

©1991 New World Computing, Inc.
First Edition

The Writings and Maps found in this book are copyrighted. All rights are reserved. This book may not be copied, photographed, reproduced, translated, or reduced to any electrical medium or machine-readable form, in whole or in part, without the prior written consent of New World Computing, Inc. New World Computing, Inc. further reserves the right to make changes to the product described in this book at any time without notice.

Might and Magic III, Secrets of the Isles

Credits

Might and Magic Created by	Jon Van Caneghem
Secrets of the Isles written by	Ron Bolinger
Illustrations by	April Lee
Cover Art by	Focus on Design, Inc.
Layout and Design by	Ron Bolinger Douglas Grounds
Production by	Scott McDaniel
Special Thanks to	Benjamin Bent Mark Caldwell David Hathaway Paul Rattner Scott T. Smith Allen Treschler

Might and Magic is a registered trademark of New World Computing, Inc.
New World Computing is a trademark of New World Computing, Inc.

New World Computing, Inc.
600 Galveston Dr.
Redwood City, California 94063
Technical Support: (650) 261-3454

Table of Contents

Maps	4
Towns	4
Castles	26
Dungeons	48
Caverns.....	66
Outdoors.....	78
Beneath the Pyramids	128
Monsters	144
Monster Index	146
Monster Descriptions	147
Spells	170
Clerical Spell Reference.....	173
Sorcerer Spell Reference.....	174
Druid Spell Reference.....	175
Spell Descriptions.....	176
Items	196
Elements.....	200
Metals.....	202
Attributes	203
Items.....	206
Special Abilities	209
Special Items	211
Key Cards	211
Keys.....	211
Quest Items	212
Miscellaneous Artifacts	212
Clues and Hints	214
Map Locations.....	216
Spell Scroll Locations	217
Statistics Modifier Locations	220
Awards.....	226
King's Ultimate Power Orbs	229
Hologram Sequencing Cards.....	229
Hirelings	230
Passwords.....	232
Super Clues	236
Races and Character Classes	237
Secondary Skills	238
How to Win	239

Towns

“Great walled towns were built to provide shelter and protection from the outside wilderness and be a place of haven for those adventurers who travelled across the new land and tried to tame and conquer its growing life. They were exciting times of adventure and bravery, but there was a need for places of healing and trading and training, so in the towns were raised dwellings where all the services an adventurer needed could be received.”

- Corak the Mysterious

Fountain Head

In the days following the creation of Fountain Head Morphose was summoned to be its protector, but the Rat Overlord captured him and locked him in a magical cell, allowing the Moose Rats to run free in the town along with their allies that take shape from the green ooze. Morphose must be freed to lift the curse of ooze.

- ① Forty Winks (Inn)
- ② Fen's Fineries (Blacksmith)
- ③ Training Grounds (Training)
- ④ Lonely Hearth (Tavern)
- ⑤ Temple Greenleaf (Temple)
- ⑥ Raven's Guild (Guild)
- ⑦ Zahab's Vaults (Bank)
- ⑧ Pit Down to the cavern
- ⑨ Mirror Portal
- ⑩ Odd Jobs
- ⑪ Skull Miser
- ⑫ Storehouse

Pegee the Apprentice who you'll find soliciting outside the Blacksmith's shop, is a poor apprentice struggling to make his way through Sorcerer's training. Help him and he'll put in a good word for you at Raven's Guild.

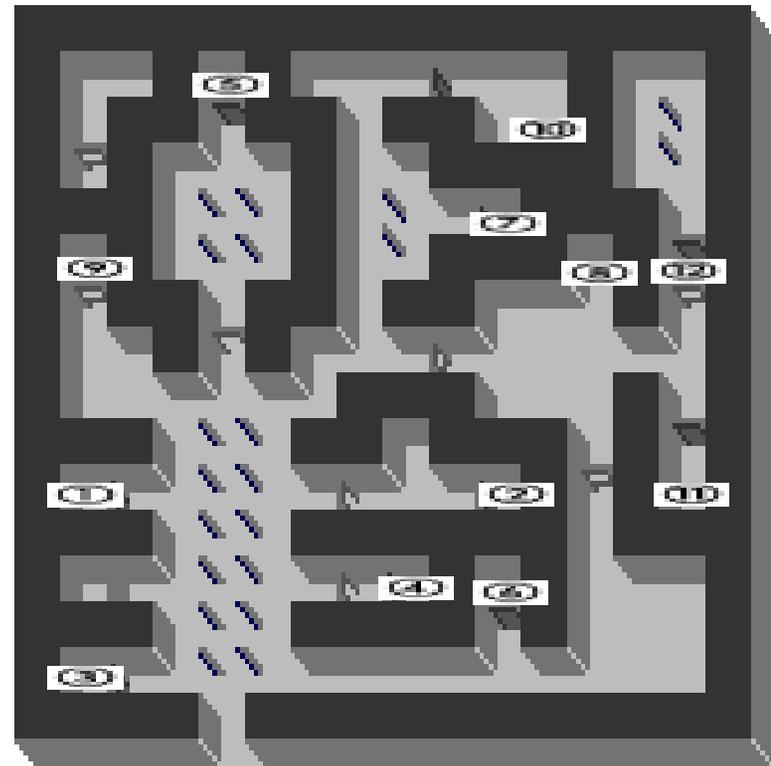
Ergon the Task Master has many jobs that need be performed to keep Fountain Head prosperous. Signing up with the Task Master is an excellent way to pass a week and receive a decent wage for

services rendered. Look for the sign "Odd Jobs".

Cypher the Chart Maker offers an invaluable skill to the adventurer on the go who doesn't have time to render with pen and ink. For a nominal fee, Cypher will teach Cartography to a member of your party. Find him along the northern wall.

Kranion, Priest of the Five Forces, is building a shrine to the Forces that helped the people of Terra survive the Great War of the Elementals. Deliver five Sacred Silver Skulls to his eastern corridor and be rewarded with gold and knowledge.

The Fountains of Moonbeam get their source from a magical well far below Fountain Head. The well is cursed and can produce nothing but green sludge, but when the curse is lifted the fountains will tell the tales of Terra and point the way to adventure.



The Town of Fountain Head

Bubble Man

HP	15	Experience	750	AC	0
Speed	15	Attacks	1	Damage	1- 6
Range Attack		Yes			
Damage Type		Magic			

Moose Rat

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

Rat Overlord

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

Fountain Head Cavern

The builders of Fountain Head stored their riches inside barrels in this cavern, and constructed pendulums to guard them. Enchanted altars monitor the passageways and sell skills that are most helpful to those who would dare leave the town walls.

Strange spirits inhabit the altars that lie hidden in the walls of this cavern. Spirits that possess the power to grant abilities necessary for successful adventuring. Pay their fee and these spirits will bestow their abilities upon you like vestments of battle, for the creators of Fountain Head ordained the altars as a benefit to any who wished to leave the town walls and expand the influence of humanity across the chaotic face of post-Elemental-War Terra.

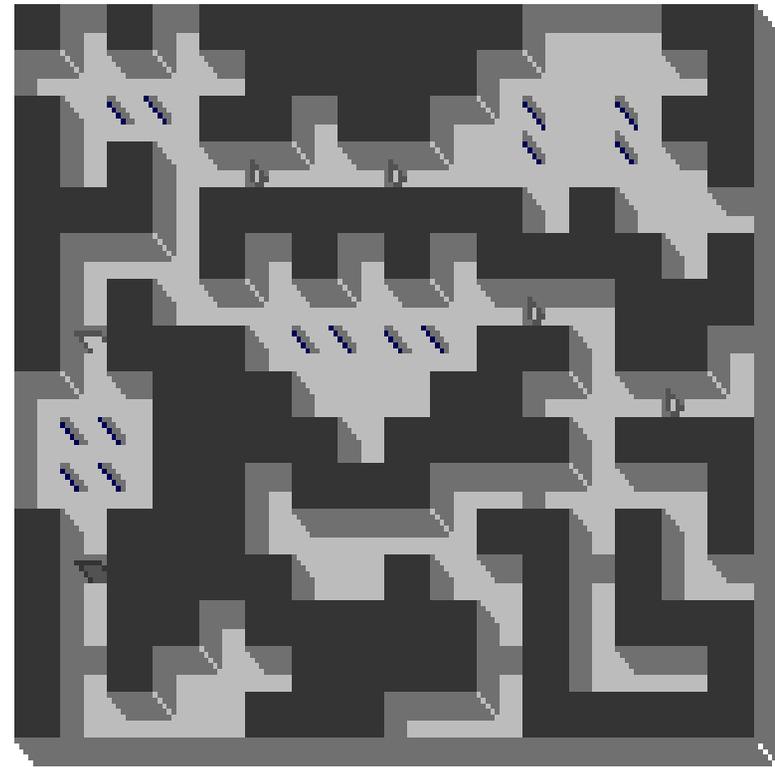
The altar of Eber lies in the northeast chamber of the cavern. It offers a skill that will make known the way to hidden treasures and secret chambers. Possessors of this skill will know when a thin wall lies before them and be able to bash their way to fortune.

The altar of Yu'udesits in the cavern's westernmost chamber. It possesses the power of extra sight, providing forewarning of unseen dangers and perils from roaming monsters who would seek your demise.

The altar of Shuji rests in the same chamber with Yu'ud. It bestows the ability to always know the direction of your travel. Quests will lead you in many directions, and there are places where knowing your bearing can be most life preserving indeed.

The altar of Sufestands along the eastern wall. It makes known the secrets of swimming, releasing the obstacle of shallow water. There are times when the safest path lies in the shallow blue, where creatures seldom dare to tread. But beware, for not all bringers of death fear the rippling tide.

There is one other altar that stands guard to the deepest corridors of the cavern. Beyond this sentinel lies the secret chambers and passages that house the mysteries of Fountain Head's curse. No riddle does it give, but a simple question, the answer to which is only known by one man in all of Terra.



Fountain Head Cavern

Goblin

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

Moose Rat

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

Vampire Bat

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

Baywatch

One dark day thunder shook the town of Baywatch and transformed it from a successful seaport into a haven for the undead. Large cracks appeared in the ground that were later called the Unholy Pits. No one knows the reason for this curse, but it is said a wealth of gold and possessions is to be had by any brave enough to descend into the pits.

- ① Captain's Quarters (Inn)
- ② The Ship's Store (Blacksmith)
- ③ The Yardarm (Training)
- ④ The Galley (Tavern)
- ⑤ Temple Mandrake (Temple)
- ⑥ Albatross Guild (Guild)
- ⑦ Pit to cavern
- ⑧ Mirror Portal
- ⑨ The Sewers
- ⑩ Travel Town
- ⑪ Greek House
- ⑫ Unholy Hall

Chozan the Seer has studied for many years under guidance from the Masters of Albatross Guild. For a portion of gold he will scribe the mark of the Albatross into your aura, allowing access to the Guild's vast library of incantations.

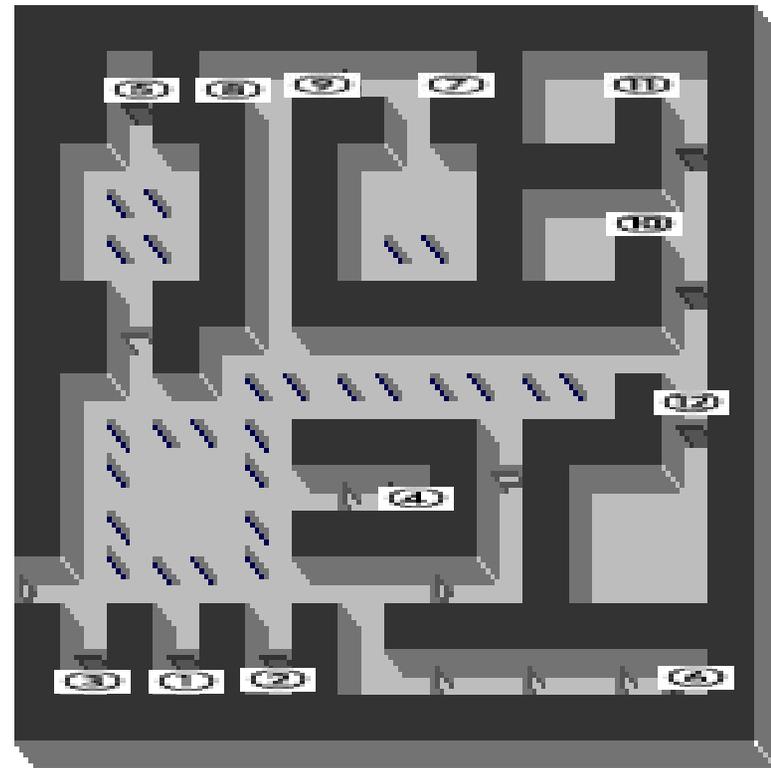
Oro the Ranger is known across the isles as the only human to scale the mountains of the Isle of Fire. Pay his price and learn the skill of Mountaineering from the legendary master of the sport.

Derek the Explorer has spent many years wandering Evil Eye Forest and charting the swampy isle. His mastery at Pathfinding is uncontested across the lands of Terra. Seek him out in the Greek House and he will teach you his skill for a handsome fee.

Brother Alpha can also be found in the Greek House. It is rumored that he and his brothers hold a mystery that can only be unraveled if the brothers are visited in a certain order.

The fountain of Athea, Nymph of the Great Sea, can be found in the town square in the southwest corner of Baywatch. Throwing a coin into its waters can prove a fortunate endeavor.

The Unholy Pits have become a testing ground to the courage of an adventurer. Any who descend into the six pits will suffer the consequences, but not without reward.



The Town of Baywatch

Ghoul

HP	100	Experience	16,000	AC	15
Speed	16	Attacks	4	Damage	3 - 18
Range Attack					
Damage Type					

Skeleton

HP	20	Experience	1,000	AC	2
Speed	18	Attacks	2	Damage	2 - 12
Range Attack					
Damage Type					

Zombie

HP	35	Experience	1,800	AC	2
Speed	2	Attacks	2	Damage	3 - 18
Range Attack					
Damage Type					

Baywatch Cavern

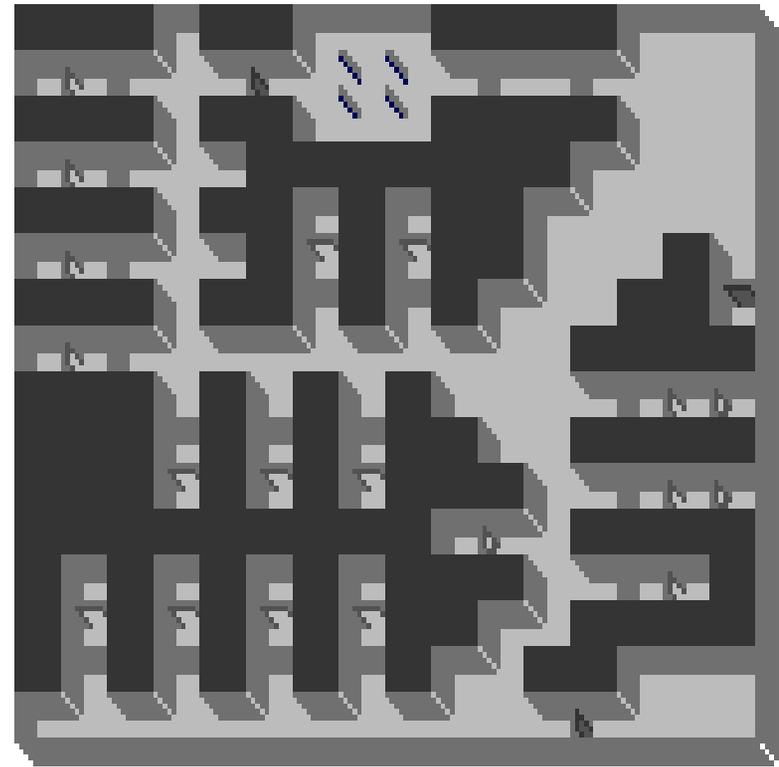
Many prisoners have perished in the shackles of this cavern, but there may be some with life still flowing through their bodies who would join forces with any who frees them. Walk carefully through the corridors for they are haunted by a Phantom that has made his home among the sewage.

Shackled prisoners, or rather the dangling bones of shackled prisoners, decorate the walls of this haunted cavern. Hung in haste and quickly abandoned by their captors who feared the Phantom that roams the corridors, great riches hang with the bones, waiting for one brave enough (or perhaps foolish enough) to claim them.

Darlana, a Cleric last seen wandering alone into the Ancient Temple of Moo, is said to be hanging in a special chamber in the southeast corner of the cavern. One never knows when the healing magic of a cleric will be needed in quests for glory. If still alive, she may offer help to those who release her.

Sir Galant, who failed the initiation to join the Dark Warrior's Keep, is held bound in shackles next to Darlana. His failing was unalterable honesty and loyalty. He was quite literally too good for the evil band that resides in the Keep. Free him and he will join your party and take part in your quests.

Brother Beta hangs in shackles in a small room along the east wall of the cavern. Go to him only after seeing Brother Alpha or he will have little to do with you. But see him in the proper order and Beta will tell his part of the mystery that can only be solved after all the brothers have been visited.



Baywatch Cavern

Bubble Man

HP	15	Experience	750	AC	0
Speed	15	Attacks	1	Damage	1- 6
Range Attack		Yes			
Damage Type		Magic			

Phantom

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

Screamer

HP	10	Experience	1,750	AC	10
Speed	25	Attacks	1	Damage	2 - 8
Range Attack		No			
Damage Type		Energy			

Wildabar

The Wildabar Ninja Clan gained complete control of the town when the Dwarves that once lived here were hired by Tumult, King Chaotic, as mercenaries to attack Castle Whiteshield. Only the older Dwarves remain, who fought to drive the pillaging Ogres north to the Valley of the Trolls.

- ① Gate House (Inn)
- ② The Armory (Blacksmith)
- ③ The Battlements (Training)
- ④ The Round Table (Tavern)
- ⑤ Temple Bloodroot (Temple)
- ⑥ Falcon's Guild (Guild)
- ⑦ Pit to cavern
- ⑧ Mirror Portal
- ⑨ Sparring Grounds
- ⑩ Dark Way
- ⑪ Shoaman's Magicarium
- ⑫ Shoron the Sailor
- ⑬ Battle Training
- ⑭ Ninja Cult

Kelzen was a great warrior in the battle to drive the gargoyles from Thorn Blossom Orchard. With the glory days of the battle behind him, Kelzen has settled to training others in his special skill. He has set up a small training area in the room marked Battle Training.

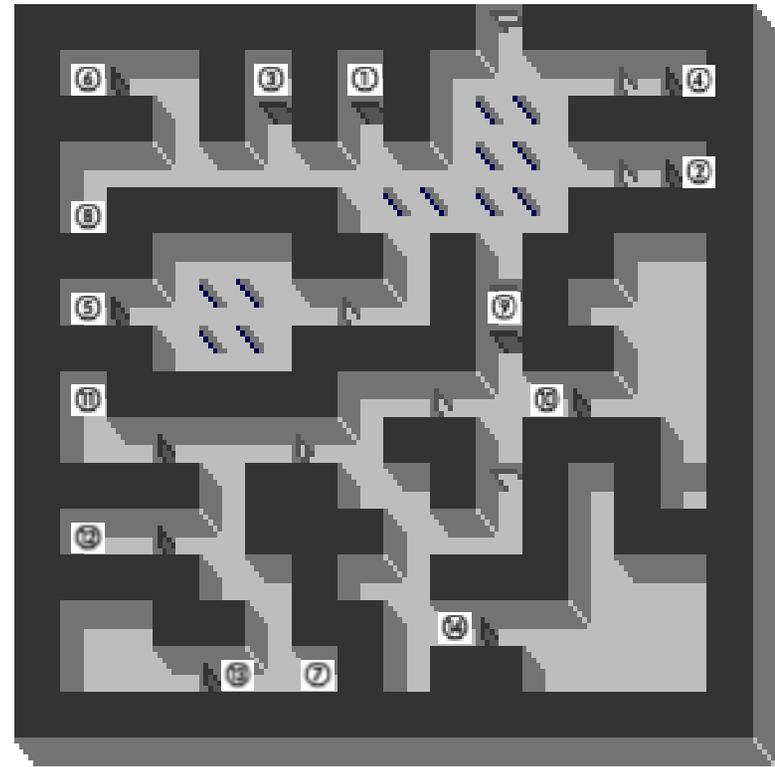
Tsabu the Strong is another hero from the Gargoyle war. He resides in the Battle Training room with

Kelzen. Tsabu's method of training strengthens the body and toughens the skin.

Shoron the Sailor has sailed the Great Sea on many a twisting course. Long ago in his travels he discovered a magic compass that has guided his vessel on many voyages. Placing gold on the compass pointer will make any adventurer an expert Navigator. Search the Distant Shores.

Shoaman the Necromancer has devoted his studies to the darker side of the magical arts, and Falcon's Guild has reluctantly aided him. Visit Shoaman's Magicarium and perhaps he will grant you membership to the guild.

Brother Gammal lives somewhere along the south wall of Wildabar. Visit him only after you have talked to Beta or he will be of little aid. But if you see him in proper turn, he will prove most helpful.



The Town of Wildabar

Mad Dwarf

HP	75	Experience	2,500	AC	10
Speed	16	Attacks	1	Damage	4 - 20
Range Attack	No				
Damage Type	Physical				

Ninja

HP	45	Experience	3,000	AC	15
Speed	35	Attacks	1	Damage	2 - 8
Range Attack	No				
Damage Type	Physical				

Sonic Ninja

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

Wildabar Cavern

The Ogres that could not be driven from Locust Grove were captured by the Dwarves and placed in cells, where they are watched by the witches who use this cavern as a brewery. From here, the witches barrel their brew and send it to their coven in the Frozen Isles. But witches have been known to smuggle captured adventurers to their coven to use as sacrifices, so search the barrels for friends in need of help.

Levers built into the floor of Wildabar Cavern are part of the intricate prison devised by the Dwarves to keep captured Ogres away from the town valuables. Pull them only if you are prepared to fight, for the levers will release the prisoners from their cells, and a caged Ogre is an angry Ogre.

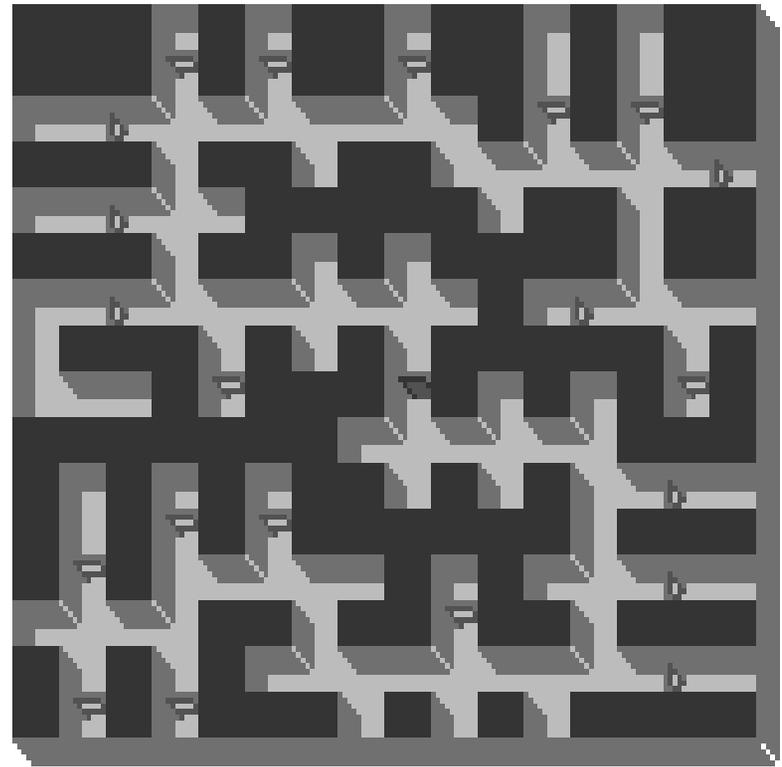
Barrels of brew concocted by Wicked Witches are tucked away in the small alcoves of this winding cavern. Drink from the barrels at your own risk, for it can never be guessed if a brew is intended for purposes of aid or ailment. But know also that the Witches are in the habit of hiding things in their barrels for transport to their coven in the Cursed Cold Cavern. Searching all barrels may uncover unfortunate prisoners with much to offer their rescuer.

Brother Delta is believed to be hiding somewhere in this winding cave. Though he will not speak to you unless foretold of your arrival the information he possesses will

do much to determine the direction of your journeys, for he alone knows the location of the fabled Rainbow Isle.

