapon: 2 Torpedo, 6 Phaser. Armor: 6

Ship: HORATHA. Clan: UMPANI. Class: Battle Cruiser. Status: In Sector. Cr/Cp: 275/2275. Weapon: 12 Torpedo, 16/36 Hv/Lt. Cannon, 28 Phaser. Armor: 38.

(Selecting Personnel from the main menu) Accessing: PERSONNEL FILES. NAME: (Enter name of any NPC you are interested in.)

Name: H'JENN-RA. Class: T'RANG. Clan: HAGIIGHA. Age: 130+. Personality: NONE. Overview: SUB-GENIUS, DEADLY. Features: MARK OF T'RANG COUNCIL. Last Known Whereabouts: UNKNOWN. Comments: Possibly terminated by T'Rang Council - Head of Hagiigha Clan - Unscrupulous, Effective.

Name: SHRITIS. Class: T'RANG. Clan: WASKOS. Age: 68+. Personality: NONE. Overview: ASSASSIN, EXTREME INTELLIGENCE. Features: UNUSUALLY LARGE (9'+), SCAR-CLEFT FOREHEAD. Last Known Whereabouts: PLANET GUARDIA. Comments: Most dangerous entity alive - Right hand of T'Rang Council - Rumored leader of T'Rang Guild of Assassins.

Name: YAMO, OLEXANDER. Class: UMPANI-MALE. Clan: YAMO. Age: 72+. Personality: DEPENDABLE, RELIABLE. Overview: INTELLIGENT, OVER-TRUSTING. Features: HYCODET CROSS OF VALOR, 3 SCAR-HOLES LEFT ABDOMEN. Last Known Whereabouts: PLANET GUARDIA. Comments: 3-Horn General of Umpani Tactical Forces - Rumored to be getting soft with age, possible mandatory retirement

Name: LEWARX, RODAN. Class: UMPANI-MALE. Clan: LEWARX. Age: 35+. Personality: BOLD, OVERBEARING, SPOILED. Overview: HUNTER, AVG++ INTELLIGENCE, VERY SUCCESSFUL. Features: MEDAL OF THE GOLDEN SUN (Highest Umpani Award of Triumph). Last Known Whereabouts: PLANET GUARDIA. Comments: Father was Hectar Lewarx, awarded the Golden Sun for Tyiphide Crusade - Hectar rumored to be assassinated by Shritis T'Rang, Rodan would pay dearly for Shritis' head - He is foolhardy and reckless, making him dangerous.

Name: PHOONZANG,???. Class: HUMANOID-MALE?. Clan: UNKNOWN. Age: ?. Personality: DECEASED. Overview: DECEASED. Features: DECEASED. Last Known Whereabouts: UNKNOWN -(PLANET GUARDIA?). Comments: Legendary Creator of the Astral Dominae. According to rumor located on Mythical Planet GUARDIA.

Name: DOMINA, VI. Class: HUMANOID-FEMALE. Clan: UNKNOWN. Age: 24. Personality: VOLITILE, AVOID PROVOCATION. Overview: EXPERT, EXTREMELY DANGEROUS. Features: EYE-PATCH/RIGHT, CHROMA POWERGLOVE. Comments: Subject possible link to Pz. - Survival impera.

(Vi Domina appears) "If there's something you want, why don't you ask?" Shocked at the sudden voice, you wheel around to face a panting young woman with cropped raven hair, black patch over one eye, electric blue arcs sparking across one hand and a white sword whisking in the other. "Not very subtle in your attempts at espionage are you. I was monitoring the system when you accessed the files. You shouldn't be in here. But then . . . neither should I! Ha ha ha. I have come from the Black Ship, the ship of the Dark Savant! He's gone completely mad, calling himself a divine lord of the universe or something. He keeps talking about destiny and strange prophecies. And about an all powerful globe that will transform him into a kind of god. The As-Trel-Dah-Me-Nay . . . He said that he needed me to help him find it. That I'm supposed to know something about it. At first, it seemed like a chance for real adventure. Cruise the galaxy in style, you know. But he's become more and more obsessed lately. And it's starting to get a little too spooky for me. Do you think you could give me a lift off of this burg?"

Before you have time to consider a reply, the mysterious dreadnaught himself materializes within the room. "RETURN TO THE SHIP AT ONCE!" Immediately the young whip-like girl jumps into action, unleashing a powerful bolt of energy at the titanic figure from her glowing hand of blue-white metal. In a dazzling display of fireworks, the Dark Savant returns a blast likewise from his outstretched arm, hurling a blistering arc of thunder into her shuddering body. As she slumps to the floor, you notice a flurry of sparks and smoke emerging from around his helmet, and he instantly starts clutching at his throat. With a strength surpassing anything human, he hefts up her collapsed form in one hand and heaves her into the back chamber, the door of which slams shut as he shockingly vanishes inside a shimmer of blue.

The forgotten machine beeps impatiently behind you . . . TIMEOUT. No Response From User. Auto-Disconnect Sequence Initiated.

(Using Comm-Link Device again, enter in the second code, 018@67C1) You notice the light on the doorway of the Security Cell has turned off.

68. Upon the door of the room where the girl was so tossed like a handful of feathers, a red light blinks on and off.
69. Peering in through the window, you can see the fallen body of the one-eyed warrior-woman crumpled in the corner. You cannot tell whether she is dead or alive. And if alive, how much longer she will remain so.

70. The Security System apparently disabled, you enter the room with the unconscious girl. After a few minutes, she groans and awakens. "Uunnngghhh! My head! What happened? Oh, I remember. He'll be coming back for me. He can't get his precious orb without me. I need a ship! And now that he's seen us together, he'll be looking for you as well. Our only chance is to find the Astral doo-dad before he does. And try to make some kind of deal. Assuming he's not totally insane by now. I heard him say that it was located beneath a morgue on a small island somewhere. Here, take this. It's a small transmitter, so I can keep track of you. If you can find the stellar globe then perhaps we can kiss this chunk of asteroid goodbye. I should go back to the ship and try to soften him up. I'll tell him I was attempting to stop some thieves, and he misunderstood. In the meantime, see what you can discover. And if you locate the As-Trel-Da-Men-Ah, press the button on the transmitter. It will signal me and I'll beam down to join you. And see if you can get us a ride on another spaceship somewhere. But don't trust the tarantula-heads. They'd sell us out for sure! By the way, my name is Vitalia. But everyone calls me Vi. Vi Domina."

You watch transfixed as the electric girl touched her wrist and shimmered away into nothingness. It will take some time before among your discussions you are able to piece together exactly what the young girl was talking about, but the essence of her meaning was clear. The Dark Savant is a dangerous threat, and time seems to be running out. She mentioned an island somewhere, and a morgue. And at the bottom, perhaps the fabled sphere of power. Of immediate concern, however, is getting out of here before the armored juggernaut can return.

71. (Inside Umpani Detache after becoming Recruit.) Emerging from the tingling Humpawhammer, you discover that you are no longer in the City of the Umpani encampment, though the building is quite similar to other structures erected by them. Bold, spacious, clean. Then, in the next heartbeat, a blazing Umpani titan bursts into the room with muskets drawn and eyes afire! The massive figure stands before you, nostrils flared, probing each of you with a heated gaze that seems to make your skin sizzle. Like children standing before some angel of the gods, your souls feel held within the grasp of his pupils, your fate hanging in the balance. You notice that your eyes have become transfixed upon a shimmering gold medallion which lies draped across his chest, suspended there by a thick chain. Finally, prying your eyes from the glittering emblem, you start to speak when suddenly his deep booming voice tramples your own. "S.T.F. NEPS, BY LOOKING AT YOU. WELL DON'T JUST STAND THERE, LET ME SEE YOUR ORDERS!" Do you hand Rodan Lewarx your orders from Sgt. Balbrak? (Saying No.) "NO ORDERS!?? YOU MUST BE SPIES!!!" (And he attacks. Should you win, you receive Gold Medallion.) "IT SAYS HERE THAT YOU ARE TO DELIVER A MESSAGE FROM GENERAL YAMO TO ME. LET'S HAVE IT, PUPS!" Do you give Rodan the document from General Yamo? (Saying No.) "YOU DARE DISOBEY A DIRECT ORDER?!! SUCH TREASON IS PUNISHABLE BY DEATH!" (Encounter

Rodan.) Handing the document to Rodan, he tears it open and hastily scans it. "O SWEET JUSTICE! SHRITIS T'RANG HERE ON THIS PUNY LITTLE SPECK OF A PLANET. THE GREAT GOD URRHINA SMILES ON RODAN THIS DAY! FATHER, I SHALL AVENGE YOUR DEATH!!!" Then suddenly turning to you he snaps: "TELL YAMO THAT RODAN SHALL HAVE HIS REVENGE!!!" And with that he is gone, dropping the document at your feet calling for his lieutenants and captains, storming out the door.

Kind of feeling a bit shiftless standing there in the empty room, you pick up the fallen document which had ordered Rodan to stay put, finally sigh, and wonder why it is that everything seems to be arranged so that no one ever does what they're supposed to do, and why it is that everything seems to end up in such a mess. Surely not by grand design. Couldn't be. (Read Yamo's Dispatch.) "Urgent! Rodan, intelligence reports have confirmed that Shritis T'Rang is planetside. I know you still carry the wound of your father's death but the good of the Imperium comes first. Our positions are not as strong as we have been reporting, and under no circumstance can we afford to compromise our mission or engage the T'Rang forces directly at this time. Shritis can wait for now, I need you alive to direct the final assault. Lewar, this is a direct order: DO NOT SEEK OUT SHRITIS T'RANG UNTIL AFTER I GIVE THE COMMAND. THE IMPERIUM IS COUNTING ON OUR SUCCESS IN THIS MISSION. THE ASTRAL DOMINAE MUST NOT BE ALLOWED TO FALL INTO THE HANDS OF THE T'RANG EMPIRE. I REPEAT: DO NOT SEEK OUT SHRITIS T'RANG UNTIL AFTER WE ARE ASSURED OF VICTORY. I promise you, Rodan, you won't have to wait much longer. Signed, GENERAL YAMO Commander-In-Chief."

I.U.F. SECURITY KEYPAD. A thick red panel has been bolted to the door, upon which are several rows of fluttering lights. Underneath the lights on the panel is a small 3 by 3 square of nine buttons, each with a number impressed upon it. (Press 1612428.)

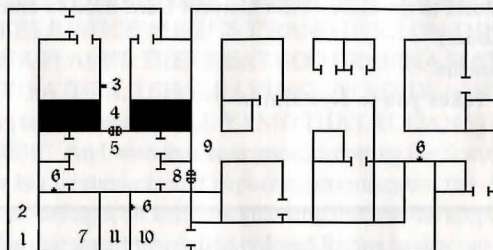
72. (Open chest.) Inside the crate, you find a strange metal case bearing this label: COMM-LINK AUTHORIZED USAGE ONLY SAVANT IMPERIAL LEGIONS. Opening the case, you discover a very unusual piece of equipment, with rows of metal pins extruding from the back. The device is small enough to carry in your hand, although somewhat cumbersome and of little apparent offensive value. You wonder where the Umpani managed to obtain such a device, and what secret power it might contain. It certainly must be important to have warranted such an elaborate security system. (Find Comm-Link Device used at Forbidden Zone.)
73. (Treasure chest.) Apparently so enthralled was Shritis with his mission that he neglected to secure this old chest. Of course, mayhaps it too be another test. (Open the treasure chest.) Examining the contents of the box, you find the stuffed corpse of a Savant Guardian, skin completely shriveled, hard as a bone, and most sincerely dead. You puzzle as to why it did not vaporize like all the others upon its demise. While sifting through the body, however, a thin

black wafer falls to the floor. (Get Control Card used to enter room inside Forbidden Zone.)

74. T'Rang Anthracax.
75. Pull Lever. Takes you to Nyctalinth.



Old City Map



Hitting the Books

Once the pride of the new world, Old City hosted collections of all sorts creatures from every place imaginable. It was, so Prof. Wunderland says, the peaceful city of the world (in fact, if you're interested in learning more about Old City, he's your best bet).

Questions & Answers

How do I get into Old City?

Talk to Professor Wunderland in New City's Library about the archives you can find here.

How come there's an empty chest down here?

Depending on your progress, there may be empty chests at many points throughout your game. Remember, you're not the only one who's on an adventure here.

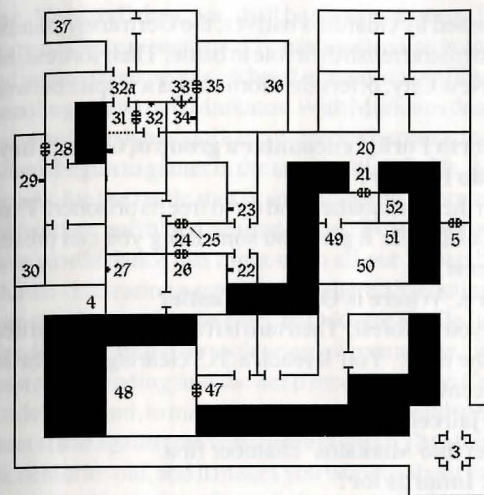
Is there anything I need from Old City?

There are treasure chests in this section that can provide your party with useful items.

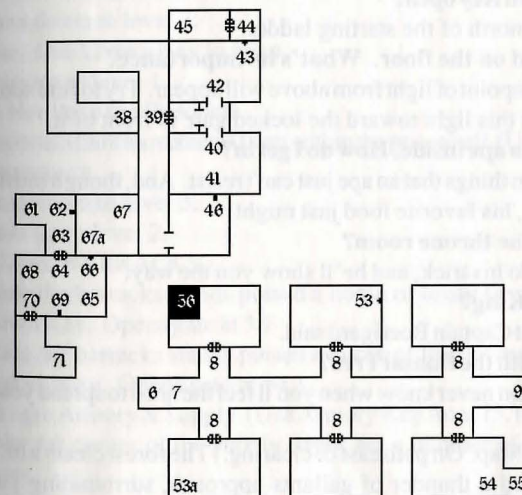
Messages

1. Ladder up to New City.
2. The air is dank and unpleasantly musty, an odor possibly attributable to a slick ochre mold which covers the walls and floor. You detect no trace of footprints in the moldy floor, nor any other evidence to indicate the presence of others. (If someone has been here before you, you'll probably see their footprints.)
3. Pull lever to open gate at 4.
4. Lever at 3 opens gate.
5. The room appears vacant, though the air is quite ripe with the putrid stench of something dead.
6. Press Button to open secret passageway to south.
7. Treasure chest. Contains books and Old City Key - opens gate at 8.
8. Use Old City Key found at 7 to open gate.
9. A horrid waft of stinking air assails you!
10. Treasure chest. Contains Aromatic Salts and other items.
11. (Treasure chest.) Inside the chest, neatly swaddled in a waxy wrapping, you uncover an old piece of inscribed parchment. (Receive Dragon Map.)

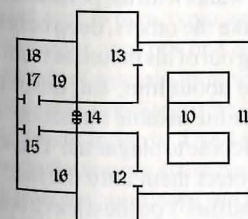
Level 1



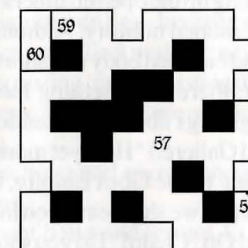
Level 2



Level 3 on left



Level 3 Jail Pit on right



Welcome to the Fortress of Gorn

Questions & Answers

Of the armies ever massed by Guardia's natives, the Gorn army stands supreme. They are fierce spearmen, and relish their role in battle. Their fortress, hidden well in the forest north of New City, offers the Gorn troops a respite between battles.

On my way up the North Fork, I encounter a group of Gorn. They threaten to attack me. How do I get by?

In New City, visit the constabulary and try to free its prisoner. Then, ask him about Orkogre Castle. He'll give you something you can present to Lord Galiere in the forest.

I got by Lord Galiere. Where is Orkogre Castle?

Go forward until you hit forest. Then turn left and walk forward occasionally sidestepping to the right. You'll reach a 3x3 clearing with the ladder into the castle in the center.

How do I get into the jail cells?

You'll have to get into Murkatos' chamber first.

What are the Munk Innards for?

Hang on to them. You may need them if you meet an enemy of theirs.

What does the Crown Key open?

It opens a gate north of the starting ladder.

I see a spot of blood on the floor. What's its importance?

If searched, a pinpoint of light from above will appear. Try to find something that will reflect this light toward the locked gate in front of it.

There's a gate with a ape inside. How do I get in?

There are certain things that an ape just can't resist. And, though music won't settle this beast, his favorite food just might.

How do I get into the throne room?

Get the ape to do his trick, and he'll show you the way.

What do I tell the King?

Remember what Captain Boerigard said.

What should I do with the Bonsai Tree?

Hang on to it. You never know when you'll feel the need to spread your roots.

Messages

- (Not Shown on Map. On path east of clearing.) The forest clears a bit, and as you step forward a thunder of gallants approach, surrounding you with swords and spears. Soon, a part appears in the crowd of leathered men, and striding up the open channel a tall regal figure walks with the poise and stature of seasoned nobility. Although he appears like the others, deep ochre skin, round barreled body and short tusks ascending out of his mouth as from a wild boar, there is something more concentrated about him, and despite your misgivings about the situation, you feel an unmistakable attraction. (Meet Lord Galiere.) "How yet more of your kind do come to plague us! These lands belong to the Gorn Empire, and we shall protect them unto the last! Turn back and we shall leave you in peace. Enter, and die! You must leave our lands now! Ort! Chalul!" Do you show Lord Galiere the letter from Capt. Boerigard? (Saying Yes.) "I see by this letter you bring important news of the empire to

the king. Very well then, you shall be allowed to pass. But be warned! Much has happened here recently and I cannot guarantee your safety. Civil war has erupted amongst our people. A band of assassins, infiltrating Orkorge Castle, has slain the great wizard Murkatos. With Murkatos dead, his spells no longer able to protect our lands and keep the peace between us, hordes of dissenting tribes have begun to gather in the surrounding fields. My army must remain here, ready for the battle that is soon to begin, Gorn against Gorn, brother against brother, and blood against blood. Trust no one, and be wary, for the prophets would dance this night upon all our graves!"

- (Not shown - in clearing west of Lord Galiere.) Sprouting from the ground like a descendant beanstalk, the entry to Orkogre Castle lies before you.
- (Ladder down from and up to clearing.) From above, heavy gusts of fresh air rush past you, winding into the deep recesses of the Castle. Would that you could ride this wind, to make your journey short and to the point. As it is, now you must stand against the very fortress itself. The stones of Orkogre Castle are old, centuries old, and it makes you wonder about the history of this place and its people. You think of how little you really know about them, and that it is you who are the alien intruders.
- Stairs down to level 2.
- Gate. Use Crown Key to open.
- Stairs up to level 1.
- Do Not Poke the Prisoners.
- You detect faint movements from within the prison cell. (Use Ring of Keys from 52 to enter.)
- Stairs down to level 3.
- Stairs up to level 2.
- GUARD BARRACKS.
- Inside the barracks stands poised a horde of feisty Gorn! (Encounter. Get Crown Key. Opens gate at 5.)
- Inside the barracks stands poised a horde of feisty Gorn! (Encounter. Get Armory Key. Opens gate at 14.)
- Orkogre Armory & Supply. (Use Armory Key from 13.)
- In the far corner of the supply depot are a number of barrels and several crates.
- (Search) Inspecting the barrels, they contain pieces of a dried horrid brown leathery like substance, completely caked with salt. Sniffing one of the chunks of brown, your stomach immediately curdles. Investigating the crates next, you pry one open and discover jars filled with the organs and internals of animals, immersed within a thick oozing liquid. Dusting off the top of the crate, you discern the following markings: MUNK (Receive Munk Meat and Munk Innards. Used at Dane Tower.)
- Inside the armory are racks of spears, lances, bows and arrows, and along the far wall are bundles of old leather coverings.
- (Looting spree!! Search. Find lots and lots of bows and arrows.)
- (Looting spree!! Search. Find lots of armor and helms.)

20. On the floor of the corridor you notice a few dark red stains. Blood. (Search.) Inspecting the bloody stains further you detect small faded spots, as if diluted and washed by falling water droplets. Gazing upward, a small pinpoint of light glimmers from the ceiling. No doubt the leak has proven more resourceful than the roof patchers. (Use Polished Steelplate while facing Sanctum.) On a hunch, you reflect the leaking beam of light into the sanctum gate. (Gate opens.)
21. Murkatos Outer Sanctum. (Use Polished Steelplate while facing gate.)
22. Pull lever. Opens gate at 24.
23. Pull lever. Opens gate at 25.
24. Gate. Pull lever at 22 to open.
25. Gate. Pull lever at 23 to open.
26. A gaggle of whispers quickly hushes as you enter the chamber.
27. Press button to reveal secret archway to west.
28. Pull lever at 29 to open. This can only be done once you've entered the Outer Sanctum and gone through the prison.
29. Pull lever to open gate at 28.
30. Ladder up from 70.
31. GORKUNGA The Killer Ape. A large crystal-clear window in front of you permits viewing into the small chamber beyond it. As you stand there looking through the transparent wall, a small furry ape-like creature whizzes past you inside the enclosed area, making faces as he passes. You watch him for a few moments, as he jumps up and down, climbs the walls of his cage, and makes occasional obscene gestures from which he seems to derive a rather smirking sense of satisfaction. It appears he enjoys well the role of being Orkogre Castle's star attraction. (Use Bananas from 53a or New City Inn.) Upon seeing the batch of yellow bananas dangling in front of the window, the playful chimp immediately jumps up and pulls the lever on the wall. The window slides back with a snap! The frenzied monkey leaps head first at the bananas, grabbing them from your hand and sailing on past you, gangwaying out into the corridor at full speed, rounding the corner out of sight.
32. Press button to open south wall at 33.
- 32a. (After releasing ape.) Suddenly, a band of passing Gorn calls out, "Hey you! What's the big idea!!" (Encounter.)
33. THRONE ROOM. Only the faint distant auras of burning candles are visible beyond the gate. (Push button at 34.)
34. Press Button. Opens gate at 33.
35. Shadows dance upon the walls of the dark and gloomy cathedral, and emptiness pervades the chamber deep within every crevice. Faded tapestries, illuminated by the candlelight, depict scenes of warring tribes and victorious battles, and you glimmer that these represent eras of history now long passed. Once, this masterful stateroom was no doubt a bustle of activity, filled with endless politics and head-rolling decisions. Now, only the lone figure silhouetted upon the distant throne, somber, forlorn, staring out as if pondering

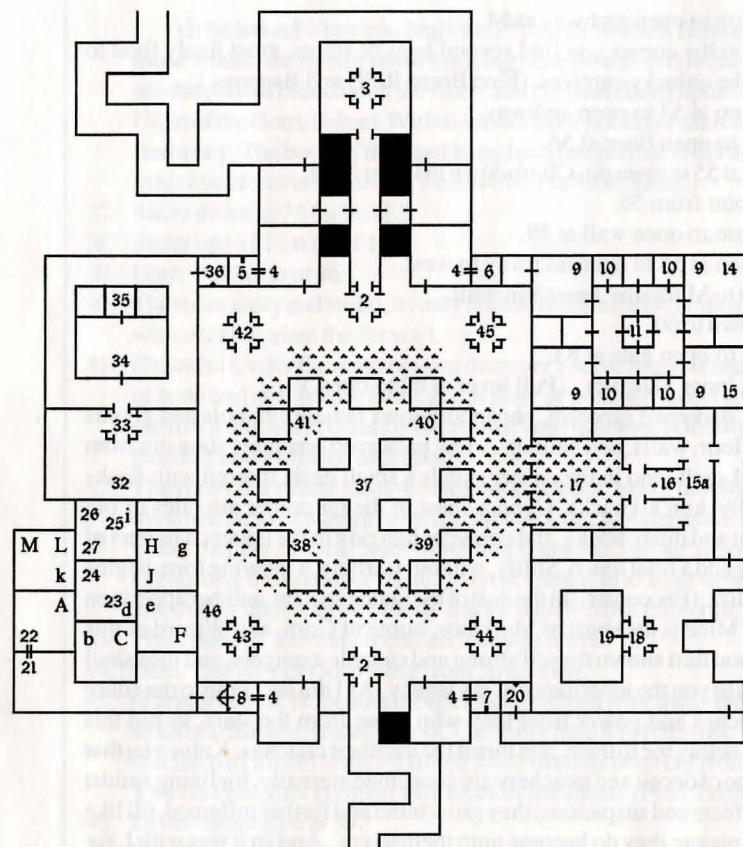
thoughts a million miles away, breaks through the depression which so clouds this desolate, desperate arena.

36. Approaching the hunched and staring figure perched upon his throne of twine and bone, he gives no motion acknowledging your presence, but in a deep guttering whisper begins to speak. "So the gods have decided to put the old King out of his misery at last, eh? Look you now upon this soulful guise, but once it were not so. How the orchard blossoms have faded in the fields. Though my army still stands strong, their strength is but a shallow weakness, for their spirit is broken. And now they wage war upon themselves, having lost that fleeting essence which fuels the heart and makes possible all loves and desires. The vision of their destiny has been broken. Shattered by the crushing presence of you who come from the stars. What grim irony that your visage now stands so mockingly before me. Shall you be the ghosts of my tormentors to haunt my dreams in the hereafter? Or merely be you that come to put the sword in my heart and end this mortal suffering. I see it all now, so clear. Worlds within worlds continually unfolding. The boundaries of time crossed and overlapping as easily as one might step from the garden into the forests. Like simple fish in the oceans, flipping and darting, living out their days unaware of the unseen universes which lie in the sky above their heads, so near and yet so far. How likened unto every man, that all these galaxies swing and orbit around him, continually in his sight and yet never seen nor glimpsed. Save that small portion which leaks into his momentary vision and births a thousand tales of miracles and divine conception. I pray you, grant this King these ramblings. Would that I could take my mind and thrust it upon you! But instead am forced to fling only the feeble stones of words. But tell me strangers, what cause brings you this day? (Answer DARTAEN ALLIANCE IS BROKEN.) What's this?! The Dartaen Alliance at end?! Then the prophesy is indeed come. So be it. We shall all play our part as was foretold. And meet in the infernos of the hereafter. But perhaps there be slack enough for dangerous sport with the oracles in this. For who is to say that an end is naught but a gateway to some new beginning. And the pages yet unread be but deliberately concealed! I think I see much mischief in the fates. And perhaps it not be too late to learn their game. But what say you, be you willing to take a part? (Saying Yes.) Then listen close and be quick! There be a sacred piece of parchment in my possession. And methinks more mischievous deeds it can do in your hands than mine own. I grant you, do as you will with it. For once the writings be done, it is then that we players may yet learn to depart from the script. In my bedchamber lies a secreted wall. Hurry there, and therein find the gate which fits this key. (Get Key of Gorn King.) You will inside find what you seek. Go now, away! In me the seeds of new plans do quickly sprout! And methinks I shall find further sport amongst my own troops! (If you come for another matter.) Such tales weigh little against matters of more pressing import. Leave then this King, to ponder his fate alone! (Saying No to playing a part.) Then our destiny be cast, decided here and now! GUARDS!! (Encounter.)

(If he is dead when you find him.) "You are too late, I am dead." And with those words, the open eyes of the King stare no more. It is only then that you see the pool of blood upon the floor, and the dark stains upon his gown. King Ulgar of the Gorn, is dead. Within a small inner pocket of the King's robes, you find a key. The body of the dead King lies slumped upon his throne, the light in his eyes forever dimmed. (Receive Key of Gorn King.)

37. Stairs down to 38 on level 2.
38. Stairs up to 37 on level 1.
39. Gate. Pull lever at 46.
40. The room is dry and stolid, its only feature being a single large mattress stuffed with sticks against the far wall.
41. (Search.) Under the mattress you discover a set of brushes and combs, made of bone and stiff bristly hairs. A flat plate of polished steel lying underneath mirrors a dull but accurate reflection of your likeness. (Get Bone Combs and Brushes and Polished Steelplate.)
42. The room is a rather austere sleeping chamber, being distinguished by the mounted head of a large carnivore above a flat wooden slab, undoubtedly a grand display of local taste in resting comfort. The air is somewhat stale, suggesting the chamber hasn't been occupied in at least several days. You discover a faint trail of bloody tracks which cross the room.
43. Press button. Reveals secret archway to north.
44. Gate. Use Key of Gorn King from 36 to open.
45. (Treasure chest.) Opening the ancient chest, you wipe away the webs and find an old parchment, sealed in wax. Carefully removing the wax, you determine that the parchment is only a single piece that has been cut from a larger map. You find no other companion pieces in the chest. (Find Temple Map.)
46. Lever opens gate at 39.
47. Use Key of Azure from 67.
48. Fountain restores spell points.
49. The sanctum appears to be a small meditation chamber, for quietly centered underneath the candles of the far wall sits a fluffy purple cushion, surrounded by numerous symbols engraved upon the floor.
50. (Search.) Under the cushion you find a tiny indenture, in which resides a red button. (Push button. Opens archway to north at 51.)
51. Archway opens when button is pressed at 50.
52. A clatter of falling debris hits the floor with a crash! The area is stinky and pungent, and judging from the foul deposits on the ground could easily be mistaken for a sewer, were it not for the lack of running water. Several year's worth of uncollected garbage lies scattered about floor, having been dumped when you errantly opened the cache. Apparently Murkatos took the easy route to good housekeeping. (Search.) Searching through the trash in the dead wizard's closet, you find a sealed parchment and a ring of keys. (Find Ring of Keys.) Upon the old scroll you read this hastily scrawled message: "We are betrayed! Assassins have penetrated the castle quickly. There is no time to reach my Inner Sanctum. The answer is there and the prison the key!"

53. Press button to open archway at 54.
- 53a. Clumped in the corner you find several bags of stores, most likely food to fatten up the unlucky captives. (Find Bread Rolls and Bananas.)
54. Press button at 53 to open archway.
55. Pull lever to open floor at 56.
56. Pull lever at 55 to open pit. Climb down to lower level.
57. Arrival point from 56.
58. Press button to open wall at 59.
59. Press button at 58 to open archway to west.
60. Ladder up to Murkatos' Inner Sanctum.
61. Ladder down to 60.
62. Pull lever to open gate at 63.
63. Murkatos Inner Sanctum. (Pull lever at 62 to open.)
64. Inside the darkened sanctum, phosphor glows radiate symbols and glyphs from the floor, walls, and ceiling. A few preserved creatures stare out from a cluttered shelf, and in the corner stands a small desk, littered with flasks and assorted knick-knacks. Upon a chest in the far corner are piles of old parchment and dusty books, and cobwebs hanging in the upper chambers of the ceiling add a final touch. Softly, without warning, a glowing form begins to materialize. (Encounter.) In the dust of the fading spectre, another apparition appears. "Mine is the spirit of Murkatos, borne of Gorn, and Wizard of this realm. Thou hast shown thyself strong and capable avengers, and thus shall I bequeath to you the inheritance of my legacy. As I did succumb to the allure of great riches and power from they who come from the stars, so did this weakness betray me to them, and thrust me into their clutches. Know you that those borne of deceit and treachery are consumed eternally, for living amidst their own fears and suspicions, they grow blind and further inflamed, till like a warring plague they do become unto themselves. And so it was with I, for I did conspire against mine own blood, suspiciously and with malice, and now the mighty Gorn Empire lies in ruin, the gasping victim of my bloody hands, dying so ignobly in its own civil war. Learn well from this tragic misfortune, for to forget is to yourself betray. Seek the Tomb of Vilet Kanebe in the old church of Nyctalinth, and deep at the foot of the Creator. There shall you find hidden a part of what you seek."
65. Upon the old wizard's table are several potions, a few odd baubles, and a small potted bonsai tree. (Receive Bonsai Tree.)
66. Press button to open archway to north.
67. Treasure chest. Find Gem of Power, Azure Key.
- 67a. A momentary tingle passes through you as you step into the room. Gently a flutter of spectral wings flies toward you. (Encounter.)
68. Treasure chest. Find random magical items.
69. Pull lever to open gate at 70.
70. Pull lever at 69 to open gate.
71. Ladder up to 30.

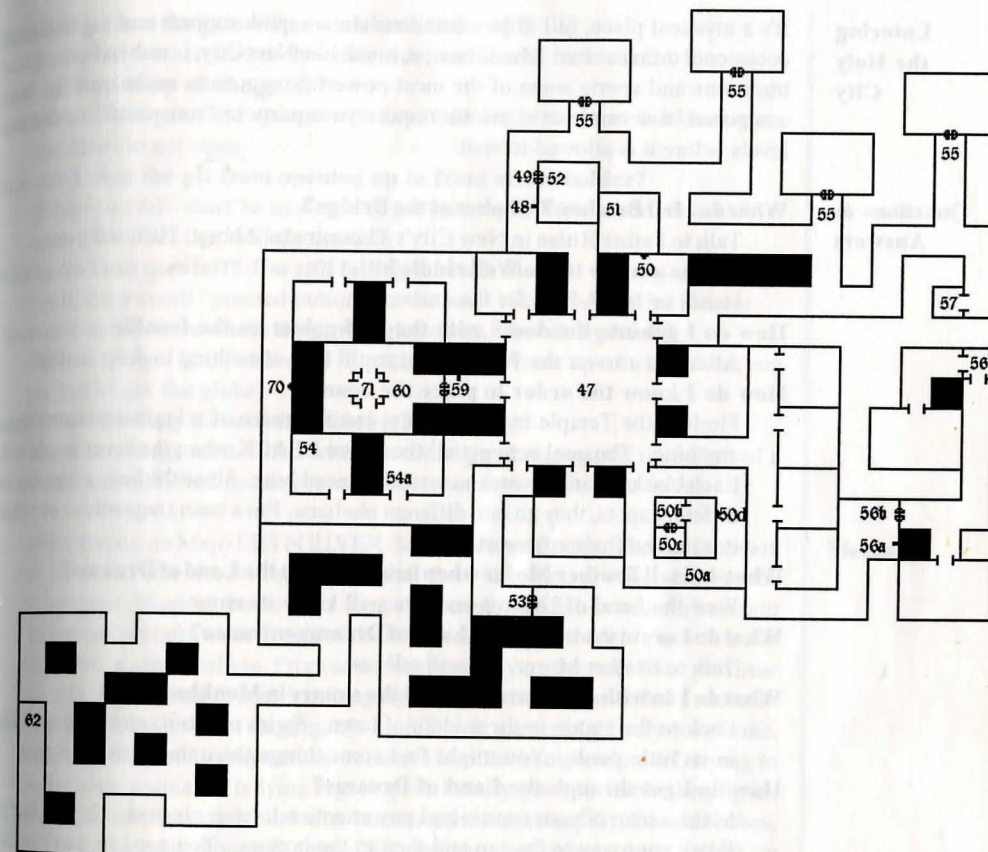
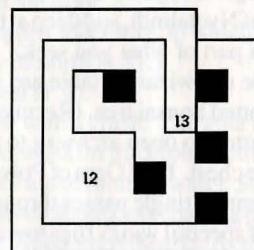


Levels of the Palace of Dreams
(A take you to a, B to b and so on)

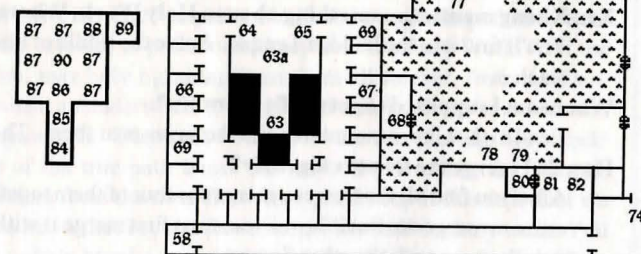
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30	31
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Crashing Through the Spindle Boom Room!



Hidden Temple/Sunken Cathedral



Entering the Holy City

It's a mystical place, full of prophets, enchanters, philosophers and . . . well, an occasional drunk or two. Munkharama, much like New City, is rich in history and traditions and sports some of the most powerful magicians in the world. It is composed of several parts, which require your party to "transcend" to certain levels before it is allowed to visit.

Questions & Answers

What do I tell Brother T'Shober at the Bridge?

Talk to Father Rulae in New City's Thesminster Abbey. He'll tell you.

What is the answer to the Well riddle?

Heads or tails? Flip for the answer.

How do I get into the doors with the half-goblet on the front?

After you answer the Well riddle, you'll find something to drop inside!

How do I know the order to place the beans?

Finding the Temple map will help, but it's more of a logical pattern than anything. The goal is to get all the colors BLACK when the lever is pulled. Each black color indicates a correctly placed bean. Since the beans turn up in different spots, they go into different chalices. Put a bean (regardless of what it is) in the chalice nearest it.

What do I tell Brother Moser when he asks about the Land of Dreams?

Find the Land of Dreams and you will know its name.

What do I say to the man at the Land of Dreams entrance?

Talk to Brother Moser. He will tell you.

What do I do with all the urns around the square in Munkharama?

Look to the statue in the middle of town. Swim out to it, and take a wade in its little pools. You might find some things there that will help you.

How do I get through the Land of Dreams?

Make a map of your travels and pay attention to your progress. It will help! Work your way to the top and then to the bottom. You need to meet some older Munks that can provide you with important goods.

Inside the Land of Dreams, there's an area that's really small and looks like a cut-off hallway. What am I supposed to do here?

You need to visit both of the old Munks in the Land of Dreams first. Once you do, you'll discover a fabled black door.

What do I do beyond the black door?

Take a look at the things the Munks gave you. Remember what they were doing when you met them? Maybe you can do it too.

Xen Xheng mentions something about a Holy Work. Where is it?

You'll find it in the Hidden Temple. Solve the riddle of Phoonzang's statue to reach it.

Where am I supposed to get the five flowers?

Head to the Ukypr mountains and the caves near them. They grow wild there.

How do I merge the flowers together?

After you find all the flowers, merge the four of them together, two by two. In order to merge the final flower you must first merge it with holy water. Then it will merge with the other flowers.

How do I get into the gate where the lever breaks off?

Find your way around to the other side, and search for a candle.

How do I open up all the gates?

Most of the gates are opened with keys that are in the area, but there are a few that do not open.

How do I stop the pit from opening up in front of the ladder?

When you fall, don't be in a rush to get back up to the surface. Search that area for a staff that will do the trick.

Where do I use the staff? I'm still falling through the pit.

Look for a small "pressed button" on the wall - just a hole. Use it there.

I'm stuck in the room where the power globe was. How do I get out?

Before you get out, you'll need to push a certain lever up (the same one you pulled to get the globe).

I can't find the Holy Covenant. Where is it?

There is a large room filled with water and you must search to the left of a fountain you'll find in this room. A secret archway is hidden there.

1. (Not Shown on Map) ERYN RIVER. Munkharama Bridge. The sign appears to be out of date, for it is quite plain that there is no bridge which crosses the river here. There is, however, a long steel cable which has been drawn taut between two trees on each side of the river, and perhaps there is a way to make use of it in some fashion. From somewhere nearby on the river bank you hear the slurred sounds of someone singing, or at least trying to. After a moment you decide that it's not singing, it's . . . it's . . . it's crooning, badly out of tune, and you are sure the mysterious minstrel is either completely deaf, trying to scare some animal, or is dying in great pain. Finally, you spot the wailing figure rising up from the bank, and after brushing the leaves and dirt from his robes, he turns in your direction, mercifully desisting in his aria from hell as he stumbles up to meet you. "Welcome brothers! I am Brother T'Shober, guardian of Munkharama Bridge. That is, I was when there was a bridge here, only now I still am but there isn't one. I mean . . . O nevermind. How may I help you, good brothers?" (Tell him SLAY NOT HE THAT CANNOT HEAR.) "Be thankful ye that hath an ear! You are learning the way of the holy path! I was sure of it the moment I saw you! Are you willing to face danger to continue thy holy journey? (Saying No.) Very well then, brothers. (Saying Yes.) You must find a way into the Hidden Temple of Munkharama, which lies underneath the Holy City. The Temple was built at the beginning of time, when the heavens were created, to protect and keep safe the Holy Work. But the infernal brethren, may holy lightning burn them all forever, from the Dark Forest, have made it an underworld of stench and decay, a fortress to hide and harbor their impious lot. They seek to discover the secret of the holy work! But only those of the true path know the way. Deep within the Temple, underground waters from the river flow freely, and keep it flooded. But we rightful brethren know that beyond those waters lies safe the holy work. You must brave the unholy Munks, may blessed rotworms forever fester in their

Messages

malaised bowels, of the Dark Forest, and find where the waters flood. There, aside the Golden Face, search ye for the true path! Once you have safely secured the holy work, take it to Master Xheng, Lord of the 5 Flowers. He will know the holy word: Slay not he that cannot hear, Be thankful ye that hath an ear! Recant this to him, or finish what he begins, and he will know thee as disciples of the holy path. And good brethren, you shall also have need of this! (Receive Cable Trolley and talk with Brother T'Shober. Use Cable Trolley.) Attaching the Munk's trolley to the cable, you crank yourself across the river.

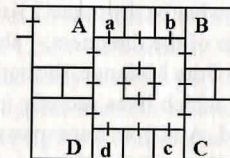
(If you don't say the secret words.) Are you traveling to the Holy City of Munkharama? (Saying Yes.) Good fortune you have found me then, for the iniquitous Munks of the Dark Forest have been afoot, spreading their foul and sinful ways and 'tis not a safe place to venture these days. They come from the underworld, and though the holy path teaches us to be kindly to our brethren, I say cut off their faces. Er, I mean, I think they are in need of a few good reminders of the virtues of the rightful path, if you know what I mean. Usually they keep to the forests, or make the journey to New City to work their profanities, but that has changed and now they have infested the Holy City with their filthy ways. Methinks they have even been plotting unholy sacrilege with the blaspheming scum born of Dane! Um, er, that is, those unfortunate brethren of the Dane who are confused and have strayed far, yes, far, o yes very far indeed, from the blessed path of the true and rightful way. Be you wanting to cross the river? (Saying Yes.) Good! Um, that is then, you wish to pay the 150 GP fee, er, donation?" (Making the donation.) You watch as Brother T'Shober climbs up into a tree, attaching an odd looking wheel and handle to the cable which spans the river. After giving it a convincing tug, he motions for you to approach and grab hold of the handle. Once everyone is prepared, he begins turning the crank. Landing safely, you marvel at his enterprising little setup, and wonder just how long the bridge has been gone, presuming it ever existed in the first place.

2. Holy City Munkharama.
3. A deep open well descends into darkness, and encircling it are inscribed these words: "I know a thousand faces, And count the tallied heads, Feasting bright upon the eyes, Of the many who have died; Wielding well a mighty power, Who hath but humble stature, Masses fall upon their knees, To scarce behold my only side!" What do you shout into the well? (Shout COIN.) Rising up from the depths of the murky well, a tin plate bearing four coins floats to the surface, hovering there. Do you take the coins? (Saying Yes.) Removing the coins from the plate, the tin quickly falls back into the well.
4. Attached to the door is half a brass goblet, cupping a small slot in the doorlatch. (Use a Well Coin from 3.) You drop a coin into the half-goblet. (The door opens.)
5. Pull lever. Opens east wall at 6.
6. Pull lever at 5 to open east wall.
7. Pull lever. Opens west wall at 8.
8. Pull lever at 7 to west open wall.

9. Within an open alcove in the wall rests a chalice carved of stone, securely fastened to an iron mantle. (Use bean — regardless of name — found in the closest chalice; see diagram below.) You plunk the bean into the chalice, and watch as the stone receptacle retracts into the wall.

Bean found here
goes here

A to a, B to b
etc.



10. Inside a large ceramic bowl on the floor, you find an odd looking stone bean, engraved with a mystical symbol. (Receive one of four beans — Wands, Swords, Pentacles or Cups. See 9 above.)
11. A long spindle cranes out from a mounted plaque in the floor. Behind four narrow slits in the plaque, you see only the color white. PULL SPINDLE or LEAVE ALONE. (Pull spindle.) With a heave and grunt you tug the spindle handle. (If you haven't placed all four beans.) The spindle won't budge. (If you have placed all four beans, but incorrectly.) Behind the narrow slits in the plaque you watch the spinning colors. Soon, they wind to a halt. (Anything but BLACK BLACK BLACK BLACK.) A loud buzzer resounds, EENH! (Crash though the floor and land, with damage, at 12.)
(Placing the beans correctly; see 9 above) Behind the narrow slits in the plaque you watch the spinning colors. Soon, they wind to a halt. BLACK BLACK BLACK BLACK. A clammer of bells and whistles resounds, BING BING BING BING!! (Floor does not crash through, and a secret passageway south opens at 15.)
12. Crash land from a bad spindle pull at 11.
13. Ladder up to 14.
14. Ladder down to crash landing area 13.
15. Secret archway opens when beans are placed in correct order and spindle shows BLACK BLACK BLACK BLACK.
- 15a. WADING AREA. Polar Munk Society.
16. (Going swimming.) You enter the frigid waters. It is shallow enough to stand on the bottom of the pool. But you quickly begin to shiver. PRACTICE SWIMMING or GET OUT WHILE YOU CAN. (Practice swimming.) Trying to move rapidly to build up body heat, you flail and kick and splash. After a few moments however, you decide to emerge before freezing. (You gain some swimming skill, and take damage.)
17. Treasure chest. Find Rubber White Bear.
18. Brother Moser's APOTHECARY.
19. Shelves of crusty jars and dusty boxes line the walls inside the shoppe, and a stiff acrid odor fills the air. A middle aged munk looks up from some concoction he is brewing and motions you to enter. Stepping up, your eyes

feel a slight burning sensation which makes them water, apparently from the intensity of his mixture. "Nothing like a good cup of mustard-bat tea, eh? Perhaps you'd be interested in a bottle or two. But no, I'd say by looking that you'd be wanting something a bit stronger than tea, heh heh. (It's recommend you purchase some tea. His brew will help you recoup some spell points.) Know ye the place where the dreamers go? (If you answer incorrectly.) O, Land of the Dreamers, what be thy name!? Know ye the Land of Dreams! When you know the place of the dreamers, I shall tell you more. (Answer GRAN MELANGE.) The Gran Melange, the harbinger of dreams. They say it is an invisible creature which lives secretly inside you. Dwelling in the hidden realms of your mind. And from it are spawned all your dreams. To seek the Gran Melange, is to seek your inner dreams. If you ever find it, then your dreams will come true. That is where the legend ends. But there is more that the story never tells. In the moment thy dreams become slaked, the Gran Melange is freed from you, never to return. You will walk the Land of Dreams no more. And when mortal men can no longer dream, on that day they walk forevermore the land of the living dead. Gingerly, gingerly, go lightly. Thou dost embark on a most dangerous game!"

20. Press button to open north archway to main courtyard.
21. Palace Of The Gran Melange. The Land of Dreams. (Return to Brother Moser and tell him Gran Melange.)
22. The lighting is low, seductively illuminating the inner chamber of the palace, and deep in the background you hear the enchanting melody of some stringed musical instrument softly twanging as it accompanies the haunting singsong of a flute. The den is quite immaculate and exquisite, from the silky colored veils which hang from its ceiling, to the many exotic fantasia of murals which adorn its pristine walls. Its atmosphere is sweet and perhaps a bit thick with the scented fragrance of incense, though not at all unpleasant. With mild surprise you turn and see a quiet figure, standing where there was no one a moment ago. "What is it that you seek? (Answer "To Dream" from Brother Moser.) And those that cannot walk the land of dreams? (Answer "Living Dead" from Brother Moser.) You have learned well the lesson of those who would dream. Our membership fee is 500 pieces of gold, do you wish to join? (Saying no.) Then perhaps another day. You may return when you can afford to pay. Then you are welcome to come as often as you need. (Saying yes.) You must find your own place here, for only in your own place will you be able to walk the land of dreams. No one can tell you where that place will be. It is something you must find for yourself. And remember this warning. If in your dreams you see a black door, you must turn and not go through. It is the passageway between the realms of life and death, and if you enter you will be trapped, lost in the land of madness where you shall endlessly wander forever. Do not forget the black door!"
23. The room is clouded with sweet hazy smoke, and a shimmer of swirling colors makes you feel strangely dizzy. From out of the whirl something begins to take form. (Encounter Dream Weavers.)

24. An old, old monk is lying sedate and serene on a mat upon the floor, surrounded by many curtains. Puffing on a long stem pipe, his eyes still closed, he parts the curtains as you approach. In mesmerizing tones he begins to cant: "Life is but a dream. All seek. But do not find. They run the endless chase. Do you know how to catch the horse? It runs the endless chase. It is by watching it. To see where it is going. That you see where it will be. This is how to catch the horse. This is how to catch a dream. How now shall row your boat. Life is but a dream." Then the old, old monk is silent for a moment. When suddenly his eyes pop open and he snaps his fingers. Two nymphs suddenly appear from out of nowhere and join him on the mat, cooing and softly pampering him. Smiling, he gives you a wink. Then draws the curtain closed. You stand there aghast, as if dazed, not flinching, then furiously jerk the curtain back. But there is only an empty mat. And the sweet smell of a fragrant smoking pipe. (Receive Smoking Pipe.)
25. The room is clouded with sweet hazy smoke, and a shimmer of swirling colors makes you feel strangely dizzy. From out of the whirl something begins to take form. (Encounter Nightmare.)
26. Treasure chest. Find Chromatic Lyre, apples and random items.
27. Splayed in an uncomely fashion in the corner lies a ragged beggar-looking monk, eyes rolled back into his head, and drool running from out of his mouth. He is thin and gaunt, pale and dirty, and his odor is foully pungent, even at several paces distance. You surmise that his abuse of this establishment has lead him to this condition, and you note how viciously such intoxications and addictions seize the soul, dragging one down the desperate path. A voice from behind you speaks, and you peer into the shadows. A figure emerges. His voice barely audible, you strain to hear: "It is a trick within a trick. And a formidable combination it is. Those who are trapped seek escape. And the path to escape yields but further entrapment. Thus are all fooled, and the escape that they crave forever eludes them. They attempt freedom from the suffering of their life. While it is from themselves that their bonds are sustained. The trap is not the chains of life. The trap is the prison of themselves. Do you know why people like to laugh? It is a taste of momentary freedom. And to be able to laugh at oneself is the ultimate act of freedom. An act most difficult to do. It is why escape remains so elusively hidden. From all but a very, very few." Then the figure walks away, fading into the shadows. You turn back to face the pitiful wretch in the corner. But nothing there remains. You glance back into the shadows, and then back into the corner, and sense that there was something familiar about the two. From deep in the darkness you hear the laughter of a distant monk. Its echoes eventually fading into the quiet of the den.
28. Sitting upright upon a cushion, drawing smoke through a long supple tube, itself connected to a bulbous vase upon which rests a bowl of burning embers, a sedate monk succulently inhales his voyage into far distant reveries. As you step near, he breaks the silence: "Life is a mystery. A puzzle. A riddle, a rebus, an enigma. As you live, you discover some of its pieces. Some you know, as

if you had always known. Others you do not recognize, and discard. But all is a part of the puzzle. To unlock its secrets, remember that all is but a piece, and not the puzzle complete. Each man, each woman, all dwell in a grand collage. That which you fear, is but a piece which looms in the shadows. That which you believe, is but a piece that you cling to in safety. All of this is a part of the rebus of Life. No one shall ever solve it for you. No one shall ever know you but you. To behold the puzzle, is to gaze into the face of the unknown. To solve the puzzle, is to walk the infinite journey." Then the smoke billows profusely from his pipe, and soon the room is enclouded with a dense haze. When the fog lifts, he is gone. A little pouch is all that remains, tiny on the floor. (Get Pastilles of Life.) Reaching to pick it up, you hear his voice whisper inside your head. "Do-dah."

29. A sense of dread and foreboding comes over you as you descend into the room, a sensation distinct from that of the palace. Though the area appears empty, you feel a sinister presence, something dark and dangerous and deadly. Your thoughts tell you to leave this place, but something here seems to be drawing you in, enticing you to stay.
30. (Visit all Munks first to make door appear.) The door is ebony black, cold and unholy, and from it emanates an aura of doom. You feel it pulling you, urging you to pass through.
31. You step into oblivion. You are falling . . . falling . . . falling. And then you are falling no longer. All is quiet and black. Though you can feel a solid surface beneath your feet, you see nothing, and all around you presses the deep void. A vision of burning flames appears in the distance. You draw closer to the fiery blaze, and you see there is something burning in the flames. It is you. The fire swells and suddenly you are surrounded by faces from your past, faces of those you have both loved and slain. Their skin bubbles and their eyeballs swell and then explode as they scream. And you watch as they turn into a host of blackened charred corpses. Their screams become a mad cackling, and as they crumble into dust you see arise within the flames huge buildings and structures. And you sense that the structures mean something important, but watch as they too crack and fall into the burning inferno. The flame congeals into a flaming ball, and from its smoke and ash forms a sphere of spinning firmament which begins to orbit around the burning mother. And you look upon the sphere as its surface transforms, blossoming an infinite variety of features, and soon there are other spheres and then behind them still others and then a thousand suns dot the black sky. A million planets swarm past you, racing through the void, and time itself seems to accelerate as you witness the birth and demise of nations and whole worlds. You gaze upon the evolution of life as it streams through the galaxies, birthing and growing, warring and dying, and soon the shapes become a blur until they finally collide in a tremendous explosion and time itself becomes exhausted and collapses. And then all is still and black again. (Using Pipe alone.) You puff on the pipe. But nothing happens. (Using merged Pipe and Pastille.) You puff on the pipe. As if by magic the mix starts to smoke! Puff. Puff. It doesn't

appear to be having much effect. Not too much ogedoe boo tay. A vision of burning flames appears in the distance. You draw closer to the fiery blaze, and you see there is something burning in the flames. It is something you do not recognize. It is something new. It emerges from the flames, and the fire diminishes. It is something beautiful. Moving with perfect grace, it appears before you. "I am the Spirit of Life, and the spirit that unites all creation and destruction. Your eyes have beheld the magnificence that is life and the emptiness that is non-life, and this no mortal mind was meant to hold. For this is the seed that is the root and heart and end of all living things. Be not afraid, for you have earned the right to choose for yourself, and choices matter little for aught else. For though it is through your acts and the acts of all life that the universe breathes, it is the breathing itself that is the necessary life giving force. Now you may choose a path of divine power to assist you: Will you take the SWORD, the STAFF, the GOWN, the RING, or the STONE? (You receive either the Chain of Divine Mail, the Sword of Four Winds, Stave of 12 Stars, Amulet of Life or Ring of Invisibility.) So be it. You have seen the miraculous. But soon shall you open your eyes and remember no longer. For such is the nature of mortal mind to forget so that it may see again. This is why everything dies, to be born anew, in each blink of an eye, in each life of a man, in each birth of the cosmos. Fear not that you forget, it is each new moment of life that you should remember." (Arrive at 32.)

32. (Arrive from Gran Melange.) You stand in a pleasant courtyard, the air smells fresh, and the playful sounds of practicing monks sings in the breeze as they move and frolic in the open grass. Soon, one of the young monks sees you, and gives a slight cry pointing in your direction. All of the other monks stop and turn to look, and after brief pause, wildly scramble into the ancient dojo behind them.
33. Xen Xheng School of 5 Flowers.
34. Entering the dojo, you look upon the wide-eyed faces of the eager monk students, who seem quite curious about your appearance. You hear a loud hand-clap. In the blink of an eye or two, the young disciples make their best attempt at disappearing into the nooks and crevices of the house, and with the exception of an errant foot or portion of a robe sticking out here and there, and for the few occasional giggles, you could almost be fooled into thinking there was some small chance the dojo might be empty. But to make up for the obvious deficiencies in the obfuscationary efforts of the students, the master of the house appears so suddenly at your face that you decide to believe he came out of thin air rather than to consider the possibility that anyone could really move that fast. (Saying BE THANKFUL YE THAT HATH AN EAR.) "Slay not he that cannot hear! I see you are learning well the virtuous ways of the holy path. I have been expecting you! Have you obtained the holy work? (Answering no.) Careful, lest thy failure become a habit! Go now, find the holy work and do not return until thy task is done! (Saying yes.) Ah, very good then, may I have it? (Saying no.) Then you shall receive in accordance with what you have given! (Saying yes.) Good, good! You have done well!

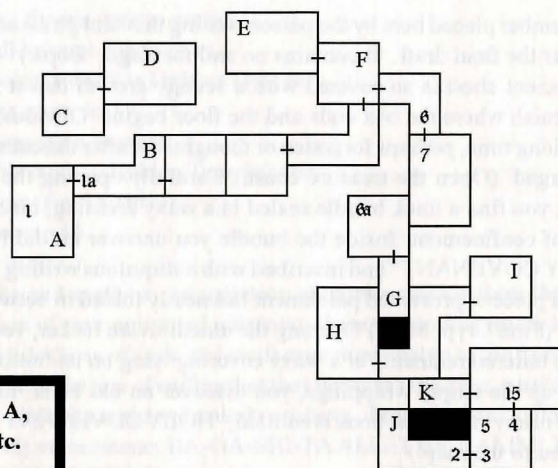
- You must now decide whether to pursue your own course, or whether you wish to continue your journey along the holy path and learn the ways of the 5 Flowers. If your destiny bids you elsewhere, then you will remain as faithful brothers, and I shall help you in your endeavors. Should you choose the path of the 5 Flowers, then shall I do my part to teach you, but you must be prepared to make sacrifice. Do you wish to learn the ways of the 5 Flowers? (Saying no.) Thy destiny then is thy own. (Saying yes.) The School of 5 Flowers accepts you as initiates. In the Mountains of Ukpvr seek the Rosis, the Plumac, the Lione, the Mythia, and the heavenly Dahlia. Once you have gathered them, return and find me here. There is also a trove of special regalia in the back room, which you are now entitled to wear. You may take anything you find useful." (Xen Xheng leaves.) The dojo is empty. Really empty this time, with no trace of the young monks or the Master Xheng to be found. (Trying to enter further without membership.) We wish you well good brothers, but only they that follow the holy path may enter herein. (Returning as an initiate, you will find a note.) At your feet, a small sealed parchment lies neatly placed upon the floor. (Reading the note.) "Seek out Father Rulae in the Abbey of New City. Tell him that you have learned the Holy Sacrament, and he shall aid you in your journey. P.S. Have you discovered yet the secret of the 5 Flowers? Mix the Red Rosis and the Blue Mythia, the Yellow Lione and the Purple Plumac, then these together, and lastly a divine (albeit odorous) solution of White Dahlia. May the fortunes smile upon you!" (To make the mixture, merge the Red Rosis with the Blue Mythia, and the Yellow Lione with the Purple Plumac. Merge the resulting goods together. Next, merge the single item with the White Dahlia.)
35. Find collection of garb and weapons if your characters are initiates.
 36. Search. Press button to open secret passageway south to main courtyard.
 37. Standing at the statue, it appears more jovial than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle. (Search.) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: BUILDER OF THE TEMPLE. (Use Moonstone.) You hold the opaque stone up to the statue, but nothing happens. (Use Moonstone after placing coins from 38-41 into urns at 42-45.) You hold the opaque stone up to the statue. The stone begins to shimmer. The eyes of the statue start to glow! And then there is a radiant flash of white light. (To Hidden Temple at 47.)
 38. Diving underwater, you find a jewel coin hewn of solid diamond, upon a surface of which is carved the likeness of a bearded and twinkling, disturbingly familiar, face. (Find Diamond Coin used at 44.)
 39. Diving underwater, you find a jewel coin hewn of solid emerald, upon a surface of which is carved the symbol of a holy temple. (Find Emerald Coin used at 45.)
 40. Diving underwater, you find a jewel coin hewn of solid amber, upon a surface of which is carved an image of the shining sun. (Find Amber Coin used at 42.)
 41. Diving underwater, you find a jewel coin hewn of solid ruby, upon a surface

- of which is carved the picture of a mystical urn. (Find Ruby Coin used at 43.)
42. Upon a pedestal of rock there is a golden urn, its base embedded within the rock itself. The urn is decorated with many designs and strange symbols, and several similar runes have been engraved in the rock around it. (Use Amber Coin.) You drop the jewel into the urn and watch as it magically disappears.
 43. Upon a pedestal of rock there is a cuprum urn, its base embedded within the rock itself. The urn is decorated with many designs and strange symbols, and several similar runes have been engraved in the rock around it. (Use Ruby Coin.) You drop the jewel into the urn and watch as it magically disappears.
 44. Upon a pedestal of rock there is a silver urn, its base embedded within the rock itself. The urn is decorated with many designs and strange symbols, and several similar runes have been engraved in the rock around it. (Use Diamond Coin.) You drop the jewel into the urn and watch as it magically disappears.
 45. Upon a pedestal of rock there is a viridian urn, its base embedded within the rock itself. The urn is decorated with many designs and strange symbols, and several similar runes have been engraved in the rock around it. (Use Emerald Coin.) You drop the jewel into the urn and watch as it magically disappears.
 46. A waft of bittersweet smoke lazily drifts from out of the window. After sniffing for a moment, you begin feeling a bit plucky.
 47. You find yourself standing within a large grimy chamber. A cool steady breeze seems to provide a supply of fresh air throughout the area, although no visible source of the pleasant wind is apparent. You can see no sign that would indicate the presence of lurking inhabitants, although this does not rule out the possibility.
 48. You pull the lever but nothing happens. It appears to be broken. (Try to fix the lever.) Playing with the lever for awhile and getting nowhere, you eventually resort to more forceful tactics. Pretty soon the floor is littered with pieces of hacked lever parts, everybody is yelling at everybody else, and finally you concede that some things were not meant to be. Standing back and looking at the results of your handiwork, the poor thing teeters for a moment, and then in a last dying gasp, mercifully falls completely off the wall with a clump, most dead. The gate, quite unaffected by all your antics, seems to silently smirk.
 49. Gate. Will not open from outside, and is reached through 51.
 50. Button. Press to open secret archway.
 - 50a. Secret archway revealed to north by pressing button at 50d.
 - 50b. Use Key of Good Keep to open gate.
 - 50c. Treasure chest. Find Onyx Key.
 - 50d. Press button to open archway at 50a.
 51. (Search.) The candle sconce pulls out from the wall! (Opens archway to west.)
 52. Treasure chest. Find Cross of Protection, Munk's Key and other items.
 53. Use Munk's Key to open gate.
 54. Treasure chest. Find Rusted Keys inside. Used at 55.
 - 54a. Encounter Spirit. Find Key of Tombs and Key of Gorrors.
 55. Use Rusted Keys to open gate.
 56. Ladder up to woods.

- 56a. Pull lever. Opens gate to north.
- 56b. Gate. Pull lever at 56a to open.
- 57. Arrival point from 58 in Hidden Temple.
- 58. Transports party to 57.
- 59. Lever opens gate to west.
- 60. Pit. Fall through to Hidden Temple at 61.
- 61. Arrival point from pit at 60.
- 62. Stairs down to 63.
- 63. Stairs up to 62.
- 63a. Amid yells and spells, a congregation of monks quickly form their ranks in anticipation of your uninvited intrusion, the commanding monk heading for the rear while those of agile and swift execution charge to the front. It is then that you notice the row of coffers that they were transporting, surely filled with all kinds of black magic and unholy artifacts. From the back of the pack you hear a darkly voice intone: BA-GA-SHI-TA ALLET BA-RAMM! THE FOUL VERMIN MUST DIE! (Encounter.)
- 64. Treasure chest. Find Key of Good Keep.
- 65. Treasure chest. Find Key of the Temple.
- 66. Press button. Opens east wall at 67.
- 67. Wall opens by pressing button at 66.
- 68. (Treasure chest. Find Notched Staff.) Inside the chest you remove a long bar made of steel, in which are cut many irregular notches. If it is a code of some kind, it's a very good one.
- 69. Treasure Chest. Find random magical items.
- 70. (Use Notched Staff.) You insert the notched shaft into the small hole. Deep inside the wall you detect a faint click. (Closes pit at 60.)
- 71. Ladder down to 72 in Hidden Temple.
- 72. Ladder up to 71.
- 73. Emitting squeaky cries amid threatening leaps, kicks and karate chops, a ragged monk, disgusting and filthy, covered with festering sores and oozing green scabs and foaming wildly at the mouth, insanely begins to claw and bite at you. (Encounter.) At least the wretch is out of his misery.
- 74. The chamber is vile and obscene, filled with more of the feculent outcasts and lost souls.
- 75. Use Onyx Key to open gate.
- 76. Stepping into the darkness, you hear the sound of dragging footsteps. And about six feet above your head, a hot fetid heavy breathing. (Encounter.)
- 77. You step into the arena of a tremendous cathedral, its bizarre frescoes long faded, its papal pews submerged under a dense cesspool of stagnant water, and filled with the wrenching odor of offal and decay. Thick molds cover much of the ceiling and chamber, and splotches of scummy mires are visible floating upon the surface of the water. It is not a very pleasant atmosphere.
- 78. Fountain. Fully heals party members.
- 79. Secret button opens archway to south.
- 80. Keep off the Holy Work. (Use Key of the Temple to open gate.)

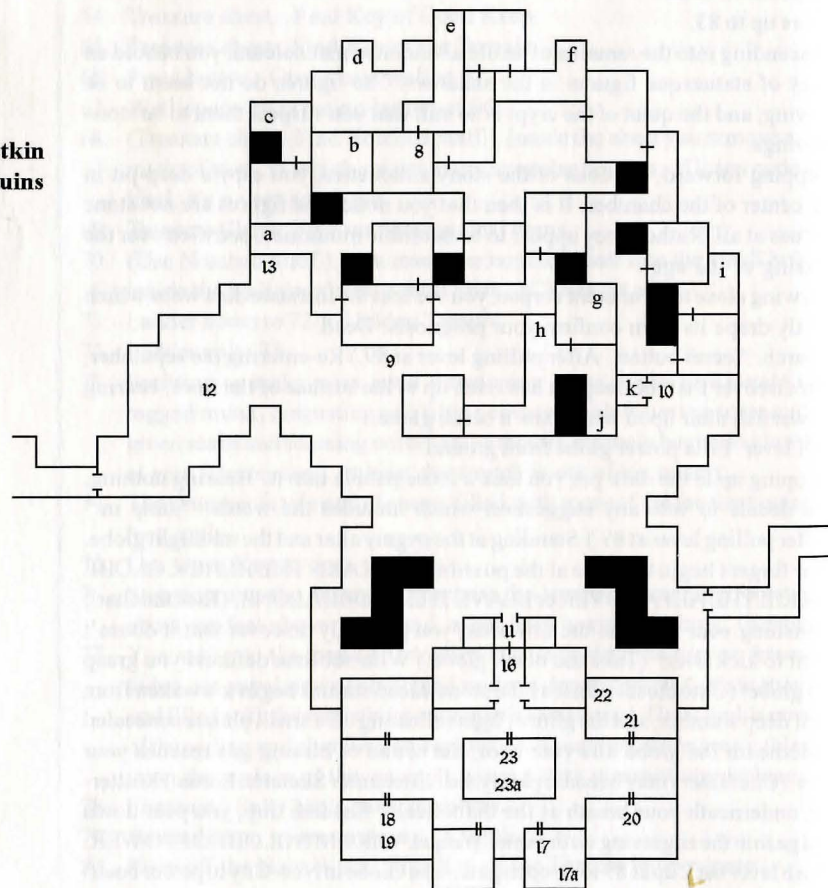
- 81. (Is a number placed here by the person writing this hint guide and discovered too near the final draft. It contains no real message. Oops.)
- 82. The ancient chest is so covered with a scungy growth that it is difficult to distinguish where the box ends and the floor begins. Obviously it has been here a long time, perhaps forgotten or thought lost after the cathedral became submerged. (Open the treasure chest.) Carefully opening the antediluvian locker, you find a thick bundle sealed in a waxy dressing, untouched by the years of confinement. Inside the bundle you uncover an old book, entitled "HOLY COVENANT" and inscribed with antiquitous writing. Opening the book, a piece of preserved parchment lies neatly folded in between two of its pages. (Find Crypt Map.) Opening the antediluvian locker, you find naught but the tattered remnants of a waxy covering lying on its bottom. And then, lifting up the empty wrappings, you discover an old book, discarded as if devoid of any value. The book is entitled, "HOLY COVENANT." (If someone beat you to the map.)
- 83. Stairs down to 84.
- 84. Stairs up to 83.
- 85. Descending into the remains of an old abandoned mausoleum, you behold an array of statuesque figures in the shadows. The figures do not seem to be moving, and the quiet of the crypt is so still that you suspect them to be stone carvings.
- 86. Stepping forward, cautious of the stony silhouettes, you espy a deep pit in the center of the chamber. It is then that you notice the figures are not stone statues at all. Rather, they appear to be neolithic mummies, petrified over the passing of the ages.
- 87. Drawing close to an ancient corpse, you see that the intricate dust webs which gently drape its form confirm your prognosis. Dead.
- 88. (Search. Secret button. After pulling lever at 89.) Re-entering the sepulcher, you discover that the deep pit has risen up to the surface of the floor, bearing a dwarfish altar upon which sits a black globe.
- 89. Pull lever. Lifts power globe from ground.
- 90. Stepping up to the dark pit, you kick a loose pebble into it. Hearing nothing, you decide to veto any suggestion which includes the words: "jump in." (After pulling lever at 89.) Standing at the pygmy altar and the midnight globe, your fingers begin to tingle at the possibilities. TAKE THE BLACK GLOBE or KICK THE ALTAR OVER or LEAVE THE GLOBE ALONE, (Kick the altar.) Smashing your foot into the tiny altar, you painfully discover that it doesn't want to kick over. (Take the black globe.) With sublime deftness you grasp the globe! (Gate closes.) Just as the stone-faced statues begin to awaken from their deep slumber, and the glint of light reflecting off a small plaque concealed underneath the globe hits your eyes, the sound of hissing gas reaches your ears. (Characters may become paralyzed. Encounter Skeleton Lords.) Muttering underneath your breath at the diabolically fiendish trap, you peer down and gaze at the engraving on the small plaque. WIKUM'S GLOBE OF POWER. (Push lever back up at 89 to re-open gate. Use Globe in New City to power boat.)

Top Level

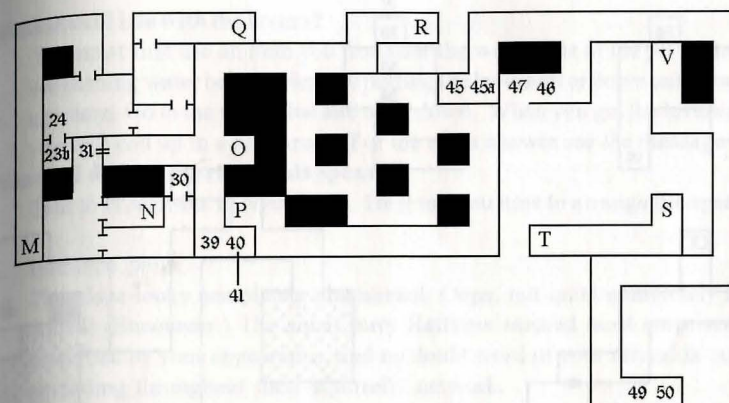


A goes to A,
B to b, etc.

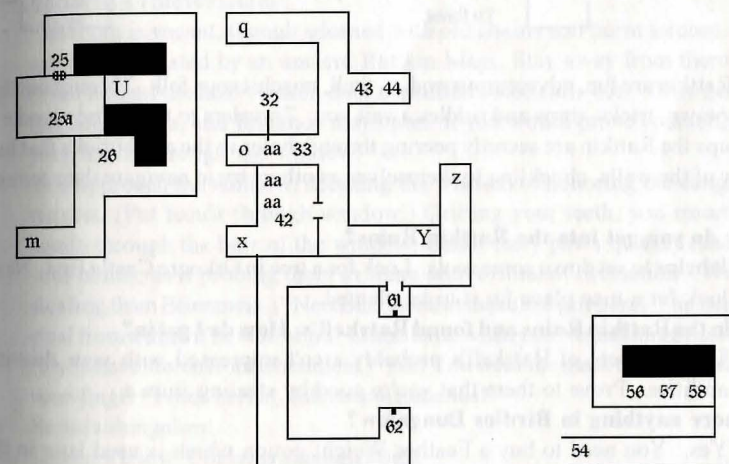
Rattkin Ruins



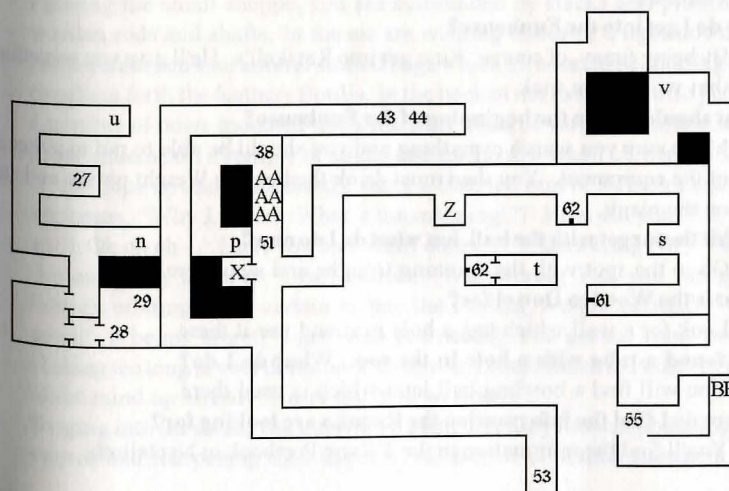
Main Level, Funhouse



Lower Level, Funhouse



Upper Level, Funhouse



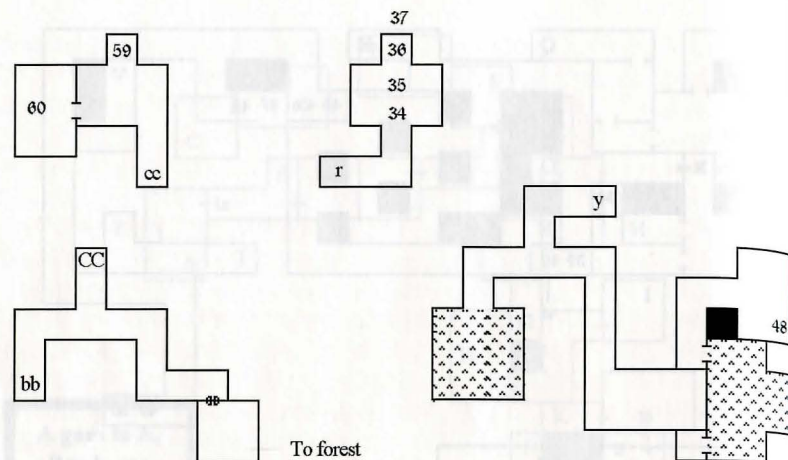
Exit/Six
Spears
(left)

Barlone's
(right)

Waterslide
Area (right)

Leave Your
Wits at the
Door!

Questions
& Answers



The Rattkin are fun, adventurous and . . . well, mischievous folk. Throughout this crazy town, tricks, traps and riddles await you. Travelers to their land wonder if perhaps the Rattkin are secretly peering through holes in the aged bricks that line many of the walls, chuckling to themselves as others try to navigate their terrain.

How do you get into the Rattkin Ruins?

It helps to set down some roots. Look for a tree in Orkogre Castle first. Next, look for a nice place for it to be planted.

I'm in the Rattkin Ruins and found Ratskell's. How do I get in?

The members of Ratskell's probably aren't impressed with your thieving abilities. Prove to them that you're good by stealing from a . . .

Is there anything in Birdies Bungalow?

Yes. You need to buy a Feather Weight potion which is used later in the Funhouse.

How do I get into the Funhouse?

By being funny, of course. First get into Ratskell's. He'll give you something that will do the trick.

What should I do in the beginning of the Funhouse?

Make sure you search everything and you should be able to put together all of the equipment. You then must drink the Feather Weight potion and step on the plank.

I've hit the target with the ball, but what do I do now?

Go to the spot with the spinning troughs and step there.

What is the Wooden Dowel for?

Look for a wall which has a hole in it and use it there.

I've found a tube with a hole in the top. What do I do?

You will find a bowling ball later which is used there.

Where do I find the information the Razuka are looking for?

You'll find the information in the T'Rang Portbook in Nyctalinth.

What should I do with the levers?

You must first use an item you find near the waterslide at the pit where you see rushing water below. Next try putting the levers up or down until you find a pattern. Go to the water flue and slide down. When you get the levers right, you will end up in a new area. (For the exact answer see the messages.)

What do I do with the rack of six spears?

Talk to H'Jenn-Ra in Nyctalinth. He'll tell you how to arrange the spears.

- Entrance point.
- The place looks completely abandoned. Oops, not quite completely abandoned! (Encounter.) The squat furry Rattkins seemed most surprised and disturbed by your appearance, and no doubt word of your arrival is quickly spreading throughout their squirrely network.
- Ratskell's Thieves Guild.
- The room is vacant, though adorned with old chains and burnt torches. They say it was created by an ancient Rattkin Magi. Stay away from there!
- From behind the heavy oaken door a muffled voice calls out. "Only genuine thieves, rouges, and brigands may enter. If you would prove yourself, stick your hands through the window!"
- You approach the window, debating the wisdom of honoring the dangerous request. (Put hands through window.) Gritting your teeth, you insert your hands through the bars of the window. Small furry paws quickly race over your hands, as if probing them in some secret ritual of divination. (Without stealing from Blienmeis.) "Neechht! Look at these sad gimpers! You couldn't steal from a dink if he was blind! Come back when you've had more practice." (If you have stolen from Blienmeis.) "Ah! You wear the mark of the Guild upon your finger! Enter herein, fellow purlionettes!"
- Bertie's Bungalow.
- Treasure chest. Contains random items.
- Entering the small shoppe, you are surrounded by stacks and piles of raw wooden rods and shafts. In the air are wisping traces of a light down, and in the corner you spot several stuffed bags which all seem to be sporting holes coughing forth the feathery flotilla. In the back of the room, you also perceive a number of bows mounted upon the wall, each of various size and shape. From underneath a rumple of sticks and feathers, a small chittering furried fellow pops up and immediately starts a frenzied rant of syllables and half-sentences. "Why I never! What's the meaning!?? How did you??!!? Who are?! Oh oh oh . . . Have you nice shiny coins??!" (Answering No.) "Yetch! Get out of my shoppe!! I call patrol!!!" (Answering Yes, you can peruse Bertie's offerings. Be certain to buy the Feather Weight potion!) "Good good!! It be my secret! I get what you need!! You get me shiny coins!!" (Taking too long in your decision.) "Come on, I could finish ten times by now!! Make mind up already! Hurry up! You so slow!"
- Barging into the room, you interrupt a gang of rousey Rattkin polishing their swords and sharpening their daggers. As they revel in their succulent good

Messages



fortune at your foolhardy intrusion, a big fat ugly Rattkin in the back shouts out. "Look what the cat's dragged in, boys! Let's clean 'em!" (Encounter.)

9. Walking out from the bungalows, you reflect upon the wild construction of edifices and interconnecting tunnels from which you have emerged, marveling at the complexity of its apparent random design. It seems likely that the intricate structure was composed from the stones of the old village ruins, for the other half of the fallen city lies barren, little more than an open field of wild grass and brush.
10. Emerging from a small alcove, an odd looking Rattkin wearing dark spectacles and tapping a wooden cane slowly hobbles out to meet you. "Coins for the blind. Coins for the blind. Kind Sirs, could you spare a few coins for the unfortunate?" (Saying no.) "Pah! May the Razuka treat you so fairly!" And the old blind Rattkin scurries back into his alcove, surprisingly quick in light of his condition. (Saying yes.) The old blind Rattkin embraces you, patting you on the back, and exclaims, "May your generous souls be equally rewarded!" A sudden pleasant sensation comes over you, the good feeling that aspires from assisting others in need, and you are left basking with a tingling lightness of being. "Ah! I recall same generous footsteps not too long passed. How fair thee this day, noble sirs?" (Steal from Blienmeis to gain entrance into Ratskell's Thieves Guild.) Oddly enough, though Old Blienmeis obviously flinched at your clumsy attempt to rifle through his pocket, he makes no sudden outburst or cry, but instead stands callously hunched as if fallen into a slight stupor. Protruding from one of his pockets, a small ring dangles enticingly, caught slightly in the fold of a kerchief where you had fumbled it a moment ago. It seems almost to bulge out at you, ready to hop into your hand, and sensing the moment, you quickly snatch it up, before it can fall to the ground with a tell-tale tinkle. A cool breeze crosses by you, and Old Blienmeis turns to face the sky, saying, "Weather seems to be turning, eh?!" And with that he quickly retreats into the alcove, hands over his head for cover as if protecting himself from invisible droplets of rain.
11. RUBI'S FUNHOUSE. Upon the door, barely visible, the faded painting of a bug-eyed clownish face stares out with a banana-like smile. There is a hollow pin protruding where the clown's nose should be. (Use Clown Nose from Ratskell in Thieves Guild.) You stick the red rubber ball on the clown's nose-pin. (Search.) Giving the red nose a squeeze, you detect an unmistakable click.
12. Charred logs and embers from a bonfire lie within a circle of stones here, and though the fire has long extinguished, the ground underneath still possesses a slight warmth. It makes you wonder what kind of bizarre ritual might transpire here amongst the ratmen, and you imagine swarms of the furry little creatures in the light of a full moon, dancing wildly about the roasting body of a recent prey, tiny mouths drooling with ecstasy in anticipation of their forthcoming meal.
13. Scattered bones make grisly piles along the husk of the ruins, as if dumped here once the meat from their carcasses had been picked clean. (Search.) From



among the bones you discern a varied assortment of cannibalized creatures, some clearly beast, others more human, and even a few skulls resembling the rodent-shaped heads of the ratmen.

14. (Not shown on map. Outside from 1.) Grabbing onto the branches at the top of the tree, you climb down to the ground below.
15. Entering the dimly lit shoppe, you make out the form of a familiar figure standing before you. (Greet Blienmeis.) "It warms my cockles to hear your footsteps again. I must confess, however, that your skills are quite lacking. Crude, weak, pathetic, ineffective, sluggish, oaffy. Not to mention obvious. What you need is help. And lots of it!" (Ask him of Funhouse.) "They say the Razuka operate out of the old Funhouse. It's dangerous to do business with the Razuka. One little mistake, and well... let's just say that old Blienmeis wasn't always Blienmeis. But if you want to get inside, Blienmeis will help. Will you pay 1000 gold pieces for a nose." (Without enough gold.) "Tch! You haven't the jingle!" (Saying yes.) "This will get you inside, but after that you're on your own." (Get Clown Nose.)
16. The funhouse is quite weathered, and covered with dusty webs. You surmise that it has not been occupied for many years. At least not by anything human.
17. Much to your surprise, an old chest sits quietly in the back of the room, idly passing the years awaiting the return of its owner.
- 17a. Treasure Chest. Contains Wooden Dowel.
18. At the rear of the chamber lies a solid metal pyramid, forged of black iron, and well capable of withstanding the onslaught of centuries.
19. Embedded atop the pyramid is a large steel hook, and embossed upon its face is the numeral 200. Attempting to lift the weight, you find that the years haven't shaved off more than a gram or two, if that much. (Get Black Pyramid.)
20. Corroded boxes and crates lie collapsed in heaps of rot and dust, and the promise of finding anything useful looks doubtful.
21. Entering the room, you stumble over piles of fallen debris cluttering the floor.
22. (Search.) You find nothing but the remains of old wooden props and stands, and guess that it's probably been quite some time since any kind of circus gave a performance around here.
23. Entering the central chamber, you spot a descending shaft from which arises a ladder of questionable integrity. You wonder whether it will be able to hold your weight without collapsing.
- 23a. (Climbing ladder down.) The ladder seems sturdy enough, and though bending, bowing and creaking, does not crumple into a pile of splinters.
- 23b. Ladder up to 23a.
24. The interior of the Funhouse appears gloomy and decrepit, lacking any festive spirit whatsoever. You begin to suspect rather devious connotations in the word, "Fun."
25. Use Tarnished Key from 30 to open gate.
- 25a. From the chest you extract a thick wide elastic band, strong and quite rubbery. (Find Rubber Band.)