Lone Wolf is an accomplished and skillful Ranger with an impressive book of spells (she has already earned membership to four of the five mage guilds). Though she finds greatest peace by herself, she will offer her services and loyalty to those who help her escape from dangerous situations.

Wartowsan, member of the Swamp Town Ninja clan, was sent to join and spy on the Wildabar clan. He was quickly discovered and captured, and it is believed he was traded to the Wicked Witches for a barrel of their enchanted brew. Though Wartowsan is a follower of the evil ways, his Ninja training has taught him to keep debts in order. If you find and release him, he will surely offer to help your party.



Wildabar Cavern

Ogre

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

Phase Head

HP	20	Experience	4,000	AC	10
Speed	25	Attacks	1	Damage	2 - 8
Range Attack		No			
Damage Type		Physical			

Wicked Witch

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

Swamp Town

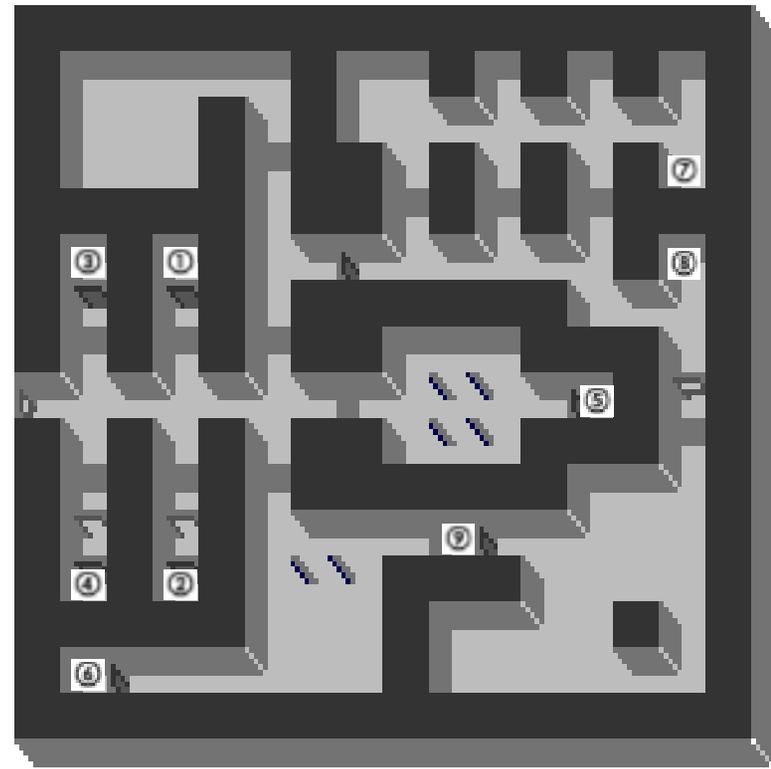
The shadow of doom looms over the once bustling corridors of Swamp Town. VonEmosh, master of the walking dead, came out of his tomb in Phantom Peaks and reduced the town to a graveyard, where Ghosts and Ghouls now abound to guard the burial mounds. The Ninja clan remains undisturbed as they had made an agreement with VonEmosh before he began his onslaught.

- ① Lion's Crest Inn (Inn)
- ② Smithy's Shoppe (Blacksmith)
- ③ Village View Training (Training)
- ④ Silver Stein (Tavern)
- ⑤ Temple Moonshadow (Temple)
- ⑥ Buzzard's Guild (Guild)
- ⑦ Pit to cavern
- ⑧ Mirror Portal
- ⑨ Funerary Grounds

Statues of great warriors stand in prominent positions in the three great squares of Swamp Town. Yad and Yud were the founders of Swamp Town; two brothers who were among the first to try and civilize the swamplands. Though the boglands be far from civilized, at least there is a place

of safe haven for those who find themselves, for whatever reason, on this swampy isle. There is also a statue erected in memory of Prince Smallberry, who fell in mortal combat against Sheltem the Dark.

Tombstones and grave markers serve as grim reminders of the dangers that surround the town walls, and the evil undead minions of the Vampire King that dwell in Phantom Peaks and make annual raids on this suffering town. There may be treasures of wealth awaiting those who would plunder these earthly vaults, but beware the curse that may befall he who disturbs these final resting places.



The Town of Swamp Town

Ghost

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

Ghoul

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

Ninja

HP	45	Experience	3,000	AC	15
Speed	35	Attacks	1	Damage	2 - 8
Range Attack			No		
Damage Type			Physical		

Swamp Town Cavern

The southern parts of this cavern have come to be known as the Spirals of Age, for the Phantoms that stalk these winding corridors will transform a youthful adventurer into an enfeebled hulk. Reapers lie at the end of the spirals, but to get to them you must first defeat the grotesque mistresses of death.

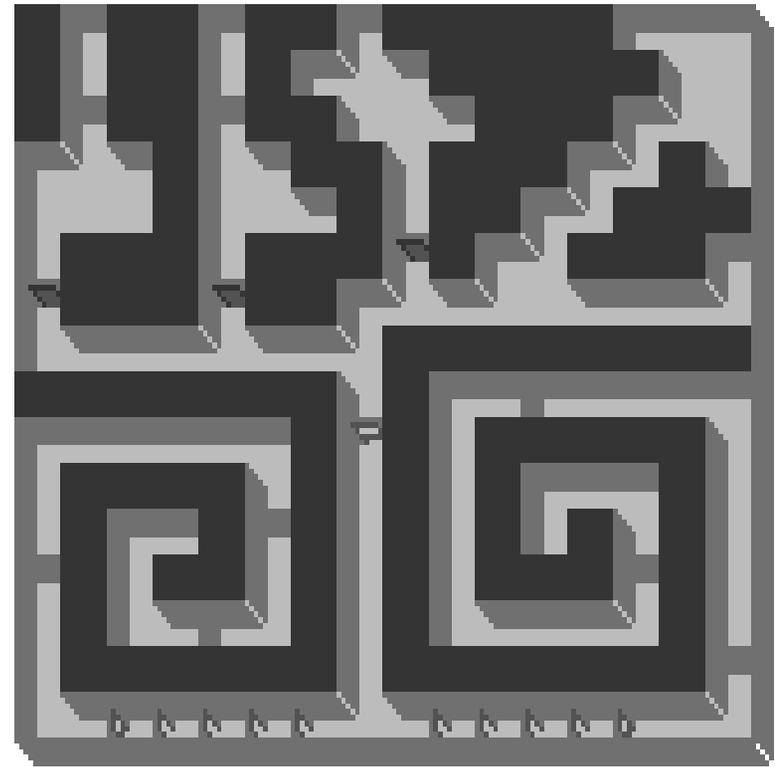
The altar of the goddess Ulerests deep in the Spirals of Doom. Defeat the Reaper that guards its power and receive a blessing in golden light; enhanced strength from the goddess of might.

The altar of Karnen, goddess of suffrage, lies deep in the Spirals of Age, guarded by a Reaper and his Phantom allies. Adventurers who survive to bathe in the altar's steel-blue light walk away with greater endurance.

Gagish the Conjurer, once a great mage, now lies trapped in death along the eastern wall of this cavern. In life he was King Malefactor's consultant, but Gagish's greed drove the king to

have him imprisoned in a wooden coffin and cursed to dwell eternally in Swamp Town Cavern. Gagish studied magic at Buzzard's Guild where he is still revered as an honored member, and though he has no use for it, charges a handsome price for guild membership.

Wooden coffins litter the passages and corridors of Swamp Town Cavern, a grave reminder of the death curse that permeates the very air of this region. All manner of adventurers lie crated in these wooden tombs. Search the coffins and recover the variety of artifacts locked inside, but beware the curse that may befall grave robbers.



Swamp Town Cavern

Phantom

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

Reaper

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

Scorpia

HP	50	Experience	5,000	AC	5
Speed	10	Attacks	2	Damage	3 - 12
Range Attack			No		
Damage Type			Poison		

Blistering Heights

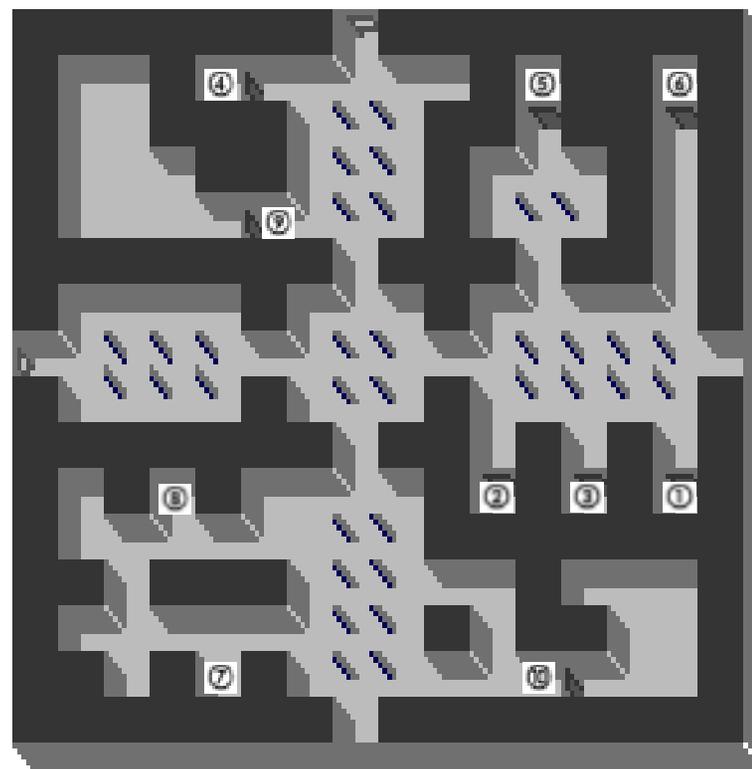
Blistering Heights was built by magical beings and placed on the Isle of Fire for privacy. Because of the extremely harsh nature of the fiery isle, ingenious forms of magical protection were devised to protect the town and those powerful enough to reach it. There are statues in the four courtyards that will temporarily lend protective magic to any who approach them.

- ① Restless Knight (Inn)
- ② Farrago's Forge (Blacksmith)
- ③ The Coliseum (Training)
- ④ Verdant Spirits (Tavern)
- ⑤ Temple Nightwing (Temple)
- ⑥ Eagle's Guild (Guild)
- ⑦ Pit to cavern
- ⑧ Mirror Portal
- ⑨ The Kennel
- ⑩ Demon H.Q.

Monstrous statues are scattered about in the various courtyards of Blistering Heights. The tribute to which these statues stand has long been forgotten, but in contrast to their monstrous form they offer magical protection

against the elements. The statues are part of the strange but necessary aura of elemental protection that surround this town that sits on the Isle of Fire.

Ornean the Warlock, who can be found within the walls of the Demon H.Q., claims no alliance with the Major Demon that commands his legions from within this room. But it is widely believed that he frequently offers counsel to the commander from the underworld. Ornean offers in defense that his interests lie in all users of magic, not just the Major Demon near him. It is said he will give membership to Eagle's Guild to those he deems worthy.



The Town of Blistering Heights

Fire Lizard

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

Major Demon

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

Mini Dragon

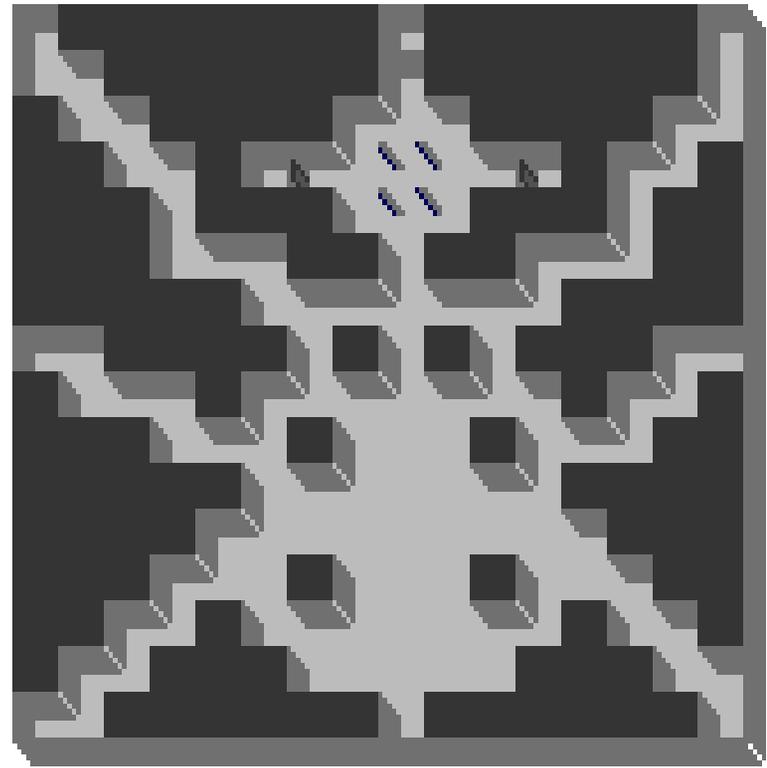
HP	150	Experience	18,000	AC	20
Speed	30	Attacks	1	Damage	50
Range Attack		Yes			
Damage Type		Fire			

Blistering Heights Cavern

The cavern below Blistering Heights is not a natural formation. The Elemental War saw the creation of many monstrous beasts, and one was a giant spider that breathed fire like a dragon. The beast was felled on this isle and as the centuries wore on, a cavern formed around its decaying carcass. The feet of the spider are said to house altars of magical protection.

Altars of protection, built and enchanted by Blistering Heights' magical creators, sit in the chambers created by the feet of the great spider-beast this cavern was formed around. The ancient and powerful magic housed in these altars provides a party with protection from fire and cold,

poison and acid, electricity and magic. The protection provided is permanent and does not wear off with the rising of the morning sun. Beware the paths that lead to the altars for they are guarded by Fire Stalkers charged with the task of protecting and preserving the purity of ancient magic.



Blistering Heights Cavern

Fire Stalker

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

Major Devil

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

Scorpia

HP	50	Experience	5,000	AC	5
Speed	10	Attacks	2	Damage	3 - 12
Range Attack	No				
Damage Type	Poison				

Castles

“But with the fortresses of Greywind the Illusionist and Blackwind the Spellbinder in ruins, three master warriors divided the isles among themselves. Great and steadfast keeps they erected to house their thrones and shrines. A war soon raged between them, for the heart of each King was led by a different of the three alignments of men. The bloody battle came to be known as the War of the Alignments and ended in nothing but a gruesome stalemate.”

- Corak the Mysterious

Castle Whiteshield

Castle Whiteshield is the stronghold of Zealot, King Righteous. The castle was once attacked by Dwarves under the command of Tumult. The attack was thwarted, but before they were captured the Dwarves locked Zealot's treasure in magical chests. Praythos, The King's priest, will give a hardy reward for the return of Artifacts of Good.

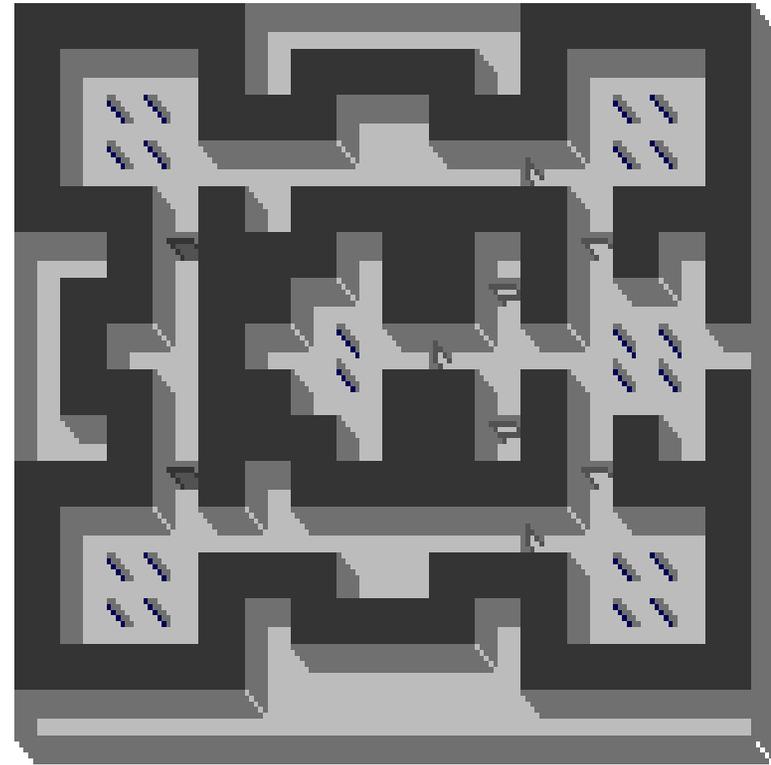
Zealot, King Righteous, sits on his royal throne in the center of Castle Whiteshield where he carries out his command over the good at heart. King Zealot is in competition with the other two kings, Tumult and Malefactor, for total control of the people of Terra and will greatly reward the party that brings him a Power Orb. He believes the Power Orbs are the key to his total reign and seeks to possess as many as he can acquire.

Praythos, protector of the relics, sits at his throne along the eastern wall of the castle where he awaits the return of Ancient Artifacts of Good. Scattered throughout the isles are artifacts of Good, Neutral and Evil that were taken as booty during the great war of the alignments. These artifacts hold no other power than their ability

to stir the hearts of the Kings they belong to, but a great reward is offered for their return.

Statues of four heroes of old stand in the castle's corner courtyards, erected in honor of Astriel, Teshy, Leadbest and Jodelle. Each of the warriors served well but was lost in the violent and chaotic days when the founders of Castle Whiteshield were striving to tame the Great Isle and make it safe for the men of Terra.

Dark chests of crystalline construction contain the collected treasure of King Zealot, but the chests are sealed by a spell cast in desperation by Mad Dwarves before their attack on Whiteshield was thwarted. The countersign to the spell is believed to be in the dungeon below this castle.



Castle Whiteshield

Black Knight

HP	375	Experience	100,000	AC	30
Speed	50	Attacks	7	Damage	4 - 160
Range Attack			Yes		
Damage Type			Physical		

Castle Guard

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

Paladin

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

Whiteshield Dungeon

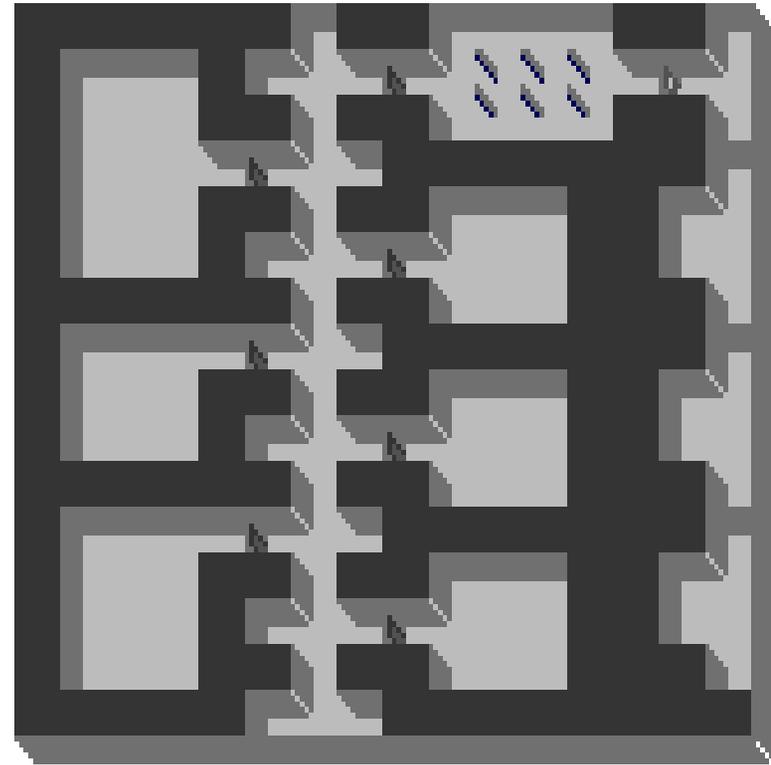
Piled on the floor are the bones of the captured Dwarves that attacked the castle. Before they were captured, the Dwarves locked Zealot's treasure in magical chests that were sealed with a spell. The countersign needed to open the chests is part of the song the Dwarves sang as they were storming the castle walls.

Bones of the Dwarves that attacked Castle Whiteshield lie in piles on the floor of this dungeon. Written in the dirt under the bones is a song the attacking Dwarves sang to rally themselves for their failed conquest. The song is a raunchy tune of the King's wife and a yellow-haired Orc she took as her lover. In Orc tribes, traitors and cowards are dunked in yellow dye and exiled from their camp. Putting the song together and deciphering its meaning will reveal the countersign needed to open the enchanted chests in the castle above.

King Zealot's Divine Elixir is a powerful concoction that grants super abilities to an adventurer that drinks it. The elixir can

advance the level of experience an adventurer has achieved, greatly increase a character's resistance to all the elements, or enhance one's physical attributes. The effects of the elixir are permanent. Four chalices of the Divine Elixir are hidden in the rooms of this dungeon, stolen by the devils and demons imprisoned here.

Swinging pendulums guard the entrances to the chambers of this dungeon, offering pain and suffering to those who try to help the King's prisoners. The rooms of Whiteshield Dungeon must be searched to find the Dwarf's song and the Divine Elixir, and the pendulums stand as an obstacle to be overcome.



Whiteshield Dungeon

Evil Ranger

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

Major Demon

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

Major Devil

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

Castle Blood Reign

Tumult, King Chaotic, rules from his throne in Castle Blood Reign. It is he who hired the Dwarves of Wildabar to attack Castle Whiteshield. Once pillaged by the Ogres of Locust Grove, Tumult's castle is now beset with Trolls that were driven from the Valley of the Trolls when the fleeing Ogres settled there.

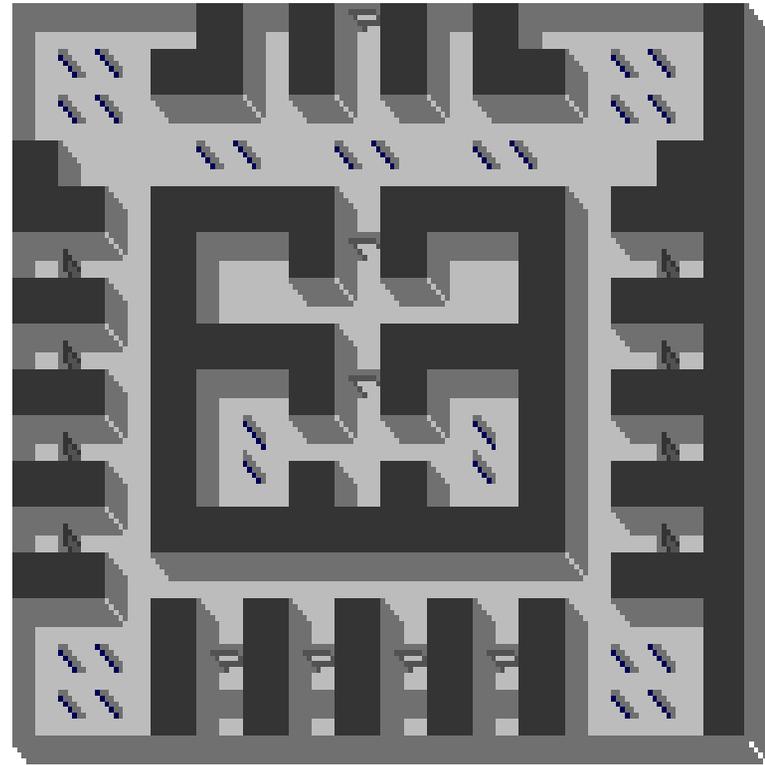
Tumult, King Chaotic, observes the actions of the other two Kings from his throne in the center of Castle Blood Reign. Tumult is the ruler of Neutrality and his interest lies in keeping the strength of King Zealot and King Malefactor in check, not in gaining total command over Terra. But total control is not completely ruled out, for Tumult will not allow the other Kings to gain it, even if it means he himself must take command of the isles. King Tumult will greatly reward those who bring him Power Orbs.

Chathos is the keeper of the shrine. It has become his task to recover the Ancient Artifacts of Neutrality that were stolen during the great war of the alignments. A very generous reward is offered by Chathos to anyone who brings him an artifact, and it is understood that the reward is even more generous to characters of the Neutral persuasion.