26. A long plank, secured to a pivot block, rests underneath an open shaft in the ceiling. (If the Chain is already down.) Stepping onto the plank, your end pivots to the floor, but nothing else happens. (If the Chain is not down.) Stepping onto the plank, your end pivots to the floor, triggering a switch underneath it. A heavy chain suddenly drops from the ceiling over the other end of the plank, but nothing else happens. (Put Black Pyramid on Chain.) With a heave and a grunt you hoist the black pyramid up and hook it on to the end of the chain. (Should you return to side with the Pyramid and without winding the Chain back up.) Hanging from the shaft is a long heavy metal chain. A black pyramid is hooked to the end of the heavy chain, and it is poised over the end of the plank. (Stepping on to the plank if Pyramid is up.) A weighty pyramid suddenly drops onto the other end of the plank, catapulting you into the air. (Without using Feather Weight potion.) Having achieved the remarkable elevation of almost four feet, everyone is sent sprawling in all directions, falling to the ground with thuds and groans. (Using Feather Weight potion.) You douse yourselves with the mysterious potion, and soon feel tingly, and as light as a feather. Being reduced to featherweights, you are hurled upward through the shaft above the plank. Still propelled from your launch, you continue sailing upwards.
27. A large spool stands mounted over an open shaft, and attached to it is a heavy metal chain. (If switch has been triggered at 26.) The chain is hanging down the shaft. (If switch has not been triggered at 26.) The chain is wound up onto the spool. (Using Spool Handle from 29.) Attaching the handle to the spindle of the spool, you crank up the chain as far as it will go.
28. The chamber appears to be an old burial crypt, filled with bones. Even more disturbing, however, is that some of them are moving. (Encounter.)
29. (Search.) Lying under an old broken skull, you retrieve an unusual object. (Find Spool Handle.)
30. (Search.) Lying underneath a pile of rubble on the floor, you discover a tarnished key. (Find Tarnished Key.)
31. Mounted upon the wall are two blocks which support short steel cylinders, each with a hook. Two metal blades are attached to an end of one cylinder, and you find that it spins around quite freely. (Use Rubber Band.) You stretch the elastic band between the two hooked cylinders and wind it up. The blades spin around as the band unwinds, emitting a cool and steady breeze. (Should you return to this location.) Mounted to the wall, a spinning fan whirls round and round, blowing a gusty wind.
32. Arising up through the shaft, you are hit by a gusty blast of wind, which, in your lightweight condition, blows you across the corridor like little fat balloons. (If the fan is not hooked up in 31.) Arising up through the shaft, you momentarily hang poised, then grope, and then plummet back down the open shaft beneath you. This just isn't your dayyyyy. Everyone is sent sprawling in all directions, falling to the ground with thuds and groans.
33. Standing up from your miraculous flight, you feel your normal weight quickly returning.

34. Carefully stepping into the open chamber, your eyes note a peculiar darkness, which fills the room like a smoky cloud.
35. You can hear quiet whispering chits coming from somewhere nearby. You do not understand what is being said, or whether they are aware of your presence. Hmmm, so much for the element of surprise. (Encounter.)
36. BARLONE ORDER OF TAW.
37. Entering the room, you face a mob of husky Rattkin, weapons drawn and ready, but not yet moving into action. In the still of the moment, you quickly assess your opponents. Their fur is dark and well groomed. And though they exude a somewhat sinister ethos, there is a subtle strange charisma about them. They seem quite confident, and most of all, demonstrate an obvious interest in you and in watching your reactions. It is then that you recognize the nature of these creatures. They are members of an underworld. But not a gang of thugs, no. These creatures are well organized, meticulous, and possess a razor-sharp intellect, honed by years of strict orthodoxy, upper echelon corsairs, studying their mark, noting your strengths and weaknesses, silently forming the noose by which to profit from your eventual hanging. Finally, your eyes meet those of a Rattkin who appears to have an icy mask of death etched across his face. And he begins to speak in a low hoarse whisper. "Allow me to introduce myself. I am Barlone". It is good that you have come. My associates and I have a proposition for you. Would you like something to drink? (Saying no.) Suit yourself. (Saying yes.) Gensuda'. As I was saying, my friends and I have an interesting proposal which we want you to consider. We can do many things for you. And we want you to do us a small favor in return. We know about you and the others. We've seen the machines that breathe fire and move through the sky. Long ago there were others that had these machines. The Higardi. But they are gone now. We know that you have come from a world beyond the sky. And we wish to expand our operations. We want you to do something for us. And in return our organization will assist you. Do we have a deal? (Saying no.) What's the matter, you don't trust us? There are two kinds in the world, my friends. The living and the dead. The dead dwell in fear, and search for safety and comfort. Always following the rules. Never taking the chance to do anything which might bring about uncertain change. But the living seek otherwise. They brave the edge over which lies unknown and dangerous new discovery, knowing that to become complacent is to become inanimate. Come back when you decide to enjoin the living. (Should you return, he says,) "I see you have reconsidered our offer." (Saying yes.) This is a good day for us. What we ask is something simple. There is a flying machine which descends into the old ruins of Nyctalinth. Our scouts have seen it come and go many times. Find out when the flying machine will be at Nyctalinth again. This is a small favor we ask of you. Once you do this thing, return to me. And I'll tell you where you can find one of the maps. I know all about the maps. You do this small favor for us. And we'll help you get the maps. I think our business is concluded for today. You've made a wise decision to work with us. (After

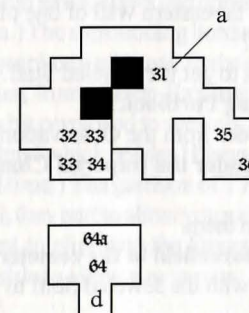
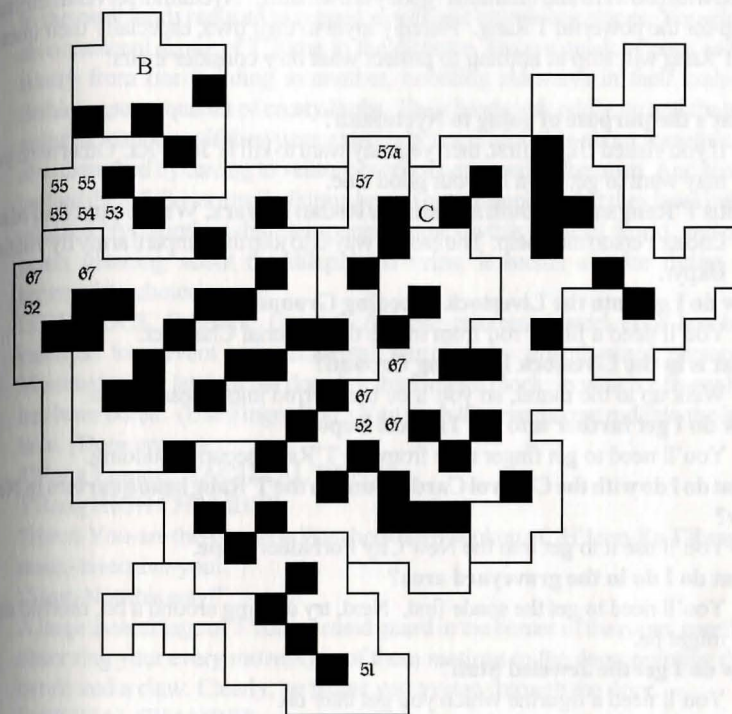
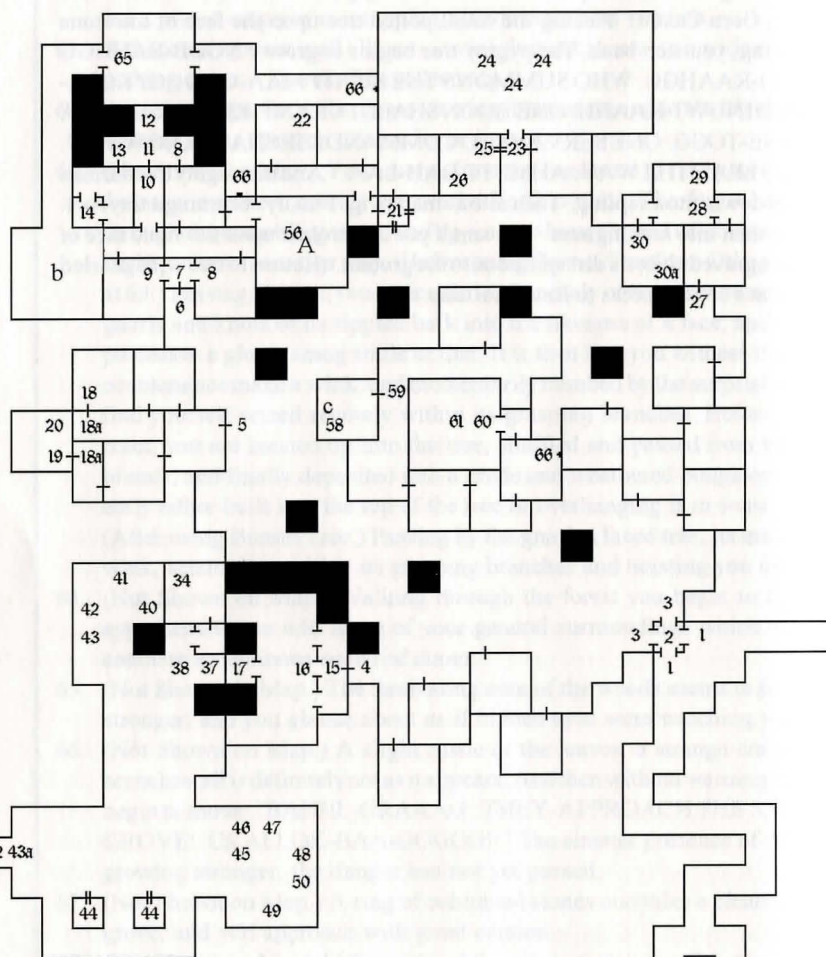
- returning with information.) Have you done the small favor we asked of you? When can we expect the next flying ship at Nyctalinth? (Answering incorrectly.) Excuse us for a moment. We don't find your trick amusing. It's obvious that you can't be trusted. (Answering 088:53.) Excuse us for a moment. Yes, that is possible. You've done well. In the New City there is a passage that leads to the old Archives. A piece of the map was put there by a friend of the family, as a small personal favor. We may have another favor you can do for us later. We'll let you know."
38. Looking down the passage, you face a row of gaping pits which travels the length of the corridor. At the end of the pits stands a round pillow target, bearing circles of various colors and a crimson bull's-eye. (Use Painted Ball from 42.) You heave the painted ball down the passage towards the target. (If your shot is off.) Missing the bull's-eye, the ball bounces off the target and falls back into the pit at the end of the corridor. (Hitting it.) **BULL'S-EYE!**
39. Before you a cascade of troughs turns beneath an open shaft, and you are cautious lest you accidentally fall in.
40. You brazenly step onto the cascading troughs.
41. The cascading troughs spin you around and downward, slamming you into the solid bars of a closed steel gate. Having no escape from the rotating troughs, you are dumped into the darkness below. (Throw Painted Ball from 42 at target in 38.) The cascading troughs spin you around and downward, flinging you into the open corridor ahead.
42. Lying on the floor is a fist-sized wooden ball, painted with brightly colored circles and a star. (Find 1 Painted Ball.)
43. Up ahead, a wide moving belt ascends from a shaft in the floor, rising steadily upward and into the ceiling.
44. Up you go! (Takes you to 44, up a level or down a level, depending on your starting point. Transport is only on Lower and Upper levels of Funhouse.)
45. Atop the moving belt, it propels you into the hallway.
- 45a. In the shaft ahead is a moving belt, which arises from below.
46. A thin veneer of water skates rapidly down a descending channel, and you wonder at its purpose. The water being only a few inches thick, you touch beneath its surface to discover a slick and slippery bottom. At least it isn't deep enough to worry about getting in over your heads.
47. Entering the water, you slide down the flue.
48. Coiled in the corner, you discover a short thick rope, which is securely tied to a hefty bar. (Find Bar & Rope.)
49. An odd transparent dome protrudes from a narrow shaft a few steps in front of you.
50. Looking closer at the dome, you note a gaping hole in its face. It appears to be a hollow tube of some sort. (Search.) Examining the wall, you peer through a narrow hole bored all the way through it, and discern a glimmer of light coming from the other side. (Use Wooden Dowel from 17a.) You insert the long wooden dowel into the hole, a snug fit, and shove it all the way in. But nothing happens. (Use Black Ball from 58.) You drop the ball into the dome, making

a loud thud as it lands on a plate inside the tube. The heavy black ball rests inside the tube, perched upon a thick plate.

51. A round target stands mounted on the floor, and down the north corridor is a row of large gaping pits. To the west, a cascade of troughs goes round and round, dumping empty air into the darkness below it.
52. (Heh-heh. This is another non-existent number, so don't bother to look for it on the map. Apparently this writer needs flashcards.)
53. Perched over the shaft, you hear the sound of rushing water far below. Examining the shaft, you note a pair of grooved notches which lie on each side of its width, as if made to hold something which spanned across it. (Use Bar and Rope from 48.) You insert the roped bar into the grooves which span the shaft, and let the rope fall below. (Approaching the pit.) A thick rope hanging from a bar spanning the shaft dangles below.
54. Do you climb back up the rope? (Saying yes.) Grabbing onto the rope, you find no where to go other than to drop below or climb back up. (After going down waterslide.) Grabbing onto the rope so conveniently dangling from above, your momentum swings you across the water duct.
55. Launched upward through the shaft, you grab nothing but thin air and quickly fall back from whence you arose. (Having used Wooden Dowel.) Launched upward through the shaft, you grab hold of a long wooden dowel protruding from the wall. You shimmy across the dowel into the adjoining corridor.
56. On the floor in front of you lies a square plate, large enough for everyone to crowd onto it. Behind the plate you can see the outline of a transparent tube, sticking down from a shaft in the ceiling.
57. Stepping onto the plate, you note the pad directly underneath the end of the tube. It appears to be connected to the plate as a kind of trigger mechanism. (After using Black Ball at Dome.) Stepping onto the plate, you hear a slight click. A large black ball drops down the hollow tube, landing on the pad beneath it. Suddenly the entire plate shoots skyward, propelling you up the open shaft directly overhead. (If Wooden Dowel is not in wall.) You fall back through the shaft and land with a crash upon the plate.
58. Inspecting the tube, you see the pad underneath it is poised to catch anything that falls down the chute. Resting on the pad is an odd black ball, about the size of an ogre's head and almost as pretty. (Get Black Ball.)
59. Upon the wall is a set of tall metal spears, mounted in a single row with a long rivet through the center. There are six spears in all, arranged in a circular pattern, and you discover that they can swing around on the rivet which pins them together. Looking a bit closer, it appears to be an elaborate mechanism of some kind, each spear rotating a different gear which is in turn connected to more gears and so on. There is nothing which indicates a purpose to the spears, or what the contraption actually does, although it appears likely that it is a locking mechanism of some kind, designed to open if the spears are turned in a specific combination. **SIX SPEARS: FIRST SECOND THIRD FOURTH FIFTH SIXTH** (Select 534261).

60. Lo, inside the chest you find an old preserved piece of parchment, carefully bundled in waxed wrappings. (Find Boat Map.) Lo, inside the chest is naught but a pile of empty wax wrapping. (If someone beat you to it.)
61. A thick transparent wall allows viewing, but not access, to a wide channel of rushing water. (Search - Leave lever up.)
62. A thick transparent wall allows viewing, but not access, to a wide channel of rushing water. (Search - Leave lever down.)
63. (Not Shown on Map.) You emerge from the Funhouse to find yourself in the forest, somewhere outside the nearby Rattkin ruins. The forest has grown through the crumbling ruins, and appears to have choked off the main entry. Perhaps there is another way. (Before using Bonsai Tree from Orkogre Castle at 69.) Passing the tree, you notice that an anomaly of nature has arranged the gnarls and knots of its rippled bark into the likeness of a face, and one that possesses a gloaty smug smile at that. It is then that you witness the woody countenance make a wink, and momentarily numbed by the surprising event, find yourself seized securely within its grasping branches. Before you can react, you are hoisted up into the tree, shuffled and passed from branch to branch, and finally deposited into a crude and weathered bungalow, apparently either built into the top of the tree or overhanging it in some fashion. (After using Bonsai Tree.) Passing by the gnarled faced tree, its makes a sly wink, seizing you within its grasping branches and hoisting you up.
64. (Not Shown on Map.) Walking through the forest you begin to feel a bit apprehensive, an odd sense of your general surroundings which seems to emanate an ominous scowl of doom.
65. (Not Shown on Map.) The foreboding aura of the woods seems to be getting stronger, and you glance about as if hidden eyes were watching you.
66. (Not Shown on Map.) A slight rustle of the leaves, a strange crackling of branches, all is definitely not as it appears. And then without warning, the trees begin to move. "BAHHL-GRAAAG. THEY-APPROACH THE SACRED-GROVE! CKALLOK-BAA-GOGGG!!" The sinister presence of the forest growing stronger, the danger has not yet passed.
67. (Not Shown on Map.) A ring of columned stones encircles a clearing in the grove, and you approach with great caution.
68. (Not Shown on Map.) At the center of the ring you can see a flat stone carving of some kind, an engraved slab upon the ground. All feels strangely still for a moment. Then looking around, you perceive the forest creeping in upon you. Slowly, very slowly. As your foot moves to take a step, the trees are upon you. (Encounter.) Silently, the masses of the verdurous sylvan denizens continue their onslaught. As if no end in sight, the stalking vegetable-man trees still come, dark, looming, and mindless. Then it is over. The forest still once again. But you suspect that it is only a matter of time before more of the tree-things can come to protect their grove, and for whatever unknown reasons, you now know that to remain here could only result in your inevitable and ultimate demise.
69. (Not Shown on Map.) Stepping upon the large stone tablet you study its

features, a depiction of a great towering tree, thousands of branches thickly sprouting from it, and upon its trunk an old and gnarled face. (Use Bonsai Tree from Gorn Castle) Placing the small potted tree upon the face of the stone carving, you step back. The pygmy tree begins to grow. "NOBB-BAHHGG UUD-RAAHGG. WHO SUMMONS THE SPIRIT MAA-GOOGG? KOLL-BAHHNUWT-KAAHH. ONE BOON SHALL I GRANT. KELPP-RAH-KAA BONE-TOGG. ONE SERVANT TO COMMAND. HE SHALL KNOW YOU. AND LEAD THE WAY. AHMETT-BAH-LAA." And the mighty tree shrinks back down into a sapling. Then into a small twig. Finally becoming a tiny root. And then into nothingness. The small pot lies broken upon the stone face of the engraved slab, its dirt spilled onto the ground. (Return to tree with gnarled face at #63 for access to Rattkin Ruins.)



Hail the Queen!

Questions & Answers

Lined with cobwebs and infamous "goosey brown stuff," Nyctalinth serves as the base camp for the powerful T'Rang. Fiercely loyal to their own, especially their queen, the T'Rang will stop at nothing to protect what *they* consider theirs!

What's the purpose of going to Nyctalinth?

If you visited Ukpyr first, then you may want to kill H'Jenn-Ra. Otherwise you may want to get them on your good side.

Shritis T'Rang says I should assassinate Rodan Lewarx. Where can I find him?

Locate Person may help. The easiest way is to join the Umpani army by visiting Ukpyr.

How do I get into the Livestock Breeding Ground?

You'll need a finger rod from inside the Imperial Chamber.

What is in the Livestock Breeding Ground?

Walk up to the mural, and you'll be transferred into a nearby area.

How do I get further into the Tactical Depot?

You'll need to get finger rods from the T'Rang security building.

What do I do with the Control Card I found in the T'Rang headquarters in New City?

You'll use it to get into the New City Forbidden Zone.

What do I do in the graveyard area?

You'll need to get the spade first. Next, try digging around a bit, morbid as it might be.

How do I get the Jeweled Staff?

You'll need a figurine which you get later on.

I'm in the cavern. How do I get past the goosey balls?

You'll need to use some hot fruit.

I'm trapped in the center area of Nyctalinth. How do I get out?

There's a button on the far eastern wall of one of the nearby 2x2 rooms.

What does the figurine do?

Use it in the small crypt to get the Jeweled Staff.

How do I decode the T'Rang Portbook?

You'll need the TX-Coder from the Observation Control Center.

I went into the basement under the Imperial Chamber. What do I do to the Savant Troopers?

Use the Mystery Ray on them.

How do I get through the forcefield in the cemetery?

You must be equipped with the Jeweled Staff to walk through this field.

Messages

1. Entering NYCTALINTH.
2. As you step into the entrance of the town, you are met by one of the fetid T'Rang, mouth adrip with foamy bile, excreting a trail of brown mucus behind him. In a strange mixture of clicks and hisses he utters sounds that are almost word-like. "Sssst-The Watchers told-us you-were coming. Enter, but-be wary. We-do-not like your-kind! You-must proceed-to-the High-Chamber. Where H'Jenn-Ra T'Rang awaits. Do-not attempt-to-deceive us!"

3. The town of Nyctalinth lies in a decaying state of ruin, its former majesty here in the northlands reduced to ragged weeds and crumbling stones. You glance an occasional group of T'Rang in the distance, always quick of pace as they scurry from one building to another, hobbling sideways in their crab-like fashion upon a quartet of crusty limbs. Their heads jerk oddly, to and fro in an agitated manner as if they were extremely uncomfortable about something or else disturbed by having to venture outdoors exposed in the open. And always behind them follows a trail of slimy brown goo. It appears that they have indeed adopted Nyctalinth as their temporary home on this unusual world, and once again glancing about the dilapidated ruins, it seems a quite fitting and appropriate choice.
4. LIVESTOCK Breeding Ground. A large reinforced steel door has been installed to prevent any accidental intrusion by unauthorized personnel. Mounted to the latch of the door is a thick metal block, in which a finger hole has been bored. (Use Finger Rod.) You push the transparent rod into the latch hole. (Door opens.)
5. T'Rang Empire. TACTICAL DEPOT.
6. T'Rang HIGH CHAMBER.
7. "Hssst-You-are the-ones-the Watchers have-spoken of. H'Jenn-Ra T'Rang is-ready-to-receive-you!"
8. "Sssst-Not-this way!"
9. A large assemblage of T'Rangs stand guard in the corner of the room, carefully observing your every move. One of them motions to the door, pointing three hands and a claw. Clearly, he wants you to step through the door.
10. IMPERIAL CHAMBER.
11. You are surrounded on both sides by dozens of the twitching T'Rangs, ready to strike should you make the slightest wrong move. To the north lies a small window, and thirteen dozen paws, claws and appendages point the way. (After speaking with H'Jenn-Ra.) The surrounding hordes of T'Rang move to one side as you step forward, a symphony of crusty limbs pointing towards the door to the west. (After returning from H'Jenn-Ra's assignment to see Shritis.) The T'Rang guardians look a bit perplexed to see you, but move aside to allow you access to the window behind which resides H'Jenn-Ra T'Rang. (After speaking with H'Jenn Ra a second time.) The garrison of T'Rangs seem unduly agitated, as if poised to strike. Still, they part to allow you passage to the west door. (After being sent on assignment to eliminate the Savant's helpers.) Once again the T'Rang warriors stand aside to allow you to pass. But only through the center door.
12. Stepping up to the window, you peer into it. Seeing nothing, you wait. Very slowly, a large bulbous brown mass draws up to the other side of the bars, and amidst a spew of drool and foam begins to speak in a deep roar of cackles and spit. "HSSHHHTT! I-AMH'JENN-RA T'RANG. I-DO-NOT TRUST-YOU BUT-YOU MIGHT-BE USEFUL-TO THE-T'RANG EMPIRE. FIRST, A-TEST!-HSSSTTTT! I-SHALL SEND-YOU TO-SHRITIS WITH A-MES-SAGE. TELL-HIM H'JENN-RA SAYS, TO-STRIKE! WE-SHALL-SEE

WHAT YOU-ARE MADE-OF! GO-NOW. THE-ANTHRACAX SHALL DELIVER-YOU TO-HIM IF-YOU SURVIVE! HAA-HAA-HAAASSHHHT!"

The obese brown slug slowly slithers back from the window, leaving you to ponder his message. (After returning from visit with Shritis.) "I-SEE YOU. HAVE RETURNED-SSST! SHRITIS T'RANG IS-STRONG. PERHAPS TOO-STRONG. I-WILL TEST-YOU FURTHER. FIND-THE PLACE-OF THE-RAT-MEN. THE-WATCHERS TELL-US THAT UNDERNEATH. LIES ANOTHER-PLACE. THEY-HAVE-SEEN THE-MAP OF THE-BOAT BEHIND A-RACK OF SIX-SPEARS AND-SAY THE-FIRST IS-NOT BEFORE THE-THIRD NOR-THE SECOND BUT-FIRST AFTER THE-SIXTH IT-IS THE-FIFTH THAT-IS FIRST AND-THE FOURTH AFTER-THIRD WHICH-IS SECOND AND-ONLY-THEN SHALL THE-WAY BE-REVEALED. GO-THERE AND FIND-FOR-ME THIS MAP-OF THE-BOAT! DO-NOT TRESPASS ELSEWHERE OR-YOU SHALL-BE DESTROYED! AND-REMEMBER THE-WATCHERS SEE-EVERYWHERE! (When you return.) HSSST-HAVE YOU OBTAINED THE-MAP-OF THE-BOAT FROM-THE SIX SPEARS? (If you return without the Boat Map and admit your failure.) HSSST! DO-NOT RETURN UNTIL-YOU HAVE-OBTAINED THE-MAP-OF THE-BOAT! (If you return without the Boat Map and lie.) SSSSTT-GOOD! WILL YOU GIVE IT TO ME? BAHHHHSSST-LIARS! YOU SEEK TO DECEIVE THE GREAT H'JENN RA?! (If you return with the boat map.) SSSSTT-GOOD! WILL YOU GIVE IT TO ME? (Giving him the map) You pass the parchment through the window and H'Jenn-RA quickly snatches it from you. HSSSS-GOOD-GOOD! NOW-PROVE YOURSELF-TO H'JENN-RA T'RANG! THERE-ARE THOSE-WHO SERVE-THE DARK-MEN-ACE. THEY-ARE HERE-TO WATCH-US. BUT-WENO-LONGER MUST-TOLERATE THEIR-PRESENCE HERE. YOU-WILL FIND-THEM IN-THE BUILDING OF-THE RED-MARK. ELIMINATE-THOSE HERE-WHO FOLLOW-THE-SAVANT. AND-THEN LEAVE THIS-PLACE. WE-SHALL REWARD-YOU WELL WHEN-OUR VICTORY-IS COMPLETE! GO-AND DO-THIS FOR-THE T'RANG EMPIRE. GO-AND DO-NOT RETURN!"

13. T'Rang Empire ANTHRACAX.
14. (Search.) Pulling the lever, a low-pitched hum fills your ears, and a faint blue glow bathes the room. And then the cobalt light disappears.
15. Stepping into the area, you know immediately that this building was not intended as a habitat for holding animals, as traces of faded and cracking paint covering the walls suggest some kind of artistic decoration that is not customary for slaughterhouses. Apparently the T'Rang have little appreciation for such things, if indeed they have any capacity at all to even recognize the concept of such things as beauty or art. For them, a building is a place to put things, nothing more. As for this former church, once created to offer amelioration, now it is a battlefield of bloody stains, prison, and inevitable abattoir.
16. Stepping into the small cathedral, you are attacked by swarms of jittery bugs. (Encounter.) It now occurs to you that some T'Rang is probably going to have

to explain to his superiors how the food supply suddenly died. They are probably not going to be too pleased about it either.

17. The small alcove is empty, though a faint image is still visible upon the wall in front of you. It depicts a group of rather short squattish men kneeling before a bright radiance in the sky, in which a giant figure seems to be handing them some kind of sacred scroll. From out of the wall a strangely familiar apparition appears. "Follow me!" (Go through wall to 37.)
- 18a. (Use Finger Rod.) You push the transparent rod into the latch hole. (Door opens.)
18. Inside the depot area stands a rack of unusual looking polestuffs.
19. Breaking into the depot area, you confront a group of T'Rangs busy at work with a small hand-held object. Without hesitation, they attack! (Encounter. Receive Mystery Ray used on Savant Guards at 33.)
20. Searching the room, you find a crude drawing depicting the object disassembled into many pieces, with strange words, marks, lines and arrows scribbled all over it. Sketched into a corner of the parchment is a smaller assembled version of the device emitting some kind of ray, and a few crumpled bodies in its path. It makes you wonder about the intelligence of these creatures to have to go to so much trouble just to make something that a broadsword could easily accomplish with a few good swipes.
21. T'Rang Empire. SECURITY.
22. From a plaque mounted to the wall hangs several transparent cylinders, each about the size of a good finger. Cautiously you take a sniff, but no odor. Finally, you pluck one into your mouth, but being tasteless and not very pleasant, you can only suspect that they must have some other intended purpose and don't wish to think further upon where such a thing might be inserted. (Get Finger Rod.)
23. T'Rang-Guardia. LANDING PORT.
24. Upon the surface of the flat stone pavement are spots of a thick black sooty residue, as if a barrage of blazing fireballs had fallen from the sky and pelted the area.
25. The room is moderately bare, though an unusual looking honeycomb sculpture inhabits the southwest corner.
26. Looking closer at the sculpture, it would more likely appear to be a desk of some sort, designed to conform to the various anomalies of the T'Rang anatomies. (Search.) Searching through the honeycombed facility, you discover a black book. (Find T'Rang Portbook. Attempting to read it.) The markings in the book are unrecognizable. (Using the TX-Coder.) Passing the device over the pages of the book, you read the following entries: "034:41 IN 100:Younger 100:Disruptor(A) 038:09 OUT 040:14 IN 005:Elder 050:Younger 040:75 OUT 044:23 IN 002:Watcher 500:Cell 025:Disruptor(B) 046:62 OUT 054:18 IN 010:Elder 150:Younger 075:Disruptor(A) 055:39 OUT 062:44 IN 1002:Watcher 200:Cell 005:Disruptor(C) 066:07 OUT 001:Watcher 150:Cell 071:81 IN 012:Tech 001:SPMS 004:UVMLII 073:12 OUT Next Arrival: NARGISST SHUTTLE Galactic Stardate 088:53 ETA." That is the

last entry in the book.

27. OBSERVATION CONTROL CENTER. A vivid red emblem has been attached to the door, the significance of which is not clear.
28. The Control Center is filled with a vast complex of machines and blinking boxes. Also present is a garrison of the Savant Guardians, some of which seem to be busy working at the equipment. As you enter the room, one of them flees into an adjoining chamber, while the rest advance to engage. (Encounter.)
29. Stepping up to one of the shimmering boxes you see glowing words which appear to be floating inside it. "Deactivation Sequence Initiated. Terminal Linkage Disconnect SERVER: 023@41A2 HOST: Black Ship Command Remote Access Terminated Memory Purge Complete." That is all you can read before the face of the box turns black. Sensing the information might be of some importance, you hastily scribble it down on a piece of parchment. All the of machines have suddenly become quiet and blank.
30. You confront several more of the dread Savants, and behind them a Controller works quickly and efficiently at more of the mysterious machines. As the guardians attack, the machines begin to grow dark, one by one. (Encounter.) The magic seems to have vanished from the puzzling boxes, and the various stations now lie vacant and dead. As you slowly cast your gaze about the chamber, the wonderment of these creatures and their machines begins to gnaw at the back of your brain, and you remember your strange voyage here in the ship that flies through the air and amongst the stars. It is a thing altogether different from your world and what you have known, for these entities seem to wield a power unknown to you, a power that seems to defy the laws of nature itself, a power to weave abstract mathematical thought into a reality composed of new unfathomable dimensions, tempering the energy of the spheres as if it were but a weight of common steel. And yet, for all their magiks, still do they walk and bleed and die as mere mortal men, and seem driven by the same hungers of conquest and domination that has ruled life since times primordial. How very strange.
- 30a. (Search.) On top of one of the tablestations, you find a small enigmatic object, whose purpose you cannot imagine. It is labeled: TX-Coder. (Find TX-Coder.)
31. You descend into a large cavern, cold and dry. The ground shows traces of the brown icky goo that seems to follow in the wake of passing T'Rang, an indication that they probably frequent the area.
32. Neatly situated, side by side as if statues in a garden, three Savant Guardians stand motionless, frozen in time. There is no indication of wounds or damage, and yet they appear lifeless and quite dead. You approach one of the immobile Savant Guardians.
33. It appears to be dead. (Use Mystery Ray.) Pointing the hand-held device at the frozen Guard, you pull the small tong on its underbelly, bathing the statue in a wide glowing ray. Nothing seems to be happening. When suddenly sparks begin shooting out of its head and it springs to life in a mad berserked rage!
34. "MzzzPfsstzt. System Failure. Bzzzzzztt! (Crackle) Hrrmmmbzzssst. Warning Overload. Rrrstssst! Bzrrpfuuzzzt. HOST: Central Security Access.

Bbbzzztzt! Ruuurmmmbrrrshhhzz. LINKAGE SERVER: 018@67C1 Rzzzztzt!! Termination Sequence Initiated. Giiiiziibpft!!" And with that, the guardian charges in a fury of flames and sparks! Trying to recall the meaningless jumble of the insane Savant, you write what you can remember onto a piece of parchment, sensing that it might hold some vital clue.

35. Several large capped vats are stored in the corner of the cavern.
36. Standing at the vats, you notice a dried grey crust has formed around their lips. PRY OPEN A VAT or LEAVE THEM (Prying open a vat.) Prying open a vat, you immediately succumb to the horrible wafting aroma of fermenting bug juice, stock for the pukey T'Rang gruel.
37. Stepping through the wall, (from 17) you are not sure whether it was the stone that momentarily turned evanescent or whether it was yourselves. However, the slight tingling sensation that you felt as you passed through has now receded and the walls are once again quite solid to the touch.
38. The yard is damp and gloomy, having a distinct aroma about it. It is then that you realize just what this weed-ridden garden really is, and what all the engraved slabs sticking up from the soddy ground represent.
- 38a. Inside the chamber, several T'Rangs are chopping chunks of a gutted giant bug into a sickening gruel, dumping the contents into a huge bowl. The stench is almost overwhelming. As you enter, they turn to meet the challenge. (Encounter. Find Finger Rod.)
39. (Treasure chest.) Within the chest you find a long stemmed spade-like polearm, an old set of oily leather gloves, and a small bottle of spirits. (Receive Long Stem Spade and other random items.)
40. In Rutis Pyr. LORD T'BALERUE. (Using Spade.) Digging up the grave, you unearth an old rotted coffin containing naught but rotted flesh and bone.
41. In Rutis Pyr. AONDEHAFKA. (Using Spade.) Digging up the grave, you unearth an old rotted coffin containing naught but rotted flesh and bone.
42. I.R.P. YMMU M'KURSA. (Using Spade.) Digging up the grave, you unearth an old rotted coffin containing a rather well preserved corpse of some bizarre creature. (Encounter.)
43. In Rutis Pyr. UTEG DILDAME. (Using Spade.) Digging up the grave, you unearth an old rotted coffin containing naught but rotted flesh and bone.
- 43a. Spanning between the two pillars, an energy field pulsates with a low crackling hum. Feeling a bit like warm steel, it serves as a barrier blocking any passage beyond it. (Need Jeweled Staff.)
44. Inside the small crypt, upon an altar of stone, rests an ornate staff sequined with a glimmering jewel. Suddenly you hear a screaming cry! Charging through the wall at a rampage, a mad laughing ghost bellows a ghastly cackle as he grabs the jeweled rod on the altar, disappearing out the other side. (Use Tydnab Emyt.) You rub the small figurine as if you knew what to expect. After a brief moment, you are startled by footsteps and the sound of faint voices coming from the other twin crypt. Suddenly you hear a screaming cry bellow from the other crypt! Through the wall charges the gloating ghost at full gallop, brandishing the enchanted staff with mad delight! He stops and gasps, obviously in great shock

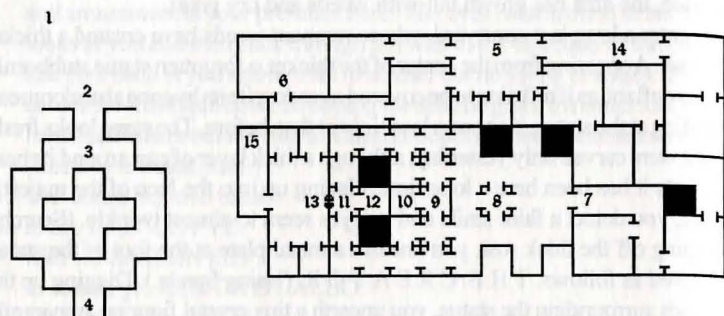
- and amazement at your presence here! His eyes twist around in his head as he looks at you and then back through the wall in the direction of the other crypt, and then back at you and he tries to scream but no sound emerges. Finally, out comes the frustrated howl. Dropping the staff he grabs the small idol from your hands and blazes out the wall in a discombobulated and confused state of mind. (Receive Jeweled Staff.)
45. The bones begin to rattle!
 46. I.R.P. INGT QE PYZ.
 47. I.R.P. D'BAUBIN FEY.
 48. In Rutis Pyr. KODOR D'LALBO.
 49. I.R.P. MEHAN SASTH.
 50. In Rutis Pyr. NOTERA FURMI. (Using spade.) Digging up the grave, the mushy ground beneath you collapses! (To #51.)
 51. (Fall from #50.) You land with a hard thud, tumbling along the ground. Shaking the dizziness from your head, you stand up to find yourself in a large cavern. The atmosphere seems breathable, though dry and a bit stale. Peering up toward the surface, you spot the place from whence you fell about thirty feet above your head, a hole of light in the darkness of the cavern sky.
 52. Stepping into the area, your foot suddenly plunges into a soft spot of the ground, releasing an ochre-green gas.
 53. In the cavern ahead of you are piles of large gooey balls, which fill the area completely. The odor coming from the balls is quite obnoxious, and the goo that binds them together a sticky putrid molasses. (Use Thermal Pineapple.) Pulling the small pin from the metal pineapple, you toss it into the cavern of sticky balls. A searing envelop of flames engulfs you! (Take fire damage.) In the cavern ahead of you are piles of black carbonized shells.
 54. Trying to navigate the volume of strange sticky pods, you become hopelessly covered in their thick goo. Finally you turn back, realizing there is no way to get through without becoming so immersed with the mirey balls that they would suck you in to linger a slow suffocating death. It makes you think that perhaps this is a natural ability by which the odd balls obtain nourishment, presuming, of course, that they are alive in some fashion. (Use Thermal Pineapple at 53 to get through.) Passing through the area, the charred shells crumbled and flake with a soft crunch as you trod over them.
 55. Everywhere around you are blackened empty husks.
 56. Emerging from the cavern, you are relieved to find yourself once again in relatively safe surroundings. But what is that awful smell?
 57. Ahead in the cavern lies a clutter of rags and bones, the remains of some ill-fated band of travelers. As you start to wonder whether anything of value might be found amongst the departed, a movement appears in the shadows.
 - 57a. Standing closer, the bones of the adventurers appear quite ancient. (Search.) Searching through the remains of the dead party, you find some very old and interesting items. (Find random items.)
 58. You arise from the cavern into an old crumbling chamber, fallen with age and appearing to have been vacant for many, many years.

59. Outside, the area has grown tall with weeds and dry grass.
60. You enter a long lost courtyard, whose rampant weeds have created a thicket of brush. Appearing from the center of the thicket, a forgotten statue stubbornly stands defiant, as if refusing to be covered over despite its bygone abandonment.
61. Standing at the statue, it appears less sinister than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile and its eyes seem to almost twinkle. (Search.) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: T H E C R E A T O R. (Using Spade.) Digging up the grounds surrounding the statue, you unearth a tiny crystal figurine, apparently buried here long ago. Engraved upon its base you discern the following: "TYDNAB EMYT." (Find Tydnab Emyt.)
62. (Use the Jeweled Staff.) Clutching the jeweled staff obtained from the galloping ghost, you are able to pass through the barrier as if it were not there.
63. Tomb Of VILET KANEBE.
64. The sepulcher is old, dusty and filled with the webs of a thousand generations of spiders. As you look into the dark tomb, you see it contains not a coffin, but an old encrusted chest. (If someone beat you to it.) Much to your dismay, however, telltale footprints in the dusty crypt betray a recent visitation by other guests. And something in the shadows! (Encounter.)
- 64a. (If you're the first to the chest.) Inside the chest, wrapped and well preserved, you extract an old piece of parchment, inscribed with numerous writings, marks, and legends. (Find Serpent Map.) Alas, the chest is filled with naught but glittering dust. (Should someone beat you to it.)
65. In a sickening atmosphere of brown gooey mire, the great lumbering slug known as H'Jenn-Ra T'Rang slurps a stinking gruel from a giant bowl. Even more revolting however, are the large round putrid balls which seem to be pouring out of his tremendous worm like abdomen, eggs to spawn thousands of his kind upon this small world. Espying you as you enter his chamber, H'Jenn-Ra, the giant Slug Queen, unleashes a grievous wail and rises to devour your invasion party. (Major encounter. Should someone beat you there.) In the most nauseating atmosphere imaginable, the carcass of the great lumbering slug known as H'Jenn-Ra T'Rang lies hacked to pieces upon the chamber floor. Even more disgusting however, are the large round putrid balls which were pouring out of his tremendous worm-like abdomen, eggs to spawn thousands of his kind upon this small world. Apparently, someone else has little love of the T'Rang, for they have certainly insured that H'Jenn-Ra will never again pose any threat to anyone.
66. Press button. Opens secret archway on wall.
67. Gas Pocket! (Party members may be poisoned.)

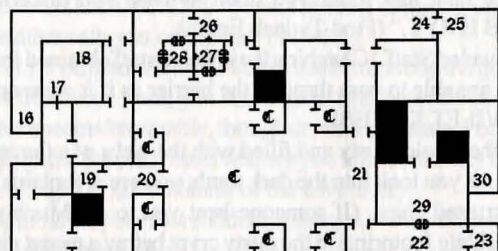


Outside
Entrance

Temple of
the Initiate

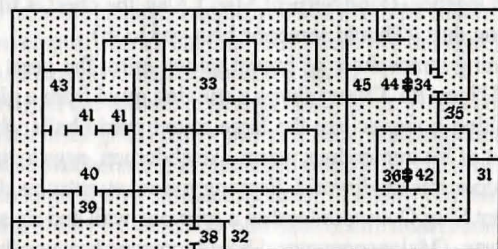


Temple
of Divine
Order

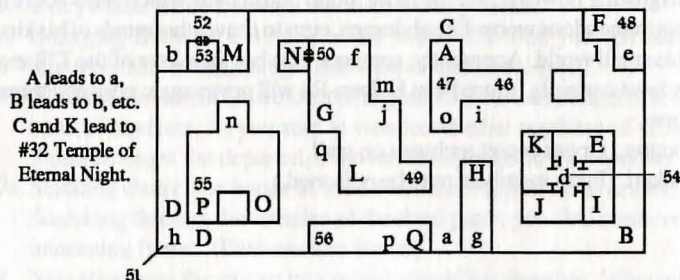


⊕ = Closes pits

Temple
of Eternal
Night



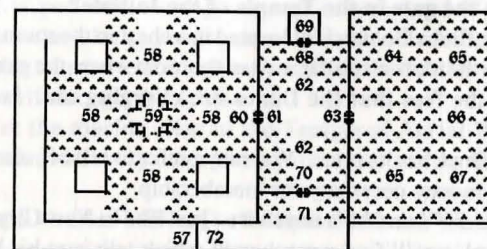
Temple of
Aerial
Whimsey



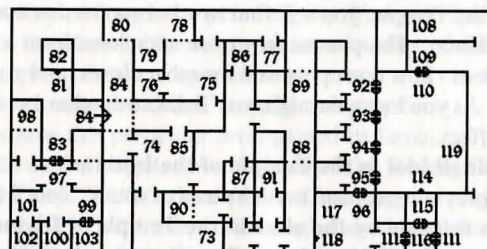
A leads to a,
B leads to b, etc.
C and K lead to
#32 Temple of
Eternal Night.



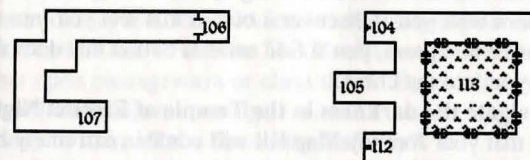
Temple of
Deadly
Coffers



Temple of
Wanderers



Tower's
Top



The Great
Tower of
Dane

Of all the mystic people travelling Guardia's lands, few come close to the tightly knit fellowship of the Dane. Their tower, an awesome sight to behold, can be seen throughout the land. The Umpani, in fact, are able to witness its top from as far east as the Ukpvr Mountains.

What word is the Fellowship of the Dane looking for?

You'll find out what this word is as you progress through the tower. For now, tell him "no," you haven't heard the word.

What token of faith is the Fellowship looking for?

Money, of course.

What am I supposed to do with the Urns in Dionysceus?

You may consider them decorations. They are not necessary to complete the Tower.

Is there any way to turn off the choking gas?

Unfortunately, no.

Questions &
Answers



How do I open the gate in the Temple of the Initiate?

You need to find a Golden Idol located in a chest in the room facing the gate.

I can't afford the fees that the Danes are charging me. Is there anyway around it?

No. Experience has its price. You may prefer to sell off some of your items to gain the money necessary for membership.

I went to Belcanzor's and he's not there - just like in New City. Where is he?

On this level, you'll find a parchment which tells you his hours.

I can't figure out a way through the Temple of Divine order. The pits are stopping me.

Just inside the Temple, you will find two 1x1 rooms that open and close the pits on the floor. The pits, as they open and close, form a pattern. Watch for the pattern - how one opens and the other closes, and you'll get through in no time. As you move through, you'll discover other 1x1 rooms that have the same effect.

Where is a Golden Idol in the Temple of the Initiate?

From the spraying gas, head north instead of south. You'll find it in a chest.

How do I open the gate by the altar in the Temple of Divine Order?

Again, you need a Golden Idol to place upon the altar. Once the idol is in place, the gate will open.

In the Temple of Divine Order, there's a chest inside a room barricaded with several gates. How do I get into the chest?

As you walk into that room, take a right and follow it to the end. There, on the southern wall you'll discover a button that lets you into the adjoining room. Inside that room, you'll find another button that does the same trick - getting you into the chest.

How do I navigate the darkness in the Temple of Eternal Night?

It is here that your Journey Map Kit will come in extremely handy. Use it to navigate the corridors, and you'll be on your way. A Wizard's Eye spell or two is also helpful.

How do I get into the Lair of the Beast?

You need to find the Key of the Beast. It's through a corridor located just off the strange purple haze.

My party has been transported on the Temple of Eternal Night. Where?

Transporting happens several times. Use your Journey Map kit to show you the way.

I can't find a Golden Idol to put on the altar in the Temple of Eternal Night. Where is it?

First, you must learn the word of the Beast. Then, once you have learned the word, find the room where many Dane sit meditating. Meditate upon the word. Once you have done so, head out through the left arch and go forward 2 steps. Search there, and you will find an idol.

How do you get through the Temple of Aerial Whimsey?

Again, this is an area where your journey map kit will come in very handy.

This level is perfectly rectangular, and is composed of many different transporters which bring you from one location to another. By keeping a record of the transporters' locations and their destinations, you can easily guide yourself through this level.

What do I do at the marble altar in the Temple of Aerial Whimsey?

On this level, as on every other level, you must place the Golden Idol upon it.

Where do I get a Golden Idol in the Temple of Aerial Whimsey?

Through a series of transports. You must meet Vi Domina - she will leave an idol behind.

How do I get into the chest in the north-western corner of this level?

You need a Key of Stones to open the gate. You will find it in a chest.

How do I get to the chest in the south-western corner of this level?

Eventually, you will be transported there.

Is there anyway to stop the chests from blowing up?

No. That's how this particular level gained its fame.

How do I get through the gates on the level of the Deadly Coffers?

Use a Coffin Key. With the exception of one gate that requires an idol, all other gates require Coffin Keys. Although they share the same name, each key opens a different gate. Try all your keys until you achieve success.

Where is the Golden Idol in the Temple of Deadly Coffers?

In the third room of chests, you'll find a golden idol in the south east corner of the room in a chest.

How can I get through the Temple of Wanderers?

Again, your journey map kit and a few Wizard's Eye spells can do the trick. A direction spell is also advisable. This level is composed of many "trigger" rooms that open passageways or close them. By charting your progress, you'll be able to navigate it easily.

Is there anyway to turn off the fire in the hallway?

Yes, but only if you head to the next level of the Tower first.

How do I get through the gates in the hallway?

You can't. However, you will eventually arrive on the other side of them.

How do I open the Chrome gate?

You'll need a matching key. It is located in a chest in the northern part of this level.

What does the lever do in the hallway of fire.

Nothing, so far as we can tell.

I've found an idol, but can't find the altar to place it upon in the Temple of Wanderers. Where is it?

The altar you're looking for is located in the northwestern corner of the map behind a secret wall. Look for a button to open it.

I took the entrance that was billed "this way to the Egress." Where am I?

You're on the first level of the Tower. It's a quick exit.

How do I get an idol in the Temple of the Wanderers?

In the southern center of this level, there is a series of 1x1 rooms. If you stay

south as best you can and enter the room furthest to the west, you will find a chest that contains the idol. Entering the northern-most room in this area, you may close off this access to the chest. If this should happen, look for a square in the 2x2 room north of the stairs down to the Temple of Deadly Coffers which will refresh the level to its "original" condition.

What do I do if I can't afford the dues?

The brotherhood of the Dane is a very much a money loving breed. You'll have to sell off some of your items in a nearby town or seek out the money in another fashion. There are no bargains here.

How do I get into the center chamber?

Look for a lever outside of the bars. It will transport you to the center of the cage.

I climbed into the pits, and traveled around, but haven't found anything.

Travel your way back up. You're not supposed to go after your bounty, but rather summon it to you. Try taking the stairs down to meet the Magna Dane first.

How do I open the black cast iron gate to get to the chest inside?

After you meet the Magna Dane, you may know. Look for an entrance inside chamber. You cannot enter from the outside gates.

What should I do at the pit of Demonspawn?

First, use the Munk Innards that you get in Gorn's castle in Orkogre forest. Then, use the Ashes of Diam that you find on the second level of the Dane Tower. Next, use the Stone of Gates. It is found in the Temple of Aerial Whimsey.

I've killed the demon, but didn't get his horn like the Magna Dane wanted me to. Where is it?

If you climb down into the pit after the encounter, you'll get the horn.

I've killed the Magna Dane, but can't get into his chamber. How do I get in?

Search the spot where you killed him and you will find his ring. Using it will get you into his chamber.

I found a secret button in the Magna Dane's chamber, but can't get into the gate. How do I get in?

Use the Cornu on the gate, and it will open!

Messages

1. Standing out over the treetops, the Great Tower of Dane, Dionysceus, is visible in the southern sky, a deep paled monolithic slab which rises above the forest lands with an unnatural alien majesty. Strong and expressionless, you can almost feel within its cold stony walls the powerful magiks which most surely reside within its holds. And for the first time, it dawns on you just how old must be the ancient and established order of the Dane. A sect likely as old as the planet itself.
2. Closer to the ominous tower, you feel a bony chill that seems to descend from its looming surface.
3. Entering DIONYSCEUS. Great Tower Of Dane.
4. Ladder down to 5.

5. (Ladder up to outside.) Inside the entrance of the tower, an utter lack of warmth tells you as much about the Fellowship of Dane as could any Dane himself. It does not strike you that they are likely to provide visitors with any sense of a hearty welcome, and indeed you suspect they would be quite perplexed by any notion akin to showing one "a good time." But then again, perhaps it won't be dull after all.
6. Gathered inside the chamber, a huddle of Dane talk in soft whispers, ceasing as you enter. Surprised at your presence, they distantly survey the party, trying to fathom your intent. Then, bearing aught but a slit for a smile, one of them approaches. "The Fellowship of Dane welcomes ye, good brothers. Hast ye heard the word? (Saying Yes.) May the divine light guide ye then. (Saying No.) They that hear the word are often drawn to the Tower of Dane, divine inspiration their guiding light. Perhaps ye hear but do not listen. And thus ye seek the way of the Fellowship. Dost ye wish the help of the Fellowship? (Saying No.) May the divine light guide ye then. (Saying Yes.) Then blessings be upon ye, lost children. The Fellowship shall light thy life. The Fellowship welcomes all who seek it! And what token of thy faith dost ye offer, my children? (Saying something that doesn't quite jingle their pockets.) Ah, let Fellowship enter thy hearts, good brothers, and show ye then the blessed offering of the golden coins which so heavily weigh upon thy purse. (Answer Gold, Money, Coin.) Truly ye dost already see the light, fine brothers! A token shall we say, of 100 gold pieces? (Saying No.) Alas, poor brothers, thy faith is as weak as thy purse. If ye cannot pass this test, then surely ye will fail in the others. Return when ye hast gained a bit more in thy faith! (Paying.) Fair offering then, Initiates! Ye dost shine in the eyes of the Fellowship. The Fellowship welcomes ye into its arms! The Fellowship has many levels of attainment, ye are at the first. The Fellowship shall teach ye, and show ye the guiding light. It is by passing the tests of the Fellowship, that ye will grow stronger within its eyes. And arise in the hopes of one day joining with the ranks of the High Fathers, the Lords of the House of Dane! But be careful that ye dost not attempt to climb before ye hast gained in thy faith. For the Fellowship is demanding, and ye may likely perish within its harsh and trying judgement. May the guiding light protect ye in thy Trial of the Fellowship! Greetings, fair brethren. May the guiding light protect ye! (Asking him of the trial.) Only a few shall pass the Trial of the Fellowship and arise within its ranks. Beware the jealous lot of others who seek attainment. For ye and they are all a part of the divine wisdom of the Trial of the Fellowship! May the sacrament serve ye well!"
7. Temple of the Initiate.
8. Upon a runed block arising from the floor rests a tiny golden urn.
9. A spray of choking gas jets from the ceiling, engulfing everyone. (Party members take damage and nausea.)
10. Extending from the wall is a marble altar, adorned with graceful and decorative carvings. (Use Golden Idol from 12.) You place the golden idol upon the mantle altar. (Gate opens at 11.)



11. Use Golden Idol at 10 to open gate.
12. Entering the antechamber, a gaseous swirling ether condenses to form a dark cloudy shape. "All who would accept the Trial of the Fellowship, must prove themselves worthy before the Spirit of Dane!" (Spirit of Dane attacks - get Ashes of Diam. Open Treasure chest.) Inside the chest you find a miniature golden figurine, faceless, but no doubt cast in the form of the statuesque Danes. (Get Golden Idol.)
13. "Greetings, brethren of the Fellowship. Ye have passed the test of the Temple of the Initiate! The Fellowship blesses ye with the new title of Disciple! Will ye accept thy fellowship dues? (Saying Yes.) Ye hast done well."
14. Press hidden button to open secret pathway to south.
15. Stairs up to level 2 at 16.
16. Stairs down to Temple of Initiate at 15.
17. A pile of parchments lie neatly stacked in the corner, covered with a fine cloth.
18. (Search.) Uncovering the parchments and picking one up, you read the following: "Belcanzor's Magik Emporium. Dionysus SUNTIMES New City MOONTIMES." The poster is quite illustrative, and has a somewhat exciting allure about it. For some reason you almost feel compelled to go there. In fact, it's all you can think about. You are sure there is something there that you need to buy.
19. Upon a ruined block arising from the floor rests a tiny golden urn.
20. Temple of Divine Order.
21. A radiant bubble of light descends from within the adjoining chamber, encircling you for a moment, and then bursting over your heads. (Characters may be silenced.)
22. Use Golden Idol on altar at 23 to open gate.
23. Extending from the wall is a marble altar, adorned with graceful and decorative carvings (Use Golden Idol from 28 to open gate at 22.) You place the Golden Idol upon the altar mantle.
24. Belcanzor's Magik Emporium.
25. (If Belcanzor is in.) Inside the shoppe, the air is filled with smoke and the heavy scent of burning powders. It is unusually dark, and a spooky sense of enchantment fills the room. Shelves along the walls of the eerie boutique are filled with dusty bottles and ancient books, and peculiar trinkets and artifacts can be seen perched in between. From out of the shadows a tall pale figure emerges. "Welcome visitors. I am Belcanzor! How may I be of service?" (You may purchase a great selection of potions and other magical goodies from him.) In a sudden billow of smoke, the entire contents of the room vanishes, leaving only bare empty walls with no trace of its prior occupancy. (If Belcanzor is out.) Inside the shoppe, the room is empty, its walls bare and a thin veil of dust covers the floor.
26. Press button to open up secret entrance to gated chamber.
27. Press button to open up secret entrance to gated chamber.
28. Treasure chest. Contains Golden Idol.



29. "Greetings Brethren of the Fellowship! Ye have passed the test of the Temple of Divine Order! Will ye accept thy Fellowship dues? (Saying Yes.) Ye hast done well."
30. Stairs up to Temple of Eternal Darkness at 31.
31. Stairs down to Temple of Divine Order at 30.
32. Temple of Eternal Night.
33. A strange purple haze bathes the party with light tingling particles. (Random effects.)
34. Gate. Place Golden Idol from 43 on altar at 35 to open gate.
35. Extending from the wall is a marble altar, adorned with graceful and decorative carvings. (Use Golden Idol from 43 on altar.) You place the Golden Idol upon the altar mantle. (Opens gate at 34.)
36. Gate. Lair of the Beast. (Use Key of the Beast from 40.)
37. Fountain. Restores stamina, magic power and hit points.
38. Transports party to 39.
39. Arrival point from 38.
40. A circle of entranced Dane sit quietly in the open chamber, meditating upon some distant thought, reaching to touch that place in the mind wherein resides the secret of inner power and knowing bliss. Like statues they sit, unmoving, and it is only after a few minutes that you notice the figure standing at the rear of the room, watching you without watching. Gracefully, as if gliding upon the floor, he moves toward you and speaks. "Only they that know ever journey into the realm that lies beyond. It is the realm where the mind becomes the center of the universe, and all infinity unfolds before its eye. Only looking, never touching. It is the place of true essence, freed from all trappings and postulates of the outer world. This is the inner kingdom, the land of peace and true knowledge. Dost ye wish to learn? (Saying Yes.) So be it. Search ye for the word. In the lair of the beast. And then return here. If ye know, then ye will know what to do. And the figure and all the other Danes fade away, one by one. In the center of the floor a glowing key beckons you enticingly. (Get Key of the Beast.)
- (After learning the word, MOO.) The open chamber lies empty and tranquil, no sign of anyone to be found. (Meditating on the Word) Sitting alone in the peaceful chamber, the word floats inside your head, hovering above just out of reach. (Party members may fall asleep.)
41. One-way walls. Walk through to north to get out.
42. Stepping into the Lair of the Beast, you are consumed by the darkness once again. Soon you hear a distant sound, soft, slushy, and slurpy. And then it alights before you, iridescent in the surrounding blackness. (Encounter PSI-Beast.) As the fallen beast lies dying, you wonder if this was as intended. Then, in its final expiring gasp, it seems to utter a peculiar syllable, almost inaudible. It sounded like. "MOO."
43. In the darkness you stumble over something on the floor. (Search.) With a few tinks and clinks, it comes to a rest somewhere at your feet. Carefully crawling around on your hands and knees, you find the small golden figurine



- which you had kicked a few moments ago. (Find Golden Idol.)
44. "Greetings, brethren of the Fellowship. Ye have passed the test of the Temple of Eternal Night. The Fellowship anoints you as able Priests of Dane! Ye must show token a of thy good faith in accordance with thy rank. Will ye accept thy fellowship dues? (Saying yes.) Ye hast done well!"
 45. Stairs up to Temple of Aerial Whimsey at 46.
 46. Stairs down to Temple of Eternal Night at 45.
 47. Temple of Aerial Whimsey.
 48. All is choking darkness around you and you begin to suffocate. Unable to breathe, dancing lights appear in your head and soon you fall to the ground unconscious. After a few moments you are breathing and open your eyes. It is still dark, but there is a glowing object in the distance. It is a sparkling globe of some kind, like a crystal ball. You are unable to move, and you watch helplessly as it grows. And then it begins to disappear. Not vanishing, but descending into the floor. And then you see a figure. It is a young woman. She is standing over the spot where the strange orb disappeared. She seems to be doing something with her hands. And then she too fades, and all is dark once more. With a start, you open your eyes yet again. And it is still dark. But this time you are able to move. (Get Golden Idol.)
 49. Extending from the wall is a marble altar, adorned with graceful and decorative carvings. (Use Golden Idol from 48.) You place the golden idol upon the altar. (Gate opens at 50.)
 50. Gate. Use idol from 48 on altar at 49 to open.
 51. Treasure chest. Find Key of Stones.
 52. Use Key of Stones to open gate from 51.
 53. (Treasure chest.) Opening the chest, you gaze upon a sparkling stone, radiating hues of green and blue. (Get Stone of Gates and other random items.)
 54. Spinner on the floor changes your direction when you land here.
 55. "Greetings Brethren of the Fellowship. Ye have passed the test of the Temple of Aerial Whimsey! The fellowship decrees you Bishops of Dane! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept the fellowship dues? (Saying yes.) Ye has done well!"
 56. Stairs up to Temple of Deadly Coffers.
 57. Stairs down to Temple of Eternal Night.
 58. "Blow up" treasure chests. Each contains a Coffey Key used at gates.
 59. Upon a ruined block arising from the floor rests a tiny golden urn.
 60. Use Coffey Key to open gate. Since your party will have four at this point try each until the gate opens.
 61. A strange purple haze bathes the party with light tingling particles (some party members may take damage or become veggified).
 62. "Blow up" chests. Inside, find more Coffey keys.
 63. Use Coffey Key from either 62 to open gate at 68.
 64. "Blow up" chest. Find Coffey Key to open gate at 68.
 65. "Blow up" chest. Find Coffey Key.

66. "Blow up" chest. Find random items.
67. "Blow up" chest. Find Golden Idol.
68. Use Coffey Key from 64 to open gate.
69. Extending from the wall is a marble altar, adorned with graceful and decorative carvings. (Use Golden Idol.) You place the golden idol upon the mantle altar. (Opens gate at 70.)
70. Use idol at 69 to open gate.
71. "Greetings, brethren of the fellowship. Ye have passed the tests of the Temple of Deadly Coffers. The fellowship elevates ye to the role of Apostles of Dane. Ye must show a token of thy good faith in accordance with thy rank. Will ye accept thy fellowship dues? (Saying yes.) Ye hast done well!"
72. Stairs up to Temple of Wanderers at 73.
73. Stairs down to Temple of Deadly Coffers at 72.
74. Inside the room, you feel a slight buzzing vibration which seems to permeate everything. Lasting only a brief moment, it quickly ceases without any apparent ill effect. (A spinner around the perimeter of 2x2 room may spin you to another location and/or direction.)
75. Wall closes behind, arch opens at 76 on eastern wall.
76. Arch opened by 75.
77. Treasure chest contains Chrome Key used at 95 and random items.
78. Wall closes behind.
79. Opens wall at 80 and 84 to north.
80. Wall opened by trigger at 79.
81. Secret button opens archway.
82. Extending from the wall is a marble altar, adorned with graceful and decorative carvings. (Use Golden Idol from 90.) You place the idol upon the marble altar. (Gate opens at 83.)
83. Place Golden Idol upon altar at 82 to open.
84. Walls opened by 79.
85. Space resets level to original "condition."
86. Opens wall at 89. (Will be closed by 87.)
87. Opens wall at 88. (Will be closed by 86.)
88. Wall opens by 87.
89. Wall opens by 86.
90. Treasure chest. Find Golden Idol.
91. Closes wall before 90.
92. Through the gate swarms a torrent of blazing fire! (Take fire damage.) The fireballs explode as they strike, bursting upon the wall in a dazzling display of sparks and flame. In the aftermath of the firestorm, you hear the cracking voice of a wailing madman exclaim, "COME MY CHILDREN! THY MASTER WISHES MORE OF THIS EXQUISITE DELIGHT!" Peering through the bars of the gate, you see a wild orgy of bodies. They are as one, convulsing in abandoned ecstasy, preparing to unleash another round of sizzling infernos. (The flames cannot be extinguished until their maker is dead. It is highly advisable that you pursue that route first . . . heading up to

the egress through the gate at 83.)

93. Trudging onward despite the flames, you advance as another flock of raging fire comes flying through the gate. (Take fire damage.) The voice of the madman shrieks with pleasure, and he calls to the mass of half naked bodies once more, "BURN THEM, BURN THEM, BURN THEM ALL!! HA HA HA HA!!!"
94. Another round of streaming fires come pouring through the gate! (Take fire damage.) The oscillating voice of the insane Dane now screaming, he calls again, "MORE MORE MORE!!!"
95. A huge gust of white hot fire blasts through the gate, consuming your blackened bodies in a blinding explosion! (Major fire damage.) From the orgy of Danes you hear the cry, "AFTER THEM CHILDREN, LET THEM NOT ESCAPE!!!" Before you stands a solid chrome gate, silver, bright and strong. (Use Chrome Key.)
96. Hurling yourselves into the chamber, you face a well prepared band of demonic red-eyed Danes. (Encounter.)
97. Greetings brethren of the fellowship! Ye have passed the test of the Temple of the Wanderers! The fellowship recognizes thy ascension as true Lords of Dane! Ye must show a token of thy good faith in accordance with thy rank! Will ye accept thy fellowship dues? (Saying yes.) Ye has done well!
98. Treasure chest. Find Key of Ascension. Use at 99.
99. Use Key of Ascension to open gate.
100. Opens wall before 98.
101. This Way to the Egress.
102. Transports part to level 1 at 5.
103. Transports part to top of tower at 104.
104. High atop the Great Tower of Dane, howling winds blow and blackness swallows the sky like a clock of perpetual night. (Lever on wall returns you to Temple of Wanderers at 103.)
105. Stairs down to 106.
106. Stairs up to 105.
107. Stairs down to 108.
108. Stairs up to 107.
109. The Temple of the Magna Dane. (After killing Demonspawn at 113.) Approaching the gateway, a sudden bustle of the maddening crowd at your back tells you that you have blundered into a trap. TO THE DEATH OF THE DANE, BRING ME THE HORN!! And the children, slaves, whores and fathers of Torquesade, the insane Lord of the Dane, the Magna Dane, attack as if driven by the tumultuous fury of all hells (Encounter Magna Dane et al.) Walking among the mass of obliterated bodies, you come across the twisted corpse of the fallen Torquesade, the Magna Dane. (Find Robes of Enchantment.) You pause. And with a slight nod, wonder silently. What now shall become of the mighty House of Dane. (Search.) Suddenly you detect a slight shimmer, the glint of a metal ring upon the finger of the deposed and headless caesar. (Get Ring of Demons. Use on gate to open.)

You raise the Magna Dane's ring before the gate.

110. Your eyes bulge at the decadent obscene pulse of bodies that are strewn about the chamber, ripe with wine and orgasm. And standing in their midst, chanting and foaming, you gaze upon what must surely be the spawn of the devil himself, the Magna Dane! "YE HAVE RISEN HIGH IN THE HOUSE OF DANE! THOUGH YE CLAIM THE TITLE LORDS OF DANE, YE ARE NOT TRUE DANE. AND NONE BUT DANE MAY WIELD THE HOLY POWER OF THE HIGH FATHERS. BUT I, TORQUESADE, THE MAGNA DANE, SHALL MAKE EXCEPTION. SHOULD YE DARE TO FACE THE CHALLENGE OF THE SPAWNING PIT! THE CHOICE IS THINE. FACE THE CHALLENGE OF THE SPAWNING PIT. OR RELINQUISH THY CLAIM AND TITLES IN THE HOUSE OF DANE! DOST YE CHOOSE THE 'SPAWNING PIT', OR 'FORFEIT' THY TITLES? (Choosing Forfeit.) THUS YE HAST DECIDED, SO SHALL IT BE! FROM THIS MOMENT, YE ARE THE ENEMY OF ALL DANE! MY CHILDREN, DESTROY THEM!! And the hoary throng of the licentious parish turns upon you! (Huge encounter!) (Choosing the Pit.) INTO THE PIT MUST YE THROW THE BOWELS OF OUR ENEMIES, THAT THE BLOOD OF THEIR INNARDS MAY ENTICE THE FIEND! INTO THE PIT MUST YE SPRINKLE THE ASHES OF DIAM, THAT THE AROMA OF ITS SCENT MAY INCITE THE FIEND! INTO THE PIT MUST YE HURL THE STONE OF GATES, THAT THE MAGIC OF THE GEM MAY SUMMON THE FIEND! INTO THE PIT MUST YE RECITE FROM THE BOOK OF IMMORTALS, THAT THE POWER OF THE WORD MAY BIND THE FIEND! THEN, AND ONLY THEN, MAY THE SPAWN OF HELL BE VANQUISHED! THUS IS THE CALL OF HIGH FATHER, HIGH LORDS OF THE HOUSE OF DANE! BRING TO ME THE DEMON HORN, THAT RISES FROM HIS HEAD, AND I SHALL GIVE YE POWER AND RICHES, AND NIGHTLY SLAVES TO BED; BRING TO ME THE GREAT CORNU, FROM THE HELLS THAT SPAWN THE FIEND, AND I SHALL LEND YE POWER OF DANE, AND SHOW THEE DARK MAGIK OBSCENE! GO NOW, YE LORDS OF DANE, DELVE INTO THE SPAWNING PIT, DO NOT RETURN WITHOUT THE HORN, WHENCE UPON MY THRONE SHALL YE SIT! (Gate closes, leaving your party outside.)
111. Upon the gate is a gruesome head, cast in black iron, appearing like some hideous creature of the netherworld. Atop the forehead of the demonic face is a round opening, as if perhaps to berth a thick candle. Through the bars of the gate you spy a distant chest, sealed and sparkling, revealing no clue as to its mysterious contents. (Gate cannot be opened from this side.)
112. Pull lever. Brings party to 113.
113. The pit is dark and sooty, as if great fires had blazed from its depths. (Use Munk Innards from Gorn Castle.) Into the pit you throw the jar of the innards of Munk, the blood of the enemies of Dane. (Use Ashes of Diam from Temple of Initiate.) Into the pit you sprinkle the Ashes of Diam, and watch as

emerges a billowing cloud of smoke. (Use Stone of Gates from Temple of Eternal Night.) Into the pit you hurl the mystical Stone of Gates, igniting the smoke to a stream of white hot fire. Up from the scorching pyre ascends the raging Hellspawn. His fists ablaze with globes of searing white flame. And upon his head thrusting the great devil's cornu. "ONCE AGAIN I AM SUMMONED TO THE WORLD OF MAN, TRAPPED BY THE PIT OF THE SPAWNING WELL; COME THEN, YE MORTALS, FACE THE SPAWN OF THE DAMNED. YE WHOSE SOULS SHALL I TAKE BACK TO HELL!!" (Major Encounter.) In the final stroke of the battle was the great demon cornu severed from the head of the beast, falling back into the depths of the pit as the spawn of hell burst into pyre of black flame. From outside the gates of the Pit you hear the cry. "QUICKLY MY CHILDREN, TAKE THE HORN! TO THE DEATH YE OF DANE, BRING ME THE HORN!!" (Climb down into the pit. Search. Get Cornu of Demonspawn.) In the charred and blacked Pit of the Hellspawn, you spy the great devil's smouldering cornu! From above, you hear the hysterical voice of the Torquesade, the Magna Dane. "KILL THEM, SEIZE THEM, BRING ME THE HORN!!!" It does not sound as if the Magna Dane will be keeping any bargains. In fact, he sounds rather rabid and out of control.

114. Secret button opens archway to south.

115. Upon the gate is a gruesome head, cast in black iron, appearing like some hideous creature of the netherworld. Atop the forehead of the demonic face is a round opening, as if perhaps to berth a thick candle. Through the bars of the gate you spy a distant chest, sealed and sparkling, revealing no clue as to its mysterious contents. (Use Cornu at gate.)

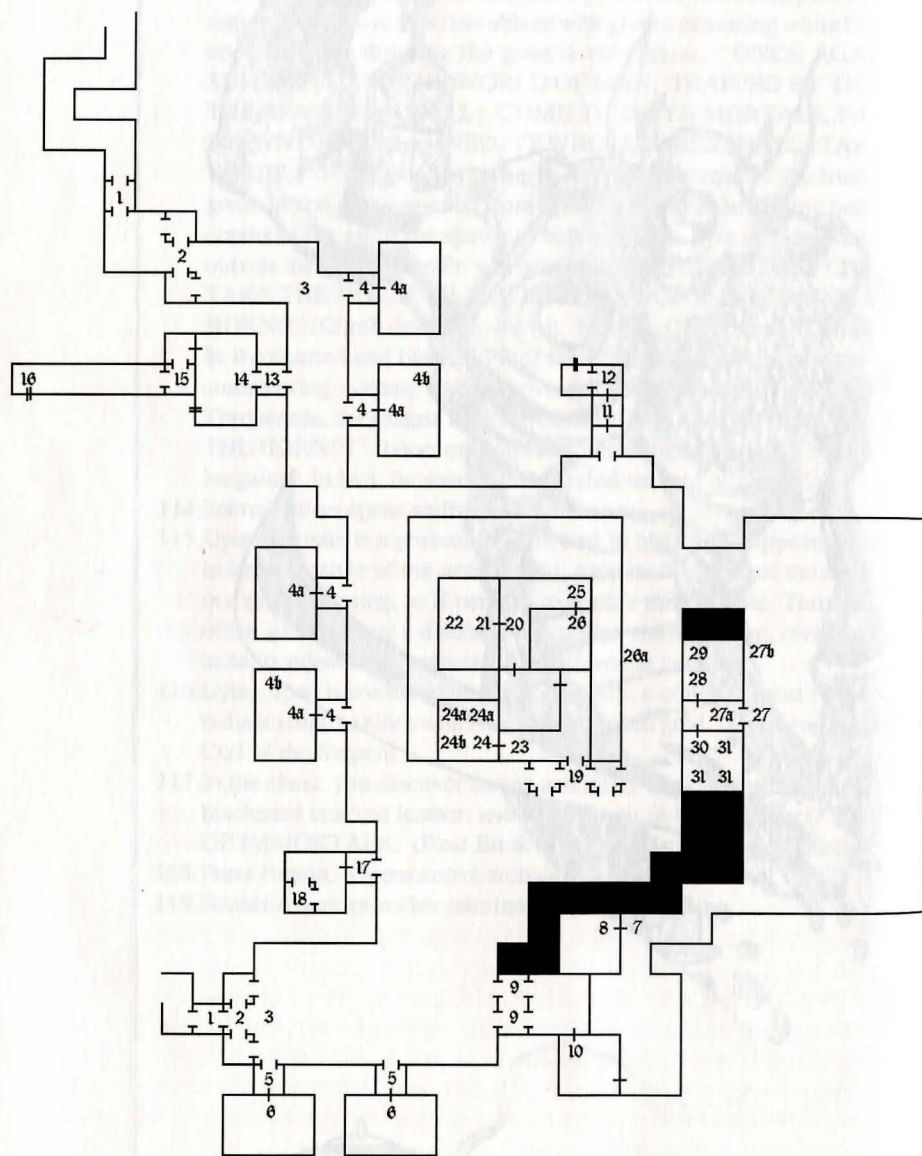
116. Lying upon a jeweled cushion of fine silk, a coiled serpent twined upon a radiant sceptre shines with an aura of polished gold. (Find Jeweled Cushion, Coil of the Serpent.)

117. In the chest, you discover an old and dusty book, bound within a cover of blackened cracked leather, and upon it writ in bloody letters, THE BOOK OF IMMORTALS. (Find Book of Immortals and random items.)

118 Press Button. Opens secret archway to west.

119. Fountain here provides stamina, magic and healing.





If you're in search of adventure and fame, you've come to the right place! Not only will you get a chance to fill your pockets full of gold and armor, you'll get a taste of some rather covert operations. As you travel through Ukpyr, take time to meet its citizens, and explore all the facets of their town.

**Armed
Forces
Especially
Welcome**

**Questions
& Answers**

The guards at the gates say I should join the army. Is this really a good idea?

Depends on your alliance. Joining the army is, however, is a good way to get equipment and money.

I keep going to buildings, but everyone says I need orders. How do I get in?

Join the army and eventually, you will have access to all areas.

Does the wall map in the Spaceport Authority mean anything?

If you're helping the T'Rang it can provide you some valuable information.

I am on a mission to search the forest, but I haven't found anything. What do I do?

Follow the path to the very end, and you will find your answer.

Where is the code for the storage room in the Umpani Detache?

It is in Ukpyr and you. You'll find it after an unusually large attack.

Messages

1. UKPYR. City Of Glory. UMPANI SOVEREIGN.
2. As you enter the town, a huge Umpani soldier blockades the street and motions for you to halt. "This domain is under the jurisdiction of the Umpani Imperium. No one is allowed entry or passage. You must depart immediately or you will be consigned as enemies hostile to the Imperial Umpani Federation. Unless, of course, you are here to enlist as scouts for the Special Tactical Forces. Are you here to enlist? (Answering no.) Then depart or draw your weapons! (Answering yes.) Enlistments may proceed to the Recruiting Station, on the south side of town. If anyone stops you, tell them you are NEW RECRUITS. The watchword is VICTORY."
3. Surveying the occupied city, you had expected to see fallen ruins and crumbling stones. Instead, the Umpani have impressively managed to reconstruct the town after their own fashion, using the same stones that once belonged to this legendary city. How fitting for Ukpyr to be so reborn, and for the Umpani, what an interesting testament to their underlying nature. The only unspoken, nagging question at the back of everyone's mind is. . . What price glory?
4. I.U.F. BARRACKS. Guarding his post, an Umpani soldier bars your way. "May I see your orders? (Showing him the your orders.) These orders do not authorize you beyond this point. Proceed to your assigned destination. No one is permitted beyond this point without proper orders. New recruits are assigned to special barracks at the south end of town. (Saying No.) Leave the premises, now! (You can get in after the T'Rang pay a visit or take your chances with combat.)
- 4a. Passing the guard to invade the barracks, a troop of Umpani soldiers spring into action to challenge your unauthorized entry. (Encounter.)
- 4b. Treasure chest. Contains random items.

5. N.E.P.S. BARRACKS.
6. Entering the pallid and stale barracks, it appears that you are its first occupants in quite some time. A few straw mats rest upon the hardened floor, a bit uncomfortable, but clean and dry. At least it seems to offer safe shelter for the night.
7. RECREATIONAL FACILITY.
8. Amid a clutter of smashed tables, broken bottles, small tufts of hide, a few scattered tooth chips, and so on and the like, you feel a bit homesick for the first time, and are glad to know that at least somebody else in the universe knows how to have a good time.
9. RECRUITING STATION.
10. Upon a wall of the recruitment center, the giant head of a stern looking Umpani armsman, dressed in colorful military regalia, adorns a larger than life-size poster over which is printed in bold letters: "DUTY POWER VICTORY I.U.F. NOW." The image possesses a striking allure which seems to promise an end to the ordinarily confused and chaotic mess that passes for existence, and only as an after thought do you reflect upon the possible price of such servitude. The freedom of choice. Just then, a somewhat puffy figure makes his presence known with an intruding snort. "It's a great opportunity you know. Back home you probably wouldn't even be considered. But there are special exemptions for remote exploratory operations, assuming, of course, that you are interested in the S.T.F.. That is, Special Tactical Forces, scouting operations and the like. Do you want to enlist as scouts for the Imperial Umpani Federation? (Answering no.) Too bad, you look like a fairly fit group. And I.U.F. is always interested in those with special talents. If you change your mind, you know where to come. (Answering yes.) My name is Sergeant Balbrak, and I'll be your commanding officer. As recruits of the S.T.F. you will be given special assignments. The pay is proportional to the task, and you can pick up your orders from me for the time being. You may stay in the N.E.P.S. barracks while here in Ukpyr, the New Enlistments Personnel Station. Take this letter to Sergeant Kabomm at the Supply Depot to pick up your issue of I.U.F. gear, and he will direct you from there. And by the way. Welcome to the I.U.F. (If you come back before going to the supply depot.) I thought I sent you recruits to the Supply Depot. What are you doing back here? Now go on, you have to get your basic training before I can send you on any missions. (After traveling to the supply depot.) Well well, how are the new cadets fairing? All outfitted and finished with training I see. Now for your first assignment. There's been a report of a band of strangers hiding out in the Tramontane forest, a bit north of here. Of course it could just be some of the locals, but they may be spies. Possibly even the T'Rang. Here are your new orders. Comb the Tramontane forest for anything that might be dangerous. Report back to me when you've scouted the area. And if you meet any of the enemy T'Rang. Remember the I.U.F motto: DUTY - POWER - VICTORY!!! (Receive New Orders. See 10a. After returning from the mission.) I was beginning to worry about you

new recruits. Give me a briefing of your mission. Did you find any T'Rang hiding out in the area? (Saying no.) Hmmmm, maybe just a false sighting then. Completing the scouting mission pays 200 gold pieces. (Saying yes.) Did you destroy them? (Saying no.) Huh?!? You left them alive??? That's no help to us! You have failed in your mission. Now get back out there and find them. And this time don't let them escape!! (Saying yes.) Good job! I'll report this to General Yamo immediately. A successful scouting mission pays 500 gold pieces. But destroying a T'Rang spy party earns you a 5000 gold bonus. (If you say yes, but were lying.) Really? That's odd, according to one of our trackers, he reported seeing you run away from the T'Rang! (If successful and honest.) Here are your new orders. For your next assignment I'm sending you to New City. You may take the Humpawhammer directly to our Detache there. This pass will allow you entry to the Humpawhammer Station. You are to meet with the Master Tracker, Rodan Lewarx. Give him this document. It's a message from General Yamo himself. Report back to me when you've completed your assignment. There is a reason I'm sending you on this important mission. Use extreme caution and don't hang around too long. And whatever you do, don't mention the T'Rang around Rodan! It gets him upset, and he's going to be upset enough as it is. (Receive New Orders, Humpa Card and Yamo's Dispatch. After finishing New City mission.) It's about time you recruits got back! You delivered the message to Rodan Lewarx? (Saying no or lying.) That document is vital to the Umpani Imperium!! NOW DELIVER THAT MESSAGE!!! (Saying yes.) Rodan must have taken the news well if you're still in one piece to report back to me about it. No one around here was willing to volunteer for the mission so you got the job. Fortunately for you, however, a few were willing to pay handsomely to escape the assignment. Let's see, with the 350 gold courier fee, and the 7820 gold pieces contributed by the anxious staff corps. Your total pay comes to 8170 gold pieces just as long as Rodan obeys orders and stays put. Which brings me to your next objective. General Yamo wants a full report from you about Rodan. Here's your orders. Present them to the guards at Command HQ and they'll escort you. If General Yamo doesn't have new orders for you, you can report back to me here. Good luck, the General's waiting." (Receive New Orders.)

10a. (Not shown on map. Seeing T'Rang at the end of the forest path.) Ahead in the clearing is a band of menacing cobweb-gowned creatures. The T'Rang!! Quickly they move in to surround you, and then one steps forward with all limbs raised in the air, as if to signal that he wants to talk. ATTACK WITHOUT MERCY (Causes encounter.) TALK WITH THE T'RANG. (If already on their bad side.) The T'Rang cautiously approaches your party, when suddenly a glimmer of recognition passes his eyes, and he gives the order to attack! (If you've never wronged them.) "Hssstt! We come in peace. We wish to make a bargain with you. We will pay a handsome reward for information from you. Are you willing to assist us? (Saying no.) Then die at the claw of the T'Rang! (Saying yes.) Sssstt! Good, good. We know that

a Mother Ship of the bloated Umpani toads is in orbit somewhere above this small planet. But the Watchers have not been able to detect its exact location. Infiltrate the Umpani encampment for us, and discover the location of their master ship. A reward of 10000 gold pieces is yours if you return with the information. We shall wait for you here. (When you come back.) Hhhsssstt! We have been awaiting your return. Have you discovered the coordinates of the Umpani Mother Ship? (Answer no.) Hsssttt! We shall wait for your return. (Answering yes.) What are the space coordinates for the Umpani Spaceship? (Answering incorrectly.) Traitors! Die at the claw of the T'Rang!! (Answering correctly S:18,49 D:34,82,+17) Ssssttt! Excellent. The great H'Jenn-Ra will be very pleased with you. Tell him that K'borra T'Rang is in your debt for 10000 gold. He will take care of you. Hsssst! Away, brothers!! Let us return to the Watchers with our news!"