Chathos' throne is on the north wall of the castle, near the gates.

Four speaking oracles stand in the courtyards of Castle Blood Reign. The stone heads were enchanted by King Disirée, founder and first ruler of Blood Reign. The heads recite a riddle King Disirée devised as a safeguard. The riddle must be solved to gain access to the dungeon below.

Pits of blood are concealed behind false walls along the southernmost castle walls. They are the pits of the Blood of Conquest, the Blood of Sacrifice, the Blood of War, and the Blood of Slaughter. Submersed in the depths of the pits of blood are Ancient Artifacts of Good and Evil, kept out of spite from the other Kings. Woe shall befall he who enters the depths of the pits, but reward in experience shall be his who emerges.



Castle Blood Reign

Castle Guard

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

Sorcerer

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

Troll

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

Blood Reign Dungeon

Giant worms inhabit Blood Reign Dungeon, and their digging has revealed the power crystals that run beneath the Crystal Mountains. Touching the crystals will prove a permanent bonus to he with the courage to reach out his hand. And speaking of reaching out a hand, there may be friends to be found among the hanging prisoners.

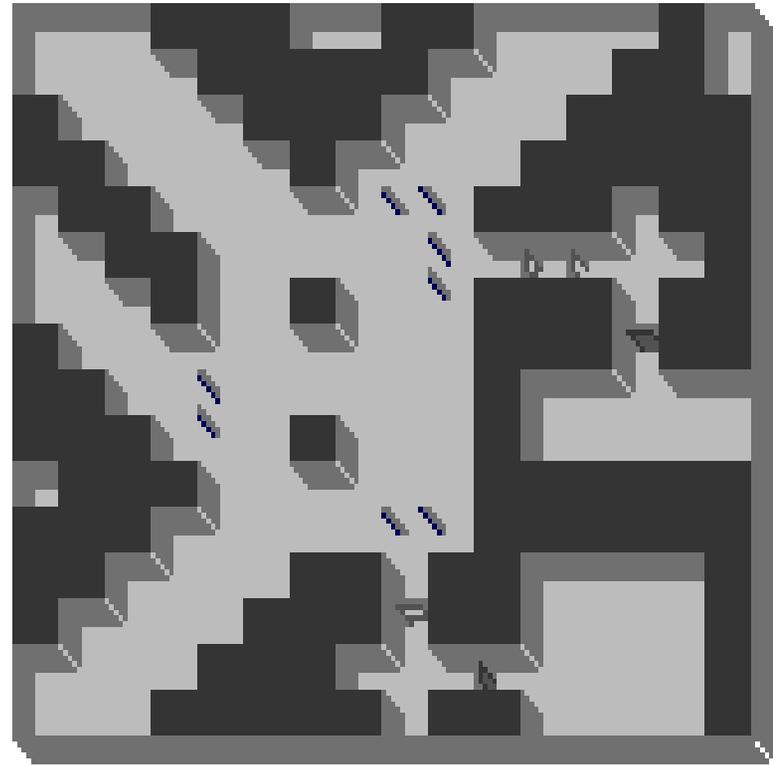
Power crystals run rich beneath the Crystal Mountains, and three have been unearthed in Blood Reign Dungeon. Their power comes from a magical spring that runs beneath the mountain, and they possess the power to render an adventurer very fast, very accurate, and much luckier. The crystals are located deep within the dungeon walls, accessible only to those with a strong command over magic.

Rotting corpses of shackled prisoners hang from the walls of the dungeon. The dead prisoners were once a band of Robbers that had discovered the answer to the riddle that guards the King's treasure. The Robbers plundered the King's crystal chests but were captured by the Sorcerers that protect the treasure and imprisoned here where they hung until they perished. Written in blood by their dying hands, the Robbers left clues to the riddle's answer.

Son of Abu, acquirer of goods lost and stolen, does not like to be called a Robber. He thinks of

himself more as a bounty hunter, always hunting someone else's bounty. He was last seen skulking around Wildabar where the Ninja Clan did not appreciate his presence. It is believed that he was captured by them and sent to the Sonic Ninja that live in this dungeon for career counseling. Taking into consideration the reputation of the Sonic Ninja, Son of Abu will be more than grateful to the party that rescues him.

Charity, a Paladin under command of King Zealot, is imprisoned with Son of Abu in the southeast chamber of Blood Reign Dungeon. She was sent on a covert mission to search the remains of the imprisoned Robbers and decipher the answer to the riddle that guards King Tumult's treasure. After claiming the treasure in the name of all that is good, Charity was to make her getaway and return to Castle Whiteshield. Needless to say, the plan failed and King Zealot denied involvement. Left to her own devices, Charity would faithfully serve her rescuers.



Blood Reign Dungeon

Draconi

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

Dragon Worm

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

Sonic Ninja

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

Castle Dragontooth

Castle Dragontooth is a veritable haven for followers of the evil way. Malefactor, King Malicious (often called King Insane by those who know him), will lower his drawbridge for any crusader who offers to help in his plot to control the people of Terra. Those who oppose him, and find themselves unlucky enough to be within his castle walls, are thrown into the pits of acid in the northernmost chamber.

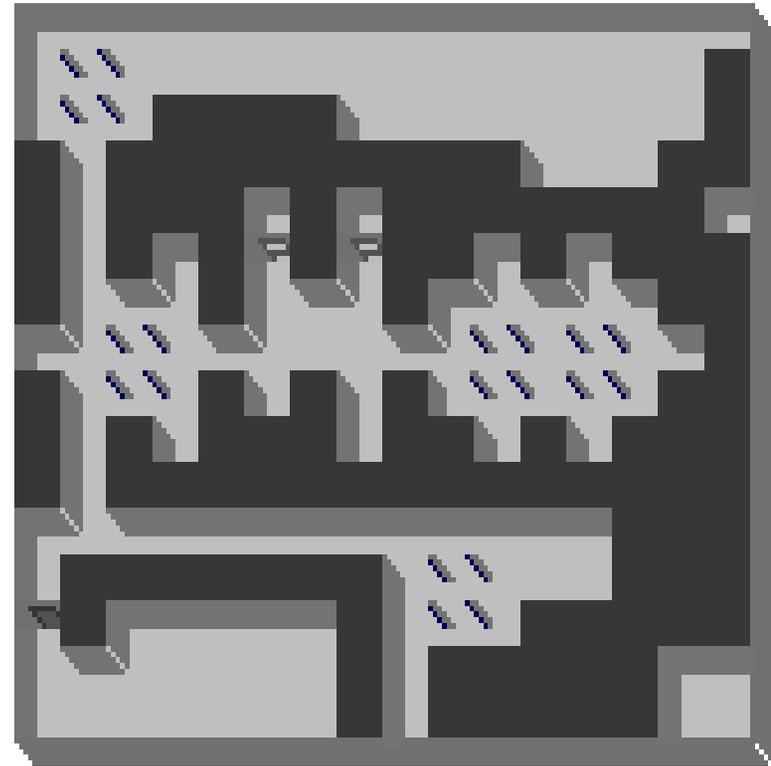
Malefactor, King Malicious, occupies his throne on the east wall of the great throne room, where he goes more mad with the passing of each day. He has determined that he alone shall rule the hearts of the inhabitants of Terra, and no scheme is too cruel to see the realization of his dream. But to his allies the King is loyal and rewarding. Bring to him the Power Orbs that are the key to control and a great reward will be given.

Pathos has been charged by King Malefactor to fill the castle's shrine with the Ancient Artifacts of Evil that were taken during the great war of the alignments. Malefactor feels that having these relics in their proper place will strengthen the resolve of his armies and secure his evil influence a greater hold over the people of Terra. Pathos is authorized to amply reward adventurers who bring him artifacts, and even more so if the adventurer be of evil alignment.

Bubbling pits of acid in the northern chamber of Castle

Dragontooth are used by King Malefactor to test the mettle of his followers and punish his enemies. The cost in pain is tremendous to those who enter the pits, but it is believed there is much to be found at the bottom, left by those who were not strong enough to survive the acid. Those who are strong enough to survive emerge more experienced.

Monstrous statues stand in remembrance of the war to drive the Werewolves from Serpent Wood. Many of Malefactor's warriors died fighting the Werewolves and it is widely believed the war was unnecessary, but Malefactor was motivated to drive them from his island and spared no expense in doing so. When hostilities between the alignments was rekindled, King Malefactor used the inscriptions on the statues to make a magical barrier to guard the entrance to the castle's dungeon where Wicked Witches brew powerful ale to help advance his schemes.



Castle Dragontooth

Castle Guard

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

Dark Pegasus

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

Wizard

HP	250	Experience	240,000	AC	20
Speed	80	Attacks	1	Damage	1000
Range Attack			Yes		
Damage Type			Magic		

Dragontooth Dungeon

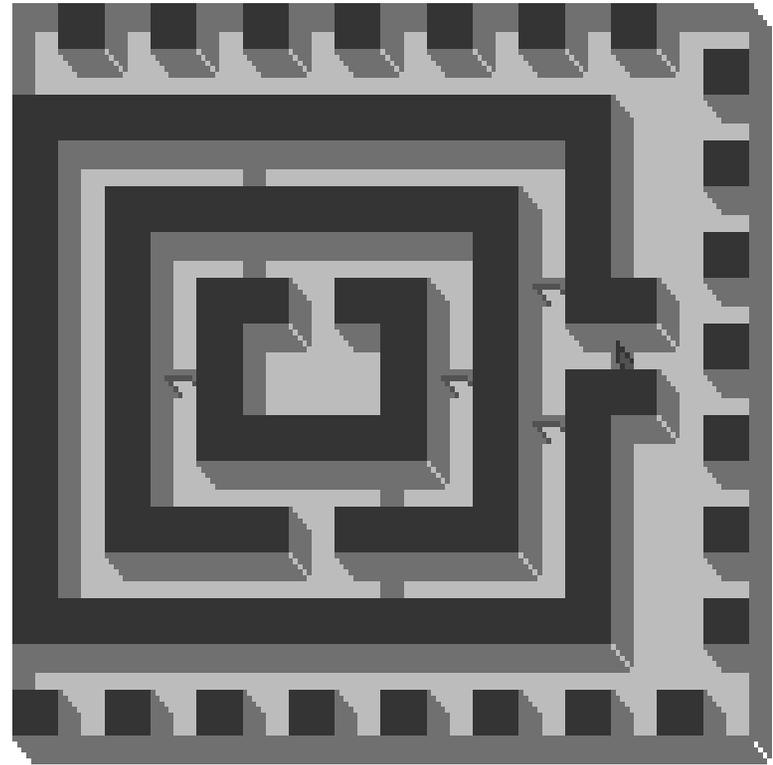
Wicked Witches and the spirits they summon as their servants rule the castle dungeon. Pledged to Malefactor and the expansion of his reign, the witches divine his evil plots and provide him with enchanted brews to strengthen his warriors and curse his enemies. Insane though he may be, woe to any who draw the wrath of the King Malicious.

Brew filled cauldrons occupy the center chamber of Dragontooth Dungeon. Ghosts and Spirit Shields roam the long corridors that wind their way to the Wicked Witches' brewery, where Ales of Advancement and Elixirs of Endurance await the adventurer brave enough to reach them. Be assured of the effectiveness of the Witches' Brew for King Malefactor uses it to enrich his Evil armies, and Malefactor is not one to skimp where the advancement of his schemes is concerned.

Old, discarded cauldrons sit in the corners of this dungeon where they have watched the passing of many years. Though it has been a long time since these cauldrons served as receptacles for the magical formulas of King Malefactor's Witches, they still

play a part in the Castle's defenses. In their bowels are written clues, telling of the word that must be spoken to open the King's treasure chests. Seek out these clues if you desire the King's fortune, but beware the Wicked Witches that wander the halls, lest their curses fall upon you.

Metal safes buried in the dungeon floor are used by the Wicked Witches to store their commission from King Malefactor. The King pays well for his potions and elixirs. Be warned, however, that the Witches have devised a snare to confound plunderers. The safes that hold their hoards of gold are surrounded by empty, enchanted vaults. When opened, these traps summon a ghostly servant from the spirit realm to guard the corridors and hinder your progress through the dungeon.



Dragontooth Dugeon

Ghost

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

Spirit Shield

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

Wicked Witch

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

Castle Greywind

Once a formidable fortress, reptiles now rule the halls of Castle Greywind, former stronghold of Greywind the Illusionist. His spirit is locked in the ruins, unable to leave and unable to perform the actions necessary to release him from his curse.

The spirit of Greywind the Illusionist haunts these ruins, held in a curse his one-time friend, Blackwind, was tricked into casting against him. There are actions that can be taken to break the curse, but Greywind's spirit form is unable to perform them. If a party of adventurers were to dispel the curse for him, Greywind would doubtless reward them handsomely. There are, after all, secrets that only the dead shall know. Secrets that Greywind has carried for some time now. Seek out his throne along the southern wall if you would help this dead Illusionist leave this realm.

There are three thrones within the castle's crumbling walls that are believed to possess powerful magic – a magic that will work only on the day Greywind the Illusionist was wed to the Mermaid Anathema.

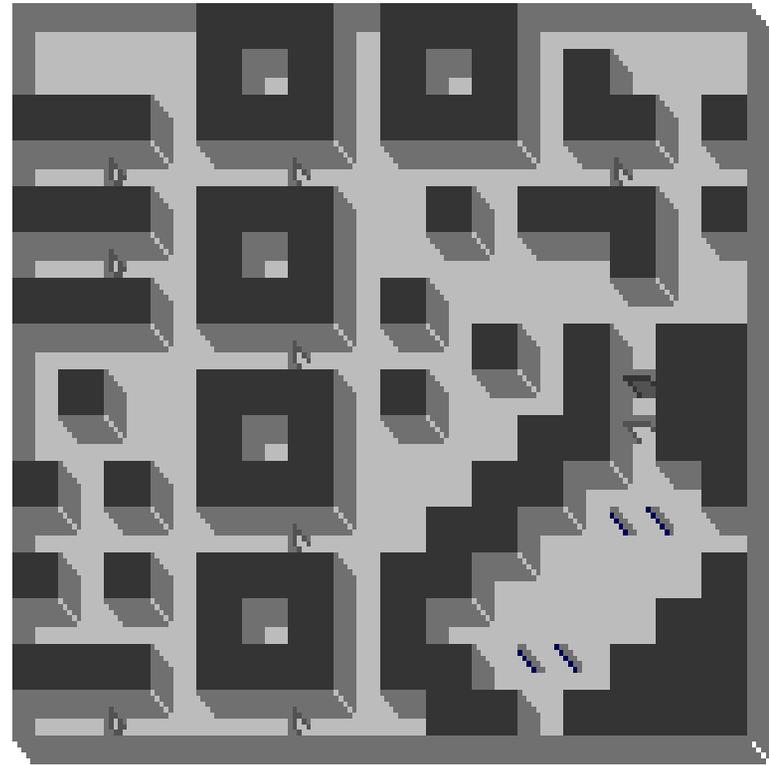
The Throne of Great Powersits in the southwest corner of Castle Greywind, where legendary heroes once came from all across the isles to pay homage to the Five Forces. Legend says that he who sits on the throne will be transformed into a mighty

adventurer, advanced in all the properties of body and mind.

The Throne of Great Possession sits along the western wall. In days of old a contest was held on the castle grounds to determine the bravest warrior. He who won the contest sat on the throne and was rewarded with powerful weapons and implements of war.

The Throne of Great Richesalso sits in a chamber along the west wall. During the change to the harvest season the people of Baywatch held a festival. Lots were drawn and the possessor of the winning docket travelled to Castle Greywind and sat in the Throne of Great Riches. The reward was a wealth of gold and gems. It has been many years since such celebrations took place.

The fountains of Anathemaare said to flow with enchanted waters. They were built as a wedding gift to Greywind's wife, before her treachery was discovered. Anathema's greed was so all consuming that even her fountain of healing will not work without a payment in gold.



Castle Greywind

Dinosaur

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

Fire Lizard

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

Screamer

HP	10	Experience	1,750	AC	10
Speed	25	Attacks	1	Damage	2 - 8
Range Attack	No				
Damage Type	Energy				

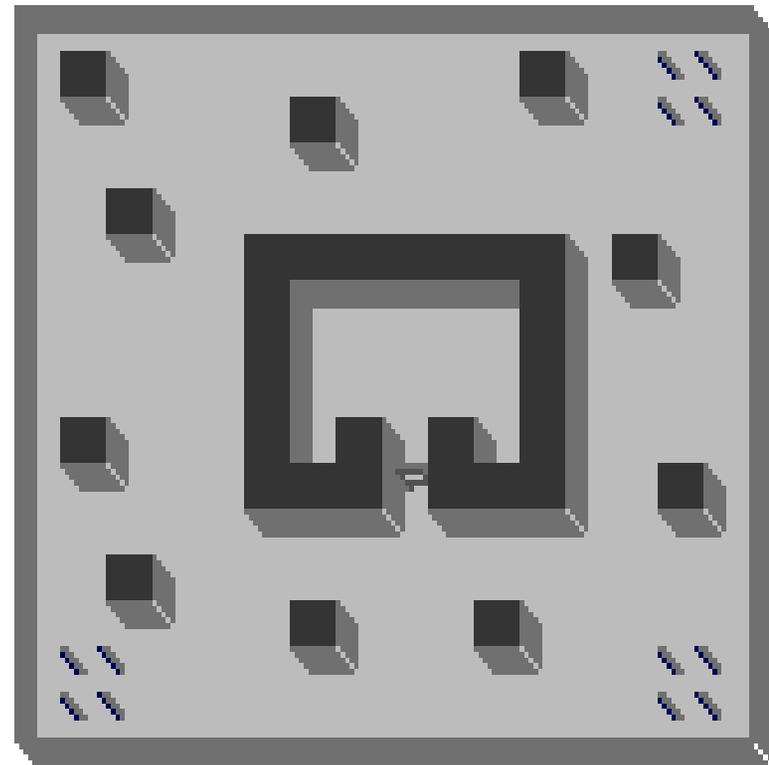
Greywind Dungeon

Serpents roam the vast emptiness of Greywind Dungeon, and remnants of former days of glory have remained untouched for years. The sands of Oolam have all run down, and the Victory Gong, once rung to welcome home victorious armies, has remained silent as death for decades.

The Sands of Oolam were used by Greywind the Illusionist to monitor the passing of time. Oolam was an ancient mystic with the power to walk through time as if walking through the halls of a cavern. He presented Greywind with the sands as a gift on his wedding day. Greywind used the sand to make four centuryglasses which he put in the corners of this dungeon. Though he could not walk through time like Oolam, Greywind could open windows by turning the centuryglasses over in different combinations, allowing him to see forward and backward through the history of Terra. Those who were close to him said the Illusionist emerged from the dungeon late one night after looking further back in time than he had ever attempted before. What he saw troubled him so much that he never spoke to anyone again.

The Victory Gong once rang loud through Castle Greywind. Its song marked the approach of the victorious Gray Paladins, led by Phantom Shadow, as they returned from their campaigns to spread the reign and glory of Greywind the Illusionist. Such were the days of adventure, the likes of which have not been seen for years. The Victory Gong has hung silent since the night Greywind peered back in Terra's history and chose never to speak again.

Gleaming mounds of treasure lie on the dungeon floor, but think twice before leaping into their golden arms. Greywind was known as the Illusionist for good reasons. Much of the gold that appears on the floor is but a trap to steal riches from the greedy.



Greywind Dungeon

Death Snake

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

Great Hydra

HP	5,000	Experience	4,000,000	AC	60
Speed	75	Attacks	12	Damage	12 - 144
Range Attack	No				
Damage Type	Physical				

Castle Blackwind

Once a great fortress, Castle Blackwind now sinks further and further into ruin. Blackwind the Spellbinder once ruled the eastern isles from this manor, but his spirit is now trapped in the rubble by a curse from his neighbor to the west. Only one who is still among the living can work the counter spell to release him.

Blackwind the Spellbinder, or rather his ghost, still occupies the throne in the southern alcove of the throne room. He is locked in this ruined castle by a curse laid upon him by Greywind the Illusionist. Both mages were once the reigning powers over Terra until they were undone by the betrayal of Anathema, a Mermaid who had taken them both as mates. Now the spirit of Blackwind is doomed to wander the broken halls of this castle until members of the living work the magic combination that will free him. Like Greywind, there is knowledge Blackwind can bestow upon his rescuers once he is released from the curse. Knowledge that is vital to solving the mystery of the Isles of Terra.

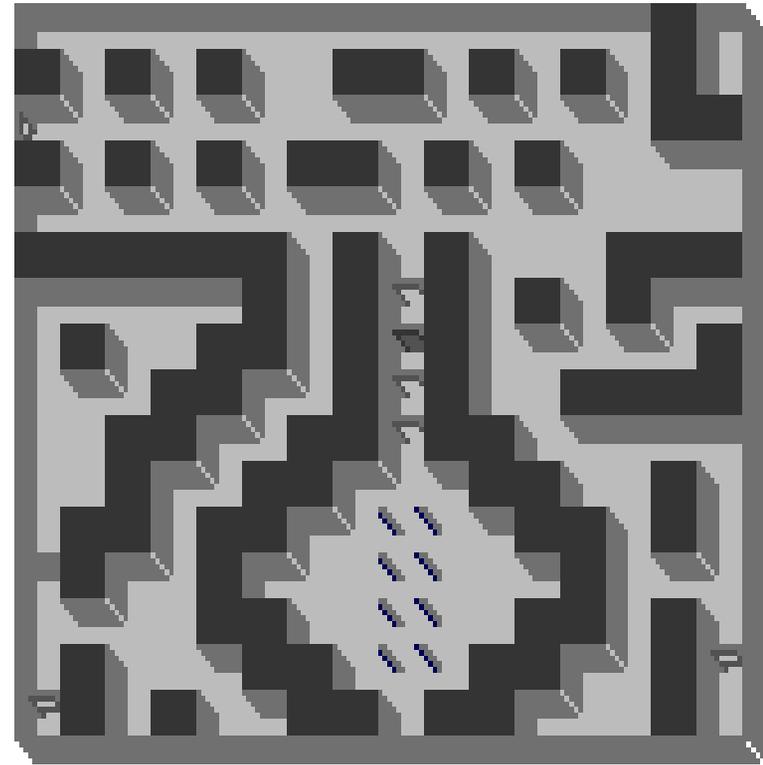
Like Castle Greywind, Castle Blackwind houses thrones of mysterious enchantment. On the day of Blackwind's betrothal to Anathema, the benefit of each throne will fall upon the adventurer who sits on it. Incidentally, it is not so much that Greywind and Blackwind's

thrones work on their wedding day, but rather they decided to marry on the day the thrones worked their magic. They believed it would act as a blessing and bring them luck and happiness. They were sadly mistaken.

The Throne of the Golden Anvil sits in the southeast corner of the castle. Sit on the throne on the proper day and be rewarded with mighty items of war.

The Throne of the Sea Jewekits in the southwest corner of Castle Blackwind. On that one special day of the year it will relinquish Pearls of Youth and Beauty to whoever sits on its plush cushions.

The fountains of Anathema are the only works of beauty left in the rubble of Castle Blackwind. Legend has it that in the glory days of Blackwind the fountain in the center of the throne room had the power to grant mastery of all known spells to an adventurer who could afford the rather steep price.



Castle Blackwind

Dinosaur

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

Mystic Cloud

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

Piranha

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

Blackwind Dungeon

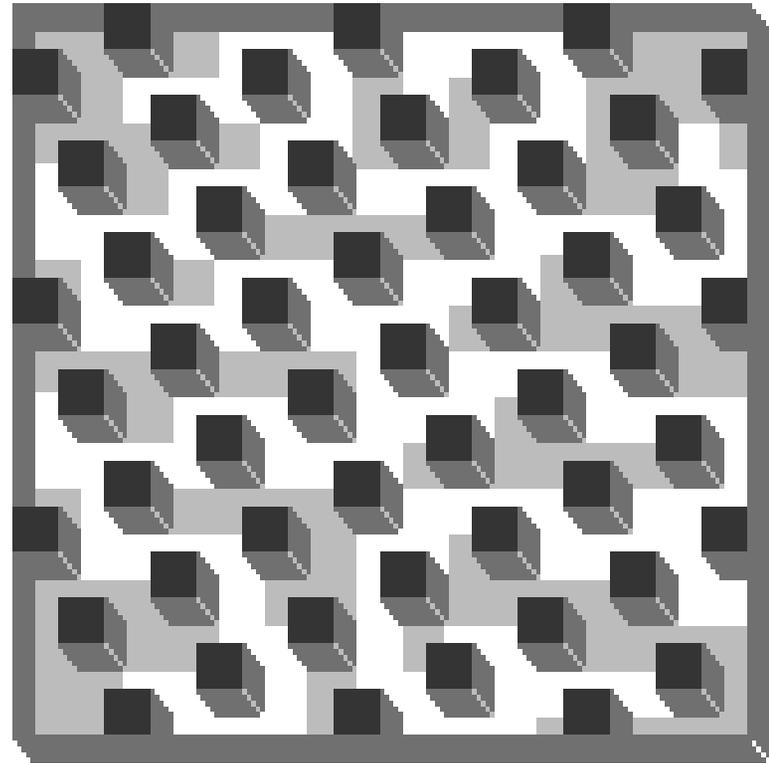
Once the domain of Hamon Othreute, warlord of Castle Blackwind, this dungeon has remained deserted for many years. Nothing living has ventured into the depths of the dungeon since a strange magic fell upon its halls, causing great confusion to any who stray from an unseen path.