11. SUPPLY DEPOT.

12. "May I see your orders? (If you haven't any.) No orders, huh? What are you doing here? Guards!!! (Saying Recruits.) New recruits, huh? You want the Recruiting Station, south side of town. (If you have orders.) Standard N.E.P.S. issue, huh? Lessee, that's two flak vests, two short muskets, ammo, and your official I.U.F.S.T.F.N.E.P. insignia badge. That comes to 9250 gold pieces, for the lot. Do you have 9250 gold pieces? (Saying yes, your money is taken and you're given equipment. Saying no.) I tell you what, since you're just greenhorns, I'll give you a break. 8000 gold pieces for everything and I'll throw in a Blade as well. Can you pay the 8000 gold pieces? (Saying no.) I can't do better than that. You'll have to come back when you can pay for your gear. (Saying yes with enough gold, you receive equipment.) Proceed over to the Firing Range, where Lieutenant Gromo will instruct you in basic training. He can direct you from there. If you need more ammunition, just come back and see me. Here's your new orders. At ease, soldier! Dismissed! (Receive Flak Jackets, Musket Weapons, and Powder & Shot. Anytime you return.) What can I get for you? (After hitting three bullseyes on firing range.) Well, well, T.U.F.S.! That entitles you to requisition a special double-barreled Blunderbuss and a Heavy Flak Jacket. That'll cost you 14250 gold pieces. Do you want to pay the 14250 gold pieces? (Saying no.) Sorry, but I can't make any deals on these items. It'll still be here if you change your mind. (Saying yes.) Sold!" (Get Blunderbuss and Hv. Flak Jacket.)

13. FIRING RANGE.

14. A tallish brute of an Umpani is busy rubbing down a long barreled instrument with a piece of soft hide, polishing until perfection. As you enter he glances up, and then carefully sets the ominous looking object down in his chair and stands up to face you. "You got Orders to be here? (Saying no or lying.) No one gets on the range without proper orders. Now beat it! (Saying Recruits.) Greenhorns, huh? Head down to the Enlistment Center, south side of town. Once you get your orders, I'll show you a thing or two. Now scram! (With the proper orders.) S.T.F., huh? Standard issue, right?"

Well, you need some basic instruction before heading out to the range. First, take your piece like so, then dump some powder in there like this. Not too much or you'll get a black face and blown rod. Put in a square and tamp it down, gently. Now drop in the ball and tap down again, nice and firm. Hold it like this. Don't point that thing at me, you idiot! Right, ok, and keep your digit parallel to the barrel so you can get a feel of your aim. Now when ready to fire, squeeze the trigger easy, don't jerk it. Just point your finger where you want to shoot and that's all there is to it. Hua hua hua (*snort*). Well, almost all there is to it. You'll get the hang of it with lots of practice. You want to practice on the range? (Saying no.) Well, you won't have much luck if you don't practice a bit. But now that basic training is over, these are your new orders to report back to Sergeant Balbrak at the recruiting office. When you're ready to get on the range let me know. (Saying yes.) A target and 3 rounds cost 125 gold pieces, six to a pack. Three bull's-eyes wins automatic promotion from the Captain. You need a six-pack of targets and ammo for 750 gold pieces? (Saying no or yes without cash.) Don't have the cash, huh? (Saying yes with money, you receive Powder & Shot and Practice Targets.) You're all set, so head on out back to the range. Put your target up on the back wall and then shoot from behind the red line. I'll be watching to make sure you don't accidentally poke any holes in your target by mistake. Heh heh heh. When you're done, these are your new orders to report back to Sergeant Balbrak at the recruiting office. Good luck, Neps."

15. Looking down the range, you see a thick red line on the ground in front of you. Apparently, you are supposed to stand back here when firing. (After placing Target and loading musket.) Loading the little musket as per Lt. Gromo's instructions, you point the gun at the target and squeeze the trigger. Feeling a little quakey at the sudden blast, nonetheless you are quite pleased with the sensation of new power that this device seems to offer. After the third shot, Lieutenant Gromo emerges at the back of the range and examines your target for successful shots. He calls out: (Anything from "MISS MISS MISS" to "BULL'S-EYE BULL'S-EYE BULL'S-EYE." Without hitting three Bull's eyes.) The lieutenant removes your target and departs. (Head back down to put up a new target until you get the perfect shot.) The lieutenant walks back up the range towards you. Good shooting, Neps! Or I should say, T.U.F.S.! Three bull's-eyes wins an automatic promotion from the Captain! Here's an insignia badge to signify your new rank, T.U.F.S.! T.U.F.S. stands for Trained Umpani Force Scouts! Present your insignia at the Supply Depot and you'll be issued new gear." (Receive T.U.F.S. Insignia Badge.)

16. The back wall of the firing range is mottled with small holes and chips, and small metal pins stick out from it about chest high. (Use Practice Target.) Mounting one of the targets onto a metal pin, you are ready to begin testing your skill at the firing range. (If you try firing anywhere else on corridor.) A voice calls out, "I said behind the red line, Neps!!"

17. Umpani Central HUMPAWHAMMER. Mounted to the door is a small grey

box. A row of lights on the box blink rhythmically without pattern. Underneath the winking lights, a thin slit serves as inlet. (Insert Humpa Card that you get from Recruiting Station.) Inserting the card into the grey box, the lights blink twice and then remain on.

18. (Search.) Pulling the lever, a low-pitched hum fills your ears, and a faint orange glow bathes the room. And then the tangerine light disappears. (Transported to Umpani Detache in New City.)
19. I.U.F HEADQUARTERS. A large squadron of Umpani Armsmen stand at attention in front of the Command Headquarters. At your approach, one of them immediately steps forward and motions for you to halt. Authorized personnel only. Papers please. Do you show the Umpani Guardsman your orders? (If you say Recruits.) New recruits should report to the enlistment station, due south. (Showing wrong orders.) No one is permitted without proper orders. (No orders.) What are you doing here? UNAUTHORIZED PERSONNEL ON BASE! FORMATION ATTACK!! (If you have orders from Ballbrak directing you to Yamo.) These orders direct you to the office of General Yamo. Follow the corridor straight ahead. Turn left at the door. Next door on your right. All the way back. Right again. And it's the only door on the right. Can't miss it. The General is waiting.
20. MAP ROOM. Restricted.
21. Several official looking Umpani are busily engaged huddled over a sprawling map table in the center of the room. As you enter the room, a burly guard rapidly approaches. "This area is restricted. Let's see your orders." Do you show the guard your orders? (Without orders, encounter.) INTRUDER ALERT! SOUND THE ALARM!! (With orders to Yamo.) These orders direct you to the office of General Yamo. You're in the wrong area. Now clear out, soldiers!
22. (After T'Rang visit or if you kill them in encounter.) Inspecting the large map table in the center of the room, you carefully survey the world as the Umpani reconnaissance has mapped it. Ukpyr, the Umpani fortification is sprawling with little green triangles all around it. A large buildup of red squares seems to be centered to the far north and west, huddled around a block of ruins. New City, in the center of the map, has both red squares and green triangles along its edges. Dotted over the entire map are various groupings of the green and red symbols, which you conclude most likely denote Umpani and T'Rang strongholds or troop placements. The most interesting feature, however, lies circled in the center of the great Sea of Sorrows, the large body of water south of New City. In the center of the Sea, a small island is circled in red and a '?' has been drawn over it. Apparently, the Umpani believe that there is something significant about the marked island, but nothing on the map indicates anything further.
23. SECURITY STATION.
24. There are several desks inhabiting the small security chamber, but other than that it appears fairly vacant.
- 24a. (Search.) Searching through a desk you find large stacks of filed reports, far

to voluminous to read at the moment, and nothing which appears to be strikingly important.

- 24b. (Search.) Searching through a desk you find large stacks of filed reports, far to voluminous to read at the moment, and nothing which appears to be strikingly important. Almost by chance, however, you spot one folder marked "DETACHE STATION," and decide to open it up. Inside are several official reports and sets of processed orders, none of which seem to reveal anything worth noting. But then you find a card entitled "SECURITY VAULT," and underneath stamped this serial number: "2723539." Continuing to quickly scan the documents, you find nothing else of particular interest.
25. C.I.C.I.U.F. General Yamo. In front of the door are several burly Umpani soldiers, intent on keeping out any unauthorized trespassers. "Orders!" Do you show the soldier your orders? (Yes, if you have correct Yamo orders.) The general is waiting!
26. Standing with his back to the door, a stern Umpani officer stares blankly at the piece of paper in his hands. With a few low snorts he appears to re-read it several times, each time getting to the end with a slow shaking of his head and then staring blankly at it again. Finally, he folds the paper up and walks over to his desk, still acting as if you were not there. He reaches into a pocket of his coat and pulls out a small object, which suddenly begins to burn on one end. Placing the folded paper into the tiny flame, it catches on fire and he holds firmly as it quickly turns into black ash. As the flame reaches his hand he drops the fiery ash to the floor and with a sudden stomp transforms the carbon residue into a flurry of flying wisps. Then he looks up and stares you in the face. With a voice stout and calm, he begins to speak: "I am sending you on a special mission. It will be very dangerous. But it is a dangerous game we play. We have intercepted one of the T'Rang shuttles. And upon inspection discovered it full of T'Rang cells. Fertilized T'Rang cells in incubation. Which can only mean that the T'Rang have long term plans to infest this part of the galaxy. The T'Rang are a hideous lot. Laying their eggs which eventually hatch into entire colonies, soon decimating all other life forms and transforming a bountiful world into a cavernous network of barren waste. They think of nothing else save spawning their own kind throughout the universe, and they must be stopped. I want you to stop them. You will have to infiltrate their established network, far to the northwest in a cluster of abandoned ruins. There must be a Queen there producing the eggs. They would keep her quite protected. You must find her, and destroy her. I am sending you because our own forces are far too weak here to try any kind of direct assault, and no Umpani could possibly infiltrate them by subterfuge. But this is how you might be able to succeed where we cannot. The T'Rang and Umpani Empires have made a declaration of war. Conflict on a galactic scale. And this is only the beginning. You must seek out the T'Rang stronghold. And destroy the Queen! I have a special weapon which I am going to send with you. It is the only one we have, so you must use it carefully.

But it is powerful enough to destroy the Queen and her spore. Wait until you are close enough to use it. And then get out as fast as you can. (Get Thermal Pineapple.) Good luck on your mission. I, the Umpani Federation, and worlds we have not yet dreamed of, are counting on you to eliminate the T'Rang invasion. Remember . . . DUTY POWER VICTORY!

Suddenly there is a blinding explosion. Picking yourselves up from the floor, you can feel the earth move underfoot as more explosions rip the surrounding areas outside the command post. Looking into the rubble of the General's Headquarters, you see an arm protruding from the debris. Quickly digging into the fallen stones, you uncover his bloody and ripped body. Gazing down upon him, you know that his time is close at end. With a straining gasp he chokes a whisper. "Duty . . . Power . . . Victorieeeeghh." And then the Umpani general is still and breathes no more. Soon, the explosions cease and you can hear the sounds of Umpani soldiers shouting orders and the sounds of the dying and wounded. The explosion that hit the Command Center has blasted the side away, and you can see into the din outside. There is smoke, confusion and scattered Umpani everywhere.

26a. (After explosion.) Stepping outside, you see ranks of the mighty armsmen fleeing the town, vacating their fortress and seeking safety in the nearby forests. Your own senses are still numbed by the shock of what has happened, but you feel that perhaps there is more here still to be uncovered. And such an opportunity may not present itself for long.

27. SPACEPORT AUTHORITY.

27a. (Before T'Rang attack.) Several Umpani armsmen block the entrance to the Spaceport Center, intent on keeping out unwanted or unauthorized personnel. "This area is restricted. Present your orders." Do you give the Armsman your orders? (If you have the wrong orders but attempt to get in.) Guards, seize them! These orders do not grant you access to the Spaceport. (Without orders.) Leave the area immediately or I'll have to place you under arrest. (After defeating guards or after T'Rang attack, you can get in.)

27b. Peeking in through the window, you see the back wall has been painted black with lots of colorful speckles.

28. A huge painted plat covers the inside wall of the Spaceport Center, although what you are looking at makes no sense. It appears to be flecks and colored circles painted onto a dark blue background, with white lines and numbers scattered over it.

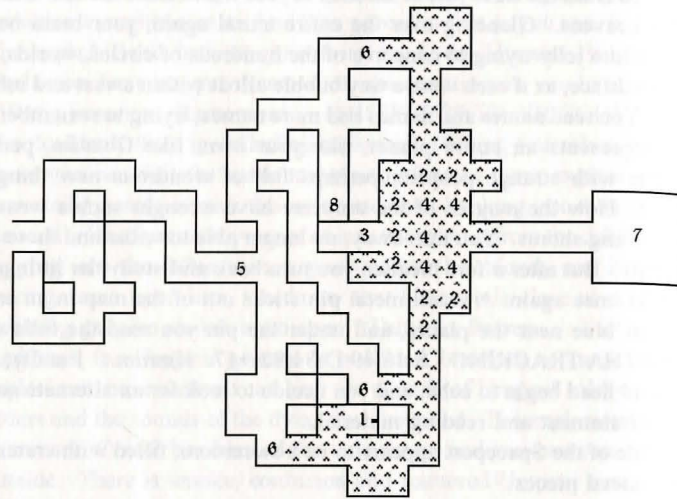
29. Stepping closer to the wall map, you study its features in more detail. Then it dawns on you. In the center of the map is a large yellow circle. And upon the outer edge of a concentric ring of circles around it, a tiny sphere is labelled with the following inscription: GUARDIA. And on a ring around the sphere Guardia, another small white globe has been drawn. As if a giant sea, the air, the sky, space itself lies plotted on this amazing mural, as plainly as any skipper's navigational charts who sails the oceans. You remember seeing such a map before, on your journey to this world, but it is only now that you begin to fathom its true meaning and purpose. And you realize that these

creatures cross the skies just as the men of your world cross the sea. Masters of the heavens. Glancing over the entire mural again, your brain begins turning into jelly trying to conceive of the hundreds of circles, worlds, that dot its surface, as if each were a tiny bubble afloat within a vast and infinite foam. You read names and names and more names, trying to remember that each represents an entire planet, like your own, like Guardia, perhaps teeming with strange peoples, perhaps full of wondrous new things to behold. How the magiks of the universe have wrought such a weave of intoxicating shores. You turn away, no longer able to withstand these lofty thoughts. But after a few breaths, you turn back and study the little globe Guardia once again. A small metal pin sticks out of the map in an empty patch of blue near the planet, and under the pin you read the following: HORATHA TRACKING - S:18,49 D:34,82,+17. Hmmm... Finally, your eyes and head begin to ache, and you decide to look for an alternate source of entertainment and reading material.

30. This side of the Spaceport appears to be a storeroom, filled with crates and heavy metal pieces.

31. Prying open a few crates, you find they contain giant metal objects, far too heavy to carry, and whose purpose is rather enigmatic. (Nothing you can do with these.)

Ukpyr Mountains & Sphinx Cave



'Round the Mountains

The waters within Ukpyr's mountains offer your party a challenging and adventurous course. Even the best of swimmers occasionally find the waters unnavigable. However, the mountain and its terrain offer your party precious items to be found no where else on Guardia.

This place is HUGE! What am I doing here?

You will find the five flowers that Xen Xheng is looking for here. This also leads to the Sphinx Cave.

I have found the Sphinx Cave but don't know what to do.

You must get the Rebus Egge from the Curio Museum in New City and use it at the large pile of salt there.

I've found a couple of flowers. What do I do with them?

You must finish Munkharama first and then you will meet someone who will help you.

I've come to a place in the forest where you get chills. Is there anything here?

There is... but you must get the Necromatic Helm from Giant Cave if you want to see it.

Messages

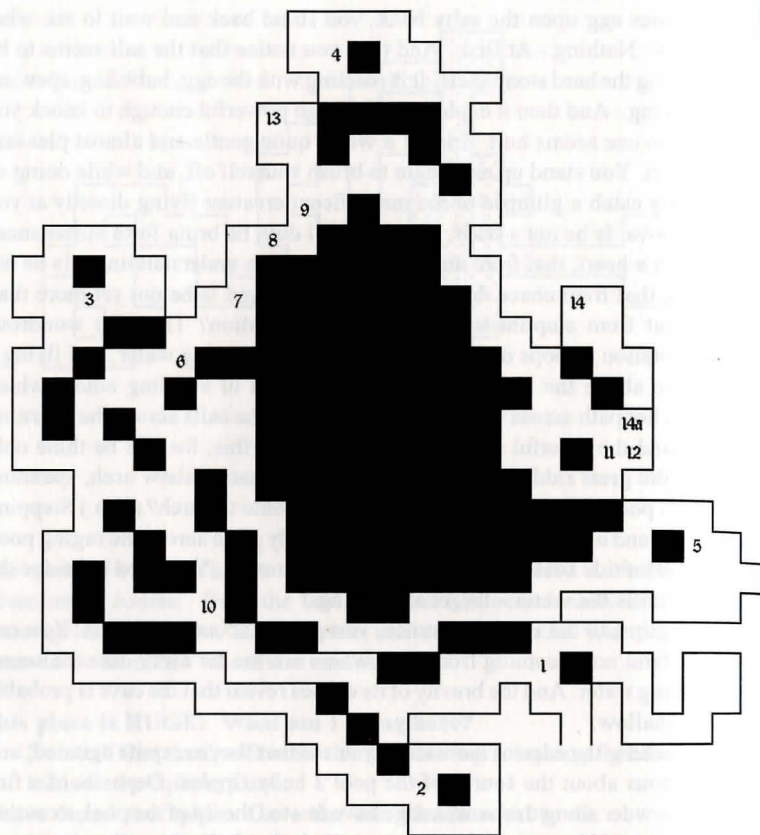
1. (Search.) A slight tremor passes through the cavern, and you hear a brief rumble which soon ebbs into the quiet once more.
2. Ahead lies the great eruption of turbulent water, and you can feel the current starting to pull you down.
3. A great commotion of convulsing waters spews up from the center of the turgid pool, and you realize that to navigate the turbulence would most likely end with disaster. Here too, the shore is bathed in deposits of the frost-white mineral, the accumulation so great that it has formed a plateau several feet high. (Use Rebus Egge from Curio Museum in New City.) Placing the

mysterious egg upon the salty bank, you stand back and wait to see what happens. Nothing. At first. And then you notice that the salt seems to be dissolving the hard stony shell. It is reacting with the egg, bubbling, spewing and fizzing. And then it explodes! Although powerful enough to knock you down, no one seems hurt. In fact it was a quite gentle and almost pleasant sensation. You stand up and begin to brush yourself off, and while doing so suddenly catch a glimpse of the magnificent creature flying directly at you from above. Is he not a body, that from toil doth he bring forth sustenance? Is he not a heart, that from anguish doth he glean understanding? Is he not a mind, that from chaos doth he wrest order? And is he not yet more than this, that from emptiness doth he harvest creation? Then the wondrous manifestation swoops down to the edge of the bubbling water, and flying a high arc above the uproaring sea, emits a trail of swirling colors which follows her path across it to the other side. And she calls across the churning ocean and the colorful arch: "Think well upon this, for this be thine only key to the great riddle." Before you shines a great rainbow arch, spanning across a pool of churning waters. Do you step onto the arch? (Yes.) Stepping upon the end of the rainbow arch, you magically glide across the raging pool.

4. The violent tide sucks you under. (Everyone drowns. You need to bridge the gap to cross the water - forget swimming.)
5. Pausing inside the cave's entrance, you glance about and listen. You can hear a faint noise coming from somewhere not too far away, like the sound of rushing water. And the brevity of its echoes reveal that the cave is probably fairly shallow.
6. Approaching the edge of the waters, you see that they are quite agitated, and are curious about the source of the pool's hefty ripples. Deposits of a fine white powder along the bank's edge have frosted the lip of the pool, a coating likely acquired by ages of lapping waves laden with the crystallized mineral. (Search.) Picking up a small pinch of the milky shore, you sniff, then taste. Salty! (Use Rebus Egge.) Placing the mysterious egg upon the salty bank, you stand back and wait to see what happens. Nothing.
7. A shallow pit lies in the cavern floor, filled with a sea of black slugs. (Search.) Reaching down into the pit of slugs, your hand grasps a metal rod, afloat within their oozing midst. Extracting the hard shaft, you behold a dazzling wand. Perhaps the creature's strange words have something to do with it. (Receive Majestik Wand.)
8. Wall opens when lever pulled at 1.



Witch Mountains



Heading For the Hills

Questions & Answers

The Witch Mountains and Giant Cave are the birthplace and hiding place of many Guardia legends. Here, the ancient book of fables comes to life, and creatures more fierce than Tyrannosaurus Rex lurk.

I've seen the Witch Mountains on my map. How do I get there?

You must find the boat first and go up the Eryn river to get there.

Is there anything to do in Giant Cave?

You will find an item called the Necromatic Helm which you need in the Ukpyr Mountains.

I have found some vines. What are they for?

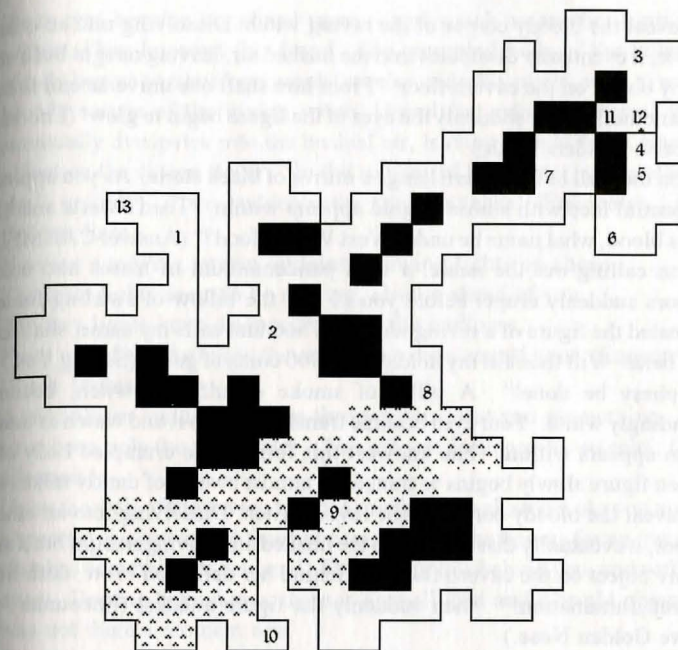
Splice them together and you can use the result to climb down the mountain.

I have come to a woman who appears then leaves. Who is she?

She is Hilynda and if you read the Book of Fables (the same as you find in the Library of New City) you can find out about her.



Giant Cave



I have gone into some caves and have found four riddles. How do I find the answers?

You're looking for specific names here. You must get the Necromatic Helm from Giant Cave and wear it first. Go climb down the vine and search the forest. You will meet some people who have the answers.

I have some gold body parts. Where do they go?

You will find a bald head in the cave. Just search for it.

1. A strange sound can be heard from somewhere distant. It sounds like a woman, crying. Then it sounds like it is calling out to someone. And then turns into a spoken whisper. But it is too faint for you to make out the words.
2. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with teeth of gold appears within. "Rat's tails and demon's blood, what name be under South Witch Hood?" (Answer XANDASA.) Upon calling out the name, a wild pandemonium of hisses and colored vapors suddenly erupts before you. From the billow of swirling fumes is revealed the figure of a raving witch. "Thou that calls my name, shall know thy bane! Wilt thou fill my hold, with 1000 coins of gold? (Saying Yes.) The prophesy be done!" A pillar of smoke engulfs the witch, becoming blindingly white. Your eyes become transfixed upon it and watch as another form appears within. Thou knowest this form? The crumpled body of the fallen figure slowly begins to transform amidst swales of darkly mists, soon

Witch Mountains Messages





to reveal the bloody corpse of the raving witch. Dissolving into an ethereal vapor, it eventually dissipates into the hushed air, leaving naught but a small shiny object on the cavern floor. "From him shall one universe end to beget yet another!" Then suddenly the eyes of the figure begin to glow! (Encounter. Receive Golden Teeth.)

3. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with a nose of gold appears within. "Toad's warts and black cat's blood, what name be under West Witch Hood?" (Answer CARMELA.) Upon calling out the name, a wild pandemonium of hisses and colored vapors suddenly erupts before you. From the billow of swirling fumes is revealed the figure of a raving witch. "Thou that calls my name, shall know thy bane! Wilt thou fill my hold, with 1000 coins of gold? (Saying Yes.) The prophesy be done!" A pillar of smoke engulfs the witch, becoming blindingly white. Your eyes become transfixed upon it and watch as another form appears within. Thou knowest this form? The crumpled body of the fallen figure slowly begins to transform amidst swales of darkly mists, soon to reveal the bloody corpse of the raving witch. Dissolving into an ethereal vapor, it eventually dissipates into the hushed air, leaving naught but a small shiny object on the cavern floor. "Behind her darkened brow, doth lie the secret illumination!" Then suddenly the figure attacks! (Encounter. Receive Golden Nose.)
4. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with eyes of gold appears within. "Dragon's wings and ogre's blood, what name be under West Witch Hood?" (Answer NARALDA.) Upon calling out the name, a wild pandemonium of hisses and colored vapors suddenly erupts before you. From the billow of swirling fumes is revealed the figure of a raving witch. "Thou that calls my name, shall know thy bane! Wilt thou fill my hold, with 1000 coins of gold? (Saying Yes.) The prophesy be done!" A pillar of smoke engulfs the witch, becoming blindingly white. Your eyes become transfixed upon it and watch as another form appears within. Thou knowest this form? The crumpled body of the fallen figure slowly begins to transform amidst swales of darkly mists, soon to reveal the bloody corpse of the raving witch. Dissolving into an ethereal vapor, it eventually dissipates into the hushed air, leaving naught but a small shiny object on the cavern floor. "In death shall you meet, and in death shall he be victorious!" Then suddenly the figure attacks! (Encounter. Receive Golden Eyes.)
5. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral face with ears of gold appears within. "Bat's boils and raven's blood, what name be under East Witch Hood?" (Answer BARBANA.) Upon calling out the name, a wild pandemonium of hisses and colored vapors suddenly erupts before you. From the billow of swirling fumes is revealed the figure of a raving witch. "Thou that calls my name, shall know thy bane! Wilt thou fill my hold, with 1000 coins of gold? (Saying Yes.) The prophesy be done!" A pillar of smoke engulfs the witch, becoming blindingly white.



Your eyes become transfixed upon it and watch as another form appears within. Thou knowest this form? The crumpled body of the fallen figure slowly begins to transform amidst swales of darkly mists, soon to reveal the bloody corpse of the raving witch. Dissolving into an ethereal vapor, it eventually dissipates into the hushed air, leaving naught but a small shiny object on the cavern floor. "In the scheme of his master, yet another game shall unfold!" Then suddenly the figure attacks! (Encounter. Receive Golden Ears.)

6. You see a moving swarm of dainty glowing lights up ahead.
7. The little lights seem to be moving, always ahead of you.
8. The tiny lights have disappeared into the darkness.
9. From out of the darkness the swarming stars engulf you! (Encounter with Witch Lights.)
10. A cold shiver suddenly passes through you. But you see nothing. It must have been only the wind. But it has left you feeling cold, so cold. (Party is silenced.)
11. Upon the wall of the cavern hangs a mirror of black stone. As you approach, a spectral image with no face appears within. She lingers for an instant, and clutches something in her hand. Then she points behind you, and softly fades away. Peering behind you, there is a small dais and a bright object which was not there a moment ago.
12. Drawing forth to the phantom dais, the shining object resting upon it appears to be in the shape of a human head, made of solid gold, but lacking any facial features. Just a blank, void golden head. (Use Golden Ears.) Touching the witch's golden ears to the sides of the gilt head, they magically meld into place. (Use Golden Teeth.) Touching the witch's golden teeth to the gilt head, they magically meld into place. (Use Golden Nose.) Touching the witch's golden nose to the gilt head, it magically melds into place. (Use Golden Eyes.) Touching the witch's golden eyes to the gilt head, they magically meld into place. The beautiful face of the golden head now complete, a phosphorescent brume begins to coalesce around the bewitching fantata. From the smoky plumes arises the full form of the golden witch, Hilynda, enchanting and radiant, and made whole again. One hand is raised upright, in a reverent sign of peace and tranquility, and in the other burns bright a glowing pyramid, upon whose apex floats an illuminant eye. With a voice delicate and tender she speaks: "And in thy final hour of darkness, when the battle be bloodiest and all hope becomes lost. Let this icon, this Elysiad, be thy guiding spirit, and help deliver unto thee thy place of destiny, as thee hast delivered unto me mine own." She then waves her hand over the divine icon and it becomes black as jet, and she places it upon the dais. Then, speaking again, she says: "Herein this domain lies a part of thy puzzle. For as the prophesy is fulfilled, the time has come that it be revealed. Remember that thee dost always travel a road leading to thine own discovery." And in an iridescent plumage of billowing clouds, she becomes an ether and gently wisps away. Picking up the obsidian tetrahedron, you feel

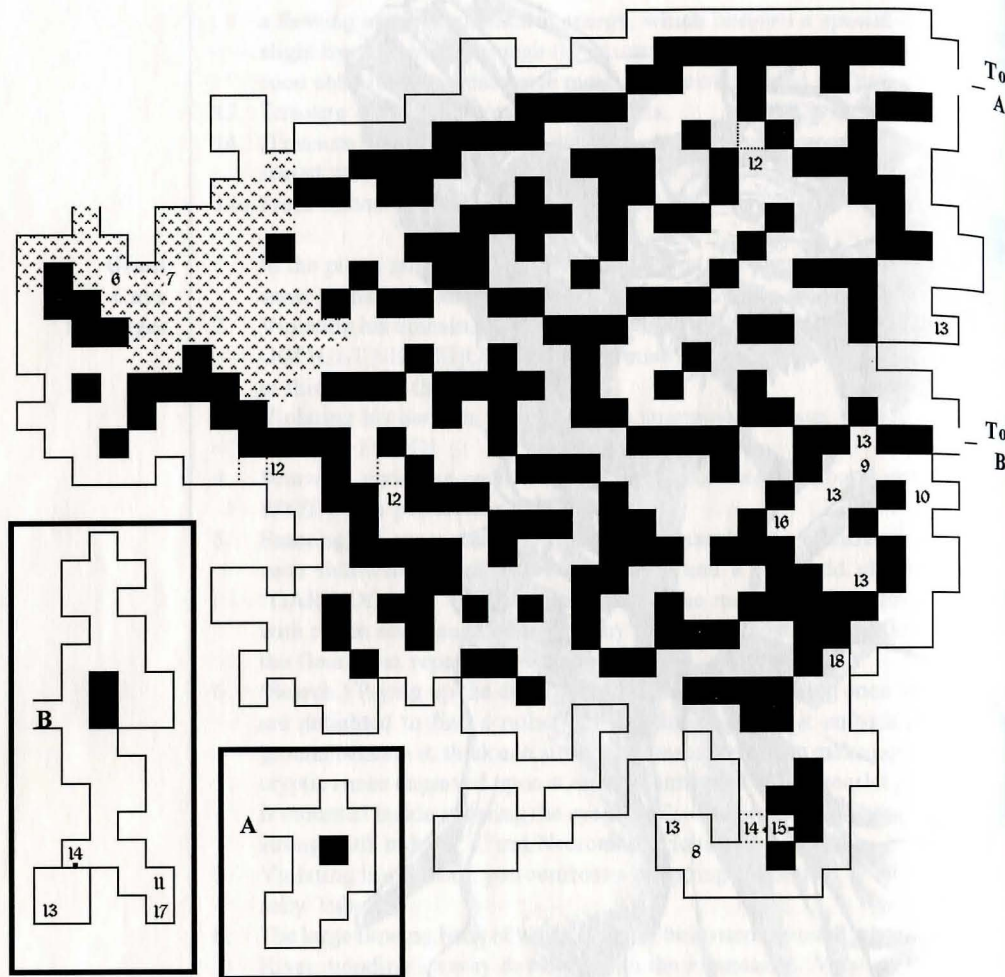




Giant Cave Messages

- a flowing surge of enchanted energy, which bestows a special blessing. A slight tremor passes through the cavern, and you hear a brief rumble which soon ebbs into the quiet once more. (Receive Elysiad of Divinity.)
13. Treasure chest. Contains random items.
 14. (Treasure chest.) Opening the ancient chest, you uncover a package of sealed waxy wrappings. (Receive Sphinx Map.)
 - 14a. Press button to open archway to north.
1. In the pitted gorge of the mountains beckons an elephantine cave, and you sense perhaps the abode of many a thumping goliath. Maybe no one is home.
 2. Violating his domain, you confront a strapping colossus. "HAWWGAAH!!! OGO GET NEW SHOES!" You surmise that you are considered a delicacy in this neck of the woods.
 3. Violating his domain, you confront a strapping colossus. "GROWWALL! CHEWY FOOD!"
 4. Scrawled upon the cave wall you make out these jumbo sketchy letters: SPOT. You ponder the significance.
 5. Entering the gargantuan cavity, you are assaulted by a horrendous stench, soon followed by heavy breathing . . . and a very odd clacking noise. "GARWOOOF!!!" (Encounter Spot.) The malodorous cavern is littered with rotten scum and bones of many a traveler, most of them flattened into the floor from repeated trappings.
 6. (Search.) Prying up the dried pulpy remnant of something once human, you are delighted to find a rather enticing looking helmet embedded into the ground beneath it, thick and strong and unscathed. You make note of several cryptic runes engraved upon it, and are intrigued by the scarlet glass which is mounted inside covering the eye slot, also unharmed and unscathed. Very strong stuff indeed. (Find Necromatic Helm.)
 7. Violating his domain, you confront a strapping colassus. "O-HO-HO Little Jelly Tubes!"
 8. The large flowing body of water can only be an underground route of the Eryn River, winding its way down through the mountains. Very convenient for the inhabitants to have a fresh water supply as well as an easy means of disposing of waste . . . and meddlers.
 9. On the rocky ledge grows a single exotic red orchid, an apparent anomaly in the cavernous conditions of the underground river . . . PICK RED ORCHID. LEAVE THE ORCHID BE. (Picking the Orchid.) You uproot the scarlet poppy. A bright red stain seems to appear on whatever the orchid touches. Pretty soon, everybody is kind of looking at you funny and giggling.
 10. Treasure chest. Contains random items.
 11. Pull lever to open wall at 12.
 12. Lever at 11 opens wall.
 13. Route to Witch Mountains.





Questions & Answers

How do I get into Dragon Mountains?

First, finish the Dane's tower. Then, take a look at the Serpent Map. It will help you on your way.

What do I do with the Dragon Key?

The Dragon Key will get you beyond a gate in the Isle of Crypts.

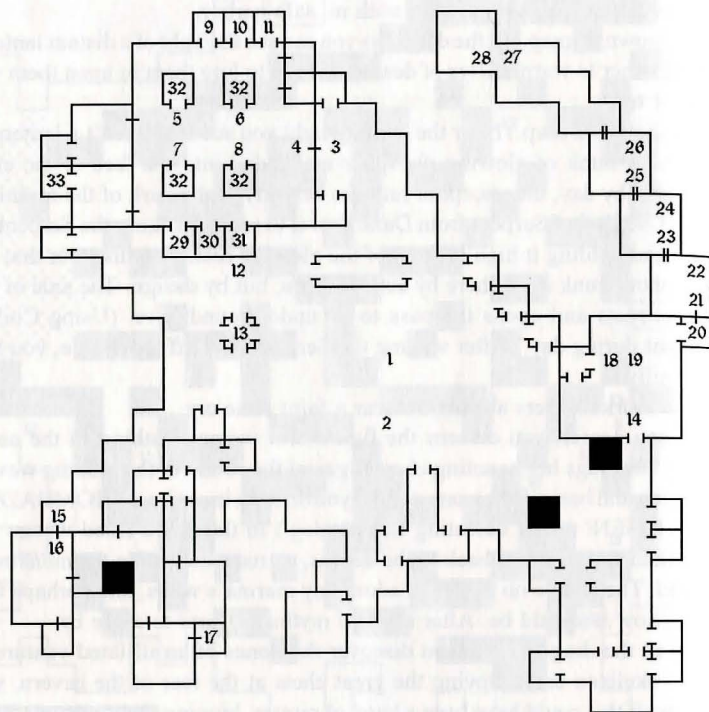
Messages

- (Not shown on map.) Ahead lies a dense white fog, and through it can be heard the sounds of the sea crashing against the shore. Or possibly just a rocky reef.
- (Not shown on map.) The ship glances off a shallow reef, heaving everyone to the deck!



- (Not shown on map.) The sea butts up against the barren cliffs of the Dragon Mountains, a treacherous cove with no safe harbor.
- (Not shown on map.) In the darkness you can see the light of a distant lantern, but whether to warn sailors of deadly reefs or to lure them in upon them you cannot tell.
- (Not shown on map.) Near the shining light you see that it isn't a lantern at all, but a hunk of glowing phosphor embedded into the face of the cliff. Invisible by day, the phosphor radiates brightly in the dark of the midnight sky. (Use Coil of Serpent from Dane Tower at night.) Taking the Serpentine Staff and holding it high in front of the glowing rock, you discover that the phosphor chunk is not here by act of nature, but by design. The side of the cliff retracts and opens the pass to an underground cove. (Using Coil of Serpent during day.) After waving the Serpentine Staff for awhile, you feel a bit silly.
- In the murky waters ahead you hear a faint eerie cry.
- Drawing nearer, you discern the figure of a woman bathing in the cove. Softly she sings her haunting chant, against the sound of the rushing waves. Enticing and beautiful, no one notices you drifting in until... BROMBADEG HAS RISEN! (After defeating Brombadeg.) In the blood-filled waters the leviathan carcass slips back to the depths, a gruesome end to the monstrous legend. There'll be no trophy to adorn any marina's walls, and perhaps this too is how it should be. After all, real myths are hard to come by.
- Deep in the dragon's lair you discover the bones of an ill-fated venture, a grisly skeleton crew. Spying the great chest at the rear of the cavern, you wonder if this could have been a band of pirates, burying their treasure, little suspecting that their secret hideaway was already occupied by a fire-breathing tenant. You consider momentarily the tales of dying pirates who curse their booty with a last gasping breath. But then think better, as such stories are usually the kinds of tales meant for children and midnight campfires. These bones look harmless enough. Just to be sure, however, you take a casual stroll around the cavern stepping on any pirate skulls that happen to be lying about, crushing them beneath the grating heel of your boot. There, that should take care of any old pirate's curse.
- Though the stories of a dragon's fancy for treasure are legend, you discover there is apparent truth in the tale. Weighty chests appear to litter the cavern, all hoarded together for you by some tightwadded hot-breath lizard.
- Oh oh. Looks like the tightwad has come home! (When exiting. Encounter.)
- What a curious thing to find here.
- CAVE-IN!!!
- Treasure chest. Contains random items.
- Search. Press button. Opens secret wall.
- Search. Pull lever. Opens wall at 18.
- Treasure chest. Contains Dragon Key used in Isle of the Crypts.
- Ladder to City of Skies.
- Pull lever at 15 to open wall at 18.





Up, Up and Away!

Home to the fantastic and beautiful creatures known as the Helazoid, the City of the Skies stands a testament to the technological evolution of Phoonzang's world. Although the source of their odd carriages remains a speculated mystery, the Helazoid have learned and continued well in their unlikely environment.

Questions & Answers

I keep running into walls that are not there. What should I do?

Just keep searching and you will find a clear path through the barriers.

I can't get into the storage room. What do I do?

The key is in the northern section of this city.

What do I do with the Helazoid Queen?

Give her a flag to show her your sincerity.

What do I do at the first test?

The Helazoids are great fans of this world's creator. Try saying his name.

What do I do at the second test?

A gander at the Star Map will prove helpful.

How do I get into the Spaceship?

Think back to all those things you've said before.

Messages

- Emerging from the dark caves, you are shocked to discover an entire city built upon the mountain plateau. But it is no ordinary city. Like a palace made from sparkling jewels, there is an enigmatic glimmer which mirrors the light as if reflecting from a thousand suns. And in the air, scarlet angels zip to and fro upon chariots of steel and fire. At your feet lies a glistening plaque: The CITY OF SKY.
- Approaching the odd construction of floating sky, it finally becomes apparent that the structure is composed of a thick resilient transparent material, like glass, though flexible and supple, and yet tough as steel.
- THE HALL OF PRESERVATION DEPOSIT 1 CREDIT. Beneath the sign is a thin narrow slot. (Use Credit Card found after random encounters with Helazoids.) You insert the credit into the slot beneath the sign.
- The interior of the Hall of Preservation is spacious and empty, except for several alcoves which emit a shimmering aura.
- Peering into the radiant chamber, a black handle emitting a beam of spectral light lies poised upon a pedestal. MERCURIAN LIGHT SWORD. A small ringlet encircles a hole upon the side of the alcove, perhaps connected to the protective barrier which guards the display. (Use Key of Light.) Inserting the luminescent key into the ringlet hole, the transparent barrier whisks away! (Receive Mercurian Light Sword.)
- Peering into the radiant chamber, a brilliant shield emitting spectral light lies poised upon a pedestal. MERCURIAN LIGHT SHIELD. A small ringlet encircles a hole upon the side of the alcove, perhaps connected to the protective barrier which guards the display. (Use Key of Light.) Inserting the luminescent key into the ringlet hole, the transparent barrier whisks away! (Receive Mercurian Light Shield.)
- Peering into the radiant chamber, a shimmering glove of sparkling energy lies poised upon a pedestal. COBALTINE POWER GLOVE. A small ringlet encircles a hole upon the side of the alcove, perhaps connected to the protective barrier which guards the display. (Use Key of Light.) Inserting the luminescent key into the ringlet hole, the transparent barrier whisks away! (Receive Cobaltine Power Glove.)
- Peering into the radiant chamber, a pair of strange pistols lie poised upon a pedestal. FRONTIERSMAN PHASER PISTOLS. A small ringlet encircles a hole upon the side of the alcove, perhaps connected to the protective barrier which guards the display. (Use Key of Light.) Inserting the luminescent key into the ringlet hole, the transparent barrier whisks away! (Receive Frontier Phaser.)
- Inside the chamber hangs the picture of a magnificent city, bright and glistening as if made of jewels.
- Inside the chamber hangs the picture of a man dressed in bright colored robes, standing with several Helazoid women and a rocket sled.
- Inside the chamber hangs the picture of machines dotted with multi-colored lights, and several odd statue-like creatures, made of polished steel.
- Peering from outside a glass encased alcove, you see a luminescent object

floating above a small dais.