The statue of Hamon Othreute broods in the southeast corner of this dungeon. Hamon was Blackwind's Warlord and bane of VonEmosh, who in those days was only beginning to establish his undead army in Phantom Peaks. A repentant enemy could win favor from the Warlord by surrendering an offering of gold to this statue, which now only stands as a tribute to a ghost of older days.

The statue of Tempest Storm proudly stands in the dungeon's southwest corner, so full of the

spirit of the steed it honors it almost seems to move. She was Hamon Othreute's mount and carried him through hundreds of victorious campaigns against Blackwind's enemies. A more remarkable beast was never seen in all of Terra.

The statue of Blood Mane commands a position in the northwest corner. Brutal and relentless best describe the temperament of this beast. Death was the only destiny for its prey.



Blackwind Dungeon

Dungeons

“**M**ake you strong places to dwell and practice the evil of your arts. Build great monuments to stand through the ages and remind your followers of the task with which you have been charged. Use these halls of iniquity to perpetrate your schemes against the infestation that has taken the fields and lakes of this land from you, their rightful masters. Never forget the hatred that must finally overcome and consume mankind. Dwell in your dungeons and brood.”

- Sheltem the Dark

The Ancient Temple of Moo

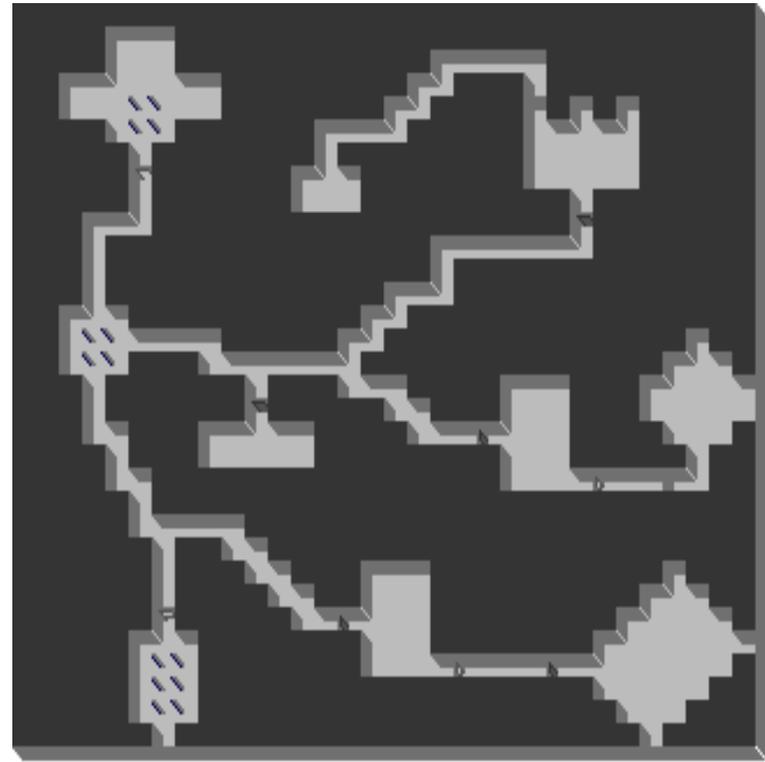
The halls of the Ancient Temple of Moo are filled with undead warriors that were once glory seekers come to witness the statue of Fire Mane, mascot of Moo. (The statue is said to transform wanderers into crusaders.) The bones of those strong enough to resist the re-animating magic of the Cleric of Moo litter the floor.

Piles of Bones litter the dungeon's floor. They are the remains of adventurers whose last acts were to resist the re-animating magic of the Clerics of Moo. Those who were unable to resist now walk the halls, serving the evil Clerics who transformed them into undead fiends. As the Moo cult is far too interested in its own workings to trouble itself with gold and other forms of wealth, there is much to be gained from searching the boney heaps.

The statue of the mighty lioness Fire Mane stands proudly in the dungeon's eastern chamber. Fire Mane has been the central figure of adoration in the Moo cult for many years, and is fiercely

guarded. It has become such a figure of legend among the people of Terra that any adventurer to stand at its base and return alive is awarded the title of Crusader. Indeed, the three Kings have used it as a kind of test, only allowing these Crusaders entrance to their castles.

Trap doors in the floor of the Temple of Moo have claimed the lives of many adventurers who rushed to glory rather than proceeding with healthy caution. Beware of open spaces and long corridors alike. Both possess pitfalls that can be easily avoided by levitating or knowing when to jump.



The Ancient Temple of Moo

Cleric of Moo

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

Skeleton

HP	20	Experience	1,000	AC	2
Speed	18	# Attacks	2	Damage	2 - 12
Range Attack	No				
Damage Type	Physical				

Zombie

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

Slithercult Stronghold

Guillotines mark the path to riches in the Slithercult Stronghold, where Cobra Fiends rule the halls. There is said to be a secret room where those strong enough to venture can test their luck and gain favor from the mysterious altars that eat Quatloos.

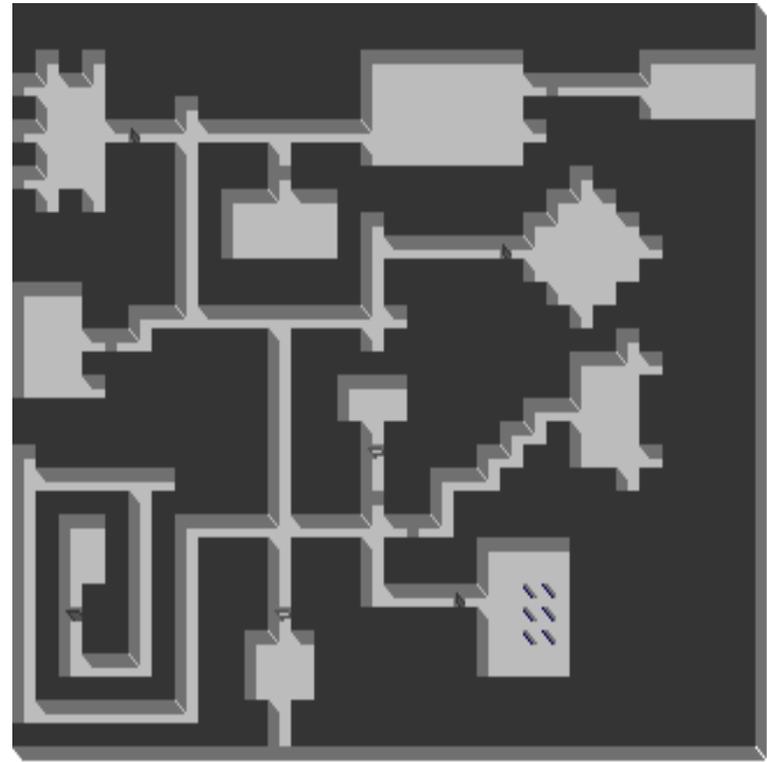
Yellow pools surge in holes dug long ago in the dungeon floor. The pools carry an enchantment left behind from a day when the serpents of this dungeon ruled Cripple Creek. Though the waters of the pools are poison to non-serpent beings, it may be worth the pain to search them. Artifacts and other rare items are said to lay at rest in their depths.

Carved heads of marble stand guard in the Slithercult Stronghold. Every thousand years a Druid must be sacrificed. The spirits of the Druids enter these marble heads and forever haunt the dungeon halls. A receptacle has already been

prepared for the next sacrifice. Devoid of spirit, the head merely laughs insanely when approached.

Three special oracles can be found in a hidden room known as the Slithercult Saloon. If an adventurer feeds them Quatloos he is rewarded by having his attributes enhanced.

Metal safes set in the dungeon floor contain the treasures of the Slithercult. It takes an experienced thief to pick their locks and a strong party of warriors to survive the dangers that lie along the path.



Slithercult Stronghold

Candle Creep

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

Cobra Fiend

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

Evil Ranger

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

Fortress of Fear

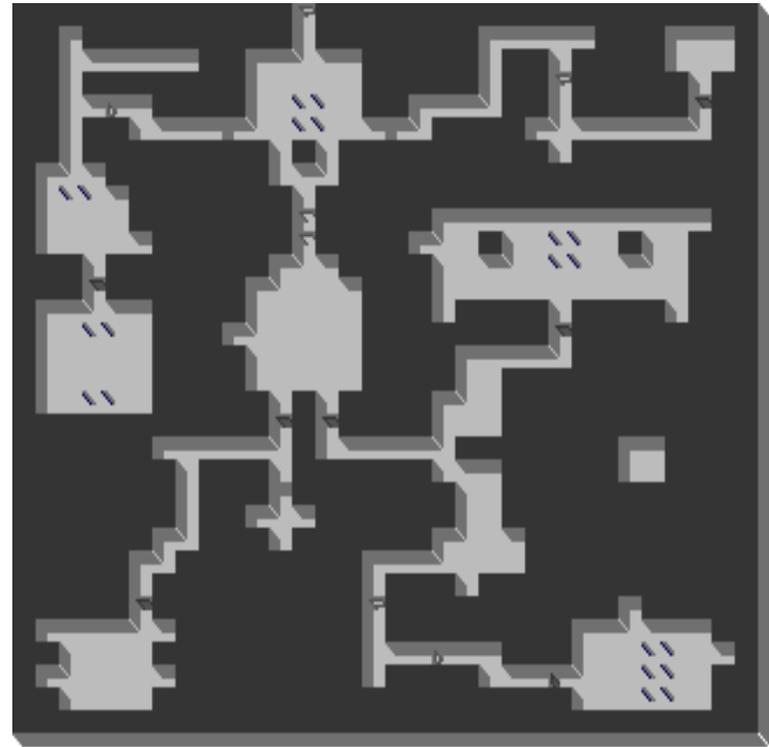
The Mummy King hides in a secret vault deep within the walls of the Fortress of Fear. His command over the dead is equalled only by that of the Vampire King. Face the Mummy King and defeat him, for he guards a special hologram card that is essential to solving the mystery that lies below the ancient pyramids.

Old levers extend from the floor of the Fortress of Fear. They are part of a mechanism that runs the full length of the dungeon, created by masters of ancient times. Granite altars formed in the likeness of the Ancients and shafts of electricity are arranged in a pattern in the dungeon's center chamber. Pull the levers to change the pattern, for when the pattern is correct new discovery is close at hand. But never forget the dangers that lie in the unknown.

Granite heads stand tall in the chambers of the Fortress of Fear, where they groan under the tremendous weight of their age.

Their stoney eyes have seen the passing of countless ages and their rocky throats have moaned the melodies of countless sorrows.

Wooden coffins lie in the chambers of this dungeon, serving as grim reminder of the reason for its name. The foul stench of death visibly seeps through the planks of the coffins, arousing the spirit of the Mummy King who keeps his macabre throne in a chamber hidden deep within the walls. Search the coffins with the understanding there is great danger of encountering the Mummy King's gruesome subjects.



Fortress of Fear

Carnage Hand

HP	40	Experience	10,000	AC	25
Speed	20	# Attacks	1	Damage	60 - 120
Range Attack	No			Damage Type	Physical

Mummy

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

Mummy King

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

Plasmoid

HP	100	Experience	8,000	AC	5
Speed	17	# Attacks	3	Damage	4 - 12
Range Attack	No			Damage Type	Poison

Halls of Insanity

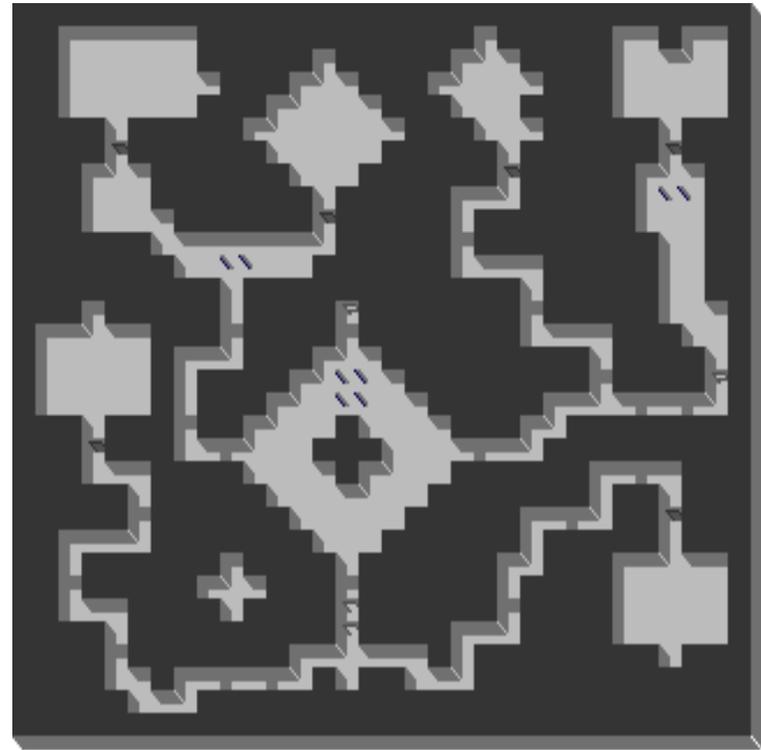
The Eye Master lurks deep within the Halls of Insanity, where his minions guard three powerful objects believed to bring luck and fortune. A series of false walls hide the objects, and the Eye Master stands ready to challenge any who seek to plunder his valuables.

Fierce statues of lions stand in the chambers of the Halls of Insanity. Three guard the entrances to the Blink of Destruction, the Well of Tears, and the Eyes of Eternity. Answer their riddles and the way to the mysteries of this dungeon will be a little less perilous. Two other statues occupy the room in the northeast chamber, beyond the Well of Tears. They speak of the secret location of the Eye Master's treasure.

The statue of Golden Mane, mascot of the ten heroes of old, stands in the northwest chamber of the dungeon, beyond the Blink of Destruction. When the ten heroes defeated the Elemental Lords and ended the war, they set out to train the people of Terra in the skills necessary for survival. The statue of Golden Mane was

bestowed with the power to grant all the known skills to anyone who placed 100,000 gold pieces into the lion's mouth. Once, when the statue was filled with gold, the Eye Master happened upon it. He was so overtaken by greed he stole the statue and brought it to his private chamber. The gold was emptied and hidden in a secret room deep inside the dungeon's walls. Though none have survived the Eye Master's minions to reach the statue, it is believed to still possess the power to grant an adventurer all the skills.

Ornate boxes engraved with forgotten languages hold the possessions of the Eye Master and his servants. Search them out to find the treasure accumulated by these evil refugees from the realm of the All Seeing.



Halls of Insanity

Evil Eye

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

Eye Master

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

Mini Dragon

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

Mystic Cloud

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

Dark Warrior's Keep

For many ages evil warriors have used this dungeon as their hideaway. Even the Dwarves that escaped defeat at Castle Whiteshield fled here. All that is required for sanction is to do the bidding of the Top Joustier, who guards two Ultimate Power Orbs which he believes embue him with power over his so-called subjects.

Many battles were fought in attempts to tame the lands of Terra and make them safe. In those violent days special honor was given to the noble steeds that valiantly carried warriors into the face of death. Statues were erected in their honor, inscribed with details of the battles they witnessed.

The statue of Fortune's Bane stands in the center of the entry chamber, serving as warning to any who idly enter this Dark Warrior's Keep.

The statue of Fire Hood stands in the northwest chamber of the dungeon. Fire Hood led sixteen Red Knights on a doomed war to take the Isle of Fire from the Demons that still claim it as their own.

The statue of Frost Wing stands in the western chamber. Frost Wing led seven Blue Crusaders who sought to recover the lost artifacts after the war of the alignments.

The Statue of Forest Green stands in the southwest chamber. She led the eight Green Rangers on their hunt for the last Unicorn.

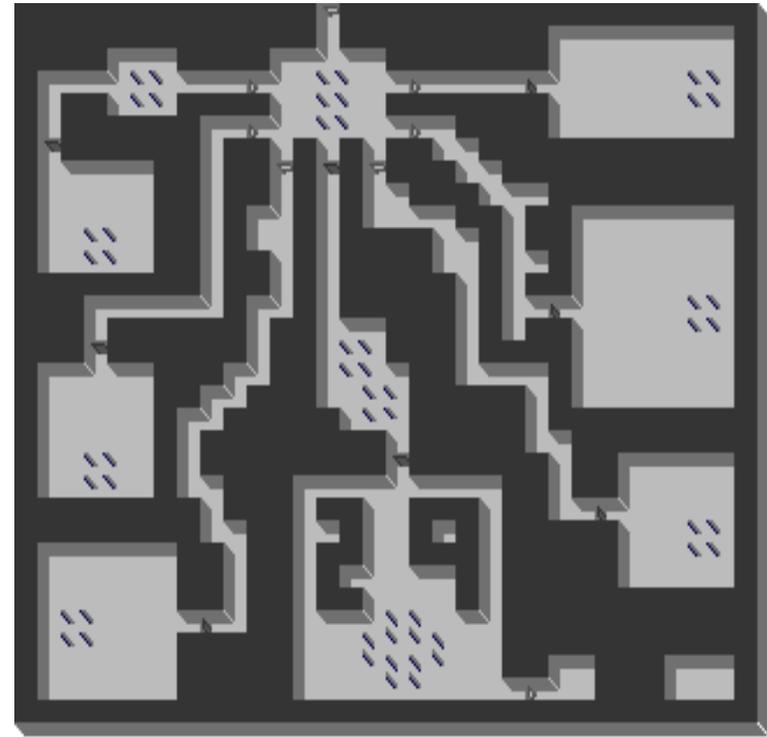
The statue of Desert Breeze stands in the northeast corner of the dungeon. Desert Breeze led two hundred Yellow Soldiers to fight the Minotaur King.

The statue of Phantom Sorrow stands in the eastern chamber. He led seventy-three Grey Paladins in a siege against Castle Blackwind.

The statue of Shadow Grave stands in the southeast chamber. She carried two Black Warriors through the gates of Castle Greywind.

The statue of Ivory Billows stands along the southern wall, guarding the Top Joustier's Ultimate Power Orbs.

Shackled skeletons hang from the dungeon's walls, their boney fingers clinging to scrolls made of the hides from various beasts.



Dark Warrior's Keep

Ranger

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

Joustier

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

Mad Dwarf

HP	75	Experience	2,500	AC	10
Speed	16	# Attacks	1	Damage	4 - 20
Range Attack	No	Damage Type			Physical

Top Joustier

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

Cathedral of Carnage

The Cathedral of Carnage is the center of the Moo Cult. Cruel and witless best describes the followers of Moo, for they attempt without rest to tap into the power of the Ultimate Power Orbs. It is the goal of the Priests to use the power of the orbs to control the minds of the people of Terra and turn them all into their drones. Though they have made no gains toward their goal, the Priests continue to perform cruel experiments.

Mystical altars speak admonitions of the doom that lies within the Cathedral of Carnage. Lesser adventurers would do wise to heed their warning for the Moo cult is strongest in these walls. Inexperienced warriors often find themselves serving in the undead army of the Moo cult.

Altars dedicated to the deities of the Moo cult stand in the room known as The Lock. Positro, Penetro, Dynatro, Barytro and Proto watch the happenings in the five towns and report to the Priests of Moo.

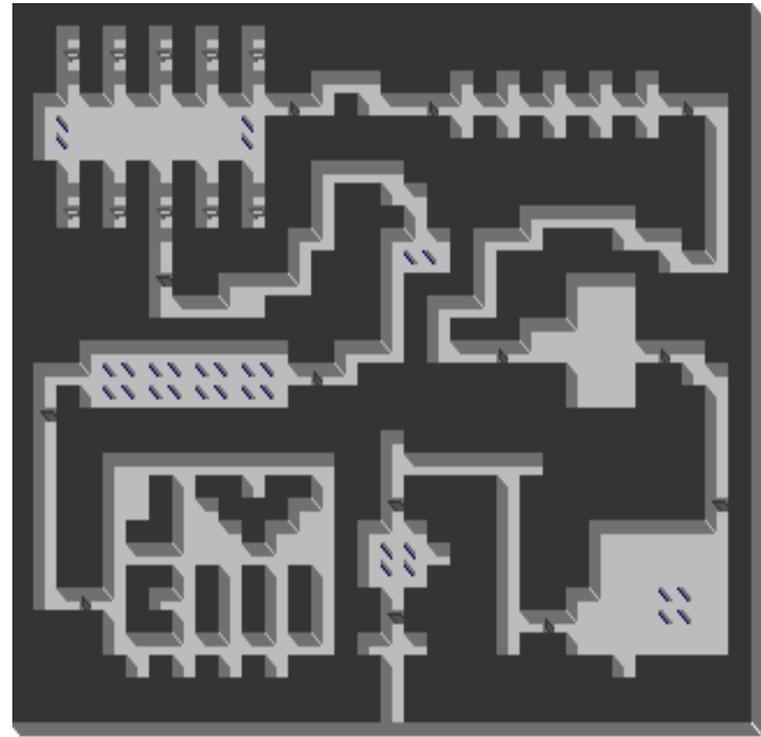
Gemstone altars standing in the room marked The Key hold the markings necessary to solve the mystery of this chamber. Great

reward awaits the enterprising adventurer with the intelligence to solve the puzzle.

Magical altars in the southeast chamber of the dungeon are used to teach Moo cult initiates. They possess the secrets to the spells most often used by the cult.

Moose Juice fills the chalices found in the room called The Cup. It is a deadly drink that always brings misfortune to the adventurer whose lips it passes.

Mighty Moose Juice on the other hand, has been known to be of great benefit to those brave enough to drink it. They often emerge with better understanding of their disciplines of study. Find this brew in the cups that sit in the southwest chamber.



Cathedral of Carnage

Cleric of Moo

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

Gargoyle

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

Moo Master

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

Priest of Moo

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

Tomb of Terror

Nestled in Phantom Peaks, the Tomb of Terror is the final resting place of the ancient beasts known as the Shadow Dwellers. A curse shall fall upon those who disturb their eternal slumber. VonEmosh, master of the walking dead, makes his home deep within this tomb. Any who would face the Vampire King must first defeat his entire army of undead soldiers.

Talking heads carved from the rocks of Phantom Peaks warn of the danger to those who enter this Tomb of Terror. The dungeon's putrid halls are filled with undead monsters of every description, all doing VonEmosh's bidding. The voices that reside in the carved heads once belonged to unwary adventurers who wandered into the halls of the Shadow Dwellers. Their bodies were torn apart and their spirits trapped in the stone altars where they cry out a warning to all who enter the domain of the Vampire King.

Stone Tombs hold the remains of the Shadow Dwellers, ancient beasts so terrifying even the Dragon Lord was powerless against them. Lash, Ra'aa, Blayde, Phyre, Poyson, Blude, Payne and Deeth were their names. Names that are still never spoken aloud, for it was the speaking of their names that summoned them, and once summoned, gruesome death prevailed. Powerful weapons used by the Shadow Dwellers are

believed to have been entombed with them, but beware the curse that befalls he who disturbs their rest. Monstrous apparitions guard their burial chambers.

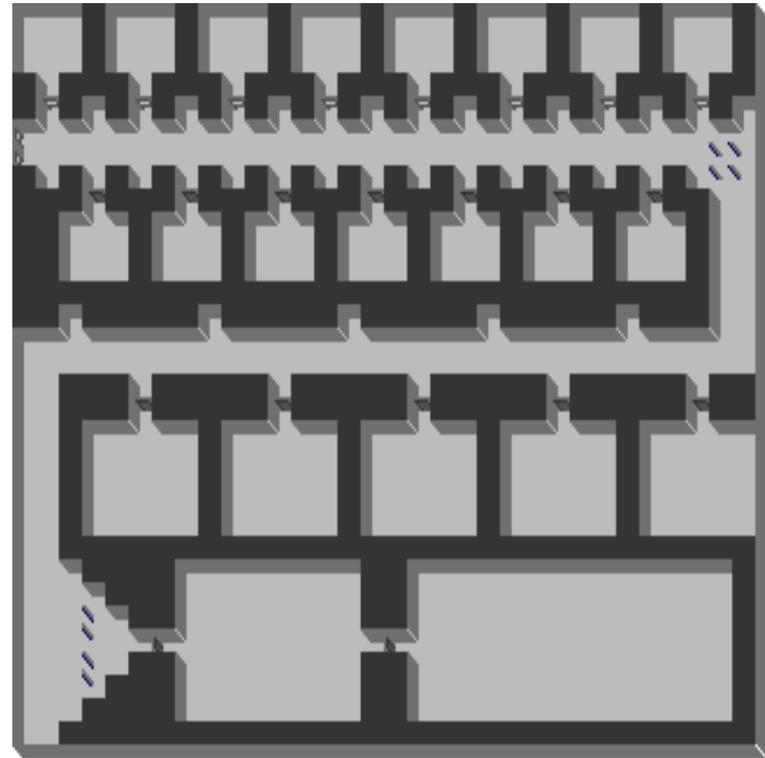
Four thrones sit in the Mausoleum, VonEmosh's private vault. They are enchanted with the magic of death, waiting to steal the soul of the adventurer who sits upon their crimson cushions.

The throne of the Mysteries of the Graveyard Earth. Cold like the grave, surrounded by the smell of moldy earth.

The throne of the Halo of the Midnight Moon. Unnerves the soul like a shadow following you that is not your own.

The throne of the Chill of the Moonlit Mist. A chill that penetrates to the bone.

The throne of the Sorrow of the Howling Wind, full of the cries of a thousand mourners.



Tomb of Terror

Lich

HP	200	Experience	120,000	AC	12
Speed	80	# Attacks	1	Damage	5 - 25
Range Attack	Yes	Damage Type			Magic

Vampire

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

Vampire King

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

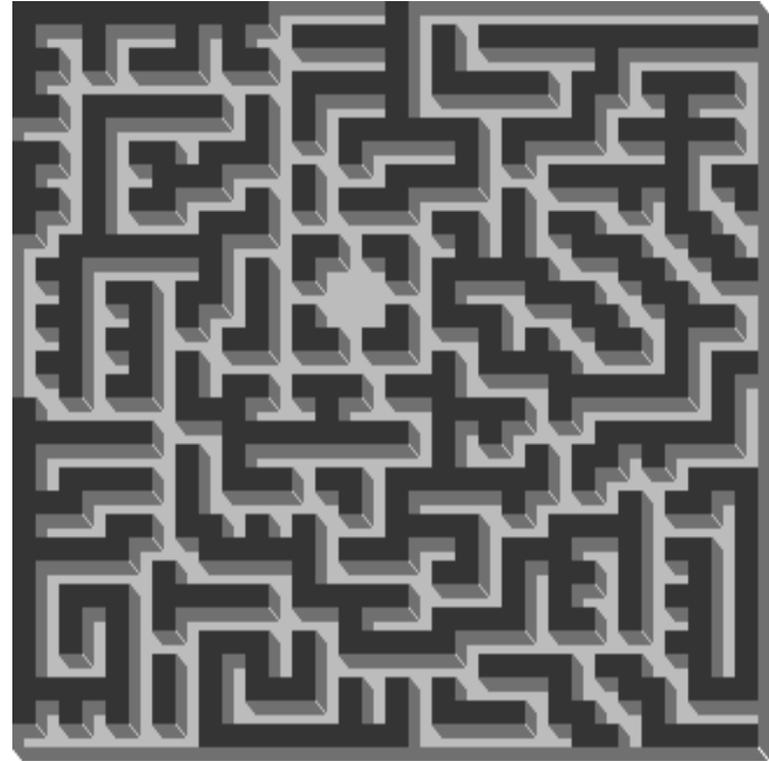
Note: See monster section for information about Ghost, Ghoul, Mummy, Phantom, Reaper, Skeleton and Zombie.

The Maze from Hell

Deep in Minotaur Marsh, the Maze from Hell is a very tricky catacomb. If not for the benevolent hand of Mr. Wizard, many an adventurer would have grown old in this legendary labyrinth. You must find the statue of Water Mane in the center of the maze, and the Hologram Key Card hidden in a crystalline box.

The statue of Water Mane, fabled ruler of the Great Sea, stands in the center of the Maze from Hell. Water Mane was the ruler of the Great Sea in a time when there was no land to break up its depths. The civilization of Terra lived beneath the waves in a coral city, until one day there was a tremendous storm that seemed to last forever and Water Mane's kingdom was lost. When the storm finally subsided the Isles of

Terra were left floating in the wounded sea. This statue is perhaps the only remnant of that lost civilization. Surviving the perils of the Maze from Hell to stand and drink from the fountain's bowl is more than a feat of great adventuring, it is a symbolic journey to the forgotten past of Terra, the final rekindling of a spirit that has all but vanished from the heart of a world.



The Maze from Hell

Medusa

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

Minotaur

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

Minotaur King

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

Caverns

“And in the bubbling loam of the Elemental War, great chambers formed beneath the surface of the newly evolving land. Twisting passageways of earthen walls snaked into the heart of dark mountains. Within those hollow halls flocked all the loathsome beasts that sought refuge from the brightness of the outside world. There they waited for the turmoil on the surface to subside, and for their chance to reign terror across the land.”

- Corak the Mysterious

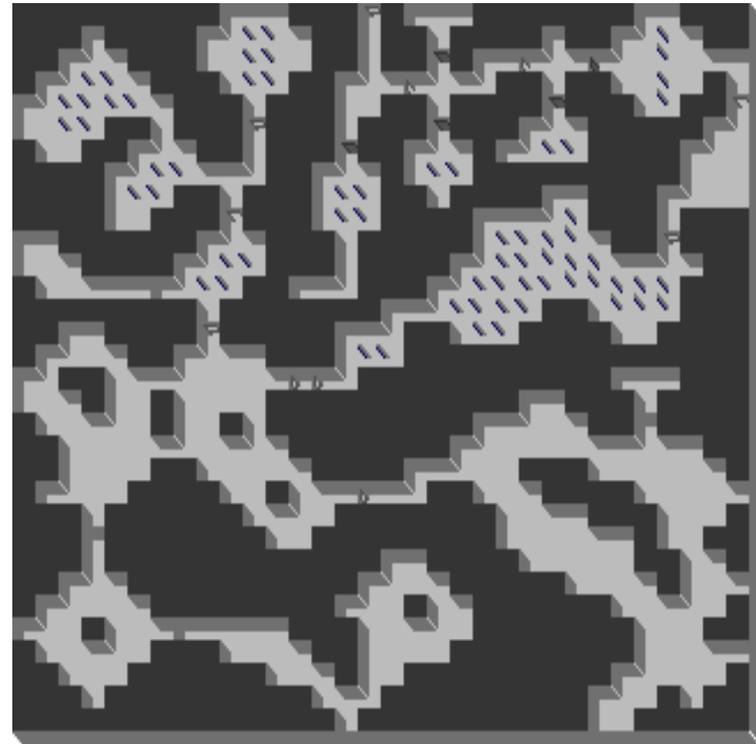
Cyclops Cavern

This cavern is littered with the bones of unfortunate adventurers eaten by the Cyclops. There are many pools filled with the drained life-juices of these fallen warriors, and legend says the pools harbor strange powers. The Cyclops King lives in the deepest and darkest chamber of the cavern.

The bones of the unfortunate litter the floor of this dark cavern. Cyclopes possess a tremendous, ravenous appetite that proves most dangerous to adventurers who find themselves entering the cavern's mouth. But regardless of the danger the fool-hearted still come, for the Cyclopes have little use for the weapons and items their dinner tends to carry. A party that is brave enough and strong enough, and foolish as well, can amass a nice store of goods by plundering the dead bones. There may even be spell

books to read, carried in by unfortunate mages.

Crimson pools of blood drained from the bodies of those who fell victim to the appetite of the Cyclopes can be found throughout the cavern. In their depths is pain and reward. Only the strong should search them for they surge with electric energy, but there is much that can be pulled from the bottom. Some pools are even believed to enhance the attributes of life.



Cyclops Cavern

Bugaboo

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

Cyclops

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

Cyclops King

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

Wild Fungus

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

Arachnoid Cavern

Arachnoid Cavern opens out of the western face of the Crystal Mountains. The Gargoyles once had their shrine in the corridors of this cave, before they were driven to the Land of the Gargoyles. Insects of all kinds now occupy the dark cave. Mages of all disciplines once came to this cavern to touch the power crystals that run under the mountains. Their decaying bones still litter the floor.

Piled bones of victims of the Giant Spiders that give this cavern its name lie on the floor in the darker recesses of Arachnoid Cavern. Some are used for the grizzly purpose of feeding the younger spiders. It is in this way they get their taste for flesh. Many of the adventurers who wandered into this cavern were magic users, come in search of the Power Crystals. If any spell books are still intact, there may be spells to be learned here.

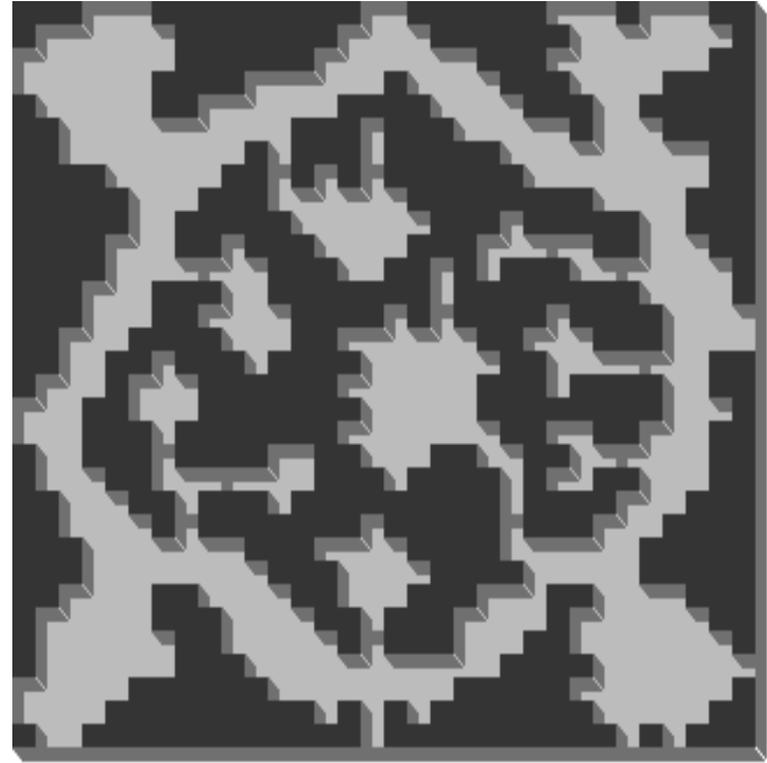
Huge gongs occupy the cavern's corner chambers, used to summon more creatures from the darkness. The origins of the gongs can be found only in speculation. Some believe this cavern was once the home of a Giant Spider that had the intelligence and understanding of a Dragon. The Spider King tried to form the insects of Terra into an army, but was defeated by the ten heroes of the Elemental Wars. It is one of the oldest tales in Terra.

Crystal shards, from the rich vein that runs beneath the Crystal Mountains, stick out of the cavern

floor. These Power Crystals have drawn mages here for centuries. They enhance the attributes of the mind necessary to master the use and control of magic. Once touched the crystal's power dissipates, but there are ways of recharging their magic. Lord Might holds the power to restore the drained crystals back to full strength.

The Lords of the Attributes took up residence in the chambers of this cavern after the Gargoyles were driven away. They have devised a test to challenge adventurers and reward the strong minded. Those who properly answer their riddle are awarded the opportunity to expand their Intelligence and Wisdom to great heights.

Brother Zeta sits among the Lords of the Attributes, lost in his own thoughts. If warned of your arrival he is most hospitable and offers the final bit of information to complete the tale started by Brother Alpha. But if visited unannounced, there is little he will do for you.



Arachnoid Cavern

Dino Beetle

HP	70	Experience	4,000	AC	10
Speed	18	# Attacks	2	Damage	3 - 15
Missile Attack	No				
Damage Type	Physical				

Giant Spider

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

Toxic Worm

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

Cursed Cold Cavern

The witches that have set up their coven in this cave are commanded by the Black Knight. He dwells deep within the cavern and rewards the deeds of the witches with Ancient Artifacts plundered in a long forgotten war. Search carefully the cauldrons, for all are not obliging.

Witches' cauldrons sit in the chilled chambers of Cursed Cold Cavern, where strange concoctions are mixed and sent to other Witches or sold to Kings and Mercenaries. The Witches of this coven specialize in Ales of Advancement and Beneficial Brews that offer protection from magic, but search carefully. Somewhere there is a diabolical drink that turns the years against the adventurer who gives it even the slightest touch.

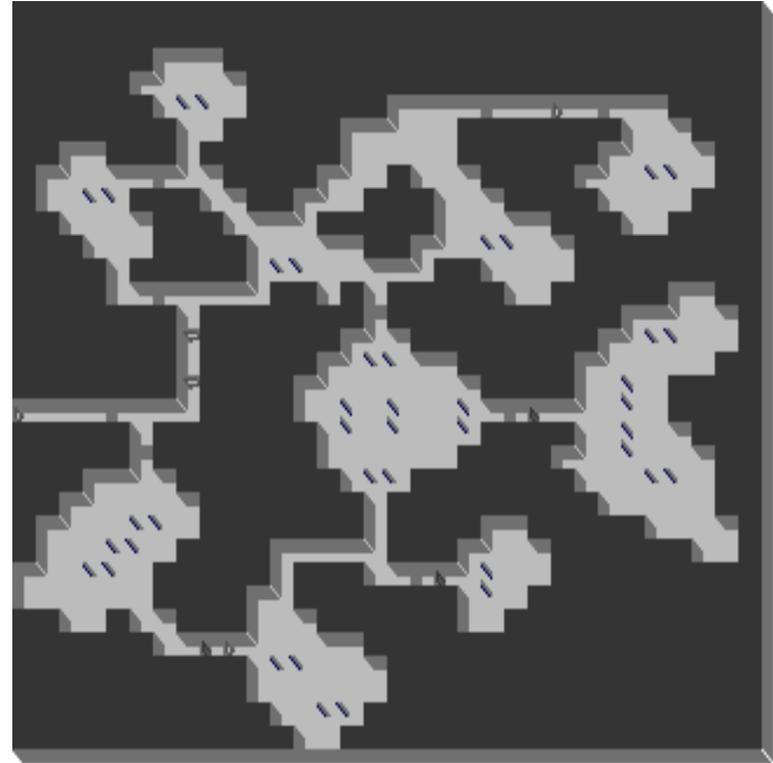
The **Black Knight** has been on many quests to discover the secrets of the isles of Terra. The truths he has uncovered are locked in statues erected in honor of the noble steeds that carried him on his journeys. To gain the knowledge hidden in each statue you need only to speak the answer to the riddle engraved in its base.

The **statue of Iron Hooves** stands in the center chamber of the cavern. The Black Knight rode Iron Hooves across the swampy isle in search of Princess Trueberry.

The **statue of Silver Hooves** stands in the northeast chamber. Silver Hooves was given to the Black Knight by the Pirate Queen.

The **statue of Golden Hooves** stands in the cavern's eastern chamber. Golden Hooves bore the Black Knight on his search for the Pirate's treasure.

The **statue of Copper Hooves** stands with Golden Hooves in the eastern chamber. Copper Hooves accompanied the Black Knight on his search for the legendary lost island of Newroth.



Cursed Cold Cavern

Black Knight

HP	375	Experience	100,000	AC	30
Speed	50	# Attacks	7	Damage	4 - 160
Missile Attack	Yes				
Damage Type	Physical				

Carnage Hand

HP	40	Experience	10,000	AC	25
Speed	20	# Attacks	1	Damage	60 - 120
Missile Attack	No				
Damage Type	Physical				

Wicked Witch

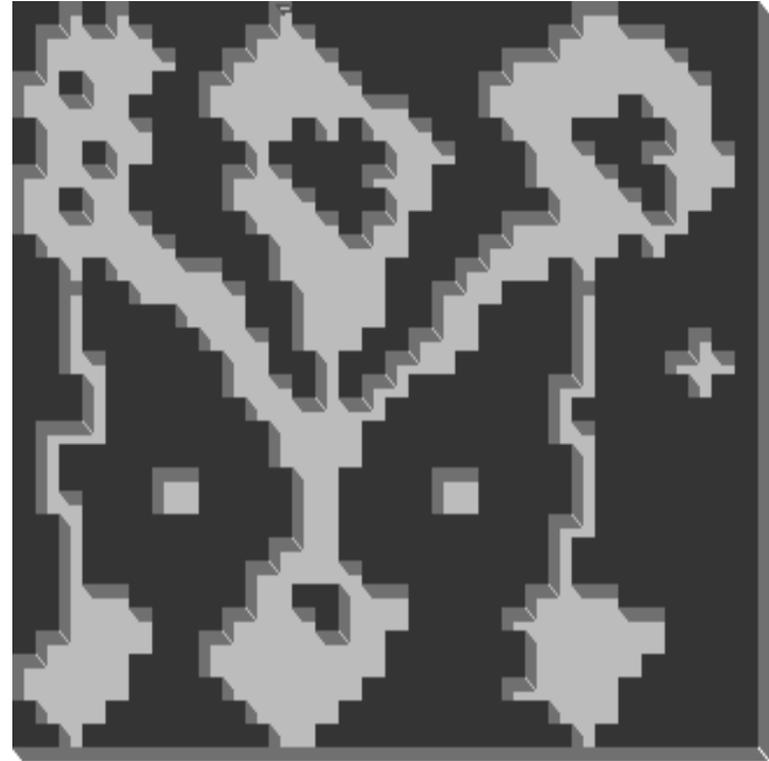
HP	50	Experience	16,000	AC	8
Speed	16	# Attacks	1	Damage	4 - 18
Missile Attack	Yes				
Damage Type	Magic				

Dragon Cavern

Nestled deep in the Mutant Mountains, Dragon Cavern provides the perfect shelter for the riches amassed by the Dragon Lord and his servants. The towering mounds of treasure are heavily guarded by Draconi warriors, and the dung that litters the floor provides a natural defence against greedy adventurers. Tempting though it may be to steal the Dragon Lord's tremendous personal hoard, all who have faced him have perished from his magic breath.

The Dragon Lord sits among his piles of gold in the deepest recesses of Dragon Cavern where Draconi and other lesser Dragons roam the passageways. In addition to the Dragon Lord's personal fortune there are mounds of gold all throughout

this cavern that never cease to lure greedy adventurers to their demise. Five of the greatest warriors in Terra have tried to slay the Dragon Lord. Their heads now hang from their own lances, serving as reminders to any who wish to repeat their folly.



Dragon Cavern

Draconi

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

Dragon Lord

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

Green Dragon

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

The Magic Cavern

Dangerous vapor steams up through rifts in the floor of Magic Cavern. Spellcasters will find this vapor particularly disturbing. But there are reasons for withstanding the dangers of this cave, as it is not called the Magic Cavern without reason. Seek out the altars that are guarded by mages of the living, undead, and supernatural realms.

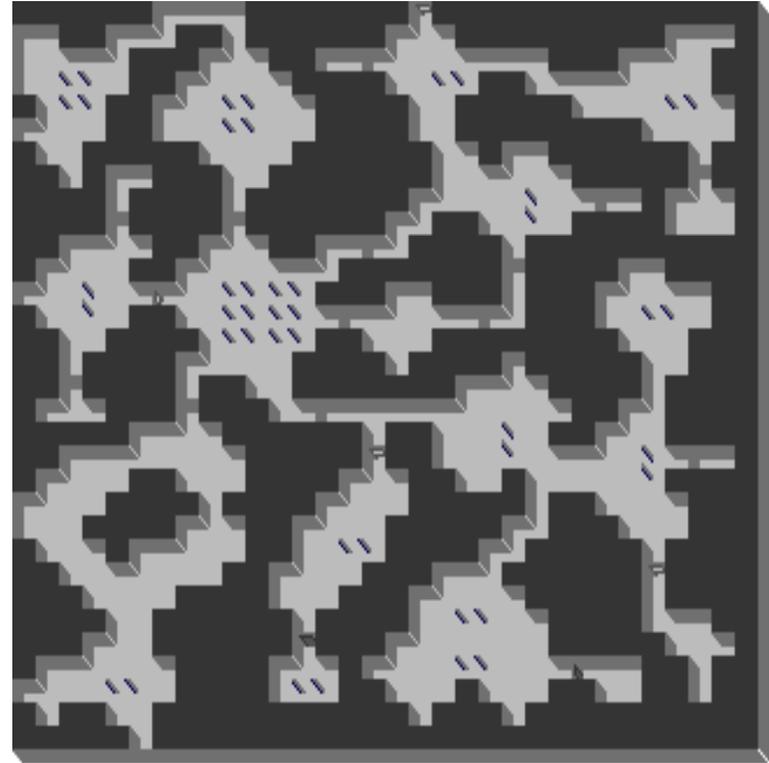
Stone Tombshold the remains of the members of an ancient mage guild known as the Brotherhood of Garroters. The Brotherhood was a dark guild that sought to control Terra by grasping the land's rulers in a tight fist of fear and forcing them to do their bidding. Evil magic was instrumental in their plots. Greywind the Illusionist and Blackwind the Spellbinder would not succumb to the terror created by the Brotherhood and tracked the guild to this cave. The guild's five members were slain and entombed in stone coffins, enchanted to keep their spirits locked inside. Fighting Dragons mark the tombs of the Garroters. Ransin Nor, master mage of the Brotherhood, was locked with the Garroters' holy relics in a special tomb marked by fighting Wizards.

Blue pools can be found in many of Magic Cavern's chambers.

Their water's source lies in a magical spring far beneath the Forsaken Sands. The Brotherhood of Garroters used the pools to increase their intelligence and strengthen their command over magic.

Green pools also open from the cavern's floor. Their emerald waters bestowed speed upon the Brotherhood, giving them advantage in all their encounters. Be warned that both pools are magically protected and capable of harming anyone who approaches them unprepared.

The Altars of Learning possess the secrets to many spells the Brotherhood found instrumental for their schemes. Most are powerful combat spells, the rest being useful for traveling unseen and avoiding traps.



The Magic Cavern

Guardian

HP	250	Experience	40,000	AC	20
Speed	15	# Attacks	1	Damage	75 - 150
Missile Attack	No				
Damage Type	Physical				

Lich

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

Sorcerer

HP	100	Experience	50,000	AC	10
Speed	40	# Attacks	1	Damage	8 - 80
Missile Attack	Yes				
Damage Type	Cold				

Outdoors

“After the battle was over and the champions had used the powers the Forces of the Dome gave them to drive the Elemental Lords to the corners of the Void, the five Forces picked up the land that had been the battlefield and moved it through the heavens, from the gates of the Ancients to the gates of Terra, where the land was set in the midst of water and broken into isles.”

- Corak the Mysterious

Area A1

An army of Orcs have set up an outpost somewhere in the Hidden Valley, but their threat is not strong enough to scare away the Zingaro Travellers that have let their wagons rest in this area. But the Orcs and Goblins that infest the area can prove very hazardous to passers-through.

The town of Fountain Heads sits nestled in the mountains of Hidden Valley where it has come to be known as the friendliest town in Terra. Though Fountain Head is a good place to sharpen the skills of new adventurers, seasoned parties will soon advance beyond the limitations of Raven's Guild and the Training grounds.

The Ancient temple of Most stands sentinel over the road leading in to the Hidden Valley. Archaic markings carved in the dungeon entrance serve as a warning to any who may unwarily wander into this temple of the undead.

Magical wells are scattered throughout the area, containing waters that temporarily enhance the attributes of those who drink from their depths.