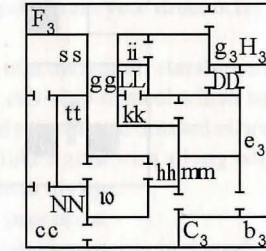
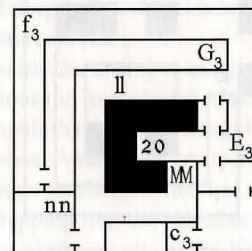
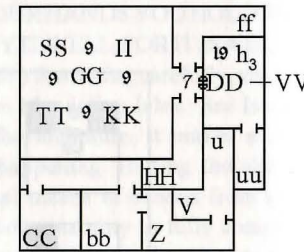
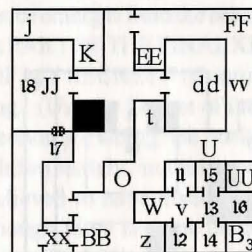
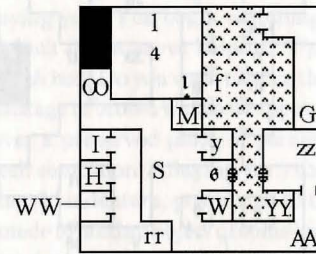
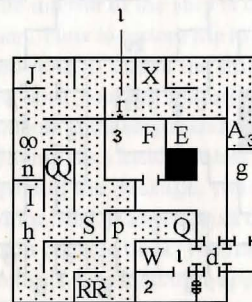
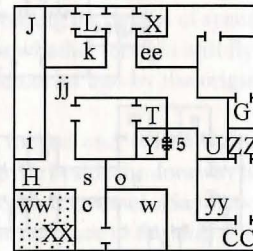
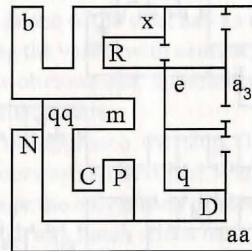
13. Entering the gazebo, you view a radiant key. TOUCH THE GLOWING KEY or TAKE THE GLOWING KEY or LEAVE THE KEY ALONE. (Touch Key.) Cautiously you touch the key. It feels soft and fuzzy, but it is not hot and does not hurt. (Take the Key.) Carefully you take hold of the luminescent key, and are relieved to find that your hand did not fall off. (Receive Key of Light.)
14. Before you lies a stately open-aired courtyard. Positioned about are a number of Helazoid guardians, silent and unmoving. In the center of the yard stands a lithe amazonian figure of grand decor, an ornate plume of feathers upon her head, a scarlet cape wisping in the wind behind.
15. STORAGE FACILITY. (Use Storage Key from #33 to open.)
16. The storage facility appears vacant.
17. A metal box-like machine stands quietly in the back of the room, appearing abandoned and forgotten. POWERCELL DISPENSARY DEPOSIT 1 CREDIT There is a thin slot directly underneath the sign, and a square orifice at the bottom. (Use Credit Card.) Inserting the credit into the slot, it takes but a moment for it to whirr, click, and gizzle before spitting out a small package through the opening at the bottom. (Receive PowerPaks.)
18. Entering the courtyard, you face the noble Valkyrie.
19. "Welcome strangers, to the ancient city of Higardia, City of Sky. Capitol and bastion of our world, home of the Helazoid Legion, Defenders of the Higardi. We are the guardians of the secrets of our ancestors, our duty to protect the charges entrusted us by the Great Maker, blessed be his name! Sworn to defend until the day our forefathers return for us. When we shall fly into the heavens to join them forevermore! And at last our long wait is soon to end! For the stars have aligned, the signs are clear. The time of the prophecy draws nigh! Though we are sworn not to assist those who would complete the Great Test, we can offer you sanctuary while you are here. Others, like yourself, have already come. And while we do not know whom the fates shall choose, we are duty-bound not to interfere with the Divine Plan. I, Ke-Li, Dame Queen of the Helazoid, hail you brave Crusaders! Let destiny prevail! (Truce and give her Helazoid Banner from encounter outside New City.) This banner would not have been granted you without some achievement of valor and courage. While I am bound not to assist those who seek the Great Test, still may I award thee a boon for thy kindred deeds. Take then, this pendant from my neck, that it should benefit you as you have done for us! (Receive Helazoid Pendant. Asking her of the Great Test.) Our ancestors, the Higardi, forefathers of our civilization, departed long ago, all in accordance with the Divine Plan. We await their return, when they shall take us with them into the heavens, to live forevermore! We are protectors of their secrets, keepers of the Hall of Preservation, the temple of their legacy! The Divine Plan, the living prophecy! All is foretold of the coming of the Crusaders, heralds of our deliverance, reunited with our forefathers, our duty fulfilled, the circle complete. It is the dawn of the return of the Great Maker! The Great Test shall prove the truth of the Prophecy, for only the ordained Crusaders may safely brave its perils

without fear! If you are the ones the fates have chosen, then enter herein the Hall of the Crusaders, and let destiny prevail! The Hall of Preservation, the safeguard of the legacy of our forefathers, the Higardi! It is our charge to protect and defend their secrets, until the coming of the Crusaders, and the prophecy is fulfilled!"

20. HALL OF THE CRUSADER.

21. Entering the quiet courtyard, you face a familiar figure.
22. Standing at the statue, it appears more ominous than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect no expression upon its face, and its eyes are dull and empty. (Search) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: THE FIRST TEST. As if by magic, a voice booms out of the mouth of the statue. "I AM THE CREATOR, THE BUILDER, THE FATHER, THE PROPHET, THE MAKER. MANY NAMES HAVE I. BUT ONLY ONE MAY YE SPEAK. ONLY ONE SHALL I RECOGNIZE." What name do you utter? (Answering incorrectly.) The statue stands silent, unmoving, lifeless and dead. (Answer Phoonzang.) The eyes of the statue soften slightly, then glow, and the familiar radiance of the figure returns, its eyes twinkling once more.
23. Entering the next courtyard, you face yet another likeness.
24. Standing at the statue, it appears more doubtful than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect no expression upon its face, and its eyes are dull and empty. (Search.) Scraping off the thick rust, you unearth a metal plate at the foot of the statue. Upon a metal plate at the foot of the statue are a number of buttons, each with a rune inscribed thereon. CRYPTIC RUNES SERPENT GATE WAND PYRAMID STAR DRAGON CROSS SKULL MAP. (Press Pyramid, Cross, Serpent, Dragon, Wand, Skull, Gate, Star.)
25. Once more you enter a courtyard to face a bearded statue. Only the gods could comprehend what manner of beast be this. Gargantuan metal and exploding fires, never was such an unholy fiend conceived in all the maleficent hells. Still stunned with disbelief, you pray they don't come in pairs.
26. Standing at the statue, it appears more peaceful than before. The stone looks fresh, as if it were carved only yesterday, although a thick layer of rust around its base suggests it has been here a long time. Gazing up into the face of the majestic figure, you detect a faint smile, and its eyes seem to sparkle and twinkle. (Search.) Scraping off the thick rust, you unearth a metal plate at the foot of the statue engraved as follows: THE LAST TEST. Suddenly a voice emerges from the statue. "HAIL MIGHTY CRUSADERS! THESE TRIALS HAVE PROVENTHY COURAGE AND WISDOM. SOON SHALL YOU FACE THE FINAL TEST, THE TEST OF THE PROPHECY! PREPARE THEE WELL, FOR AHEAD LIES A PART OF THE KEY!"
27. Upon the flat stretch of pavement lying just ahead, you view the profile of a

Hall of the Past



Filled with the relics and souls of Lost Guardia's past, myriad secrets lie hidden within the caverns of the Isle of Crypts. Only the strongest, the most seasoned of adventurers dare enter its confines. There seems to be a certain something in the air — something just out of touch, but there nonetheless. You wonder, as you walk these halls, just who lies buried here on this ocean graveyard . . . and why.

Ah . . . I don't think I'm alone in here!

I am being attacked by Evil Speak and another ghost, can I stop this?

You can't stop Evil Speak, but you can stop the other ghost by using the Bone Combs and Brushes when you find an ugly Gorn woman.

Questions & Answers

How do I open all the gates?

All the gates can be opened with keys you find within the Isle of Crypts. If you don't find a key, try looking around for a secret button.

How do I open the Skull Gate?

Use the Legend Map (from Father Rulae in New City after learning the Holy Sacrament from Xen Xheng) on the Gaelin Stone.

How do I defeat these monsters?

With persistence! If the level of combat seems too intense for you party, consider switching your level to "easy."

What do I do with Jewel of Suns?

Use it near the Isle of Crypts after you walk through the wall where the square blocks are placed.

I'm dizzy already! How can I keep track of the teleporters within the Hall of the Past?

First and foremost, use your Journey Map Kit to keep a constant handle on your position — even with the maps provided. Secondly, remember your ultimate goal - 20 It's the stairway to the Tomb of the Astral Dominae. While you travel through the Hall, it's recommended that you use a highlighter on these maps to track you progress and the ground you've covered. This way, you can instantly see avenues that are open to you.

What do I do with the Star Map?

Reading it will give you the information for the second test in the City of Skies.

What do I do at the Crystals and the Pentagram?

A gander at the Crystal Map will give you a hand. If you don't have it in your possession, see the "Maps" section of this hint guide.

How do I get into the Tomb of the Astral Dominae?

First, completely search the entire area surrounding it. If you do this, the gate will open automatically.

What do I do at the trap door?

Use Vitalia's Device here. You can find this in the Forbidden Zone in New City after you use the computer.

What keys is Vitalia talking about?

The Locket of the Tomb and The Ring of the Globe. You will find these after you use the Jewel of the Sun.

Isle of the
Crypts
Messages

1. (Not shown on map.) On the inner wall of the stone pillars, hewn in the rock, you gaze upon the intricate carving of a most unusual creature. It looks a little like a woman. And a little like a cat. With a tad of lizard thrown in. Surrounded by feathery plumage resembling that of a peacock. The carving is very elaborate, and every detail of the creature seems so life-like that it is almost as if the creature itself had become trapped within the stone. (Use Majestik Wand from Sphinx Mountains.) You wave the mystical wand before the magnificent stone carving. It is without disappointment that you watch as the wand begins to crackle and fume, a torch of golden sparks, glossing the image whittled in the rock. Slowly, the features in the stone take on color, and portions of the carving begin to writhe and wriggle. Soon, the limbs of the beast begin extracting themselves from the wall. Whether the strange creature had become trapped within the rock, or whether the magical wand brought life to the stone, or whether all of this is merely a fantastic illusion of some kind, matters little, as the beast now fully realized emerges from the wall. "You've had long to consider my puzzle. But before I may let you herein. You must answer me this, your reply. When I ask of you, 'What is the question?'" What do you reply? (Reply Man or Woman) "Close enough! Indeed, What is a Man, & What is a Man, & What is a Man! A most perplexing riddle, I would say. That is, if I were a man, which I am not. But then, how very odd for you! I suppose it's a most annoying poser. Annoying if you think about it, that is. Which is to say that if you don't, then I suppose it doesn't much matter. But, since I have a fondness for such riddles, perhaps I could find another for you. Ah! I believe I have the perfect one. How about. 'What am I?'" And with that strange utterance the unusual creature leaps into the air above your head. (Answering incorrectly.) "Posh! You haven't really thought about it at all! Though I suppose I could give you another try. But then, from the look on your faces, I'm not sure it will prove more rewarding than the first. Well, let's try again anyway. Dear me, it would seem that you're not the quizzical kind. Very well then, I'll tell you. The question, dear sirs or madams. The question is, 'What is a Man?' O hell, there I go again. Spoiling everything. Giving away the answer, that is, the question. You watch as the extraordinary beast sails away into the sky, soon becoming a tiny dot, until at last disappearing. The remaining wall before you starts to crumble."
2. (Not shown on map.) A rather ghoulish stench bellows up from the pit below, and a disturbing chill seems to waft through the air.
- 2a. Entrance
- 3a. Pull lever to open gate at 3.
4. "WWWWHERE ISSS MMMMY BMOCYENOB BBBB? IIIII WWWWANT MMMMY BMOCYENOB BBBB!!" (Appears in other random places.) The apparition was as ugly a ghoulish hag as the gods could have possibly contrived to invent, and you wonder what torturous grotesqueness might have inspired them. Tragic enough to go through life with such a hideous countenance, but to suffer so through death as well seems to exceed the bounds of cruelty and dementation. Not to mention the fact that you couldn't understand what she

was saying. Something like 'MOSSY-KNOB?' What in the world is a 'MOSSY-KNOB?!'?"

5. Suddenly you become racked with pain, as if a diabolical beast were tearing through your body.
6. Inside the sepulture rest the decayed and disintegrated bones of an unrecognizable corpse. (Encounter.)
7. From out of nowhere a blinding ball of flame envelops the party. (Party takes damage.)
- 8a. Pull lever to open gate at 8.
8. Pull lever at 8a to open gate.
9. A shimmering light bleeds from the atmosphere surround you, bathing you within a soft crimson light. (Party members may suffer random damaging effects.)
10. I AM EVIL SPEAK! You quickly turn to see who among you spoke, but everyone appears equally puzzled by the mysterious haunting voice. That such things are here is not a good sign. (Party members may suffer random damaging effects including fright.)
11. Inside the sepulture rest the withered remains of a Gorn nobleman, identifiable from the short tusks which are protruding at bizarre angles from out of his macerated mouth.
12. Inside the sepulcher rests the withered corpse of a royal Gorn. A Queen you'd guess, judging from the shape of her form and the illustrious brocade of her burial raiments. Looking at her mummified face, however, you begin to wretch and soon turn away. She's ugly, even for a Gorn. By the gods, she's ugly even for a dead Gorn. In fact, she's so ugly that pretty soon you have to start laughing to keep from throwing up. (Use Bone Comb and Brushes.) Taking out the combs and brushes that you removed from the Castle of the Gorn King, you place them into the shriveled hands of the mummified queen-thing. Then, something strange occurs. The shape of the mummy begins to alter, her face begins to change. And before your eyes she is transformed. Her face smooths, and the warts and blemishes fade. Revealing the beautiful visage akin to that of a goddess. She is still quite dead. And she is still a mummy. But whatever kind of curse she was under, the spell has been broken. A gentle smile now gracing her lips, you silently whisper to no one: Rest in peace, old girl, rest in peace.
13. Inside the sepulture rests a small golden urn.
14. (Use Key of Dragon to open gate.) Cast upon the framework of the gate, a serpentine dragon of black iron weaves up and through the lattice, its head perched out from the top of the gate in a ferocious snarling display of teeth and tongue.
15. Inside the sepulture rests the figure of an enshrouded mummy. A dark aura seems to be surrounding the wrapped body, and it possesses a sinister poise. UNWRAP THE SINISTER MUMMY or GET AWAY FROM THE MUMMY. (Unwrapping the mummy.) In spite of the evil omens which accompany the corpse, you begin unwrapping the bandages. The body is dry and brittle, and

you can feel it crumbling under the wrappings as you attempt to unravel it. Whilst unwinding the head it crumples, spilling out, and a plop of teeth, eyes and bone dust splash to the floor. Clutched in one of the decimated hands, however, you feel an object hard and strong. Metal. Gold to be exact, as you extract a shining ankh from the pulverized mitt. (Get random items.)

16. Use Key of Tombs to open gate.
17. Use Key of Crypts to open gate.
18. (After unwrapping the mummy.) Everyone starts feeling kind of dizzy. And sick. The poison was very slow to take effect. But you recognize the symptoms all too well. (Party members become poisoned.)
19. Treasure chest. Find Key of Crypts, Key of Gorrors and random items.
20. Treasure chest. Find random items.
21. Treasure chest. Find random items.
22. Treasure chest. Find random items.
23. Treasure chest. Find random items.
24. Press button to open secret archway.
25. Fountain. Will poison those who drink.
26. Fountain. Reduces stamina.
27. Fountain. Will cure lesser conditions.
28. Fountain. Will reduce magic power.
29. Fountain. Will replenish magic power.

Hall of Gorrors Messages

1. HALL OF GORRORS.
2. THE GAELIN STONE.
3. On the face of the stone pillar are carved may symbols and runes in a style both ornate and cryptic. Examining the runes of the stone tablet, you see a word and beneath it these symbols: *TEMPLE* A Man, a Pyramid, and a Crescent Moon. Below these, another word and more runes: *SPHINX* An Egg, a Winged Chimera, and a Magic Wand.
4. On the face of the stone pillar are carved may symbols and runes in a style both ornate and cryptic. Examining the runes of the stone tablet, you see a word and beneath it these symbols: *DRAGON* A Dragon, A Chest, and a Key. Below these, another word and more runes: *STAR* A Stone Tablet, Three Statues, and a Five-Pointed Star. (Use Legend Map.) You hold the Gaelin Legend over the face of the Runed Tablet, and see that the holes in the parchment conform perfectly with knobs of stone protruding from the pillar. The hole near the center of the Legend is positioned directly over the eye of the Dragon, and by inserting your finger, you discover that it is actually a well concealed button. Pushing the button, a secret compartment opens up in the Tablet, revealing a black key in the shape of a skull. (Find Key of Skulls.)
5. On the face of the stone pillar are carved may symbols and runes in a style both ornate and cryptic. Examining the runes of the stone tablet, you see a word and beneath it these symbols: *SERPENT* A Tower, A Coiled Serpent, and a Lantern. Below these, another word and more runes: *CRYSTAL* A Cube, a Crystal Ball, and a Gate.

6. On the face of the stone pillar are carved may symbols and runes in a style both ornate and cryptic. Examining the runes of the stone tablet, you see a word and beneath it these symbols: *BOAT* A Devil, a Boat Upon Waves, and a Cross. Below these, another word and more runes: *CRYPT* A Skull, a Radiant Jewel, and a Statue.
7. BEAST OF A THOUSAND EYES. (Use Key of Gorrors to open gate.)
- 7a. Encounter with Beast of a Thousand Eyes.
8. CURSE OF RA-SEP-RE-TEP. (Use Key of Gorrors to open gate.)
- 8a. Encounter with Ra-Sep-Re-Tep.
9. THE FIEND OF NINE WORLDS. (Use Key of Gorrors to open gate.)
- 9a. Encounter with the Fiend.
10. THE DEMON HORRAGOTH. (Use Key of Gorrors to open gate.)
- 10a. Encounter with the Demon.
11. THE THING FROM HELL. (Use Key of Gorrors to open gate.)
- 11a. Encounter with the Thing.
12. SPIRIT OF D'ARBOLETH. (Use Key of Gorrors to open gate.)
- 12a. Encounter with D'ARBOLETH.
13. HALL OF THE PAST. Across the bow of the archway stares a coal black skull of iron, a menacing deathmask of portentous foreboding. (Use Key of Gorrors to open gate.)
14. (Treasure chest.) Opening the ancient chest, your eyes are momentarily blinded by a radiant glare. A few seconds later the bright whiteness begins to wane, and soon you are able to focus your vision upon the glimmering jewel that rests within the antique coffer. As you pick it up, the jewel turns to an opaque dullness. (Receive Jewel of the Sun.)
15. Button opens wall.

1. Button opens wall.
2. Treasure chest. Find random items.
3. Treasure chest. Find Key of Waters and random items.
4. Spinner turns party in another direction.
5. Use Key of Gate to open gate.
6. (Treasure chest.) Cautiously opening the seductive chest, you find within it a packet sealed in a waxy coating. (Find Star Map and receive 10,000 experience point bonus.) Cautiously opening the seductive chest, you find within it nothing by an empty wax covering. Apparently, someone else has been here already. (If you are not first to the chest. Don't bother with the gate to the east. You will eventually arrive on the flip side of it.)
7. Gate. Your party will come around on the flip side of it.
8. Gate. Press button at nearby #1 to enter chamber through secret archway.
9. Spinners pull you forward or to side into one of the teleporters.
10. Treasure chest. Find random items.
11. Inside the room are two large crystals, each with a symbol inscribed upon its surface. Touching the runed crystal, it begins to glow. TOUCH THE DRAGON CRYSTAL. TOUCH THE SKULL CRYSTAL. LEAVE THEM ALONE. (Read

Hall of the Past Messages

Crystal Map or see exact order below #15.)

12. Inside the room are two large crystals, each with a symbol inscribed upon its surface. Touching the runed crystal, it begins to glow. TOUCH THE EGG CRYSTAL. TOUCH THE MOON CRYSTAL. LEAVE THEM ALONE. (Read Crystal Map or see exact order below #15.)
13. On the surface of the floor in front of you lies an engraved pentagram, surrounded by eight runes: EGG MOON CROSS TOWER DRAGON SKULL SUN STAR. (Read Crystal Map or see exact order below #15.)
14. Inside the room are two large crystals, each with a symbol inscribed upon its surface. Touching the runed crystal, it begins to glow. TOUCH THE SUN CRYSTAL. TOUCH THE STAR CRYSTAL. LEAVE THEM ALONE. (Read Crystal Map or see exact order below #15.)
15. Inside the room are two large crystals, each with a symbol inscribed upon its surface. Touching the runed crystal, it begins to glow. TOUCH THE CROSS CRYSTAL. TOUCH THE TOWER CRYSTAL. LEAVE THEM ALONE. (Read Crystal Map or see exact order below #15.)

Exact order of Crystals from Crystal Map.

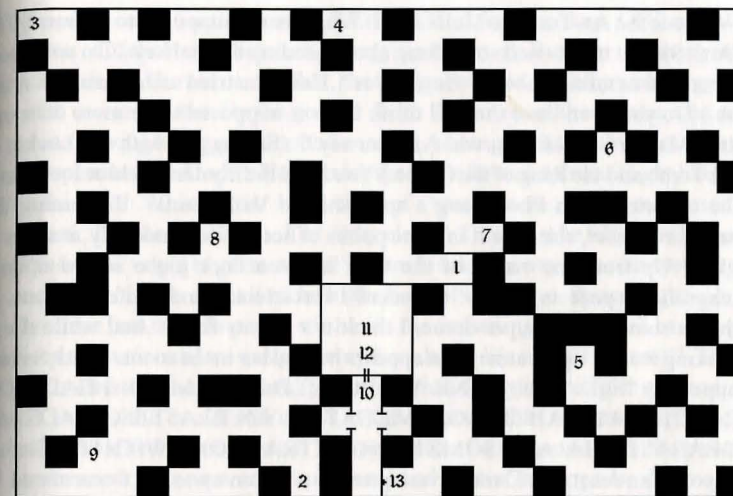
Dragon, Tower, Moon, Cross, Skull, Star, Egg and Sun. Then step on pentagram at 16.

16. You step into the pentagram. (If not done perfectly wall will open to left. Correct order opens wall to the right.)
17. Gate. Use Key of Waters to open.
18. Fountain provides stamina.
19. Treasure chest. Contains random items.
20. Stairway to Tomb of the Astral Dominae.

Mandolian Isles

The Mandolian Isles are a small section of the Isle of Crypts that contain necessary items for Crusaders' end game. When you visit the Mandolian Isles, do the following:

1. Find the two 1x1 areas.
2. Walk through the wall into the 1x1 area.
3. Use Jewel of Sun from Hall of Gorrors. You will receive Locket of the Tomb. If you receive nothing, travel to the other 1x1 room and try again.
4. Use Locket of the Tomb in City of Skies and the Tomb of the Astral Dominae.



It is the place where all legends unfold, where the quests unite and the stories become one . . . the legendary Tomb of the Astral Dominae. Placed here millions of years ago by one Phoonzang, the Astral Dominae is at last within reach.

How do I open the trap door in the floor?

The Star Map can provide you with the answer.

I've been all over the place, and still can't find the Tomb. Where is it?

The Tomb opens only after you have *literally* been everywhere else.

1. Entrance.
2. On the floor, a golden circle surrounds the word: *Dragon*.
3. On the floor, a golden circle surrounds the word: *Serpent*.
4. On the floor, a golden circle surrounds the word: *Sphinx*.
5. On the floor, a golden circle surrounds the word: *Crypt*.
6. On the floor, a golden circle surrounds the word: *Boat*.
7. On the floor, a golden circle surrounds the word: *Star*.
8. On the floor, a golden circle surrounds the word: *Crystal*.
9. On the floor, a golden circle surrounds the word: *Temple*.
10. Tomb of the Astral Dominae. (Use Key of the Tomb.) The gate to the fabled tomb open, you almost hesitate to enter.
11. On the floor, a golden circle surrounds the words: *Astral Dominae*. (Search.) Searching carefully along the floor, you detect a faint hairline crack which traces the outline of a trap door. But how to open it, that is the question. (Use Vitalia's Device.) Moving to the center of the chamber, you take the blinking device which the electric warrior-girl gave to you and push the button. You wait. A luminous glow of colorful light bathes the room, and within it a shimmering figure begins to materialize. "Did you find the special keys?" (Answering yes.) You found it! (Answering no.) Oh! I guess you didn't.

Tomb of the Astral Dominae

The End is Near

Questions & Answers

Messages

Where is the As-Tral-Da-Me-Nah?!? What are we supposed to do now? The Dark Savant mentioned something about needing special keys. Do you know what he was talking about? (Saying yes.) Have you tried using them? (Saying no.) Do you even have them? I think there is supposed to be more than one key! Maybe I should try, what do you say?" (Saying yes with the Locket of the Tomb and the Ring of the Globe.) You hand the mysterious blue locket and the odd ring from Phoonzang's spaceship to Vi Domina. Examining the sapphire locket, she cups it into the palms of her hands. Suddenly, it starts to glow! Up from the center of the floor arises a dark globe seated upon a magnificent pedestal. "Hey! It worked!! But it looks kind of lifeless to me. If this is some sort of super-dome, I think it's lost its fizz." And while she is looking it over, a gossamer light appears behind her in the room. (Dark Savant appears.) "DID YOU THINK YOU COULD FOOL ME?! I HAD YOU INJECTED WITH A HOMING DEVICE AFTER YOUR LAST ESCAPE, MY DEAR VITALIA! AND SOMETHING EXTRA ALONG WITH IT!!" Before anyone can react, the Dark Savant presses a button upon his forearm and Vi Domina freezes, her eye turning white in the back of her head, her body shaking as if being subjected to an invisible current of paralyzing pain. "AND NOW MY FRIENDS, SINCE YOU HAVE BEEN GOOD ENOUGH TO LEAD ME TO THE LEGENDARY TOMB OF THE ASTRAL DOMINAE, I WILL DEAL WITH YOU QUICKLY AND MOST MERCIFULLY!! BUT FIRST, THE GLOBE!!" Flinging himself upon the dark crystal ball, he grasps and tears at it, but it does not budge or move. "WHAT'S THIS! WHAT HAVE YOU DONE?! IT WON'T COME OFF!!! ARRRRRGGGGHHHHH!!!! NOW IS THE TIME FOR ALL TO DIE!!" (Fight Dark Savant.) The epic battle over, you stare as his remains shimmer away. You wonder what secrets he held, and regret the loss of such potential booty as his corpse might have contained. Not to mention his knowledge of the Astral Dominae. Too late for remorse now, however, and you turn your attention back to Vi, who seems to have been released from the grip of searing pain that had crippled her. "Uunngowwahh! Remind me never to go through that again!! I think you killed him. Too bad. If not for his insane obsession with the Astro-Ball, I think perhaps he might not have been such a sister of bad news. Farewell, o mysterious traveller, ye Dark Savant!! Now what do we do with the Globe? Perhaps the ring somehow." She approaches the black orb and places the ring upon her finger. "Behold, The Astral Dominae! Very pretty, but what's it for? It looks like a fancy ornament to me." Everyone crowds around and peers into the glittering orb. Swirling colors, bright luminescent images, dancing around inside the astral globe. All apparently meaningless. Then suddenly, Vi becomes quiet and still, as if something strange was passing through her. As if in a deep trance, she does something most unusual. Squatting before the Astral Globe, she pulls up the patch covering her eye. And inside the deep socket of her head, you gaze upon an iridescent pupil-less eye, an undulating veinous orb, hideous upon her otherwise beautiful countenance. Wow! She seems to be lost, staring into the holographic crystal ball. "This is incredible. It's a blueprint. No, it's, it's a

formula, a code. For the creation of Life! Wait. It's also a map. Of Energy. And Matter. Of the nexus between Energy and Matter! But, but . . . then, that is what Life is. The nexus, the flux, the bridge between Matter and Energy. That is the secret of Life! By the gods!!! With the power of this Globe, you could create a living being of unlimited energy! A being with the power of the stars! A Superman!! A God!!! No wonder the Dark Savant wanted to get his hands on this. Ut! What's this. It's a chart of a star-system. Hey! I recognize this system. But there isn't a . . . Oh! Very clever! This must be where it all started! C'mon, we've got to get moving!!" Then breaking away, she removes the ring and inserts it into a small niche at the base of the globe. Springing the Astral Dominae free from its perch, she hands the darkening crystal ball back to you. Keep this safe until we can get away from here. Waaay out of here!!" Though you understood only bits and pieces of what the hysterical girl was trying to tell you as she ooo'd and ahh'd at the sights within the starry sphere, you understood well enough what it would mean for someone with the power to create super monsters and super men, and worse, super gods. Who among you could have guessed that on this day would the awesome power of the heavens fall into your hands? But before you have time to ponder the blasphemous, unholy, incredible and cosmic significances of everything that has unfolded, the lively spacegirl with whom your destiny seems inextricably intertwined continues. "We need a ship!! Did you find a spacecraft? (Saying no.) I have an idea. With the Dark Savant gone, I might be able to sneak back aboard the Dedaelis and steal a shuttlecraft. It's risky, but since there are a few things I need from the Black Ship, I should try. I would bring you with me, but the transponder on my glove isn't powerful enough to beam us all together. And the Savant Androids are accustomed to seeing me on the ship, but you'd be a dead giveaway. Return to the Operations Station where we first met. Once I receive your signal, I'll steal the shuttle and come pick you up. Wish me luck! And don't lose the Globe!!" Still unaccustomed to the magic which she seems to wield, you stand in awe and wonder as she shimmers away, knowing that she goes to face a swarm of mad-buzzing Savant Kui'Sa-Ka all alone. For now, you have to deal with the problem of leaving the Tomb with the Astral Dominae. Too bad you don't have one of those 'Tam-Pondies' in your glove. (Saying yes.) "Xama-Tama! There are a few things I need to pick up from the Dedaelis, the Black Ship, before we leave. With the Dark Savant gone, I might be able to sneak aboard without arousing too much suspicion. I would bring you with me, but the transponder on my glove isn't powerful enough to beam us all together. And the Savant Androids are accustomed to seeing me on the ship, but you'd be a dead giveaway. Get to the spaceship as soon as possible. Signal me once you're there, and I'll beam down to join you. Better be prepared to leave in a hurry! Good luck! And don't lose the Globe!!" (Get Astral Dominae.)

12. Taking a glance across the room, you are disappointed to find the entire chamber looking quite empty. Perhaps you are too late and someone has beaten you to the prize.
13. Press button to open archway.



Beginning of Ending 1 & 2

At last reaching the tarnished craft secreted here by Phoonzang those many millennia ago, you are ready to signal your ally, Vitalia Domina, and depart this most peculiar world . . . You reflect a few moments upon the many adventures that were here for you, and upon the weight of all that has transpired. What shall you do with the incredible secret discovered within the globe of Phoonzang, the Astral Dominae? What is this new place that Vi Domina seems intent upon reaching in such a hurry? And more, will the charms that seem to bless her life be strong enough to protect you as well? Or will her impulsiveness eventually result in your own hoary demise? All of these questions nag at the back of your mind as you stare at the spacecraft and the sky above, wondering what strange new realms may yet await. With a simple sigh, you resign yourself to the notion that only the future will reveal the answers to these many questions and the thousand others that you feel pressing upon your shoulders. Finally, you decide to summon your new partner.

Using the small device that Vi gave to you, you push the button. In a few moments you see the familiar shimmer in the air, and giggle slightly at the funny tinkling sound that always seems to accompany the glittering event. Something is wrong . . . I BELIEVE YOU HAVE SOMETHING I WANT! You recognize instantly the chilling voice that sends shivers down your backs. The Dark Savant has returned!! Your eyes bulge at the horrible sight before you, a battered and bloody Vi Domina held in the clutches of the dread Savant . . . her skin and face torn, thrust upon her knees, her thin neck precariously in the grip of the powerful metal fingers that stem from the Dark Savant's electro-pneumatic glove.

YOU HAVE BEEN MY PAWNS ALL ALONG. I KNEW THAT GIRL WOULD NEVER DELIVER TO ME THE SECRET OF THE GLOBE, THE ASTRAL DOMINAE. AND YOU HAVE SERVED MY PURPOSES ADMIRABLY. DID YOU THINK YOU COULD VANQUISH ONE SUCH AS I SO EASILY? I, THE NEW LORD AND MASTER OF THE UNIVERSE?! I AM THE SAVANT, THE DARK HERALD OF CHANGE! FOR TOO LONG HAS THE FATE OF MAN BEEN RULED BY THE GHOSTS OF THOSE ENSHROUDED IN MYSTERY . . . DECIDING HOW AND WHEN MEN MIGHT BE SLOWLY FED THE SECRETS OF THE HEAVENS. IT IS TIME FOR A NEW ORDER IN THE UNIVERSE! IT IS TIME OF A NEW PERCEPTION OF PURPOSE IN THE COSMOS. IT IS THE TIME OF THE COMING OF CHANGE! I AM THE HARBINGER OF NEW DESTINY! I WILL CREATE GALAXIES FILLED WITH SUPRAMEN . . . MEN WHO ARE NOT AFRAID TO CHALLENGE THE OLD GODS . . . MEN WHO ARE UNAFRAID TO EMBRACE THE TRUTH OF THE HEAVENS. THIS FRAIL GIRL NEED NOT DIE . . . HER WOUNDS WILL HEAL AND YOU MAY DEPART . . . BUT I SHALL HAVE THE ASTRAL DOMINAE ONE WAY OR ANOTHER! THE GLOBE FOR THE GIRL!!

. . . There is no description for the utter shock that is rippling through your mind at this moment, but the stark immediacy of the situation is apparent . . . You must deliver the Astral Globe to the Dark Savant, or face the dire



consequences that will surely follow . . . And considering the unknown nature of his awesome powers, perhaps your role at this time is that of compliance . . . after all, certain death is not the way of the wise, and to die here shall certainly serve no meaningful purpose, and who knows what tomorrow shall bring. Better to be alive to see it, than not . . .

Will you keep the GLOBE or trade it for the GIRL? (GLOBE) You see the Dark Savant nod slightly and raise his hand, and then. . . There is darkness all around, and you feel nothing, nothing at all. You do not know how long you have been here. You do not know how long you will remain. There is only the darkness all around . . .

Will you keep the GLOBE or trade it for the GIRL? (GIRL) Most reluctantly and with trembling hand, you hold out the Astral Dominae for the Dark Savant to take . . . THE PRIZE IS MINE!! AHH HA HA HA HA HA!! And then he and the globe are gone . . .

The figure of the girl lies slumped upon the ground. Racing to her, you pick up her shivering body, your eyes straining for any signs that the spark of life may yet remain inside her. And then, a glint of recognition . . . she is weak and torn, but she is alive. It is then that you remember the last secret of the globe. . . The secret that Phoonzang divined to keep his work safe from the hands of those who would bode ill for the fate of the universe . . . and you quake as you notice the trickle of blood which drools down upon her right cheek . . . With a shaking hand you pull back the black patch which covers her genetic malformity and gaze into the bloody gaping gorge that lies where once her precious eye had been. Gently, you carry her limp body into the tarnished spacecraft . . . Everyone passes the time in silence, no one speaking of the images which continually churn inside them . . . Until finally, she awakens.

"He got it, didn't he?" she asks softly, already knowing the answer before you can nod . . . "Don't worry, I know where he's going . . ." And she picks herself up, takes a look about the ship and then sits down at the controls as if nothing at all could possibly be the matter . . . Removing the starry sapphire locket from her pouch, she places it within a small nestle upon the console, and you jump as the spacecraft roars to life . . . With engines humming and paneled lights flashing, you can only watch with amazement at this incredible girl, who shows no hint of the pain which must still bite at her many wounds, save a brief moment when she touched her hand to her right cheek and trembled slightly . . . And then the spaceship bursts into the deep blue of the sky . . . There is much to learn upon your journey through the stars, and in a way you sense that your adventures are only just beginning.

Out there, somewhere, looms the shadow of the Savant, in his hands the power of the Astral Dominae, and deep within, you know that your paths are destined to cross again. During the voyage, you spend many a night listening with fascination to the incredible stories that pass from the lips of the remarkable girl, Vi Domina, who seems to possess an unquenchable curiosity about the

Ending #1 - Globe

Ending #2 - Girl



nature of the universe and everything else as well, and it is through these tales that your own new perception of life and the stars and all that they contain begins to emerge.

"Hey guys, look what I found!" you hear her cheerfully intone at odd times of the day, and are pleased to be in the company of such a pleasant traveling companion and new partner. But behind her merry smile, she too, knows... That one day will come a reckoning...

Beginning of Endings 3 and 4

Suddenly, a hail of fighting figures burst in through the door... It is the T'Rang, and battling fiercely amongst them a troop of Umpani soldiers, blades and guns against sizzling power rods and shattering spells... HSSST - TO THE DEATH, TOAD-BELLIED HOGS!! DIE, YOU DISEASE-FESTERING INSECTAL-FILTH!! Drawing your weapons, you prepare to engage...

Ending #3 - Umpani

Whose side do you join, the UMPANI or the T'RANG? (Umpani) The battle over, and Umpani Colonel enters through the door...

"Well done! We've got them now! Our scanners have detected the Black Ship leaving this sector and that could only mean the Dark Savant has obtained the Globe. We were so close to victory!! There is a ship waiting in the SpacePort in Ukpyr... We will proceed there immediately for departure... And welcome to the S.S.U.F., Secret Service of Umpani Forces! Medics, attend to these soldiers at once!"

... With gentle arms you pick up the unconscious body of the battered and bleeding girl, and then everything begins to shimmer... Upon a great metal vessel bearing the insignia of the Umpani Federation you peer out into the stars of deep space. Safe in your quarters, your wounds patched and bandaged, everyone passes the time in silence, no one speaking of the images which continually churn inside them... And then finally, she awakens...

"He got it, didn't he?" she asks softly, already knowing the answer before you can nod... "Don't worry, I know where he's going..." You look upon the remarkable girl, who shows no sign of pain which must still bite at her deep wound, save a brief moment when she touches her hand to her right cheek and trembles slightly... There is much to learn upon your journey through the stars, and in a way you sense that your adventures are only just beginning.

Out there, somewhere, looms the shadow of the Savant, in his hands the power of the Astral Dominae, and deep within, you know that your paths are destined to cross again... During the voyage, you spend your days about the mighty Umpani vessel, talking with them, discovering the ways and manners of these unusual creatures... And you spend many a night listening with fascination to the incredible stories that pass from the lips of the remarkable girl, Vi Domina, who seems to possess an unquenchable curiosity about the nature of the universe and everything else as well, and it is through these tales that your own new perception of life and the stars and all that they contain begins to emerge...

"Hey guys, look what I found!" you hear her cheerfully intone at odd times of the day, and are pleased to be in the company of such a pleasant traveling

companion and new partner. But behind her merry smile, she too, knows... That one day will come a reckoning

Whose side do you join, the UMPANI or the T'RANG? (T'Rang) The battle over, a towering T'Rang slithers through the door...

"HSSSTT - YOU WILL COME WITH USSSS!... THE SAVANT MAN HAS STOLEN OUR PRIZE AND WE MUST NOT LET HIM ESCAPE... SSSSTTT - WE HAVE A SHIP WAITING..."

... With gentle arms you pick up the unconscious body of the battered and bleeding girl, and then everything begins to shimmer... Within the confines of your somber quarters inside the bulkhead of a T'Rang Master Ship, you peer out into the stars of deep space... Your wounds now healing, everyone passes the time in silence, no one speaking of the images which continually churn inside them... And then finally, she awakens...

"He got it, didn't he?" she asks softly, already knowing the answer before you can nod... "Don't worry, I know where he's going..." You look upon the remarkable girl, who shows no sign of pain which must still bite at her deep wound, save a brief moment when she touches her hand to her right cheek and trembles slightly... There is much to learn upon your journey through the stars, and in a way you sense that your adventures are only just beginning.

Out there, somewhere, looms the shadow of the Savant, in his hands the power of the Astral Dominae, and deep within, you know that your paths are destined to cross again... During the voyage, you spend your days trying to discover more about your spidery hosts, the T'Rang, and of their strange almost mystical nature, and you investigate what you can of their ship in the areas where you are allowed to wander under escort... But you spend many a night listening with fascination to the incredible stories that pass from the lips of the remarkable girl, Vi Domina, who seems to possess an unquenchable curiosity about the nature of the universe and everything else as well, and it is through these tales that your own new perception of life and the stars and all that they contain begins to emerge...

"Hey guys, look what I found!" you hear her cheerfully intone at odd times of the day, and are pleased to be in the company of such a pleasant traveling companion and new partner. But behind her merry smile, she too, knows... That one day will come a reckoning

Ending #4 - T'Rang

Temple

The complexities of life do distract and disorient,
and thee shall know the turmoil of fear and uncertainty...
He hath not foundation shall in wandering suffer...
While he that hath sanctuary shall know peace and stability...
Discover thee the builder, that thee may light these eyes...
For rooted in he lies the knowledge of structure...
From encircling waters wrest thee the works of the stones...
As thee make sacrifice twixt all the four corners, thy labor shall not be in vain, for the opaque
yielded from the stone will be transformed, and thee shall behold the radiant light.
Thus may one discover a haven, and assuredly travel onward...
Thus may one discover thyself, and assuredly travel through life...

Boat

The waters of life do move as the weather,
and in life as the waters, thee shall know both calm and storm...
He that must embrace the storm shall soon be swept away...
While he that learns to navigate, shall make his own journey...
When thy fear has turned to anger, thee has lost thy soul,
and shall make the devil laugh...
But to still thy tongue and become amazed, thee begets enlightenment,
and thus shall thee know bliss...
Thus may one discover a craft, and sail upon the waters...
Thus may one discover thyself, and sail upon life...