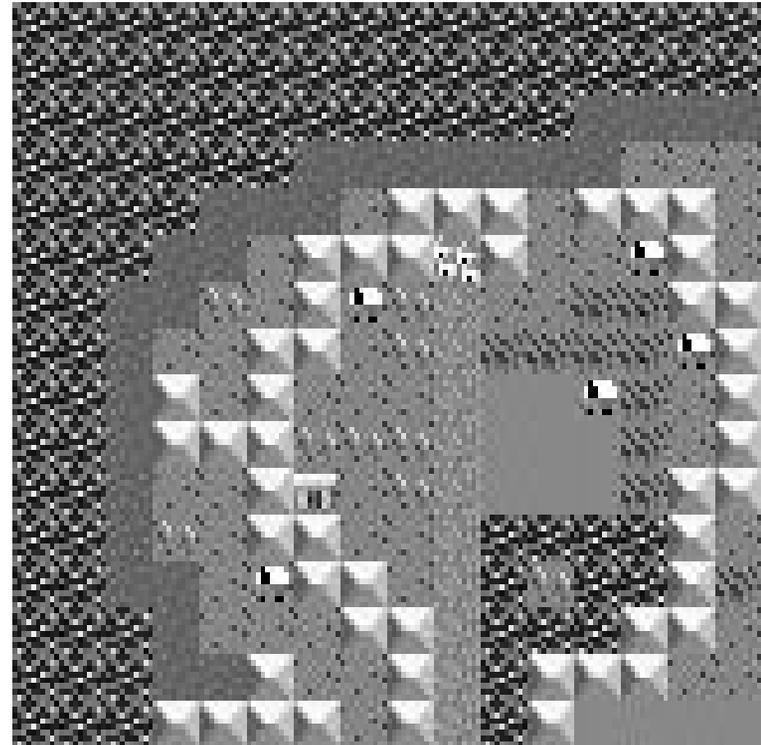
A band of Zingaro Travellers have chosen to let their wagons rest in the Hidden Valley. Typical of their people these Travellers offer a wide variety of services for a fair price.

Gyure the Alchemist mixes potions of might in his wagon outside Fountain Head.

Sophena the Seeress uses her wagon in the foothills east of Fountain Head to peer into the futures of the curious. The lingering effect of Sophena's magic often leaves her clients with expanded vision.

Two wagons have been overtaken by an Orc tribe and a band of Goblin warriors. They use the wagons as meeting places and camps in their effort to drive the people of Terra out of the Hidden Valley. Without these camps both armies would be forced to withdraw to other locations.

A gleaming scale lies hidden in the dense trees east of Fountain Head. Those enterprising enough to find this scale can pay its price to become a Master Merchant.



Area A1

 Dirt	 Dense Forest	 Town
 Tall Grass	 Road	 Dungeon
 Grass	 Mountain	 Wagon
 Light Forest	 Water	

Goblin

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

Orc Warrior

HP	25	Experience	600	AC	5
Speed	12	Attacks	1	Damage	2 - 18
Range Attack	Yes				
Damage Type	Physical				

Area A2

Many huts are scattered through Orc Meadow and Woodland Grove. One in particular houses a bodiless voice with much treasure to sell. Another holds inside its walls a shrine, sacred only to the Orcs. In the southwest corner of Orc Meadow is one of the five ancient pyramids, where can be found the answers to many mysteries.

The town of Baywatchis perched on the shore of Piranha Bay. Baywatch was once the most successful port city this side of the Great Sea until one day it was rocked with thunder and the Unholy Pits appeared like open sores in the town's floor.

Castle Whiteshield stronghold of King Zealot, is located off the road between Fountain Head and Baywatch. Crusaders are welcome to enter the castle gates and undertake the quests of the King and his servant, Praythos.

A towering pyramid cut from ancient stone stands silent vigil in the high grass of Orc Meadow. The mysteries that lie within this and the four other such pyramids have been the source of many legends in Terra, but without the proper item mysteries will remain mysteries.

Huts of straw and mud provide the inhabitants of this area with shelter. Some of these huts are

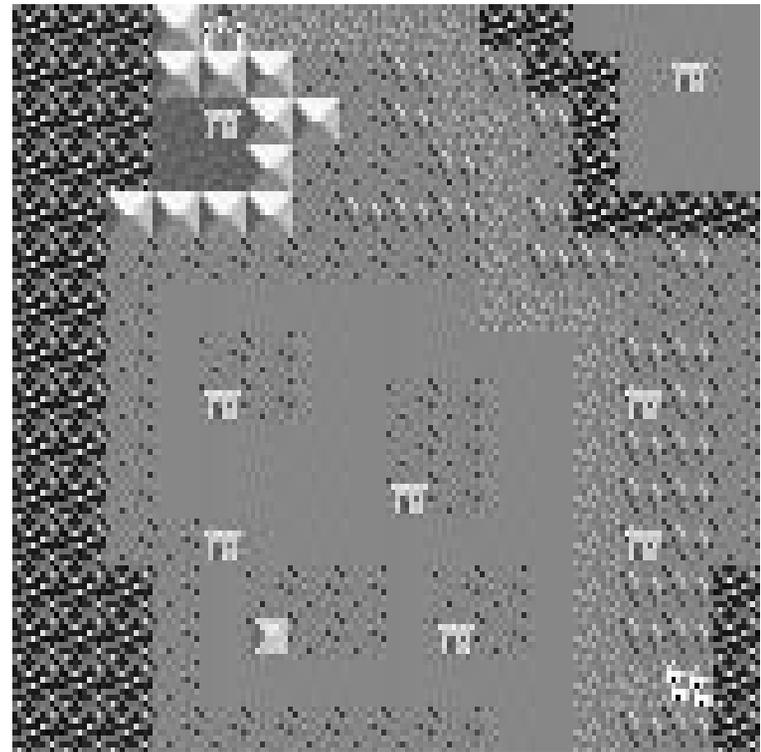
protected by traps and spells, so think twice before entering.

An Orc outpost is kept in a hut in Orc Meadow. Destroying the outpost will leave the Orcs without a place for meetings, forcing them to scatter and ending their threat to the area.

A hut in Orc Meadow is used by the Orcs as a camp. Without this camp they would no longer be able to stay in the area.

The Shrine of Icarus final resting place of the Last Unicorn, stands in a hut in Orc Meadow. A thousand Swallows tell of Icarus' entombment and the conditions of his resurrection.

A hut on the lower point of the Enchanted Meadow was once frequented by the Brotherhood of Garroters. Local legend says the Brotherhood would visit this hut to temporarily strengthen their magical abilities.



Area A2

Dirt	Road	Town
Tall Grass	Mountain	Hut
Grass	Pyramid	Castle
Light Forest	Water	

Goblin

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

Orc Warrior

HP	25	Experience	600	AC	5
Speed	12	Attacks	1	Damage	2 - 18
Range Attack			Yes		
Damage Type			Physical		

Area A3

Evil Eye Forest is rich with the wagons of Zingaro Travellers. The Zingaro are a nomadic people who settle wherever they wish, somehow managing to remain unaffected by the dangers surrounding certain areas. They usually offer many services to render and heirlooms to purchase.

The entrance to the Halls of Insanity broods among the dark trees of Evil Eye Forest. Standing at the door, key in a hand, even a seasoned adventurer must summon the courage to enter the lair of the Evil Eyes.

Wagons of the Zingaro Travellers can be found all through Evil Eye Forest. One of these wagons, abandoned by its owner, has become a breeding ground for the Vampire Bats that live among the trees.

Magose, a travelling wizard, acquires the gems necessary for his incantations by selling an aura of magic resistance to adventurers who pass through his camp.

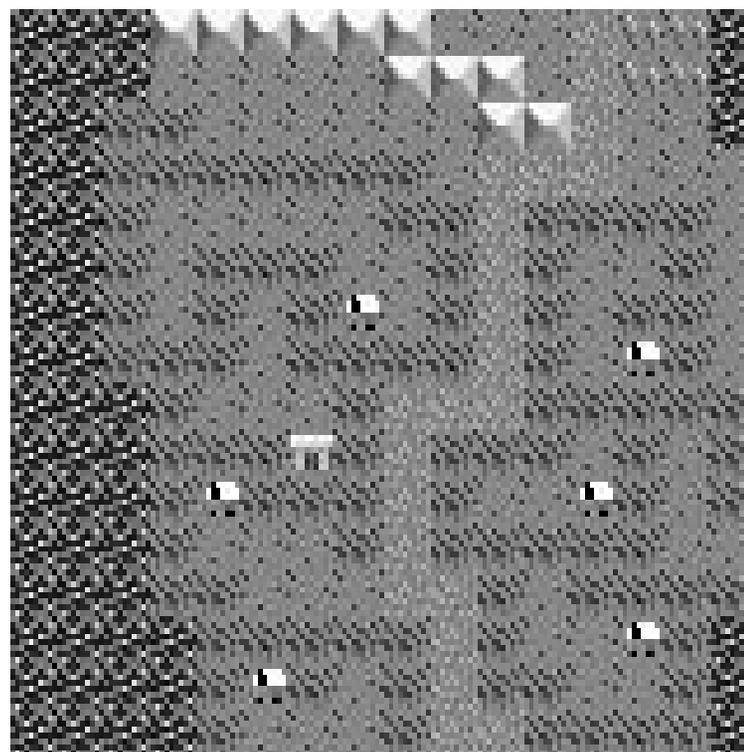
Pavroka sells precious rings which she claims were once worn by the ten heroes of old. An interesting claim considering she has sold over two hundred of the "relics."

Mishbee has spent many years curing adventurers who have fallen victim to the madness induced by Screamers. Her cure for Insanity is very reliable.

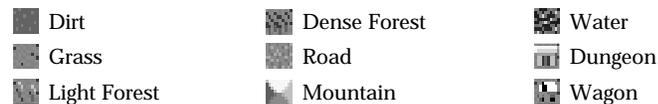
Tishbee, sister of Mishbee, also dabbles in the healing arts. Her remedies remove the poisons of Vampire Bats and other monsters from an afflicted character.

Sir Poleman was once the personal instructor of the Jousts in Dark Warrior's Keep. His training is renown throughout Terra for bettering a warrior's accuracy.

Sir Shipit fought in the army of King Zealot when the Mad Dwarves attacked Castle Whiteshield. Now retired, he lives in Evil Eye Forest where he earns his gold training Knights who wish to better their strength and endurance.



Area A3



Screamer

HP	10	Experience	1,750	AC	10
Speed	25	Attacks	1	Damage	2 - 8
Range Attack	No				
Damage Type	Energy				

Vampire Bat

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

Area A4

In the days when the Gargoyles roamed freely in Thorn Blossom Orchard, the southern region of the Great Isle was connected as is the northern region. But when the Gargoyles were driven out, the warriors of Castle Whiteshield broke the shrine in Arachnoid Cavern to celebrate their victory. A tremendous earthquake shook the southern region and ripped it from the rest of the isle.

A single hut stands on the peak of Mount Keystone. Within the hut rests a golden card encased in glass so thick only an adventurer with Fantastic strength can strike it hard enough to shatter.

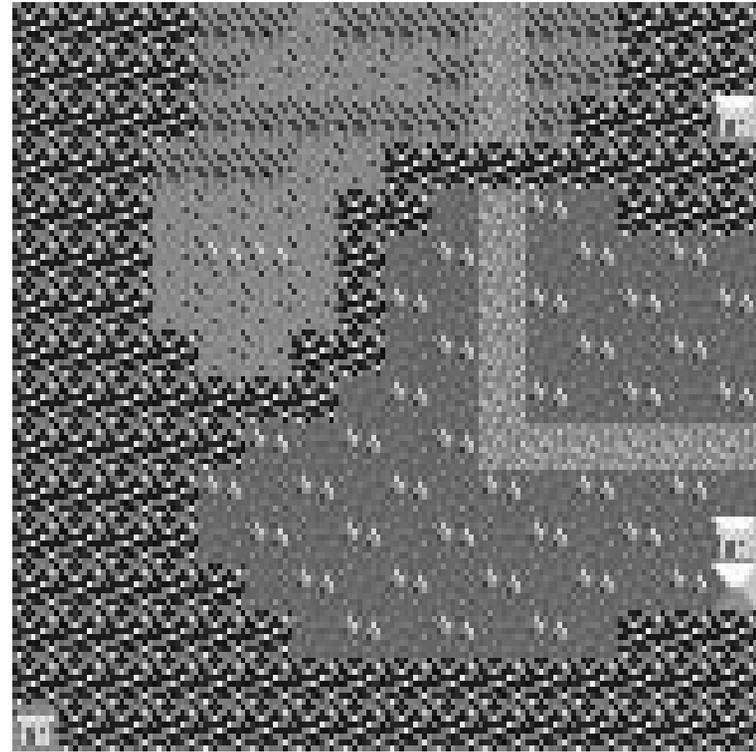
The abandoned hut on Poison Point is not so empty as it looks, for Giant Spiders have taken it over to protect their vulnerable young. Many an adventurer has wandered through its door to be caught in a tangle of webs. Destroying the hut would be a great service to the surrounding area.

The huts in Thorn Blossom Orchard, like everything else in that region, have fallen to ruin. Their construction is weak and liable to collapse at any moment. Considering they were made from the thorny branches of the

surrounding trees, woe to anyone who happens to be inside when the walls fall. Only the Magic Mantis of the area dare enter the unsteady huts, sometimes using them as larva nests.

Athea, Nymph of the Great Sea sings her siren's melodies from inside a floating hut southwest of Thorn Blossom Orchard. The magic of her song so entrances any male character that he cannot help but fall in love with the little mermaid. Shy though she may be, Athea's favor can be won by bringing her a Sea Shell of Serenity.

Enchanted wells remain as sole remnants of the Gargoyle's residence in Thorn Blossom Orchard. Their poisonous waters still hold the magic of years past. One of the wells was used by fleeing Gargoyles who escaped their rout.



Area A4

 Dirt	 Dense Forest	 Water
 Grass	 Road	 Hut
 Light Forest	 Mountain	

Giant Spider

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

Magic Mantis

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

Area B1

In the mountains around Leper Canyon are many alcoves where adventurers of old hid their wealth before entering the cavern of the Cyclops King, and the way is very treacherous as there is a swarm of Oh No Bugs that inhabits the canyon. But the fight is worth the trouble, for there are mystical heads of granite to be examined.

Cyclops Cavern sits in the northern tip of the mountain range surrounding Leper Canyon. The gnawed bones of unfortunate victims lie in piles around the cavern's entrance. Smart adventurers will understand the meaning of these bones and not enter this cavern unless prepared to defend their lives.

Slithercult Stronghold leaks a symphony of hissing into the air of Druid Haven. Those who enter this dungeon should know the danger of being lulled into a sleep-like trance by the radiant eyes of the Cobra Fiends.

Two fountains can be found in Leper Canyon. One has become an apiary for the Oh No Bugs that swarm in the canyon. Destroying the fountain and its hives would do much to keep the Oh No Bugs out. The other fountain flows with a fluid of magical quickening, temporarily enhancing the speed of adventurers who drink its water.

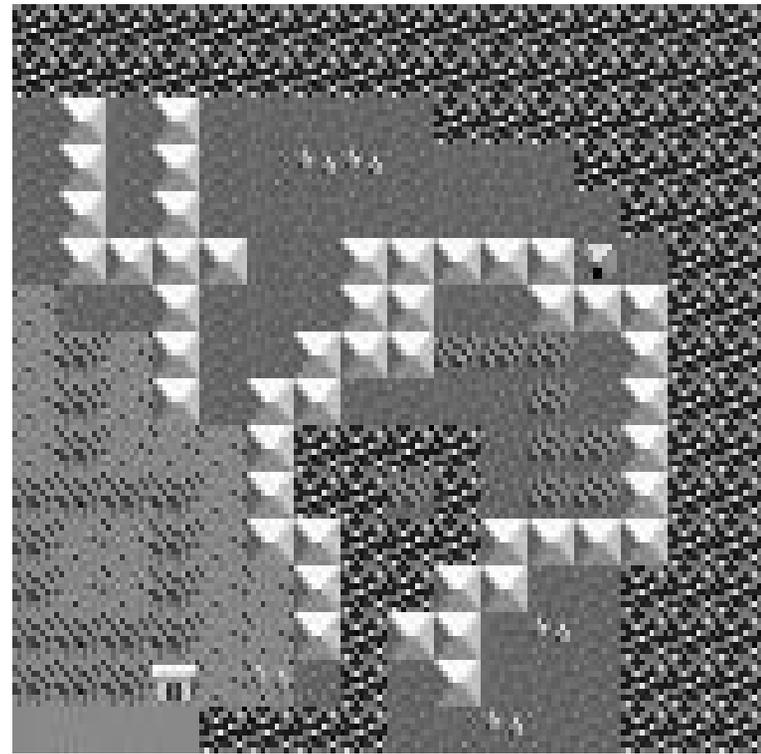
A fountain that once granted life to slain adventurers has

developed a leak and given life to the Wild Fungus that populate Druid Haven. As long as the fountain's magical water is allowed to spill on the ground Wild Fungus will continue to make travel in this area dangerous.

The Waters of Might flow through a fountain that stands hidden somewhere along this region's mountain ranges. Temporary strength is bestowed upon the adventurer who finds the lost fountain and drinks from its bowl.

Waters of Advancement flow through the fountain that stands alone on the island in Leper Canyon. Drink of its enchantment and a more experienced adventurer you will become. But only for a while.

Granite heads hewn of ancient stone mysteriously stand in this region. They were set here long ago by a race not seen on the face of Terra since before the Elemental War. Pay the prices they require to receive their special blessings.



Area B1

 Dirt	 Dense Forest	 Cave
 Tall Grass	 Mountain	 Dungeon
 Light Forest	 Water	

Oh No Bug

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

Wild Fungus

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

Area B2

The Valley of the Trolls is now inhabited by the Ogres that once pillaged Wildabar and all of Locust Grove. When the Ogres were driven to this new home, they forced the Trolls away. The only remnants of the valley's old inhabitants are two wise elders that live in the solitude of the mountains, where they reflect on the knowledge they possess.

The Fortress of Fear silently stands above the Valley of the Trolls. The Mummy King lies in his tomb deep within the dungeon walls, where he guards his most prized possessions.

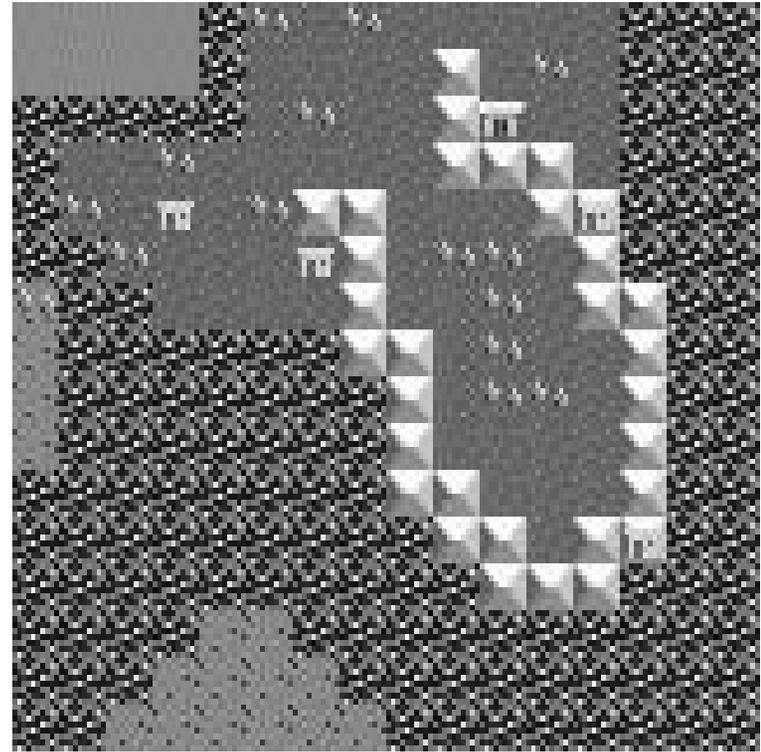
Philtar and Guiltar are two wise hermits that lead a life of solitude, each in a shack in the mountains around the Valley of the Trolls. Seek their counsels to learn more about the castles of Greywind and Blackwind, and the schemes of the Moo cult.

Two dark huts stand in the wasteland south of Cripple Creek. One hut is used by the Cripple Creek Sprites as a resting hall, the other houses the giant scarab

Insect Shrine. Praying at the Insect Shrine is very beneficial if you have been generous at all five Temples.

Stolen tapestries from Castle Blood Reign decorate the hut in the Valley of the Trolls. The hut is used as a council hall for the Ogres that were run out of Locust Grove.

The Fountain of Nayah, eternal child of the Great Sea, is believed to be somewhere in the depths of Piranha Bay. Though the fountain exists only in fable, those few adventurers who have been below the ancient pyramids tell of an oracle that claims it will reveal Nayah's fountain if the right word is spoken.



Area B2



Ogre					
HP	60	Experience	2,500	AC	10
Speed	15	Attacks	1	Damage	2 - 32
Range Attack		Yes			
Damage Type		Physical			
Sprite					
HP	15	Experience	2,500	AC	13
Speed	18	Attacks	2	Damage	2 - 6
Range Attack		No			
Damage Type		Electrical			

Area B3

The Land of the Gargoyles is a truly destitute place. Treacherous waters swirl in Piranha Bay, the graveyard at the northern tip is plagued with undead, and the presence of the Moo cult lingers in the air like a black cloud. As tradition would have it, pestilence follows the Gargoyles like eddies from their flapping wings.

Dark Warrior's Keep stands lookout over Knight's Point, where it has served as a haven for evil warriors for many years. Indeed, even the Mad Dwarves that survived the attack on Castle Whiteshield retreated here to avoid the wrath of King Zealot.

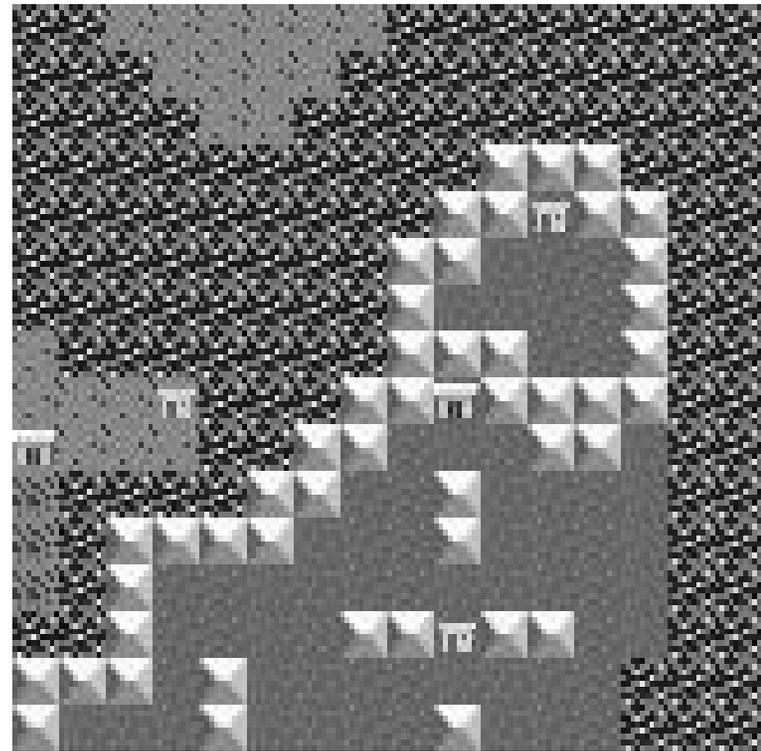
The Cathedral of Carnage, stronghold of the Moo Cult, sits in the Land of the Gargoyles where it is heavily guarded by Ghouls and Bugaboo. Those foolish enough to enter this dungeon will discover the secret alliance between the Gargoyles and the Moo Master.

Captain Squib lives in a hut on Knight's Point where he arranges passage on ships to Swamp Town. Those who have never been to the swampy isle should know that it is a place full of danger. Inexperienced adventurers do not belong there and often find the

help of Mr. Wizard to be their only hope for survival.

The **Gargoyle shrine** was moved to the Land of the Gargoyles when the beasts were driven out of Thorn Blossom Orchard. This shrine, as it was in the past, offers aid to followers of evil stand before it and pray. Good characters may find themselves injured for doing the same.

Open graves can be found all around the Cathedral of Carnage, most likely the source of the Ghouls and Bugaboo that wander about. A strange creature known as the Lamprea is used by the Clerics of Moo to animate dead bodies and create the undead warriors associated with the Moo cult. Bodies that have been recently re-animated may still be willing to provide help before they fall completely under the spell of the Moo Master.