Serpent

As the serpent winds the coils, so shall thy journey through life...
While he that sets forth unknowingly shall but sail endlessly
within clouds of confusion and without enlightenment...
Thus may one engage the mists of darkness and glimpse
the light and recognize the harbor of his twining purpose...
Thus may one engage the mists of life and glimpse the light
and recognize the course of his twining destiny...

Dragon

Inside a dragon's lair doth Man wander, in pursuit of his fulfillment,
a monster behind every shadow lurking...
His inner dreams doth hunger for nobler rewards,
while his world doth comprise naught but fruitless conflict and frustration...
Only he that yet looks again at all he hath discovered, may find hidden the new meanings which
lie concealed between the cracks of his brittle knowledge...
Thus may one brave the shadowy dragons,
and discover the hidden treasures of the labyrinth...
Thus may one brave his shadowy fears, and discover the hidden treasures of life...

Sphinx

And a vat of slugs shall be her womb,
for amongst the hideous and foul doth the seed of her spirit lie waiting...
From a bed of salt upon the pool of churning waters
shall come the immaculate rebirth, and deliverance from the Sea of Chaos...
So likened too is the life of man, born into a sea of strange voices, living in the land of salt,
forever searching for the secret silent whisper that will ignite him,
that he may open his eyes and stand free against the sky...
Thus may one discover a bridge, and ascend from the bubbling turmoil.
Thus may one discover thyself, and ascend from the chaos of life...

In the land of the Dead shall thee travel, an isle of ghosts and demons...
For as thy knowledge be rooted in history past, thy thoughts shall be
but echoes from the crypts of the lost and the dead...
They that stare blindly into the hall of the past shall see not...
While he that stands aloof and notes carefully,
shall find the secrets which lie nestled along its outskirting waters...
To embrace the dead as if truth, is to dwell in darkened crypts...
To cast thine eyes upon the radiant sun, let this be thy truth...
Thus may one escape the crypt, and depart the island cube...
Thus may one escape the past, and depart the island mind...

Whatever was written upon the map has long ago faded...
Now it is but a blank piece of parchment, dotted with several scattered holes...
Around the edge of one hole near the center,
you can just barely discern the faint remnants of a ring of reddish dye...

The Mind of Man doth speak a tongue all its own, beyond all language and all words...
So too, doth the mind live in meanings and symbols,
comprised of transient glimpses which signify its ephemeral understanding...
As likened unto the crystal orbs of old mystics, piercing the veils of unknown as a channel for
hidden knowledge, likewise the mind makes crystal its symbols, that from this may be wrested
forth the perceptions of the man...

The Dragon for "D", the first of a word, and Obelisk for "O", that which should follow...
The Moon stands for "M", and Island for "I", which is marked by the sign of the Cross...
The Nether and Night, the realms of the dark, reveal the letter of "N" behind Death...
And as the Star signs for Astral, let this be the "A", and lastly the Egg which is "E"...

Thus may thee glimpse one meaning of the crystal,
which lies branched among many thousands of combinations...
Thus may thee glimpse one meaning of life,
which lies branched among many thousands of dimensions...

Crypt

Legend

Crystal

Star

As thy gaze doth turn to the heavens to behold the mystery
of the stars, thee looks into the mirror of thy soul...
Dost thou see the deep well of all things...
Or only the swirling chaos of anarchy in motion...
Therein doth the memories of past meet the visions of future,
and therein lies the inevitable destiny of all Men...
To divine the order from chaos, the beauty within the cascading
tumult of the world in which he is both surrounded and a part...
This is the unique gift of Man, that by which he alone is separated from all others...
This is his purpose, his significance, and his meaning...
This is that by which he doth witness the relentless torrents of change, as all life doth move
both within him and without and from thus divine order,
that he might realize his purpose and his meaning...
Look upon life as thee may look upon the stone...
And create thee then thine own order...
Look first at a man, and if thee looks rightly, then soon shall ye come full circle...
Then look beneath him, and if thee looks rightly,
then soon shall thee once again come full circle...
Then look beneath him, and if thee looks rightly,
then soon shall thee once again come full circle...
Thus may thee divine the puzzle from the pieces, and from it derive thy solutions...
Thus may thee divine the order from the chaos, and from it derive thy meanings...

Globe

And one journey leads yet into another, so too doth all life continue onward...
Within one seed doth lie the secrets of the universe, within one cell the secrets of life, and
within thee the secrets of thy mystery...
Thou art the key!

Fools

The map is a sketch of a vast wilderness, and drawn within it a trail which ends with an "X"

In this world, Guardia, there is an exotic collection of weapons, items and trinkets... of course, there's also quite the collection of exotic creatures that require their use. In the pages that follow, you will find all the information you've ever wanted to know about Crusaders' arsenal.

As you search through the item list for those things treasured, the translation of its abbreviations below will help you.

**Item Table
Explanation**

Name: The known name
Type: The general class
Wgt: The weight
Value: The general market value
Dam: The range of damage in hit points that a weapon can do per hit
R: The range of a weapon (S=Short, Sh=Shoot, E=Extended, T=Thrown, L=Long)
TH: The offensive bonus a weapon provides and the effective change in the opponents armor class.
1/2: 1-handed or 2-handed weapon
P/S: Primary or secondary weapon (blank indicates either)
AC: Armor Class bonus or penalty to area equipped
Modes: STBMTPKLS. The fighting modes open to the weapon's user:
S: Swing M: Melee K: Kick
T: Thrust T: Throw L: Lash
B: Bash P: Punch S: Shoot
Race: HEDGHFLDFRM. The races that are allowed to use an item.
H: Human H: Hobbit F: Felpurr
E: Elf F: Faerie R: Rawulf
D: Dwarf L: Lizardman M: Mook
G: Gnome D: Dragon
Sex: MF, Male or Female
Prof: FMPTRABPVBLSMN. The professions that can use an item.
F: Fighter A: Alchemist L: Lord
M: Mage B: Bard S: Samurai
P: Priest P: Psionic M: Monk
T: Thief V: Valkyrie N: Ninja
R: Ranger B: Bishop
Spell/PL: The spell the item casts, and its power level
I: Item has special power or increases stat/skill when invoked
C: Item is cursed (remember, this isn't necessarily bad)
Attacks: Special attacks the item provides when it hits an opponent
Powers: The special powers and protections of an item when worn, used, carried or equipped.



**Monster
Table
Explanation**

The obvious reason for Crusaders' powerful arsenal of weapons is its equally impressive creatures, some of whom aren't all that friendly.

The list below will help you to understand the terms in the monster roster.

- Name: The known name of the creature appearing
- Type: The general class of the creature appearing
- Hit Points: The range of hit points a creature may have
- Experience: The amount of experience for vanquishing one of its kind
- Appearing: The amount or range of creatures appearing at a given time



Name	Type	Hit Points	Experience	Appearing
ALLIPHOOTS	Plant	20 - 32	1216	3
ALLIPHOOTS	Plant	20 - 32	1216	2 - 3
ALMAGORTE	Wizard	28 - 46	2425	1
BAMBIPHOOTS	Plant	4 - 7	106	2 - 3
BANTARI	Beast	35 - 56	12242	1 - 2
BANTARI	Beast	75 - 124	25501	1 - 3
BARLONE'	Ninja	283 - 313	131117	1
BATTLE DROIDS	Robot	316 - 316	197244	1 - 2
BEAR WEEVILS	Insect	80 - 128	21850	1 - 2
BEAST OF 1000 EYES	Plant	9099 - 9099	2880631	1
BELCANZOR	Bishop	40 - 70	21419	1
BERTIE	Ranger	42 - 70	56027	1
BITTERBUGS	Insect	3 - 6	162	1 - 3
BLACK DRAGONS	Dragon	137 - 185	41135	1
BLIENMEIS	Ninja	108 - 180	250760	1
BLOODWYRMS	Insect	88 - 160	22979	1
BOAR WEEVILS	Insect	50 - 80	6349	1 - 3
BOAR WEEVILS	Insect	45 - 72	5808	1 - 2
BONEHEAD	Giant	236 - 412	89913	1
BORING BEETLES	Insect	6 - 12	550	2 - 4
BOULDER GIANTS	Giant	212 - 344	59333	1 - 2
* BROMBADEG *	Sea Monster	448 - 712	543199	1
BROTHER MOSER	Monk	40 - 64	12117	1
BROTHER TSHOBER	Monk	30 - 48	3470	1
BRUNATZ	Giant	212 - 344	51728	1
CACHRE SLUDGES	Vapor	6 - 10	447	2 - 6
CAPT. BOERIGARD	Fighter	54 - 90	9895	1
CARNOSAURI	Beast	198 - 288	36289	1 - 2
CAVE SLIMES	Vapor	32 - 48	5835	2 - 8
CAVE THRAXES	Insect	88 - 160	13429	2 - 3
CONQUILADAS	Insect	298 - 370	72374	5 - 8
COSMO-BOT	Robot	424 - 424	385212	1
CRAWLING WASTES	Vapor	11 - 17	868	3 - 9
CRUST THRAXES	Insect	224 - 280	52059	1
D'ARBOLETH	Undead	994 - 1102	1296450	1
D'RANG T'RANG	Fighter	140 - 176	21253	1
DAME KE-LI	Valkyrie	370 - 450	234107	1
DANDIPHOOTS	Plant	6 - 12	390	2 - 4
DANE APOSTLES	Bishop	45 - 72	18758	2 - 4
DANE CANONS	Wizard	28 - 46	2425	3 - 5
DANE DISCIPLES	Priest	16 - 28	977	3 - 7
DANE INITIATES	Priest	8 - 14	415	3 - 7
DANE PRIESTS	Priest	38 - 62	4508	3 - 6

Name	Type	Hit Points	Experience	Appearing
DEMENTED MUNKS	Monk	15 - 24	1062	4 - 6
DEMON O'YE DEEP	Sea Monster	338 - 536	267259	1
DINKLE WISPS	Plant	24 - 36	6150	2 - 4
DK. S A V A N T	Diety	522 - 522	2300097	1
DK.FOREST MUNKS	Monk	30 - 48	3380	3 - 5
* D O O M *	Dragon	614 - 796	809012	1
DRAGON PUPS	Dragon	42 - 72	11914	2 - 5
DRAGON PUPS	Dragon	42 - 72	11914	4 - 8
DRAGONROOKS	Dragon	33 - 51	5610	2 - 3
DRAGONESSA	Dragon	462 - 546	201020	1
DRAGONLIZARDS	Beast	56 - 96	9030	2
DRAGORRAS	Dragon	160 - 244	73160	2 - 3
DREAM WEAVERS	Undead	35 - 56	6628	1
DUNGORE	Monk	30 - 48	2660	1
EARTH GOLEMS	Plant	32 - 52	2160	1 - 2
EMERALD DRAGONS	Dragon	394 - 576	425793	1
FAERIE WITCHES	Wizard	30 - 48	2796	2 - 4
FAERIE WITCHES	Wizard	30 - 48	2796	2 - 4
FANTASMAGORA	Demon	112 - 192	172220	1
FATHER RULAE	Monk	70 - 112	55495	1
FETID CORPSES	Undead	60 - 100	14096	1 - 2
FIEND of 9 WORLDS	Thief	1298 - 1298	3548834	1
FIEROS	Demon	112 - 192	87457	1
FIRE CROWS	Dragon	48 - 84	8295	2 - 3
FLOWER O'YE SEA	Plant	52 - 82	14119	1 - 2
FOREST GIANTS	Giant	128 - 216	21059	2 - 3
FROST GIANTS	Giant	128 - 216	18466	1 - 2
FROTHING MUNKS	Monk	15 - 24	2033	3 - 9
FROTHING MUNKS	Monk	15 - 24	20330	1
FUNGUS OOZES	Vapor	20 - 30	1689	3 - 9
FURIES	Priest	28 - 49	15799	1
GASEOUS SLIMES	Vapor	11 - 17	952	3 - 6
GELIMAGAS	Plant	36 - 52	7458	2 - 4
GENERAL YAMO	Lord	665 - 770	304668	1
GHOSTS	Undead	30 - 48	4731	2 - 3
GHOSTS of GORN	Undead	40 - 64	18074	1
GLOW MOTHAS	Insect	30 - 48	3301	4 - 6
GLOW MOTHS	Insect	5 - 9	605	2 - 4
GODZYLLO	Myth	1024 - 1480	328572	1
GODZYLLO	Myth	4100 - 6000	2592350	1
GORN ASHIGARU	Samurai	40 - 72	10662	3 - 4
GORN ASHIGARU	Samurai	40 - 72	10702	1 - 2
GORN LANCERS	Ranger	20 - 36	1736	4 - 6



The Monster Roster

Name	Type	Hit Points	Experience	Appearing
GORN LANCERS	Ranger	20 - 36	1736	5 - 7
GORN LEADERS	Fighter	59 - 95	11535	1
GORN LORDS	Lord	50 - 90	29280	1
GORN RANGERS	Ranger	21 - 36	1876	4 - 6
GORN SAMURAI	Samurai	60 - 108	18719	4 - 6
GORN SHAMANS	Bishop	25 - 40	4052	2 - 4
GORN SPEARMEN	Fighter	8 - 14	544	3 - 9
GRIMAL	Ninja	45 - 75	44803	1
GRUENGARD	Giant	133 - 232	41743	1
GUMBIPHOOOTS	Plant	35 - 56	2940	1 - 2
H'JENN-RA	Insect	668 - 758	141265	1
HALLOWEECHES	Plant	56 - 96	11997	2 - 3
HELAZOID ACES	Valkyrie	80 - 128	88274	1 - 3
HIGH FATHERS	Bishop	68 - 104	117308	1
HIGH FATHERS	Bishop	70 - 100	107758	2
HOG BEETLES	Insect	35 - 56	2676	2 - 6
HOG BEETLES	Insect	35 - 56	2676	9 - 9
HORRAGOTH	Demon	900 - 1080	2304614	1
I.U.F.GRENADIER	Fighter	165 - 270	170623	1
IGUANADONS	Beast	35 - 60	3580	1 - 3
JAN-ETTE	Valkyrie	181 - 229	155425	1
JELLY STINGERS	Plant	28 - 42	3484	3 - 9
K'BORRA T'RANG	Samurai	70 - 88	3059	1
K'BORRA T'RANG	Samurai	70 - 88	3059	1
KING ULGAR	Lord	140 - 204	74878	1
KOLIDRAS	Demon	96 - 146	43860	1 - 5
KOMODO DRAGONS	Beast	70 - 120	14029	2 - 4
KYMAS TURAN	Bishop	138 - 168	32302	1
L'IL OGO	Giant	424 - 688	118344	1
LEPER GIANTS	Giant	212 - 344	48097	1
LIME DRAGONS	Dragon	108 - 192	49665	1 - 2
LORD GALIERE	Lord	122 - 178	67282	1
LORD GALIERE	Lord	122 - 178	67282	1
LORDS of DK.FOREST	Monk	142 - 184	72587	1
LT. GROMO	Fighter	200 - 305	136861	1
LT.GRUNTWRAPPER	Ranger	110 - 180	27455	1
LUNA MOTHAS	Insect	50 - 86	7586	1 - 2
MAD WARDERS	Monk	45 - 72	11199	1 - 3
MAGNA DANE	Bishop	228 - 282	228802	1
MAN O' GROVES	Plant	63 - 108	10592	3 - 5
MANTRAPHOOOTS	Plant	60 - 96	13377	1
MEGA-BOTS	Robot	824 - 824	762765	1
META-DROIDS	Robot	520 - 520	432609	1

The Monster Roster



Name	Type	Hit Points	Experience	Appearing
MICK THE PICK	Ranger	39 - 53	6121	1
MINOSKELL	Undead	30 - 54	2217	3 - 5
MOTTLE CRUDS	Vapor	2 - 4	159	2 - 4
MTN. THRAXES	Insect	235 - 275	27386	1
MUNK NINJAS	Monk	40 - 64	11698	1 - 3
MUNSTACHIO	Giant	160 - 270	43620	1
MYXLMYNX	Myth	228 - 426	131960	1
MYXLMYNX	Myth	928 - 1236	549399	1
NECROMANI	Demon	112 - 192	251495	1 - 2
NIGHT ROOKS	Beast	6 - 10	344	3 - 5
NIGHTMARES	Undead	40 - 64	14729	1
PALUKE	Fighter	54 - 90	9895	1
PIRANNHA SHARKS	Beast	41 - 77	15736	2 - 6
POISON DRAGONS	Dragon	108 - 192	33124	1
PROF.WUNDERLAND	Ninja	45 - 75	35611	1
PSI-BEAST	Insect	132 - 240	26159	1
PSIMUNKS	Monk	70 - 112	55495	1
PUXIC OOZES	Vapor	32 - 48	4535	3 - 7
PUXIC OOZES	Vapor	32 - 48	4535	2
Q'UA-TARI	Beast	108 - 178	95996	1 - 2
RA-SEP-RE-TEP	Undead	36 - 40	1835	1
RATSPUTIN	Ninja	74 - 94	22900	1
RATTKIN BANDITS	Thief	9 - 15	605	3 - 9
RATTKIN HUNTERS	Ranger	31 - 45	5530	3 - 7
RATTKIN LEADERS	Fighter	52 - 72	15155	1 - 3
RATTKIN RAZUKA	Ninja	71 - 101	59457	1 - 2
RATTKIN ROGUES	Thief	5 - 9	295	5 - 9
RATTKIN RONIN	Samurai	36 - 60	15869	3 - 5
RATTKIN THIEVES	Thief	19 - 29	1767	3 - 7
RAVENS	Beast	3 - 5	110	2 - 4
RED PIRANNHAS	Beast	20 - 30	5076	3 - 9
REXX	Beast	2090 - 3440	677425	1
ROCK LIZARDS	Beast	63 - 108	11119	1 - 3
RODAN LEWARX	Ranger	815 - 920	366198	1
ROSSARIAN	Ranger	90 - 160	24994	1
ROTHER TSHOBER	Monk	30 - 48	3470	1
SAVANT GUARDS	Android	20 - 32	1568	2 - 4
SAVANT GUARDS	Android	20 - 32	1568	6 - 7
SAVANT TROOPERS	Android	35 - 56	5634	1 - 5
SGT. BALBRAK	Ranger	110 - 180	27455	1
SHADOW CRUSTS	Vapor	61 - 87	18257	1 - 3
SHADOW GUARDIAN	Undead	60 - 96	45528	1
SHRITIS T'RANG	Ninja	914 - 1012	216309	1





The Monster Roster

Name	Type	Hit Points	Experience	Appearing
SKELETON LORDS	Undead	60 - 100	12685	1 - 2
SKELETON LORDS	Undead	77 - 125	14621	1 - 2
SKELETONS	Undead	20 - 36	1048	3 - 5
SKELETONS	Undead	20 - 36	1168	3 - 6
SOGHEIM	Monk	30 - 48	3380	1
* S P A W N *	Demon	306 - 406	233989	1
SPECTRAL MOTHS	Undead	11 - 20	1428	1 - 3
SPECTRAL RAVENS	Undead	28 - 49	4761	2 - 6
SPIRITS	Undead	30 - 48	6105	1 - 3
SPIRITS of DANE	Undead	30 - 48	4731	1
* S P O T *	Beast	1045 - 1720	223874	1
STAG WEEVILS	Insect	6 - 12	380	1 - 4
SV. BERSERKERS	Android	50 - 80	14480	1
SV. CONTROLLERS	Android	50 - 80	20537	1
SV. CONTROLLERS	Android	50 - 80	23582	1
SV. CONTROLLERS	Android	50 - 80	23582	3 - 4
SV. KUT'SA-KA	Android	103 - 148	66592	1 - 2
T'RANG ASSASSIN	Ninja	100 - 142	42055	2
T'RANG ASSASSIN	Ninja	100 - 142	50560	2 - 3
T'RANG C'TLU	Fighter	112 - 182	101609	5 - 7
T'RANG ELDERS	Fighter	76 - 112	30404	2 - 4
T'RANG GUARDERS	Fighter	36 - 60	2319	4 - 8
T'RANG KEEPERS	Fighter	48 - 80	5578	4 - 6
T'RANG TECNIKS	Ninja	45 - 72	5840	3 - 4
T'RANG WATCHERS	Fighter	35 - 56	5986	3 - 5
T'RANG WATCHERS	Fighter	39 - 60	6650	3 - 4
T'RANG WILDERS	Samurai	20 - 32	1504	3 - 7
T'RANG WISERS	Wizard	45 - 72	9516	2 - 5
T'RANG YOUNGERS	Fighter	10 - 16	620	2 - 5
THING FROM HELL	Insect	6698 - 6698	1807545	1
TOBAGANS	Plant	176 - 320	38203	1
TRICKERTREES	Plant	56 - 96	10484	1 - 2
TRK. RHALLICK	Ranger	180 - 264	49402	1
TSHOBER'S GHOST	Undead	266 - 320	169496	1
UMPANI ARMSMEN	Ranger	88 - 144	11156	2 - 4
UMPANI COMMANDO	Fighter	132 - 216	48932	1 - 2
UMPANI RENEGADE	Fighter	55 - 90	3140	3 - 6
UMPANI RUFFIANS	Fighter	33 - 54	1299	2 - 5
UMPANI S.S.U.F.	Fighter	200 - 275	143841	5 - 6
UMPANI SCOUTS	Ranger	88 - 144	11156	1 - 3
UMPANI TRACKERS	Ranger	110 - 180	28522	1 - 2
UMPANI TROOPERS	Fighter	132 - 216	41300	3 - 5
UNGORN DAIMYO	Undead	266 - 338	235242	1



The Monster Roster



Name	Type	Hit Points	Experience	Appearing
VAMPIRE ROOKS	Beast	20 - 35	1937	2 - 5
VAMPIRE VULTURE	Beast	98 - 152	24205	1 - 3
VENOM WEEVILS	Insect	25 - 40	2068	1 - 3
VILET KANEBE	Undead	154 - 210	42967	1
VULTURES	Beast	8 - 14	667	3 - 5
WATER NYMPHS	Wizard	30 - 48	6859	2 - 5
WITCH'S LIGHTS	Plant	44 - 64	16073	2 - 4
WOOD DRYADS	Wizard	49 - 76	21006	1 - 2
WRAITH	Undead	60 - 96	30352	1
XEN XHENG	Monk	262 - 304	98210	1
XEN XHENG	Monk	262 - 304	102935	1
XENO ROCKETEERS	Valkyrie	60 - 90	29990	2 - 4
XENOZOID FLYERS	Valkyrie	48 - 72	15624	3 - 5
XENOZOID RUNNER	Valkyrie	36 - 54	5144	3 - 5
YMMU	Undead	132 - 180	27388	1
YREGUOTHS	Demon	132 - 192	100453	1 - 3
ZOMBIE SKELLS	Undead	40 - 72	4200	3 - 5
?ALETHEIDES?	Undead	338 - 338	60000	1
?STATUE?	Undead	198 - 198	6000	1
?VIDOMINA?	Undead	258 - 258	60000	1



Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modess
1 *ASTRAL DOMINAE*	Other	7.0	0							
2 *BOAT*	Other	1.5	10000							
3 *CRYPT*	Other	1.5	10000							
4 *CRYSTAL*	Other	1.5	10000							
5 *DRAGON*	Other	1.5	10000							
6 *FOOLS*	Other	1.5	10000							
7 *GLOBE*	Other	1.5	10000							
8 *LEGEND*	Other	1.5	10000							
9 *LIGHT SHIELD*	Shield	4.5	50000						10	
10 *LIGHT SWORD*	Weapon Short	3.5	250000	5- 40	S	6	1	P		ST M
11 *SERPENT*	Other	1.5	10000							
12 *SPHINX*	Other	1.5	10000							
13 *STAR*	Other	1.5	10000							
14 *TEMPLE*	Other	1.5	10000							
15 ACID BOMB	Potion	0.2	750							
16 AMBER COIN	Other	0.5	0							
17 AMULET of AIRS	Armor Magic	1.0	5000						0	
18 AMULET of ASPHIXIATE	Armor Magic	1.0	10000						0	
19 AMULET of HEALING	Armor Magic	2.5	20000						4	
20 AMULET of ILLUSIONS	Armor Magic	1.0	50000							
21 AMULET of RAINBOWS	Armor Magic	1.0	10000						0	
22 AMULET of SPIDERS	Armor Magic	1.0	4000						0	
23 AMULET of STILLNESS	Armor Magic	1.0	5000						0	
24 AMULET PRO MAGIC	Armor Magic	1.0	10000						1	
25 AMULET of LIFE	Armor Magic	1.0	4000						0	
26 ANGEL'S TONGUE	Other	2.0	1000						1	
27 ANKH of DEATH	Armor Magic	1.5	7500						1	
28 ANKH of DEXTERITY	Armor Magic	1.5	5000						1	
29 ANKH of HEALING	Armor Magic	1.5	10000						1	
30 ANKH of LIFE	Armor Magic	1.5	7500						1	
31 ANKH of MIGHT	Armor Magic	1.5	4000						1	
32 ANKH of SANCTITY	Armor Magic	1.5	5000						1	
33 ANKH of SPEED	Armor Magic	1.5	5000						1	
34 ANKH of YOUTH	Armor Magic	1.5	5000						1	
35 ANOINTED CLOAK	Armor Magic	6.0	4000						1	
36 ANOINTED FLAIL	Weapon Short	15.0	140	2-7	S	0	1	P		B
37 ARMET	Armor Helm	7.5	7000						10	
38 ARMOR PIERCER	Missile	0.2	36	9- 16	Sh	2	1	S		
39 ARMORMELT	Scroll	0.3	1000							
40 ARMORPLATE	Scroll	0.3	500							
41 ARMORY KEY	Other	0.5	0							
42 CROWN KEY	Other	0.5	0							
43 AROMATIC SALTS	Armor Magic	0.7	750						0	
44 ASHES of DIAM	Other	0.2	2000							
45 AWL PIKE	Weapon Extend	12.0	135	3- 8	E	0	2	P		T
46 AXE of MANY RUNES	Weapon Short	18.0	6500	4- 14	S	-8	2	P		S M
47 BAG of DEATH	Armor Magic	0.8	8000			0				
48 BAG of TRICKS	Armor Magic	0.8	5000			0				
49 BAR & ROPE	Other	22.0	0							
50 BARBED ARROW	Missile	0.3	18	7- 12	Sh		1	S		
51 BASCINET	Armor Helm	6.5	850						6	
52 BASCINET & CAMAIL	Armor Helm	11.5	1875						9	
53 BASELARD	Weapon Short	3.0	45	1- 6	S	0		P/S		ST
54 BASTARD SWORD	Weapon Short	10.0	120	3- 9	S	-1	1	P		S

[illegible]

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 BAT NECKLACE	Armor Magic	0.3	4000						0	
2 BATTLE AXE	Weapon Short	8.5	100	2-8	S	0	1	P		S M
3 BEAN of CUPS	Other	0.2	0							
4 BEAN of PENTACLES	Other	0.2	0							
5 BEAN of SWORDS	Other	0.2	0							
6 BEAN of WANDS	Other	0.2	0							
7 BEANIE	Armor Helm	0.3	200						0	
8 BEARDED WAR AXE	Weapon Short	4.0	50	1-5	S	0	1	PS		S
9 BEC DE CORBIN	Weapon Short	4.0	935	3-7	S	1	1	PS		TB
10 BIPENNIS	Weapon Short	18.0	3250	4-14	S	0	2	P		S M
11 BITE DAGGER	Weapon Throw	1.0	5	2-6	T	0	1	PS		T
12 BLK. GOWNofDEATH(L)	Armor Legs	3.0	8888						12	
13 BLK. GOWNofDEATH(U)	Armor Upper	3.0	8888						12	
14 BLACK BALL	Other	25.0	0							
15 BLACK PYRAMID	Other	200	0							
16 BLACK WAFER	Other	0.2	0							
17 BLKBELT of 5 FLOWERS	Armor Magic	1.0	8000						3	
18 BLADE CUISINART	Weapon Short	5.5	15000	6-18	S	2	1	P		ST M
19 BLADES of AESIR	Weapon Short	18.0	32000	2-24	S	2	2	P		ST M
20 BLADES	Scroll	0.3	1000							
21 BLINK	Scroll	0.3	750							
22 BLUE MYTHIA	Other	0.2	4000							
23 BLUNDER BUSS	Weapon Shoot	9.0	20000	2-48	Sh	0	1	P		
24 BLU	Weapon Extend	5.0	12	1-6	E	1	2	P		TB
25 BONE COMBS&BRUSH.	Other	5.0	0							
26 BONE DUST	Powder	0.2	150							
27 BONSAI TREE	Other	4.0	0							
28 BOOK of AIRS	Other	2.0	4000							
29 BOOK of ANTI-MAGIC	Other	2.0	15000							
30 BOOK of BANISHING	Scroll	2.0	15000							
31 BOOK of BARRIERS	Other	2.0	3000							
32 BOOK of BLESSINGS	Other	2.0	2500							
33 BOOK of CHARMING	Other	2.0	2500							
34 BOOK of DEMONS	Other	2.0	8000							
35 BOOK of DETECTION	Other	2.0	2500							
36 BOOK of DIRECTION	Other	2.0	1000							
37 BOOK of FABLES	Other	2.0	0							
38 BOOK of FIREWALLS	Other	2.0	5000							
39 BOOK of HASTE	Other	2.0	2500							
40 BOOK of ICEWALLS	Other	2.0	5000							
41 BOOK of IMMORTALS	Other	4.0	0							
42 BOOK of KNOCKS	Other	2.0	4000							
43 BOOK of LEVITATION	Other	2.0	7500							
44 BOOK of RELICS	Other	4.0	10000							
45 BOOK of RESTING	Other	2.0	2000							
46 BOOK of SEEING	Other	2.0	10000							
47 BOOK of SHIELDING	Other	2.0	1000							
48 BOOK of UNHEXING	Other	2.0	20000							
49 BOOK of WATCHBELLS	Other	2.0	3000							
50 BOTTLE of OLD JAKE'S	Other	1.5	350							
51 BRACERS of DEFENSE	Armor Magic	3.0	7000						2	
52 BRASS KEY	Quantity	0.5	250							
53 BREAD ROLLS	Quantity	0.5	15							
54 BREAST PLATE	Armor Upper	18.0	600						8	

Race	Sx	Profession	Spell	!	C	Attacks	Resistance	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Light50%	1
HEDGH LDFRM	MF	F V LS N						2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						4
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						7
HEDGH LDFRM	MF	F R V L						8
HEDGH LDFRM	MF	F V L				K.O. 5%		9
HEDGH LDFRM	MF	F V L						10
HEDGHFLDFRM	MF	F TR B V LSMN						11
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Y		Magic 90%	12
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Y		Magic 90%	13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						14
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						15
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						16
HEDGHFLDFRM	MF	N					Light, Death 40%	17
HEDGH LDFRM	MF	F R V L				Crit 5%		18
HEDGH LDFRM	MF	F V L	Iceball/5			Crit, K.O. 5%		19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Blades/4					20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Blink/3					21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						22
HEDGH LDFRM	MF	F R V L				Crit 5%		23
HEDGHFLDFRM	MF	SMN						24
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						25
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Weaken/3					26
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						27
HEDGHFLDFRM	MF	M RAB B S N	Air Pocket/6					28
HEDGHFLDFRM	MF	M B B S	Anti-Magic/6					29
HEDGHFLDFRM	MF	MP B VBLS	Astral Gate/6					30
HEDGHFLDFRM	MF	M B B S	MissileShield/6					31
HEDGHFLDFRM	MF	P PVBL M	Bless/6					32
HEDGHFLDFRM	MF	P RA PVBL MN	Charm/6					33
HEDGHFLDFRM	MF	M B	Conjuration/6					34
HEDGHFLDFRM	MF	M BP B SM	Detect Secret/6					35
HEDGHFLDFRM	MF	M B B S	Direction/6					36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						37
HEDGHFLDFRM	MF	M B B S	Fireshield/6					38
HEDGHFLDFRM	MF	P PVBL M	Haste/6					39
HEDGHFLDFRM	MF	M B B S	Iceshield/6					40
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Antimagic/6					41
HEDGHFLDFRM	MF	M BP B SM	Knock-Knock/6					42
HEDGHFLDFRM	MF	M B B S	Levitate/6					43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Identify/6		Y			44
HEDGHFLDFRM	MF	P RA PVBL MN	Restfull/6					45
HEDGHFLDFRM	MF	M BP B SM	Wizard Eye/6					46
HEDGHFLDFRM	MF	M B B S	Shield/6					47
HEDGHFLDFRM	MF	P VBL	Uncurse/6					48
HEDGHFLDFRM	MF	M P B SM	Alarm/6					49
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/4					50
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Death, Earth 10%	51
HEDGHFLDFRM	MF	FMPTRABPVBLSMN						52
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Help Food/2					53
HEDGH LDFRM	MF	F R V L						54

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	AC	Modes
1 BRIMSTONE NUGGETS	Armor Magic	0.7	750						0	
2 BROADSWORD	Weapon Short	6.0	85	3-8	S	0	1	P		ST
3 BROADSWORD +1	Weapon Short	6.2	3000	5-12	S	1	1	P		ST
4 BRONZE CUIRASS	Armor Upper	21.0	1000						6	
5 BRONZE GREAVES	Armor Legs	12.5	1450						7	
6 BUCKLER SHIELD	Shield	4.0	65				1			
7 BULLET STONE	Missile	0.5	1	1-4	E	0	1	S		
8 BULLWHIP	Weapon Extend	2.5	185	1-4	E	1	1	P		S
9 BUNCH of BANANAS	Other	0.8	20							
10 BURGONET HELM	Armor Helm	6.5	2250						8	
11 BUSHIDO BLADE	Weapon Short	4.0	7500	4-16	S		2	P		ST
12 BUSKINS	Armor Boots	3.0	50						3	
13 CABLE TROLLY	Other	18.0	500							
14 CAMEO LOCKET	Armor Magic	0.5	30000						4	
15 CANE CORPUS	Weapon Short	4.0	80000	12-42	S	4	1	P		ST MTPKLS
16										
17										
18 CAP of WILES	Armor Helm	0.5	350						-4	
19 CASK of ILL REPUTE	Potion	0.2	1000							
20 CAT'O NINE TAIL	Weapon Extend	6.5	20000	6-18	E	3	1	P		L
21 CHAIN CHAUSSES	Armor Legs	20.0	1150						9	
22 CHAIN HAUBERK	Armor Upper	28.0	1250						9	
23 CHAIN HOSEN	Armor Boots	9.0	485						8	
24 CHAIN MAIL+1 (L)	Armor Legs	21.5	3500						10	
25 CHAIN MAIL+1 (U)	Armor Upper	30.0	3000						10	
26 CHAMAIL DOUBLET+2	Armor Upper	5.0	4500						8	
27 CHAMAIL PANTS+2	Armor Legs	6.5	4500						8	
28 CHAMOIS GLOVES	Armor Gloves	2.0	600						3	
29 CHAMOIS SKIRT	Armor Legs	4.5	25						3	
30 CHERRY BOMB	Potion	0.2	400							
31 CHROMATIC LYRE	Other	10.0	600							
32 CHROME KEY	Other	0.5	0							
33 CLAYMORE	Weapon Short	15.0	600	4-10	S	0	2	P		ST M
34 CLOAK of FORTUNE	Armor Magic	5.0	15000						2	
35 CLOTH PANTS	Armor Legs	3.5	10						1	
36 CLOTH SHIRT	Armor Upper	2.5	10						1	
37 COBALTIME P.GLOVE	Weapon Shoot	6.0	85000	8-32	Sh	2	1	PS		S
38										
39 COFFER KEY	Other	0.5	0							
40 COFFER KEY	Other	0.5	0							
41 COFFER KEY	Other	0.5	0							
42 COFFER KEY	Other	0.5	0							
43 COFFER KEY	Other	0.5	0							
44 COIF of DIVINEMAIL	Armor Helm	8.0	10000						8	
45 COIL of THE SERPENT	Weapon Short	6.0	50000	6-24	S	3	1	P		B
46 COMM-LINK DEVICE	Other	2.0	0							
47 CONFUSION	Scroll	0.3	600							
48 CONJURE	Scroll	0.3	1500							
49 CONTROL CARD	Other	0.1	0							
50 COPPER GLOVES	Armor Gloves	8.5	1500						10	
51 COPPER PENNY	Other	0.2	0							
52 CORNUof Demonspawn	Other	7.0	0							
53 CRACKER STIX	Weapon Throw	0.1	100	2-16	T	0	1	PS		T
54 CREDIT CARD	Other	0.2	100							

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				Fire 20%
HEDGH LDFRM	MF	F V L				
HEDGH LDFRM	MF	F V L				
HEDGH LDFRM	MF	F TR VBL				
HEDGH LDFRM	MF	F TR V LS				
HEDGH LDFRM	MF	F TR B V L				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			K.O. 4%	
HEDGHFLDFRM	MF	FMPTRABPVBL MN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Helpfood/3			
HEDGH LDFRM	MF	F V L				
HEDGHFLDFRM	MF	F S N			Crit 5%	
HEDGH LDFRM	MF	F PTR B VBL				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	M	FMPTRABPVBLSMN		Y		Death 30%
F	MF	N		Y Y	Para 50%	Life, Death 50%
					Pois100%	
					Crit 15%	
HEDGHFLDFRM	MF	MP A P B M		Y		Psion 10%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGH LDFRM	MF	FM TRABPV L MN				
HEDGH LDFRM	MF	F R V L				
HEDGH LDFRM	MF	F R V L				
HEDGH LDFRM	MF	F R V L				Fire,Cold 10%
HEDGH LDFRM	MF	F R V L				Fire,Cold 10%
HEDGH LDFRM	MF	F PT B VBL				Para,Pois 20%
HEDGH LDFRM	MF	F PTR B VBL				Para,Pois 20%
HEDGH LDFRM	MF	F PTR B VBL				
HEDGH LDFRM	F	F TR B V L				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Psionic Fire/3			
HEDGHFLDFRM	MF	B	Itch			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGH LDFRM	MF	F V L				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		Life 10%
HEDGH LDFRM	MF	F TR B V L				
HEDGH LDFRM	MF	F TR B V L				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Para 25%	
					Crit 5%	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y Y		Life,Death10%
HEDGHFLDFRM	MF	F P R VBL		Y	Pois 100%	Pois 60%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Confusion/3			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Conjure/4			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGH LDFRM	MF	F V L				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Astral Gate			
HEDGHFLDFRM	MF	M T AB	N Sparks/3			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 CROSS of PROTECTION	Armor Magic	2.5	400						0	
2 CROSS of TURNING	Armor Magic	2.5	500						0	
3 CRUSADER'S 2H AXE+1	Weapon Short	20.0	8000	6-18	S	1	2	P		S M
4 CRUSADER HELM	Armor Helm	10.0	1250						8	
5 CRUSH	Scroll	0.3	1500							
6 CRUSHED WIDOWS	Powder	0.2	1000							
7 CRUX of CROSSING	Weapon Extend	9.0	3000	1-8	E	4	2	P		B
8 CRYSTAL WAND	Weapon Short	0.8	8000	1-2	S	1	1	PS		T T
9 CUIR GAUNTLETS	Armor Gloves	3.5	240						5	
10 CURE DISEASE	Potion	0.2	2500							
11 CURE LT. CND	Potion	0.2	200							
12 CURE PARALYZE	Potion	0.2	400							
13 CURE POISON	Potion	0.2	300							
14 CURE STONE	Potion	0.2	2500							
15 CUTLASS	Weapon Short	4.5	50	2-7	S	0	1	P		ST
16 DAGGER	Weapon Short	1.0	15	1-4	S	0	1	PS		T T
17 DAHLIA WATER	Potion	0.3	2000							
18 DEADMAN'S HAIR	Armor Magic	0.5	200						0	
19 DEATH STAR	Weapon Throw	0.5	850	7-15	T	1	1	PS		T
20										
21 DEATH SHROUD	Armor Magic	3.0	1500						2	
22 DEATHMAIL	Armor Upper	35.0	3500						-8	
23 DIAMOND COIN	Other	0.5	0							
24 DIAMOND EYES	Weapon Short	4.0	32000	7-16	S	2	1	PS		B
25 DIAMOND RING	Armor Magic	0.2	50000						5	
26 DISPEL UNDEAD	Scroll	0.3	300							
27 DISPLACER CLOAK	Armor Magic	4.0	25000						4	
28 DO-MARU (L)	Armor Legs	12.0	500						6	
29 DO-MARU (U)	Armor Upper	16.0	600						6	
30 DRAGON'S TEETH	Armor Magic	0.7	2500						0	
31 DRAGON KITE	Shield	16.5	9000						4	
32 DRAGON SLAYER	Weapon Short	6.5	6000	6-15	S	1	2	P		ST M
33 DUNGORE'S MALT ALE	Drink	1.0	15							
34 EBONY HEAUME	Armor Helm	10.0	50000						14	
35 EBONY PLATE (L)	Armor Legs	30.0	50000						14	
36 EBONY PLATE (U)	Armor Upper	30.0	50000						14	
37 ELVEN BOW	Weapon Shoot	4.5	35000	0-0	S	6	1	P		S
38 ELYSIAD of DIVINITY	Other	2.0	500000							
39 EMERALD COIN	Other	0.5	0							
40 EMERALD TALISMAN	Armor Magic	1.5	7000						2	
41 ENCHANTED BLADE	Scroll	0.3	500							
42 ENCHANTED BOW	Weapon Shoot	5.0	2000	0-0	S	2	1	P		S
43 ESTOC DE OLIVIA	Weapon Short	5.0	40000	6-18	S	3	1	P		T
44 EXCALIBER	Weapon Short	24.0	200000	8-36	S	4	2	P		ST M
45										
46 FAERIE CAP	Armor Helm	0.2	25000						4	
47 FAERIE DUST	Powder	0.2	100							
48 FAERIE STICK	Weapon Short	1.5	175	1-4	S	0	1	PS		T T
49 FANG	Weapon Short	5.0	25000	10-24	S	2	1	P		ST
50 FAUCHARD	Weapon Extend	13.5	2000	1-12	E	0	2	P		S
51 FAUST HALBERD	Weapon Extend	17.5	25000	6-18	E	2	2	P		ST
52 FEATHER DARTS	Weapon Throw	0.2	10	1-5	T	0	1	PS		T
53 FEATHER WEIGHT	Potion	0.1	2000							
54 FEATHERED HAT	Armor Helm	1.5	75						2	

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGHFLDFRM	MF	FMPTRABPVBLSM				Life20%, Para10%
HEDGHFLDFRM	MF	P VBL	Dispel/3			Life 20%
HEDGH LDFRM	MF	F V L				
HEDGH LDFRM	MF	F V L				Life 10%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Crush/5			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Deadly Poison/4			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	K.O. 5 %	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Wizard Eye/3			
HEDGH.LDFRM	MF	F V LS				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Cure Disease/6			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Cure Lesser/6			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Cure Paralyze/6			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Cure Poison/6			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Cure Stone/6			
HEDGHFLDFRM	MF	FM TRABPV LS N				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				Hypn 20%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	SMN			Pois 100% Crit 10%	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		
HEDGH LDFRM	MF	F V L		Y		
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGH LDFRM	MF	F P R VBL		Y	Para 20 %	
HEDGHFLDFRM	F	FMPTRABPVBLSMN		Y		Magic 30%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Dispel/2			
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Blink/2			
HEDGH LDFRM	MF	S				
HEDGH LDFRM	MF	S				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				Magic 30%
HEDGH LDFRM	MF	F V L				Fire 40%, Cold 20%
HEDGH LDFRM	MF	F V L				
HEDGH LDFRM	MF	F V L				
HEDGH LDFRM	MF	F V L				Fire, Cold 30%
HEDGH LDFRM	MF	F V L				Fire, Cold 30%
E	MF	F R V LSMN		Y	Crit 5 %	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		Death 30%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Ench. Blade/3			
HEDGH LDFRM	MF	F R V LSMN			Crit 2 %	
HEDGHFLDFRM	MF	F R		Y	Crit 5 %	
HEDGH LDFRM	MF	F V L	Lightning/6		Stone 25% Crit 5 %	
F	MF	FMPTRABPVBLSMN		Y		
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Sleep/3			
F	MF	FMPTRABPVBLSMN			Sleep 50 %	
HEDGHFLDFRM	MF	F V L		Y	Crit 10%	
HEDGH.LDFRM	MF	F V L				
HEDGH.LDFRM	MF	F V L	Lifesteal/5	Y	Para, Crit 5%	
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				
HEDGHFLDFRM	MF	F TR B V LSMN				

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 FILCHER'S BAND	Armor Magic	1.5	9000						1	
2 FINGER ROD	Other	0.3	0							
3 FINGER ROD	Other	0.3	0							
4 FINGER ROD	Other	0.3	0							
5 FIRE STIX	Weapon Throw	0.3	200	3-24	T	0	1	PS		T
6 FIRE BOMB	Potion	0.2	900							
7 FIREBALL	Scroll	0.3	1000							
8 FLAK JACKET	Armor Upper	16.0	3250						9	
9 FLAK VEST	Armor Upper	12.0	1250						7	
10 FLAMBERGE	Weapon Short	14.0	3000	4-12	S	0	2	P		ST M
11 FLASH POWDER	Powder	0.2	150							
12 FLYNN'S CAP	Armor Helm	2.5	5000						4	
13 FOREST CAPE	Armor Magic	6.5	15000						3	
14 FRECKLED WHITE BALL	Other	0.2	50							
15 FRONTIER PHASER	Weapon Shoot	5.0	50000	3-30	S	0	1	PS		S
16 FUR HALTER	Armor Upper	2.5	25						2	
17 FUR LEGGING	Armor Legs	5.0	165						4	
18 GARLAND of ROSES	Armor Magic	1.5	20000						3	
19 GEM of POWER	Armor Magic	1.5	5000						2	
20 GNARLED WHEEL	Other	25.0	249							
21 GOATFOOT BOOTS	Armor Boots	5.5	7000						7	
22 GOLDEN APPLES	Quantity	0.5	25							
23 GOLDEN EARS	Other	0.4	0							
24 GOLDEN EYES	Other	0.4	0							
25 GOLDEN IDOL	Other	2.5	2500							
26 GOLDEN MEDALLION	Armor Magic	1.5	7500						3	
27 GOLDEN NOSE	Other	0.4	0							
28 GOLDEN TEETH	Other	0.4	0							
29 GOSSAMER GOWN(L)	Armor Legs	1.0	125						1	
30 GOSSAMER GOWN(U)	Armor Upper	1.0	125						1	
31 GOWN of DIVINEMAIL	Armor Legs	18.0	10000						10	
32 GOWN of DIVINEMAIL	Armor Upper	24.0	10000						10	
33 GREAT BOW	Weapon Shoot	7.5	3500	0-0	S	4	1	P		S
34 HALBERD	Weapon Extend	15.0	135	1-10	E	0	2	P		ST
35 HAMMER	Weapon Short	4.0	15	2-5	S	-1	1	PS		B T
36 HASTE	Scroll	0.3	500							
37 HAUNTING STICK	Weapon Short	5.0	3000	3-7	S	1	1	P		B
38 HAYAI BO	Weapon Extend	5.0	1750	4-9	E	2	2	P		TB
39 HEALFULL	Scroll	0.3	1500							
40 HEATER SHIELD	Shield	17.0	750						3	
41 HEAUME	Armor Helm	14.0	12500						12	
42 HELAZOID'S BANNER	Other	6.0	7000							
43 HELAZOID PENDANT	Armor Magic	1.5	14000						0	
44 HELM&COIF	Armor Helm	10.5	750						7	
45 HI-KANE-DO (L)	Armor Legs	35.0	20000						12	
46 HI-KANE-DO (U)	Armor Upper	35.0	20000						12	
47 HOLD MONSTERS	Scroll	0.3	500							
48 HOLY WATER	Potion	0.2	200							
49 HOLY BASHER	Weapon Extend	9.0	12000	5-12	E	1	2	P		B
50 HOLY COVENANT	Other	2.0	0							
51 HORN of PROMETHEUS	Other	7.0	50000							
52 HUMPA CARD	Other	0.2	0							
53 HUNTER QUARREL	Missile	0.3	45	7-16	S	1	1	S		S
54 HV. HEAL	Potion	0.2	500							

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGHFLDFRM	MF	TR B N		Y		1
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				4
HEDGHFLDFRM	MF	M T AB N	Magic Missile/2			5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Firecloud/4			6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Fireball/4			7
HEDGH LDFRM	MF	F R V LS				8
HEDGH LDFRM	MF	F R V LS				9
HEDGH LDFRM	MF	F V L				10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Blind/3			11
HEDGHFLDFRM	MF	TR B		Y		12
HEDGHFLDFRM	MF	R				13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				14
HEDGHFLDFRM	MF	F TR V LS			Crit 5%	15
HEDGH LDFRM	MF	F TR B V L				16
HEDGH LDFRM	MF	F TR B V LSMN				17
HEDGHFLDFRM	MF	F V L		Y		18
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		20
HEDGH LDFRM	MF	F TR B V L		Y		21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/1			22
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				23
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				24
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				25
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Fire 40%	26
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				27
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				28
F	MF	FMPTRABPVBLSMN			Hypn, Psion 10%	29
F	MF	FMPTRABPVBLSMN			Hypn, Psion 10%	30
HEDGHFLDFRM	MF	F P R VBLS		Y Y	Life, Death 10%	31
HEDGHFLDFRM	MF	F P R VBLS		Y Y	Life, Death 20%	32
HEDGHFLDFRM	MF	F R V LSMN			Crit 5%	33
HEDGH LDFRM	MF	F V L				34
HEDGH LDFRM	MF	F TR V L			K.O. 5%	35
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Haste/3			36
HEDGHFLDFRM	MF	M RAB SM	Spooks/3			37
HEDGHFLDFRM	MF	SMN			K.O. 5%	38
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Healfull/4			39
HEDGH LDFRM	MF	F V L				40
HEDGHFLDFRM	MF	F V L				41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				42
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		43
HEDGH LDFRM	MF	F R V L				44
HEDGH LDFRM	MF	S			Fire 30%	45
HEDGH LDFRM	MF	S			Fire 30%	46
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Hold/3			47
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Holywater/3			48
HEDGHFLDFRM	MF	FMP B			K.O. 10%	49
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				50
HEDGHFLDFRM	MF	B	Fireball			51
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				52
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit 5%	53
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Heal Wounds/6			54

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 HV. CROSSBOW	Weapon Shoot	14.5	1250	0-0	S	0	1	P		S
2 HV. STAMINA	Potion	0.2	150							
3 I.U.F. #1 ORDERS	Other	0.2	0							
4 I.U.F. #2 ORDERS	Other	0.2	0							
5 I.U.F. #3 ORDERS	Other	0.2	0							
6 I.U.F. #4 ORDERS	Other	0.2	0							
7 I.U.F. #5 ORDERS	Other	0.2	0							
8 I.U.F. #6 ORDERS	Other	0.2	0							
9 ICICLE STIX	Weapon Throw	0.1	40	2-12	T	0	1	PS		T
10 ILLUSION	Scroll	0.3	1500							
11 IMPALING STONE	Missile	0.5	135	6-18	Sh	1	1	S		
12 INN KEY	Other	0.5	50							
13 INVISIBLE POTION	Potion	0.2	400							
14 IRON KEY	Quantity	0.5	50							
15 IUFSTFNPS BADGE	Other	0.1	100							
16 IUFSTFTUPS BADGE	Other	0.1	2500							
17 JAZERAINT SKIRT	Armor Legs	18.5	1750						9	
18 JAZERAINT TUNIC	Armor Upper	20.0	2000						9	
19 JEWEL of THE SUN	Other	0.4	0							
20 JEWELED CUSHION	Other	2.0	13000							
21 JONGA POWDER	Powder	0.2	500							
22 JOURNEY MAP KIT	Other	3.0	2500							
23 JU-JU STONES	Armor Magic	0.7	1250						0	
24 KABUTO	Armor Helm	5.5	700						6	
25 KATANA	Weapon Short	4.0	400	2-7	S	1	1	P		ST
26 KEY of THE DRAGON	Other	0.5	0							
27 KEY of THE GORN KING	Other	0.5	0							
28 KEY of ASCENSION	Other	0.5	0							
29 KEY of AZURE	Other	0.5	0							
30 KEY of CRYPTS	Quantity	0.5	0							
31 KEY of GOOD KEEP	Other	0.5	0							
32 KEY of GORRORS	Quantity	0.5	0							
33 KEY of LIGHT	Other	0.5	25000							
34 KEY of SKULLS	Other	0.5	0							
35 KEY of THE BEAST	Other	0.5	0							
36 KEY of THE GATE	Other	0.5	0							
37 KEY of THE STONE	Other	0.5	0							
38 KEY of THE TEMPLE	Other	0.5	0							
39 KEY of TOMBS	Quantity	0.5	0							
40 KEY of WATERS	Other	0.5	0							
41 KNOCK KNOCK	Scroll	0.3	500							
42 KNOCK PICKS	Quantity	0.2	1000							
43 LANCE	Weapon Extend	18.0	450	1-12	E	-2	2	P		T
44 LEATHER BOOTS	Armor Boots	5.0	325						5	
45 LEATHER CUIRASS	Armor Upper	14.0	285						5	
46 LEATHER GREAVES	Armor Legs	8.5	650						6	
47 LEATHER HAUBERK	Armor Upper	18.0	450						7	
48 LEATHER HELM	Armor Helm	3.5	145						3	
49 LEATHER LEGGING	Armor Legs	11.0	240						5	
50 LETTER of BOERIGARD	Other	0.5	0							
51 LEVITATE	Scroll	0.3	1500							
52 LIGHTNING BOLT	Missile	0.4	1250	10-30	Sh	4	1	S		
53 LION'S CLAWS	Armor Magic	0.7	1250						0	
54 LOCATE OBJECT	Scroll	0.3	3000							

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGH LDFRM	MF	F R V L M				1
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Restfull/6			2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				4
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				7
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				8
HEDGHFLDFRM	MF	MPT ABP	Chilling Touch/2			9
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Illusion/4			10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit, K.O. 5%	11
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				12
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Invisibility/3			13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				14
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				15
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				16
HEDGH LDFRM	F	F TR B V L				17
HEDGH LDFRM	MF	F TR B V L				18
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Dispel/2			21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Automap			22
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Life 30%	23
HEDGH LDFRM	MF	S				24
HEDGHFLDFRM	MF	S N				25
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				26
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				27
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				28
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				29
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				30
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				31
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				32
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				33
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				34
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				35
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				37
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				38
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				39
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				40
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Knock Knock/4			41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Knock Knock/6			42
HEDGH LDFRM	MF	F V L				43
HEDGH LDFRM	MF	F TR B V L				44
HEDGH LDFRM	MF	F TRAB V LS				45
HEDGH LDFRM	MF	F TR V LS				46
HEDGH LDFRM	MF	F TRAB V LS				47
HEDGH LDFRM	MF	F R V LS				48
HEDGH LDFRM	MF	F TR B V LS				49
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				50
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Levitare/5			51
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit 15%	52
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Earth 30%	53
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Locate Object/5			54

Name	Type	Wgt	Value	Dam	R	TH1/2	P/S	A/C	Modes
1 LOCATE PERSON	Scroll	0.3	3000						
2 LOCKET of THE TOMB	Armor Magic	0.1	50000					0	
3 LODESTONE	Other	45.0	250						
4 LONG BOW	Weapon Shoot	4.5	600	0-0	Sh	0	1	P	S
5 LONGSTEM SPADE	Weapon Extend	12.0	150	4-7	E	0	2	P	T
6 LONGSWORD	Weapon Short	5.0	60	2-8	S	0	1	P	ST
7 LT. HEAL	Potion	0.2	100						
8 LT. CROSSBOW	Weapon Shoot	7.5	375	0-0	S	-2	1	P	S
9 LUTE of SLOTH	Other	1.0	3000						
10 LYRE of CAKES	Other	12.0	100000						
11 MACE	Weapon Short	10.0	65	2-7	S	0	1	P	B
12 MAENAD'S LANCE	Weapon Extend	19.0	40000	2-24	E	3	2	P	T
13 MAGIC MISSILE	Scroll	0.3	250						
14 MAGIC SCREEN	Scroll	0.3	900						
15 MAGNETIC BOOTS	Armor Boots	75.0	825					-5	
16 MAIDEN HEAD	Weapon Short	12.0	7750	1-16	S	2	1	P	B
17 MAIL COIF	Armor Helm	6.0	350					5	
18 MAIL MITTENS	Armor Gloves	6.0	450					6	
19 MAIN GAUCHE	Weapon Short	2.0	30	1-5	S	0	1	PS	ST
20 MAJESTIK WAND	Other	0.3	0						
21 MANA STONE	Other	2.0	5000						
22 MANTA ROOTS	Armor Magic	0.7	750					0	
23 MANTIS BOOTS	Armor Boots	9.0	20000					14	
24 MANTIS GLOVES	Armor Gloves	6.0	20000					14	
25 MEDICINE BAG	Armor Magic	0.3	12500					0	
26 MEDUSA STONE	Missile	0.3	250	8-20	S	2	1	S	
27									
28 MIDNIGHT CLOAK	Armor Magic	5.0	2500					2	
29 MILK of MAGMANASIA	Other	1.5	1200						
30 MISSILE PROTECT	Scroll	0.3	350						
31 MITRE	Armor Helm	3.5	200					2	
32 MITRE DE SANCT	Armor Helm	3.5	4000					5	
33 MOD. HEAL	Potion	0.2	250						
34 MOD. STAMINA	Potion	0.2	85						
35 MONSTRANCE	Weapon Extend	9.0	450	1-8	E	-1	2	P	B
36 MOONSTONE	Other	0.8	0						
37 MORNING STAR	Weapon Short	12.0	100	2-8	S	0	1	P	B
38 MOSER'S MOJO TEA	Quantity	0.2	80						
39 MUNK'S KEY	Other	0.5	0						
40 MUNK INNARDS	Quantity	2.0	0						
41 MURAMASA BLADE	Weapon Short	4.0	100000	7-25	S	4	1	P	ST M
42 MURK. LAST WORDS	Other	0.3	0						
43 MUSKET WEAPON	Shoot	6.0	8000	1-24	S	0	1	PS	S
44 MYSTERIOUS PASTILLE	Other	0.1	0						
45 MYSTERY RAY	Weapon Shoot	4.0	4500	0-0	Sh	0	1	PS	S
46 MYSTIC'S RING	Armor Magic	0.1	5000			0			
47 MYSTIC ARROW	Missile	0.2	125	8-20	Sh	3	1	S	
48									
49 NAGINATA	Weapon Extend	13.5	2500	1-12	E	0	2	P	S
50 NECROMATIC HELM	Armor Helm	12.0	9000					7	
51 NINJA COWL	Armor Helm	1.5	50					3	
52 NINJA GARB (L)	Armor Legs	3.0	80					3	
53 NINJA GARB (U)	Armor Upper	3.0	80					3	
54 NINJATO	Weapon Short	3.5	700	2-8	S	1	1	PS	ST

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Locate Person/5			1
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				3
HEDGHFLDFRM	MF	F R V LSMN				4
HEDGH LDFRM	MF	F R V L N				5
HEDGH LDFRM	MF	F R V L				6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Heal/1			7
HEDGH LDFRM	MF	F TR B V L M				8
HEDGHFLDFRM	MF	B	Slow			9
HEDGHFLDFRM	MF	B	Healfull			10
HEDGH LDFRM	MF	F P R VBL			K.O. 5 %	11
HEDGHFLDFRM	MF	V		Y	Crit 10 %	12
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Missile/2			13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Screen/3			14
HEDGH LDFRM	MF	F V L		Y		15
HEDGH LDFRM	MF	F P R VBL	Charm/5		K.O. 10 %	16
HEDGH LDFRM	MF	F R V L				17
HEDGH LDFRM	MF	F R V L				18
HEDGHFLDFRM	MF	F R V L				19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/6			21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Air 20%	22
HEDGH LDFRM	MF	F V L		Y		23
HEDGH LDFRM	MF	F V L		Y		24
HEDGHFLDFRM	MF	A	Heal/6			25
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Stone 10% K.O. 10%	26
HEDGH LDFRM	MF	T B N				27
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/6			28
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Missile Prot/3			29
HEDGHFLDFRM	MF	P B				30
HEDGH LDFRM	MF	P B				31
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Heal/3			32
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Restfull/3			33
HEDGHFLDFRM	MF	P B			K.O. 5%	34
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				35
HEDGH LDFRM	MF	F P R VBL			K.O. 5%	36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/2			37
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				38
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				39
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	Crit 15%	40
HEDGHFLDFRM	MF	S				41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				42
HEDGHFLDFRM	MF	F TR V LS			Crit 2%	43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				44
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				45
HEDGHFLDFRM	MF	MP A P B M	Mindread/4			46
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Para 35% Crit 5%	47
HEDGH LDFRM	MF	SMN				48
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	Light, Hypn 50%	49
HEDGHFLDFRM	MF	N				50
HEDGHFLDFRM	MF	N				51
HEDGHFLDFRM	MF	N				52
HEDGHFLDFRM	MF	N				53
HEDGHFLDFRM	MF	N			Crit 5%	54

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 NO-DACHI	Weapon Short	13.0	4000	2-14	S	0	2	P		ST M
2 NOTCHED SHAFT	Weapon Short	6.0	0	1-3	S	0	1	PS		TB
3 NOTE of XEN XHENG	Other	0.3	0							
4 NUNCHAKA	Weapon Short	3.5	800	3-9	S	1	1	PS		B
5 OLD CITY ACCESS KEY	Other	0.5	0							
6 OLD CITY KEY	Other	0.5	0							
7 OLD GATE KEY	Other	0.5	0							
8 OLIVESKIN DOUBLET	Armor Upper	35.0	800						-2	
9 OLIVESKIN LEGGINGS	Armor Legs	19.0	450						-2	
10 ONYX KEY	Other	0.5	0							
11 ORCHID AMBROSIA	Other	0.4	9500							
12 PAINTED BALL	Other	1.2	0							
13 PANDORA'S WAND	Weapon Short	0.8	8000	3-7	S	1	1	PS		T T
14										
15										
16										
17										
18										
19 PARCHMENT	Other	0.5	0							
20 PARCHMENT	Other	0.5	0							
21 PARCHMENT	Other	0.5	0							
22 PEACEMAKER	Missile	0.4	2500	12-42	Sh	3	1	S		
23 PEWTER KEY	Quantity	0.5	100							
24 PHRYGIAN CAP	Armor Helm	3.5	875						4	
25 PIPE & ?PASTILLE	Other	0.5	0							
26 PIPES of DOOM	Other	8.0	5000							
27 PK CRYSTAL	Armor Magic	1.0	25000						4	
28 PLATE MAIL(L)	Armor Legs	26.0	1600						10	
29 PLATE MAIL(U)	Armor Upper	33.0	1850						10	
30 PLATE MAIL+2(L)	Armor Legs	32.0	6000						12	
31 PLATE MAIL+2(U)	Armor Upper	40.0	5000						12	
32 PLATE MAIL+3(L)	Armor Legs	36.0	9000						13	
33 PLATE MAIL+3(U)	Armor Upper	44.0	9000						13	
34 PLUMAC & LIONE	Other	0.4	4500							
35 POET'S LUTE	Other	4.0	250							
36 POIGNARD	Weapon Short	3.5	420	1-6	S	1	1	PS		T
37 POISON BOMB	Potion	0.2	600							
38 POISON DAGGER	Weapon Short	1.0	450	3-7	S	0	1	PS		T T
39 POISON DART	Weapon Throw	0.2	95	4-8	T	0	1	PS		T
40 POLISHED STEELPLATE	Other	1.0	0							
41 POWDER of CREATION	Powder	0.2	5000							
42 POWDER&SHOT	Quantity	0.2	20							
43 POWERPAK	Quantity	0.1	100							
44 PRACTICE TARGET	Quantity	0.1	0							
45 PRISON KEY	Other	0.5	0							
46 PURPLE PLUMAC	Other	0.2	1500							
47 QUARREL	Missile	0.2	3	3-9	Sh	0	1	S		
48 QUARTER STAFF	Weapon Extend	4.5	10	1-5	E	0	2	P		TB
49 QUILT LEGGING	Armor Legs	9.0	190						4	
50 QUILT TUNIC	Armor Upper	10.0	175						4	
51 RAMMBUS STAFF	Weapon Extend	12.0	25000	6-12	E	2	2	P		B
52 RAPIER	Weapon Short	4.0	125	1-7	S	1	1	P		T
53 RAVEN'S BILL	Weapon Extend	20.0	17500	6-18	E	2	2	P		ST
54										

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGH LDFRM	MF	S N			Crit 2%	1
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				3
HEDGHFLDFRM	MF	N			K.O. 15%	4
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				7
HEDGHFLDFRM	MF	F TR B V LS		Y		8
HEDGHFLDFRM	MF	F TR B V LS		Y		9
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				11
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				12
HEDGHFLDFRM	MF	M BP B SM	Dazz. Lights/4		Para 15% Sleep 15% Pois 15%	13 14 15
					Stone 3% Drain 10% Crit 1%	16 17 18
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit 50%	22
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				23
HEDGHFLDFRM	MF	F TR B V L				24
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				25
HEDGHFLDFRM	MF	B	Terror/0			26
HEDGHFLDFRM	MF	P	Mind Blast/4		Psion 50%	27
HEDGH LDFRM	MF	F V L				28
HEDGH LDFRM	MF	F V L				29
HEDGH LDFRM	MF	F V L			Fire, Cold 20%	30
HEDGH LDFRM	MF	F V L			Fire, Cold 20%	31
HEDGH LDFRM	MF	F V L			Fire, Cold 30%	32
HEDGH LDFRM	MF	F V L			Fire, Cold 30%	33
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				34
HEDGHFLDFRM	MF	B	Sleep			35
HEDGHFLDFRM	MF	F R B V L				36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Poison Gas/4			37
HEDGHFLDFRM	MF	FM TRABPV LS N		Y	Pois 50%	38
HEDGHFLDFRM	MF	FM TRABP SMN			Pois 100%	39
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				40
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Create Life/4			41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				42
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				44
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				45
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				46
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit 2%	47
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				48
HEDGH LDFRM	MF	F P R VBLS				49
HEDGH LDFRM	MF	F P R VBLS				50
HEDGHFLDFRM	MF	P B	Lightning/5	Y	K.O. 15%	51
HEDGHFLDFRM	MF	F TR B V L				52
HEDGH LDFRM	MF	F V L		Y	Pois 25% Crit 5%	53 54

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 REBUS EGGE	Other	2.0	2000							
2 RED RUBBER BALL	Other	0.5	1000							
3 RED ROSIS	Other	0.2	1000							
4 REMOVE CURSE	Scroll	0.3	3000							
5 RESTFULL	Scroll	0.3	500							
6 RESURRECT	Potion	0.2	3500							
7 RESURRECT	Scroll	0.3	2500							
8 RING of DEMONS	Armor Magic	0.1	25000						4	
9 RING of INVISIBILITY	Armor Magic	0.2	20000						4	
10										
11 RING of REFLECTION	Armor Magic	0.4	12000						3	
12 RING of RESOUNDING	Armor Magic	0.1	3000						0	
13 RING of SHIELDING	Armor Magic	0.1	3000						1	
14 RING of STARS	Armor Magic	0.2	100000						4	
15 RING of STEEL KEYS	Other	3.0	20							
16 RING of THE GLOBE	Armor Magic	0.1	50000						0	
17 RING of TRUTH	Armor Magic	0.1	5000						0	
18 RING PRO FROST	Armor Magic	0.1	4000						0	
19 RING PRO MAGIC	Armor Magic	0.2	5000						0	
20 ROBES (L)	Armor Legs	4.0	15						2	
21 ROBES (L) +1	Armor Legs	4.0	500						3	
22 ROBES (U)	Armor Upper	3.0	15						2	
23 ROBES (U) +1	Armor Upper	3.0	500						3	
24 ROBES of ENCHANT(L)	Armor Legs	4.0	10000						6	
25 ROBES of ENCHANT(U)	Armor Upper	3.0	10000						6	
26 ROCK CRYSTALS	Armor Magic	0.7	750						0	
27 ROCKET STIX	Weapon Throw	0.5	350	5-40	T	0	1	PS		T
28 ROD of SPRITES	Weapon Short	1.5	25000	4-16	S	2	1	PS		T T
29 ROSIS & MYTHIA	Other	0.3	5000							
30 ROUND SHIELD	Shield	10.0	350						2	
31 RUBBER BAND	Other	7.5	0							
32 RUBBER SHOE	Armor Boots	0.8	65						0	
33 RUBBER WHITE BEAR	Armor Magic	3.0	1250						0	
34 RUBY COIN	Other	0.5	0							
35 RUSTED KEYS	Other	2.0	0							
36 SAI	Weapon Short	3.5	1250	2-10	S	1	1	PS		T
37 SAINT BASTARD	Weapon Short	11.0	5000	7-13	S	2	1	P		STB
38 SALTED MUNKMEAT	Quantity	0.7	50							
39 SANDALS	Armor Boots	1.5	25						1	
40 SCARAB NECKLACE	Armor Magic	1.5	7500						2	
41 SEA SHELLS	Armor Magic	0.7	100						0	
42 SEIGE ARBALEST	Weapon Shoot	19.0	8000	0-0	Sh	4	1	P		S
43 SHADOW CLOAK	Armor Magic	4.5	400						1	
44 SHIELD of SOARING	Shield	4.5	350						-3	
45 SHOCK ROD	Weapon Extend	18.0	450	2-7	E	0	2	P		T
46 SHORT BOW	Weapon Shoot	2.5	250	0-0	Sh	-3	1	P		S
47 SHRIKE ARROW	Missile	0.2	7	4-7	Sh	2	1	S		
48 SHURIKEN	Weapon Throw	0.5	20	2-7	T	0	1	PS		T
49 SIGNET RING	Armor Magic	0.4	5000						0	
50 SILENT LYRE	Other	18.0	10000							
51 SILKEN GLOVES	Armor Gloves	2.5	600						-1	
52 SILVER KEY	Quantity	0.5	500							
53 SILVER CROSS	Armor Magic	1.0	500						1	
54 SILVER GLOVES	Armor Gloves	9.5	5000						12	

Race	Sx	Profession	Spell	!	C	Attacks	Resistance
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					1
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Remove Curse/6				4
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Restfull/4				5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Resurrection/6				6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Resurrection/6				7
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Conjure/3	Y	Y		8
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Invisibility/6	Y	Y		9
							Earth 20%
							Life 10%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y			10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Shrill Sound/3				11
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Sheild/3				12
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Earth 20%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Hypn, Psion 50%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					14
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					15
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					16
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Sane Mind/5				Psion 10%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Cold 40%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					17
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Magic 40%
HEDGHFLDFRM	MF	FMPTRABPVBLSM					18
HEDGHFLDFRM	MF	FMPTRABPVBLSM					19
HEDGHFLDFRM	MF	FMPTRABPVBLSM					20
HEDGHFLDFRM	MF	FMPTRABPVBLSM					21
HEDGHFLDFRM	MF	FMPTRABPVBLSM					22
HEDGHFLDFRM	MF	FMPTRABPVBLSM					23
HEDGHFLDFRM	MF	MP A PVBLSM					24
HEDGHFLDFRM	MF	MP A PVBLSM					25
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Psion 20%
HEDGHFLDFRM	MF	M T AB	N Magic Missile/4				26
	F	MF FMPTRABPVBLSMN					Stone 50%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					27
HEDGHFLDFRM	MF	F R V L					28
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					29
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					30
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					31
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y			32
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					33
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					34
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					35
HEDGHFLDFRM	MF	N					Crit 5%
HEDGHFLDFRM	MF	F V L					K.O. 5%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					36
HEDGHFLDFRM	MF	FMPTRABPVBLSM					37
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					38
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					39
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	Y		Hypn, Psion 20%
HEDGHFLDFRM	MF	F R V L M					40
HEDGHFLDFRM	MF	T B N					Crit 5%
HEDGHFLDFRM	MF	F TR B V L		Y			41
HEDGHFLDFRM	MF	F R V L N					42
HEDGHFLDFRM	MF	F M TRABPV LSMN					43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					44
HEDGHFLDFRM	MF	SMN					Crit 2%
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					Crit 1%
HEDGHFLDFRM	MF	B	Silence				45
HEDGHFLDFRM	MF	F PTR B VBL		Y			46
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					47
HEDGHFLDFRM	MF	P B					48
HEDGHFLDFRM	MF	F V L					49
							50
							51
							52
							53
							54

Name	Type	Wgt	Value	Dam	R	TH	1/2	P/S	A/C	Modes
1 SILVER SOLLERET	Armor Boots	12.5	5000						12	
2 SIREN'S WAIL	Other	2.0	8000							
3 SKELETON POWDER	Powder	0.2	8000							
4 SKULL BONES	Armor Magic	0.7	150						0	
5 SKULLCAP	Armor Helm	0.5	30						1	
6 SLING	Weapon Shoot	1.0	35	0-0	Sh	0	1	P		S
7 SLOW	Scroll	0.3	200							
8 SMOKING PIPE	Other	0.4	0							
9 SNAKE DUST	Powder	0.2	85							
10 SNAKESPEED	Potion	0.4	12000							
11 SNEEZE POWDER	Powder	0.2	50							
12 SOLLERET	Armor Boots	10.0	1650						10	
13 SPARKLE STIX	Weapon Throw	0.1	15	1-8	T	0	1	PS		T K
14 SPEAR of DEATH	Weapon Extend	9.0	3000	5-9	E	1	1	P		T
15										
16 SPEAR	Weapon Extend	5.0	20	1-6	E	0	2	P		T
17 SPEAR+2	Weapon Extend	6.0	2500	4-14	E	2	2	P		T
18 SPIKE STONE	Missile	0.5	40	5-11	Sh	0	1	S		
19 SPOOL HANDLE	Other	2.0	0							
20 STAFF of BLESSING	Weapon Extend	9.0	1500	1-8	E	1	2	P		B
21 STAFF of CHARMING	Weapon Extend	9.0	2500	1-8	E	1	2	P		B
22 STAFF of DOOM	Weapon Extend	12.0	8888	8-20	E	4	2	P		B
23										
24										
25 STAFF PRO PARALYSIS	Weapon Short	4.0	5000	2-5	S	0	1	P		B
26 STAFF	Weapon Short	4.0	5	1-4	S	0	1	P		B
27 STAVE of 12 STARS	Weapon Extend	12.0	20000	6-12	E	1	1	P		B
28 STAVE of SILENCE	Weapon Short	4.0	5000	2-5	S	0	1	P		B
29 STAVE PRO UNDEAD	Weapon Short	4.0	4000	2-5	S	1	1	P		STB
30 STEEL GAUNTLETS	Armor Gloves	8.0	1500						8	
31 STEEL HELM	Armor Helm	4.0	300						4	
32 STILETTO	Weapon Throw	0.5	85	2-6	T	2	1	PS		T
33 STINK BOMB	Potion	0.2	350							
34 STONE of GATES	Other	2.0	10000						0	
35 STONE of NEW LIFE	Armor Magic	2.0	10000						0	
36 STONE PRO AIRS	Armor Magic	2.0	5000							
37 STORAGE KEY	Other	0.5	0							
38 STUD-CUIR BRA+2	Armor Upper	5.5	2000						6	
39 STUD-CUIR SKIRT+2	Armor Legs	8.5	2500						6	
40 STUD CHAUSSES	Armor Legs	17.0	900						8	
41 STUDDER HAUBERK	Armor Upper	22.0	950						8	
42 STUN ROD	Weapon Extend	18.0	2800	5-12	E	0	2	P		T
43										
44 SUEDE DOUBLET	Armor Upper	5.0	85						3	
45 SUEDE PANTS	Armor Legs	6.5	60						3	
46 SUPERMAN	Potion	0.2	500							
47 SWORD of 4 WINDS	Weapon Short	15.0	20000	8-20	S	2	2	P		ST M
48										
49 SWORD of FIRE	Weapon Short	14.0	20000	2-16	S	2	2	P		ST
50 SWORD of HEARTS	Weapon Short	4.5	4000	5-11	S	2	1	P		T
51 T'RANG PORTBOOK	Other	2.0	100							
52 TA-LI STONE	Missile	0.5	125	4-12	Sh	0	1	S		
53 TABI BOOTS	Armor Boots	2.0	85						3	
54 TALC of TAMARIS	Powder	0.2	7000							

Race	Sx	Profession	Spell	!	C	Attacks	Resistance
HEDGH LDFRM	MF	F V L					1
HEDGHFLDFRM	MF	B	Confusion				2
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Death/6				3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					4
HEDGHFLDFRM	MF	MP A P B M					5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					6
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Slow/2				7
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					8
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Poison Gas/1				9
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Itch/3				11
HEDGH LDFRM	MF	F V L					12
HEDGHFLDFRM	MF	M T ABP N	Sparks/1				13
HEDGH LDFRM	MF	F R V LSMN				Pois 15% Crit 2%	14
HEDGHFLDFRM	MF	F R V L N					15
HEDGH LDFRM	MF	F R V L N					16
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				K.O. 4%	17
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					18
HEDGHFLDFRM	MF	P VBL M	Bless/3			K.O. 5%	19
HEDGHFLDFRM	MF	P PVBL M	Charm/4			K.O. 5%	20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Death Cloud/5	Y		Para 25% Stone 10% Crit 15%	21
HEDGHFLDFRM	MF	MP PVBL M				Para 10%	22
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				Para 50%	23
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Magic Food/6	Y	Y	Sleep 35%	24
HEDGHFLDFRM	MF	MP PVBL M	Silence/4				25
HEDGHFLDFRM	MF	MP VBL M	Dispel/3				26
HEDGH LDFRM	MF	F V L					27
HEDGH LDFRM	MF	F R V L					28
HEDGHFLDFRM	MF	F TR B V L				Crit 10%	29
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Noxious Fumes/3				30
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					31
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y		Life 50% Air 50%	32
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					33
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					34
HEDGH LDFRM	F	F TR B V L					35
HEDGH LDFRM	F	F TR B V L					36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Superman/4				37
HEDGHFLDFRM	MF	F R V LSMN	Suffocate/6	Y	Y	Drain 10% Crit 2%	38
HEDGH LDFRM	MF	F V L	Fireball/4				39
HEDGHFLDFRM	MF	TR B				Crit 2%	40
HEDGHFLDFRM	MF	FMPTRABPVBLSMN					41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				Para, KO 10%	42
HEDGHFLDFRM	MF	N					43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Blink/3				44

Name	Type	Wgt	Value	Dam	R	TH	1/2	P	S	A	C	Modes
1 TARNISHED KEY	Other	0.5	0									
2 TARNISHED MAIL	Armor Upper	28.0	400								4	
3 TARNISHED SWORD	Weapon Short	5.0	35	1-5	S	-1	1	P				ST
4 TERROR	Scroll	0.3	200									
5 THE AVENGER	Weapon Short	7.5	50000	7-28	S	3	1	P				ST
6 THERMAL PINEAPPLE	Other	3.5	20000									
7 THIEVES DAGGER	Weapon Short	3.5	8500	3-12	S	2	1	PS				TBMTPKLS
8												
9 TOMB of DEMONS	Other	1.0	40000									
10 TOSEI-DO (L)	Armor Legs	20.0	3000								9	
11 TOSEI-DO (U)	Armor Upper	24.0	3000								9	
12 TX-CODER	Other	2.0	0									
13 TYDNAB EMYT	Armor Magic	1.5	20000								0	
14 UMBRELLA	Armor Magic	4.0	85								0	
15 VALENTINE NECKLACE	Armor Magic	0.7	1400								1	
16 VINE 1000 FT.	Other	180.0	0									
17 VINE 250 FT.	Other	45.0	0									
18 VINE 500 FT.	Other	90.0	0									
19 VINE 750 FT.	Other	135.0	0									
20 VIPER ARROW	Missile	0.2	75	8-14	Sh	3	1	S				
21												
22 VITALIA'S DEVICE	Other	2.0	0									
23 VITRIOLIC WARDER	Armor Magic	1.2	2600								0	
24 VORPAL BLADE	Weapon Short	6.0	6750	4-14	S	1	1	P				ST
25 VULCAN HAMMER	Weapon Short	8.0	15000	7-16	T	2	1	P				B T
26 WAKIZASHI	Weapon Short	3.0	240	1-6	S	0	1	PS				ST
27 WAKIZASHI +1	Weapon Short	3.5	20000	2-10	S	1	1	PS				ST
28 WALRIBLADE	Weapon Short	12.0	145	3-9	S	0	1	P				ST
29 WAND of WINDS	Weapon Short	0.8	8000	3-7	S	1	1	PS				T T
30 WAR HAMMER	Weapon Short	6.5	70	3-7	S	0	1	P				B
31 WAR SCEPTRE	Weapon Short	6.0	75	2-6	S	0	1	PS				BMTPKLS
32 WELL COINS	Quantity	0.1	0									
33 WHIPPING ROCKS	Scroll	0.3	400									
34 WHITE DAHLIA	Other	0.2	2000									
35 WIKUM'S POWERGLOBE	Other	4.0	0									
36 WILLOW ARROW	Missile	0.2	2	3-7	S	0	1	S				
37 WINTERWAND	Weapon Short	0.8	8000	3-7	S	1	1	PS				T TP
38 WIZARD'S CONE	Armor Helm	2.0	475								2	
39 WIZARD EYE	Scroll	0.3	1500									
40 WOODEN DOWEL	Weapon Short	6.0	0	1-3	S	0	1	PS				TB
41 WRIST ROCKET	Weapon Shoot	2.5	2400	0-0	Sh	3	1	P				S
42 YAMO'S DISPATCH	Other	0.2	0									
43 YELLOW LIONE	Other	0.2	3000									
44 YMMU'S PAW	Weapon Short	0.5	3500	5-8	S	1	1	PS				T
45 ZAP UNDEAD	Scroll	0.3	1500									
46 ZATOICHI BO	Weapon Extend	5.0	100000	9-24	E	4	2	P				TB
47												
48 ZIZKA STAR	Weapon Short	13.0	1400	2-10	S	0	P					B
49 ZWEIHANDER	Weapon Short	16.0	4000	3-15	S	0	2	P				ST M

Race	Sx	Profession	Spell	! C	Attacks	Resistance
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				1
HEDGH LDFRM	MF	F R V L				2
HEDGH LDFRM	MF	F TR B V L S N				3
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Terror/2			4
HEDGH LDFRM	MF	F V L	Lightning/5		Crit 10%	5
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Nuclear Blast/6			6
HEDGHFLDFRM	MF	T		Y Y	Pois 20% Crit 5%	7
HEDGHFLDFRM	MF	B	Conjuration			8
HEDGH LDFRM	MF	S				9
HEDGH LDFRM	MF	S				10
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				11
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				12
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				13
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				14
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	Death 10%	15
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				16
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				17
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				18
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				19
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Pois 100% Crit 4%	20
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				21
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				22
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Acid 30%	23
HEDGH LDFRM	MF	F TR B N			Pois 35%	24
HEDGH LDFRM	MF	F V L	Fireball/5		K.O. 10%	25
HEDGHFLDFRM	MF	S N				26
HEDGHFLDFRM	MF	S N			Crit 2%	27
HEDGH LDFRM	MF	F V L S N				28
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Whirlwind/4			29
HEDGH LDFRM	MF	F V L			K.O. 5%	30
HEDGH LDFRM	MF	F P VBL			K.O. 5%	31
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				32
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Whipping Rocks/3			33
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				34
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				35
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			Crit 1%	36
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Iceball/4		Para 15%	37
HEDGHFLDFRM	MF	M A P				38
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Wizard's Eye/3			39
HEDGHFLDFRM	MF	FMPTRABPVBLSMN			K.O. 10%	40
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				41
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				42
HEDGHFLDFRM	MF	FMPTRABPVBLSMN				43
HEDGHFLDFRM	MF	FMPTRABPVBLSMN		Y	Stone 15%	44
HEDGHFLDFRM	MF	FMPTRABPVBLSMN	Zap Undead/4			45
HEDGHFLDFRM	MF	SM	Blind/6	Y	Para, KO 15% Crit 5%	46
HEDGHFLDFRM	MF	F P R VBL N			K.O. 5%	47
HEDGH LDFRM	MF	F V L				48
HEDGH LDFRM	MF	F				49

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Description	Price	Qty	Total
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Catalog of Products	Free	1	Free
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Item	To USA	Canada	Overseas
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Wizardry "Dragon" Jacket	89.95	_____	_____
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