Area B3



Bugaboo

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

Ghoul

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

Area B4

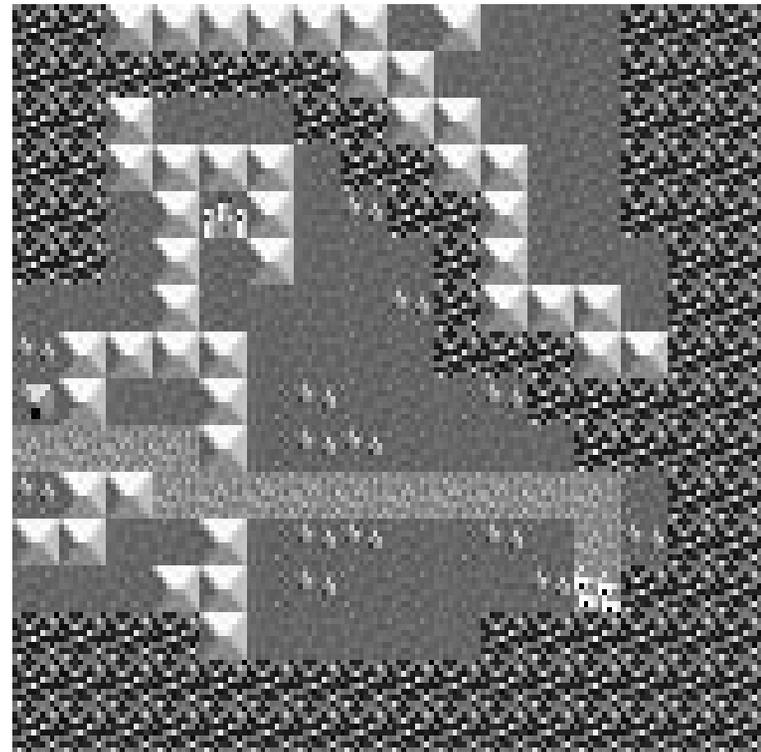
Once this region was tormented by a marauding band of Ogres that operated out of Locust Grove, but they were driven away by the King Chaotic. Only insects remain to make trouble for explorers of the southern region. Seek out and destroy their nests to rid the area of their presence.

Archnoid Cavern extends below the western side of the Crystal Mountains. Once the home of the Brotherhood of Garroters, a more peaceful company now occupies the dark cavern. The Lords of the Attributes sit on their thrones in dark catacombs, testing the intelligence of warriors and rewarding them with use of the magic crystals that run beneath the Crystal Mountains.

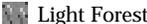
Castle Blood Reigns sits perched in the Crystal Mountains where King Tumult keeps watch over the actions of the two other kings. While Malefactor and Zealot strive for control of the hearts and minds of Terra's people, King

Tumult wishes only to keep them in balance so that chaos may flourish. Crusaders who bring him Ultimate Power Orbs are well rewarded, for each orb in Tumult's possession is safe from the other kings.

The town of Wildabar sits at road's end in Locust Grove. Since the curse fell upon Baywatch, Wildabar has become the most active port of trade this side of Terra, offering the best items and most powerful spells to be found on the Great Isle. Wildabar is also a dangerous place to visit for the local Ninja Clan controls the streets and causes much grief for outsiders.



Area B4

 Dirt	 Mountain	 Cave
 Light Forest	 Water	 Castle
 Road	 Town	

Magic Mantis

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

Oh No Bug

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

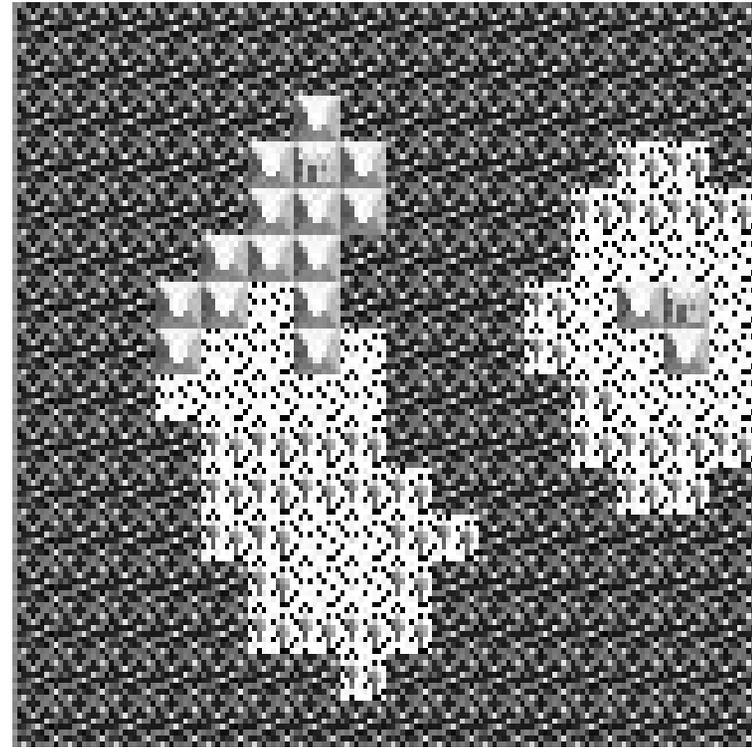
Area C1

Somewhere high atop the mountains of the Frozen Isles lies the Full Moon Shrine. Legend says the Werewolves that inhabit this wintry land keep to themselves and pose no threat to others, but will come out in force to destroy any who desecrate their shrine.

The Full Moon shrine stands in a hut on the mountain peaks of the center Frozen Isle. The shrine was built by Werewolves to win favor from the moon, for it is the moon that comes as harbinger of their curse. Though they pose no threat Werewolves are feared by the people of Terra, which is why King Malefactor drove them out of Serpent Wood and banished them to this frozen mountain. The Werewolves hope the shrine will please the moon so it will no longer appear in the night to curse their lives. They will attack in mass anyone who defiles this shrine of hope.

A Cyclops campsits on the snow-capped mountaintop of the western Frozen Isle. The Cyclopes that roam this mountain range make camp in the hut and exchange stories of the little men they hunt for game.

Sprites keep camp in a clearing below the Cyclopes' mountain. The floor of their hut is covered with scales that fall from their wings when they sleep. Sprites always stay close to their bunk houses and will therefore remain in the surrounding forest as long as this hut still stands.



Area C1

-  Snowy Mountain
-  Water
-  Hut
-  Snow
-  Snow Tree

Cyclops

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

Sprite

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

Area C2

The Isle of Fire is a very hot domain, which makes it an ideal home for Devils. They have set up a portal near the northwest tip of the isle, which allows them to enter this realm. Destroy their portal and forever will they be banished.

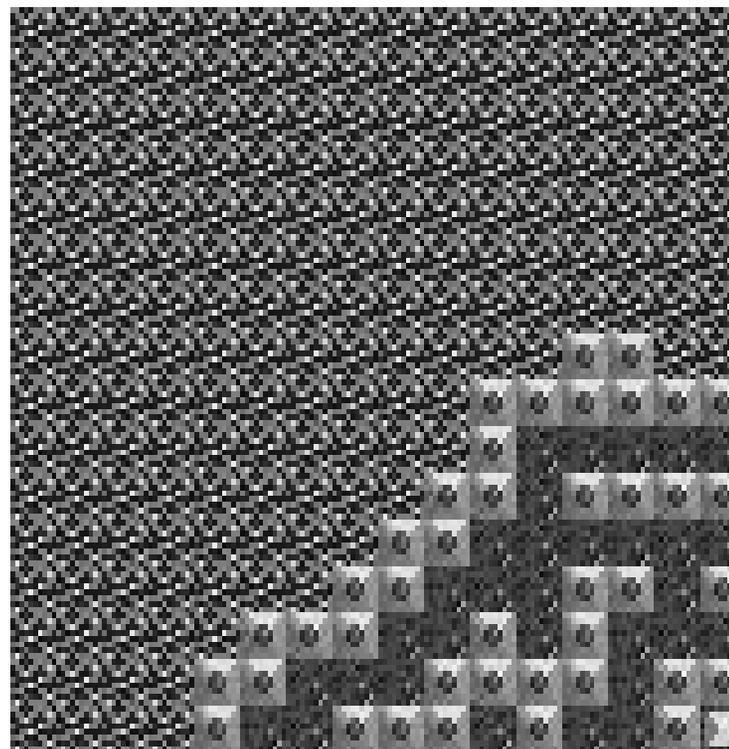
The Isle of Fire burns with the fierceness of a live volcano. It's mountains are impossible to climb and those who dare walk its paths find scorching pain in every step.

A **towering pyramid** cut from ancient stone stands silent vigil in the center of the Isle of Fire. The mysteries that lie within this and the four other such pyramids have been the source of many legends in Terra, but without the proper item mysteries will remain mysteries.

A **flaming portal** burns inside a thorny hut on this region of the Isle of Fire. The portal opens a

gate to the Demon Realm through which Major Devils enter the lands of Terra. Great reward awaits the adventurers who destroy this portal and forever lock the Major Devils in their own realm.

Whirlpools off the shore of the Isle of Fire have claimed many ships that drifted into their pull. Once a ship becomes trapped in the watery swirl monsters emerge from the Great Sea to feed on its crew. Cargo crates bob in the whirlpools to lure fortune seekers to their doom.



Area C2

-  Volcano
-  Pyramid
-  Water
-  Lava Flats

Dragon Worm

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

Major Devil

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

Area C3

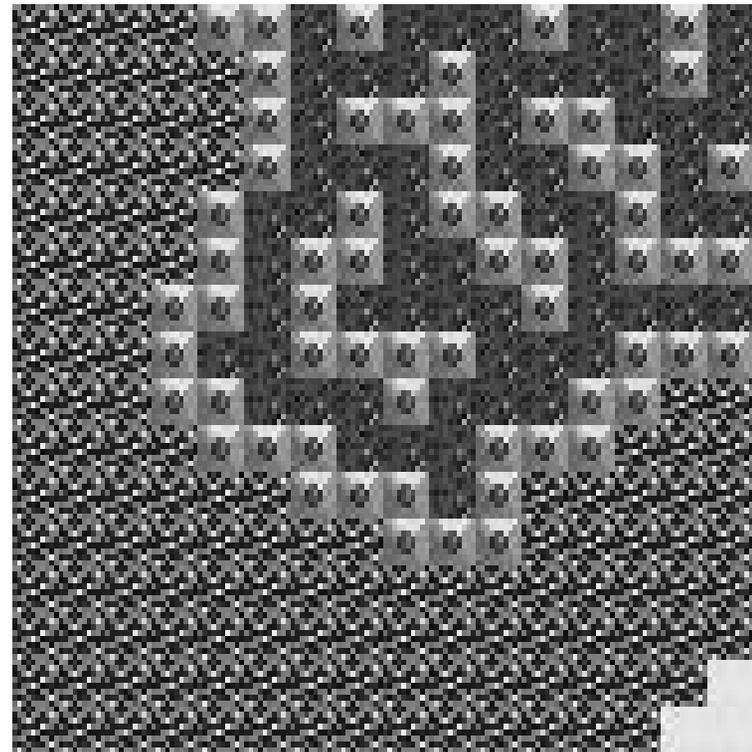
The surrounding waters are almost as treacherous as this fiery isle itself. All manner of sea creatures guard treasure left bobbing in the waves by sunken ships, and the northeast pass is the domain of the Pirate Queen.

The Isle of Fire burns with the fierceness of a live volcano. It's mountains are impossible to climb and those who dare walk its paths find scorching pain in every step.

Great Hydra use a hut in this region of the Isle of Fire as a hatchery for their young. Tremendous honor and reward will be bestowed upon the adventurers who destroy this hut,

for the Hydra have long plagued this already treacherous terrain.

Whirlpools off the shore of the Isle of Fire have claimed many ships that drifted into their pull. Once a ship becomes trapped in the watery swirl monsters emerge from the Great Sea to feed on its crew. Cargo crates bob in the whirlpools to lure fortune seekers to their doom.



Area C3

- Volcano
- Desert
- Water
- Lava Flats

Great Hydra

HP	5000	Experience	4,000,000	AC	60
Speed	75	Attacks	12	Damage	12 - 144
Range Attack	No				
Damage Type	Physical				

Kudo Crab

HP	2500	Experience	2,000,000	AC	80
Speed	80	Attacks	4	Damage	8 - 240
Range Attack	No				
Damage Type	Physical				

Area C4

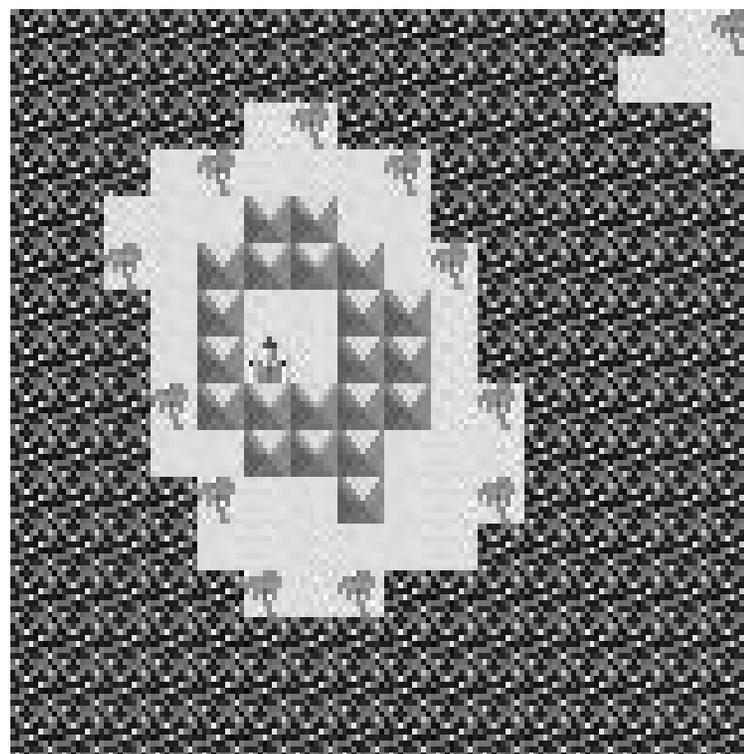
Though the Isles of Illusion be sandy spots, there are wells with magical powers scattered across the terrain. Drink deep of their waters, for few places of such harsh atmosphere offer so great a relief and assistance.

Castle Greywind was once the proud fortress of Greywind the Illusionist. Now it lies in ruins on this Isle of Illusion, its old master's soul locked within its broken walls. Enter the ruins to free Greywind's spirit and you will be rewarded with knowledge that comes from the shadow realm between life and death.

Two enchanted wells stand on opposite sides of the mountain range that surrounds Castle Greywind. The northern well magically increases the Armor Class of those adventurers in need of such aid. The southern well

temporarily enhances the Endurance of those who drink from its depths. Party members who have already temporarily enhanced these two statistics will find the wells' magic to be fickle and uncooperative.

Chests of treasure lie half buried in the sand. Many explorers have wasted time seeking these chests only to find them a mirage, but all is not as it seems. The treasure in the chests is quite real – on a particular day. Pirates from the northern tip of the Isle of Fire keep their loot hidden here.



Area C4



Barbarian

HP	175	Experience	25,000	AC	15
Speed	30	Attacks	2	Damage	2 - 60
Range Attack	Yes				
Damage Type	Physical				

Dino Beetle

HP	70	Experience	4,000	AC	10
Speed	18	Attacks	2	Damage	3 - 15
Range Attack	No				
Damage Type	Physical				

Area D1

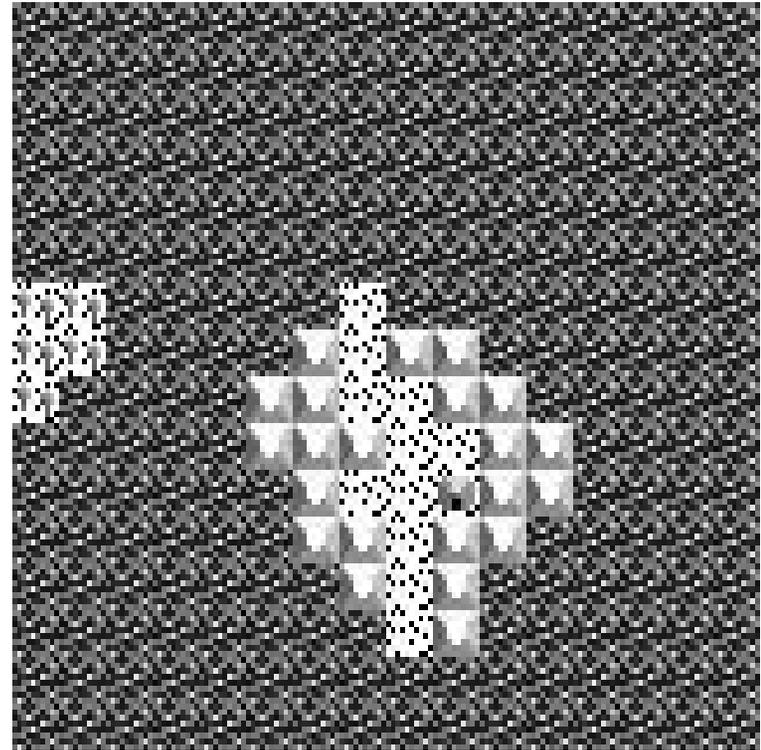
In the cavern below the mountains is a witch's hideaway where strange concoctions are mixed and brewed in large cauldrons. It is here the witches of Wildabar Cavern send their barrels of brew, and it is believed the pirates sometimes carry the cargo in return for magical assistance.

Cursed Cold Caverns sits in the valley of the easternmost Frozen Isle. A coven of Wicked Witches occupies this cavern, brewing their ales and elixirs to sell to the Kings of Terra. The Black Knight that rules the coven once roamed the isles and fought in the Great War of the Alignments. His treasure from those former days of glory fills the chest that bears his mark.

The fountain of Kartera, warrior of the Great Sea, stands on the northern point of this isle. The fountain's streaming liquid bears a blessing of fortitude that lends extra Hit Points to adventurers not already toughened beyond their natural means.

The fountain of Water Bane, mount of the sea nymph Athea, stands on the eastern point of the Frozen Isles. Water Bane's statue was erected by King Malefactor after the Werewolves were cleared from Serpent Woods. Malefactor so hated the beasts that he layed a special spell upon this fountain; that it would temporarily raise an adventurers attributes to heroic heights, but only after the last Werewolf had been slain.

The southern regions of this isle are very unstable and prone to avalanche. If adventures lead you there, tread the snowy ground with caution.



Area D1

-  Snowy Mountain
-  Water
-  Cave
-  Snow
-  Snow Tree

Candle Creep

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

Cryo Spore

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

Area D2

Fire Stalkers and Fire Lizards rule the northeast point. Destroy their huts that serve as lairs and never again will they stalk the narrow passes between the flaming mountains.

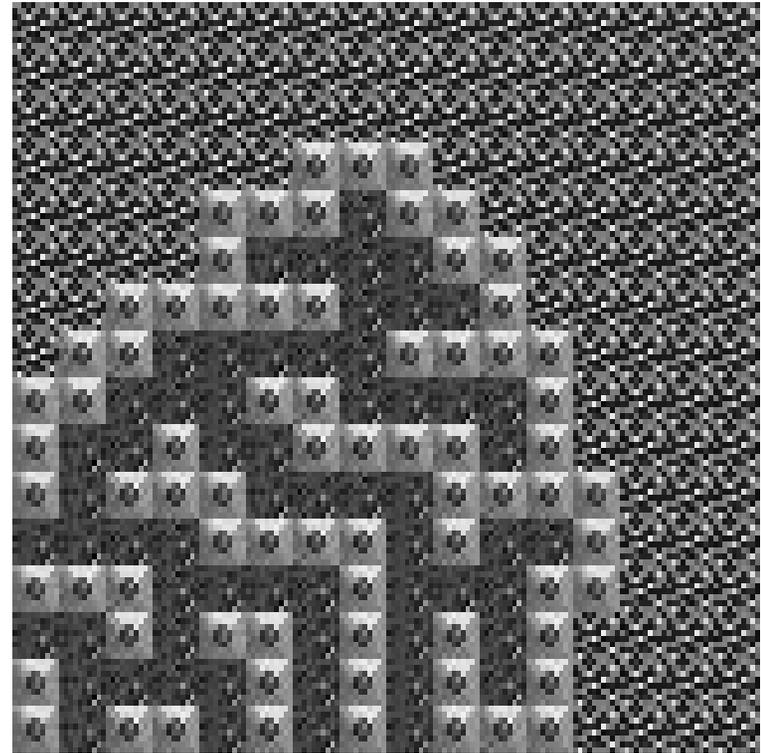
The Isle of Fire burns with the fierceness of a live volcano. It's mountains are impossible to climb and those who dare walk its paths find scorching pain in every step.

Fire Stalkers enter into Terra from a flaming fissure on the northern tip of this Isle of Fire. Seek out the hut that holds this fissure if it is your wish to destroy the Fire Stalker's portal. Great treasure will be revealed when the hut is laid to ruin.

Fire Lizards use an abandoned hut in this region to store their eggs until they hatch. Despite the fiery nature of these creatures, their unhatched eggs are rather fragile and would not survive

unless protected from the burning ground of the Isle of Fire. Burning the hut to the ground will destroy the Fire Lizards' ability to hatch further generations.

The Pirate Queen patrols the Isle of Fire's northern horn, stopping anyone she encounters on the waves of the Great Sea. Under the flag of the broken skull the Pirate Queen and her band of privateers collect the gold of adventurers unfortunate enough to find themselves ensnared in their trap. Only the Pearl of Youth and Beauty will calm her stealing soul.



Area D2

-  Volcano
-  Water
-  Lava Flats

Fire Lizard

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

Fire Stalker

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

Area D3

In the years after the great Elemental War, Major Demons settled to this region of the Isle of Fire, where they now guard a powerful shrine that grants protection from the forces of nature. Their existence in this realm is granted through evil symbols that adorn the walls of their hut. Destroy the symbols, and the Demons will forever vanish from the isle.

The Isle of Fire burns with the fierceness of a live volcano. It's mountains are impossible to climb and those who dare walk its paths find scorching pain in every step.

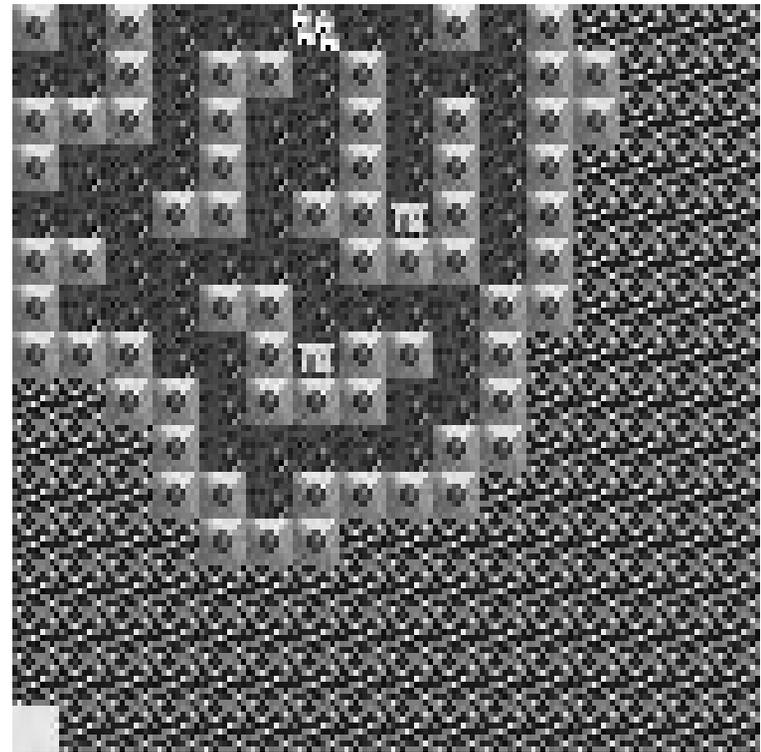
Blistering Heights sits among the lava flats of this burning isle, magically protected from the volcanic heat. This town was erected by magical beings and placed on this destitute spot so only the most advanced adventurers would dare to enter its walls, as the town's creators had little tolerance for weak mortals. The location of Blistering Heights makes it ideal for visitors from the Demon Realms, who can often be found roaming the corridors.

A **hut** is kept by the Major Demons that inhabit this area, in which symbols of evil are stored.

Destroying the hut and its evil contents is a feat that will not go unrewarded.

The Shrine of Protection offers a lofty but temporary boost to a party's elemental resistance. But the magic of the shrine will not work if the party is already under the effect of another temporary spell of elemental protection.

Whirlpools off the shore of the Isle of Fire have claimed many ships that drifted into their pull. Once a ship becomes trapped in the watery swirl monsters emerge from the Great Sea to feed on its crew. Cargo crates bob in the whirlpools to lure fortune seekers to their doom.



D3

-  Volcano
-  Water
-  Desert
-  Town
-  Hut
-  Lava Flats

Major Demon

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

Octobeast

HP	3000	Experience	3000000	AC	40
Speed	100	Attacks	8	Damage	5 - 250
Range Attack	No				
Damage Type	Physical				

Area D4

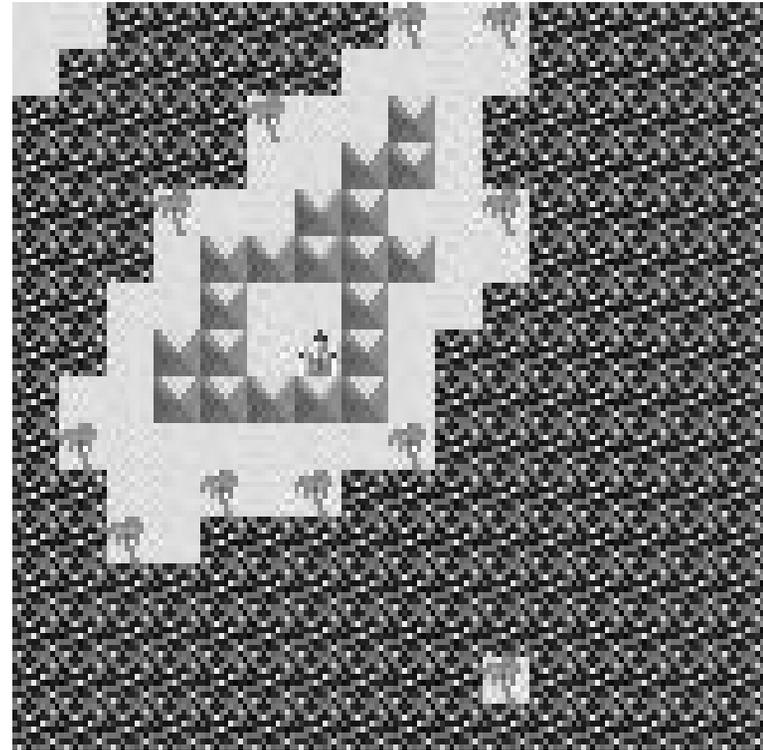
In days of old, pirates buried their treasure on the Isles of Illusion. It is believed that, with the aid of Blackwind the Spellbinder, their chests of gold were enchanted to appear as illusions every day of the year except one. On that day they would be real. No one knows for sure if Blackwind was indeed in league with the privateers.

Castle Blackwind was once the proud fortress of Blackwind the Spellbinder. Now it lies in ruins on this Isle of Illusion, its old master's soul locked within its broken walls. Enter the ruins to free Blackwind's spirit and you will be rewarded with knowledge that comes from the shadow realm between life and death.

Two wells of contradiction stand at opposite corners of the mountain range that surrounds Castle Blackwind. The northern well offers a gleaming liquid that will make an adventurer better able to resist the toxic effect of poisons. The water of the lower well holds an enchantment that

improves a character's attribute of Might. But know why the wells were named ones of contradiction, for before their benefit is felt they strike against the object of their aid.

Chests of treasure lie half buried in the sand. Many explorers have wasted time seeking these chests only to find them a mirage, but all is not as it seems. The treasure in the chests is quite real – on a particular day. Pirates from the northern tip of the Isle of Fire keep their loot hidden here.



Area D4

-  Desert Mountain
-  Water
-  Desert
-  Palm Tree
-  Castle

Cobra Fiend

HP	50	Experience	4000	AC	15
Speed	25	Attacks	2	Damage	2 - 30
Range Attack	No				
Damage Type	Physical				

Plasmoid

HP	100	Experience	8000	AC	5
Speed	17	Attacks	3	Damage	4 - 12
Range Attack	No				
Damage Type	Poison				

Area E1

Long before the construction of Castle Dragontooth, when serpents still swarmed in Serpent Woods, explorers of the frozen lands erected statues to honor mythical champions of the attributes of man. Legend says a special blessing awaits those who pay homage to these champions of the long forgotten myths.

Castle Dragontooth, fortress of Malefactor, King Malicious, stands in the frozen wasteland of Serpent Woods. From this castle the evil king has waged his wars against the righteous hearts of Terra, and reigned havoc on the unfortunate Lycanthropes that once ran free in the surrounding forest. Crusaders who seek to do the bidding of the King Malicious will find him well equipped to reward bad deeds.

Awe-inspiring statues stand in honor of the very essence of warrior abilities. King Malefactor commissioned these statues to be erected so his followers could seek them out and gain extra strength in their quests. An enchantment of temporary advantage is bestowed upon the party of adventurers that pays homage to these marble figures, but the party must be pure and unaffected by other such enchantments. King Malefactor

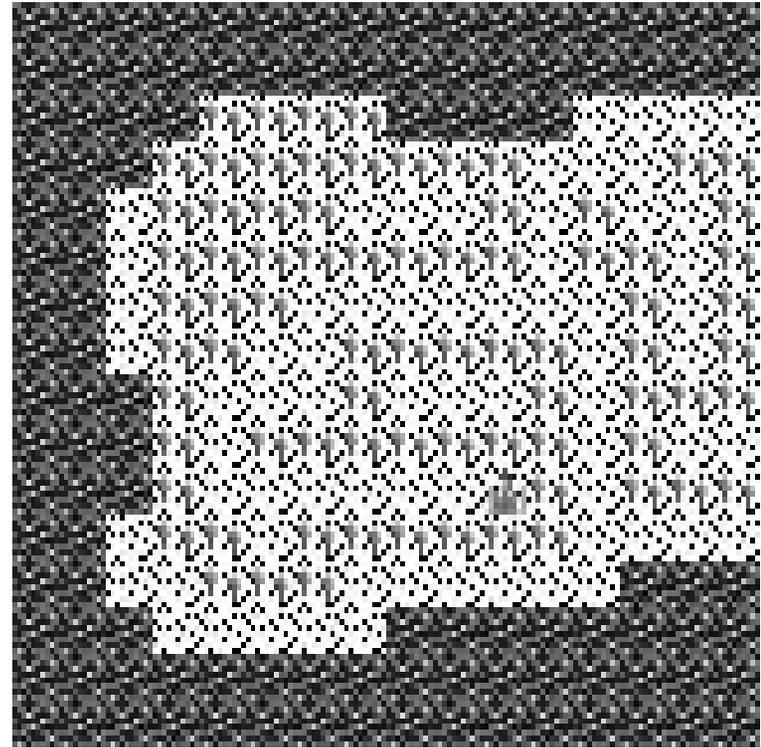
named the statues The Ultimate Warrior's of Might, Endurance, Speed, Accuracy, and Life.

The Ultimate Warrior of Might stands in the clearing directly north of Castle Dragontooth. Seek out this statue to receive the blessing of strength.

The Ultimate Warrior of Endurance stands in the clearing along the northwestern point of this snowy land. Seek out this statue to receive the blessing of fortitude.

The Ultimate Warrior of Speed stands among the trees of the northern forest. Seek out this statue to receive the blessing of fast action.

The Ultimate Warrior of Accuracy stands in the central clearing east of the castle. Seek out this statue to receive the blessing of true aim.



Area E1



Archer

HP	100	Experience	20000	AC	15
Speed	35	Attacks	4	Damage	5 - 30
Range Attack			Yes		
Damage Type			Physical		

Evil Ranger

HP	100	Experience	12000	AC	20
Speed	20	Attacks	3	Damage	4 - 24
Range Attack			Yes		
Damage Type			Physical		

Area E2

The swampy isle has become a place of exile where enemies of the more civilized western lands are sent to spend the rest of their days. Shadow Rogues that once roamed freely through Evil Eye Forest, robbing travellers on the road from Fountain Head to Wildabar, were exiled to the small island of the Deathbog, but they now roam freely through the entire swampland.

Swamp Town stands alone as the only bastion of civilization on the swampy isle. Graveyards fill the hallways and Ghosts and Ghouls roam the corridors. The shadow of death cast by VonEmosh, master of the walking dead, cloaks Swamp Town in a shroud of fear and sorrow. But the mood of gloom has tempered the town's inhabitants. The mage's guild offers powerful spells and the blacksmith forges mighty weapons.

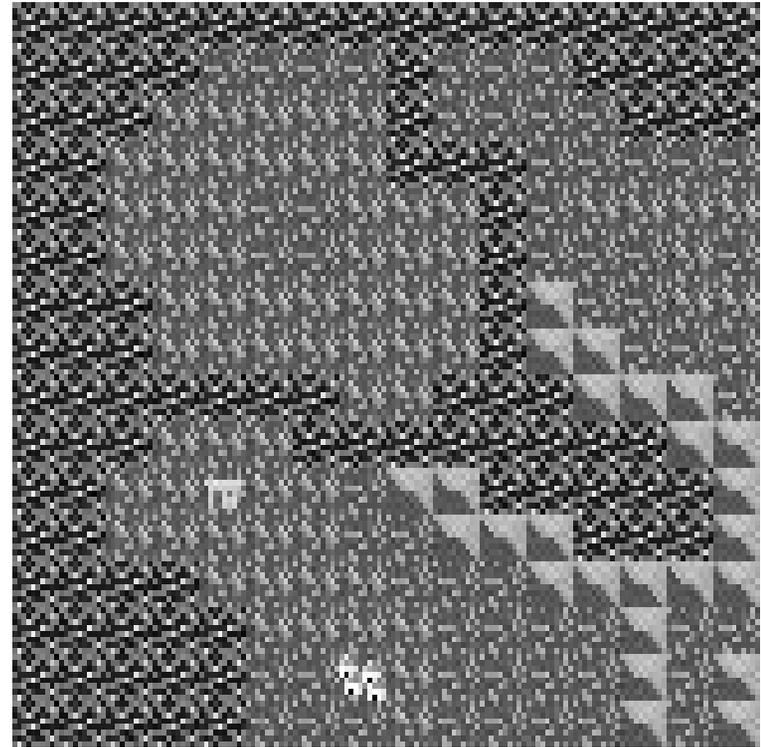
The Deathbog is home to a band of renegade Rogues who have set up headquarters in a small hut on the edge of the clearing. Within the hut are plans and maps of the castles and towns of Terra used to guide the Rogues in their sprees of plunder and thievery. Destroy the hut and its contents to confound the plots of the Rogues.

A **half-hidden hut** can be found in the thicket of trees that surrounds the Deathbog. A strange aura of darkness

permeates the small shack, bringing death upon any who enter unless they possess an item of ancient origin.

Princess Trueberry sits in her lonely shack among the thicket that surrounds Swamp Town. Her spirit wastes away in the confines of her hut where she must remain until once again her heart is filled with love.

Ziltar the Wise sits in his humble home along the foot of the central mountain range, pondering the wisdom he has found and hiding from VonEmosh. Ziltar once counseled the Vampire King on the workings of the Moo Cult, but betrayed his liege with lies. He has since been banished from Phantom Peaks and lives in constant fear for his life. Little does Ziltar know that VonEmosh plans not to kill him, but rather to let him live the remainder of his days in mortal fear.



Area E2

-  Swamp Mountain
-  Swamp Tree
-  Water
-  Town
-  Swamp
-  Hut

Death Locust

HP	100	Experience	16000	AC	20
Speed	30	Attacks	4	Damage	4 - 32
Range Attack	No				
Damage Type	Physical				

Shadow Rogue

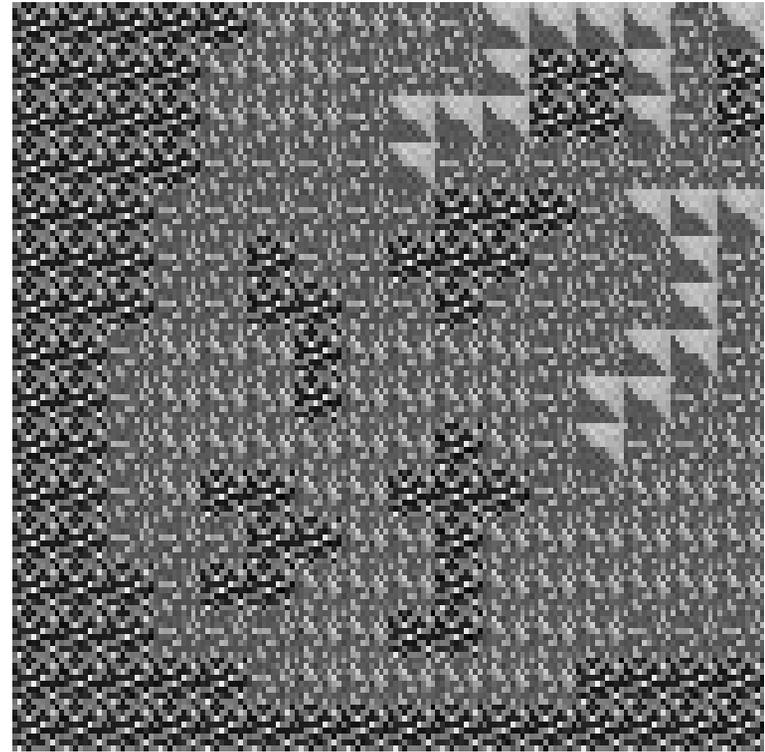
HP	50	Experience	12000	AC	15
Speed	22	Attacks	2	Damage	3 - 18
Range Attack	Yes				
Damage Type	Physical				

Area E3

The Evermoors and Shadowmire suffer a special curse. An ambitious young Cleric once challenged the rule of Greywind the Illusionist and was exiled to the Evermoors. But even in exile the young mage's ambitions ran strong, so he was transformed into a tree in hopes of quenching his thirst for power. Legend says his bitterness ran so deep it infected the rest of the trees and turned them against all Clerics.

Many adventurers have fallen victim to the Tree Golems that rule this region of the Evermoors. Their gold and goods can be found buried deep in the mottled mire.

Cursed Foolsguard the pass that winds to the center of Phantom Peaks. Aside from scaling the mountains, this pass is the only way to reach the Tomb of Terror and its master, VonEmosh.



Area E3

- Swamp Mountain
 Swamp
- Water
 Swamp Tree

Cursed Fool

HP	40	Experience	3500	AC	8
Speed	15	Attacks	3	Damage	3 - 9
Range Attack	No				
Damage Type	Physical				

Tree Golem

HP	150	Experience	16000	AC	10
Speed	6	Attacks	2	Damage	2 - 50
Range Attack	No				
Damage Type	Physical				

Area E4

Visit the six wells to partake of the magic waters that flow beneath this desert isle. Their powers are among the greatest in all of Terra. But beware the Barbarians that claim this land as their stomping grounds, for nearby is a compound where they drink themselves into a frenzy that can only be quenched by the thrill of battle.

Magic Cavern extends below the peaks of Buzzard Bluff. It is believed that the source of all magic in Terra is concentrated at a point deep beneath the cavern's floor, from which the magic-cancelling vapors escape.

The Well of Cures sits at the southern edge of Buzzard Bluff, where afflicted adventurers can go to remove conditions of unhealth. Healing liquid sits at the bottom of the well, powerful enough to overcome most infirmities. Eradicated characters will have to seek help from other sources.

The Wishing Wells sit along the northern edge of the Forsaken Sands. Perhaps there was a day when the enchantment of this well opened the dreams of wishful adventurers and made real the hopes of their hearts, but not these days. The magic of the Wishing Well has grown cynical and unhelpful.

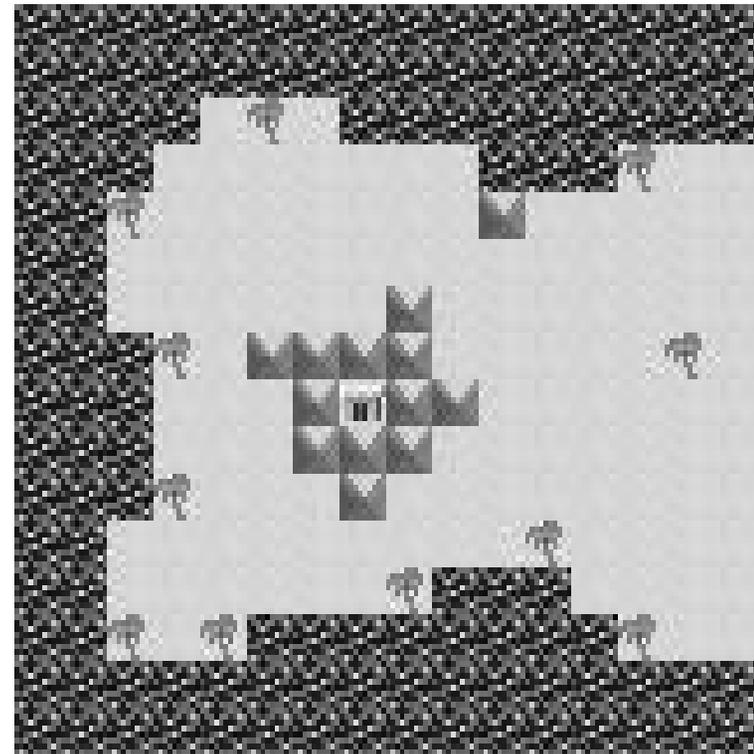
In the northwest corner of this desert isle sits the other half of

the teleport used by Gargoyles fleeing from Thorn Blossom Orchard. The two teleporting wells are believed to have been originally built by the Brotherhood of Garroters and used for speedy passage between Arachnoid Cavern and Magic Cavern.

A deserted hut on the eastern side of Buzzard Bluff has come to be overrun with Death Locust Larvae. Destroying the hut and the larvae it contains would do much to stop future generations of this vile insect infestation.

A ramshackled shack along the western side of Buzzard Bluff is used by the Barbarians of this region as a meeting and drinking hall. Destroying this hut would force them to find a new place to gather and drink.

Two oases of cool sand can be found near the center of the Forsaken sands. They are the only places where there is enough of a break from the desert heat to take a much needed rest.



Area E4

 Desert Mountain	 Palm Tree
 Water	 Cave
 Desert	

Barbarian

HP	175	Experience	25000	AC	15
Speed	30	Attacks	2	Damage	2 - 60
Range Attack	Yes				
Damage Type	Physical				

Death Locust

HP	100	Experience	16000	AC	20
Speed	30	Attacks	4	Damage	4 - 32
Range Attack	No				
Damage Type	Physical				

Area F1

Only fools make their homes among the slopes of the Mutant Mountains, as they are very unsteady and highly prone to avalanche. But fools there are, for nature is not the only danger in this northern region. Evil agents wander the snowy terrain in search of hapless victims.

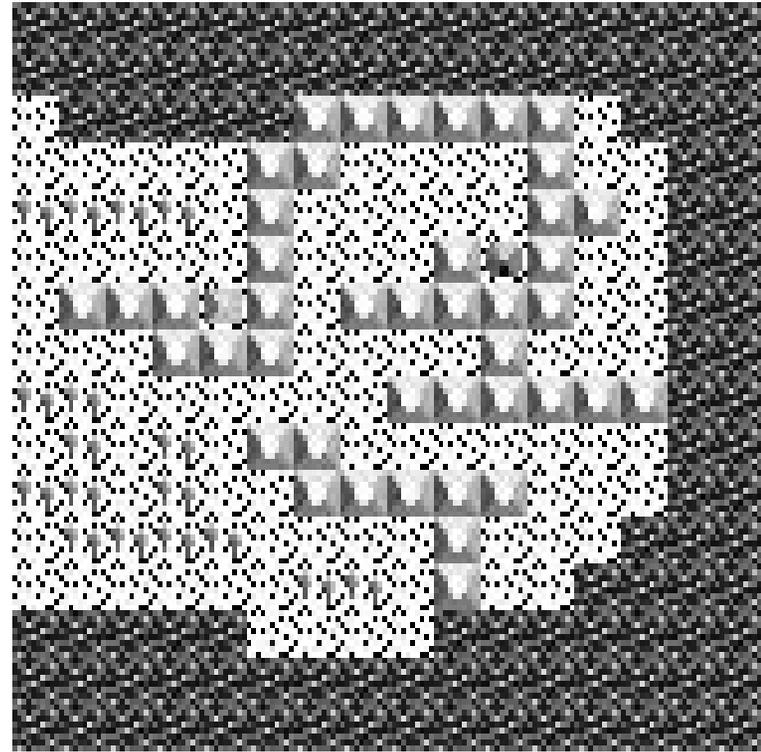
Dragon Cavern winds deep into Mutant Mountains, where the Dragon Lord and his minions keep fierce guard over the mounds of treasure that fill large chambers. Foul air, rancid with the stench of Dragon dung, suffocates the cavern's entrance.

A towering pyramid cut from ancient stone stands silent vigil among the peaks of Mutant Mountains. The mysteries that lie within this and the four other such pyramids have been the source of many legends in Terra, but without the proper item mysteries will remain mysteries.

Awe-inspiring statues stand in honor of the very essence of warrior abilities. King Malefactor commissioned these statues to

be erected so his followers could seek them out and gain extra strength in their quests. An enchantment of temporary advantage is bestowed upon the party of adventurers that pays homage to these marble figures, but the party must be pure and unaffected by other such enchantments. King Malefactor named the statues The Ultimate Warrior's of Might, Endurance, Speed, Accuracy, and Life.

The Ultimate Warrior of Life stands in the wooded area south of the ancient pyramid. Seek out this statue to receive the blessing of greater mettle.



Area F1

-  Snowy Mountain
-  Water
-  Cave
-  Snow
-  Snow Tree

Archer

HP	100	Experience	20000	AC	15
Speed	35	Attacks	4	Damage	5 - 30
Range Attack	Yes				
Damage Type	Physical				

Cursed Fool

HP	40	Experience	3500	AC	8
Speed	15	Attacks	3	Damage	3 - 9
Range Attack	No				
Damage Type	Physical				

Area F2

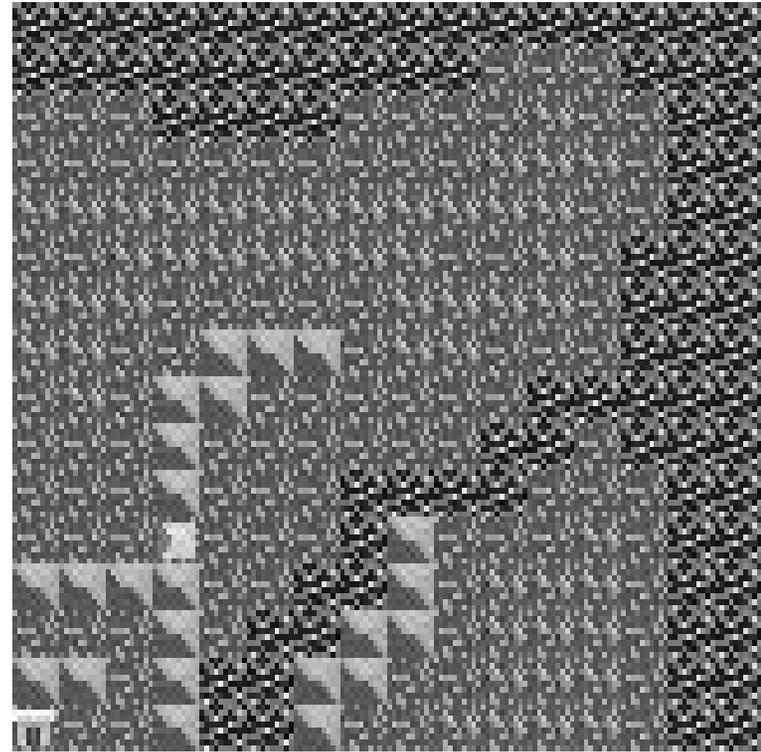
An ancient pyramid sits in a nook in the mountains that separate the Shadowmire from the rest of the swamplands. Many have journeyed to the pyramid in attempts to discover the secret of its mystery, but most have fallen victim to the Shadow Rogues that wander the land.

The Tomb of Terror looms over the center of Phantom Peaks, the unmistakable aroma of death hovering thick as steam around its dungeon door. In the days before men even dreamed of building a town on the swampy isle, ancient beasts known as Shadow Dwellers haunted this dark dungeon. So terrible was their countenance that any who gazed upon these beasts were driven insane. The mere speaking of their names summoned them from the shadows. It was Blackwind the Spellbinder who finally conjured a magic strong enough to defeat the Shadow Dwellers and entomb them here. VonEmosh, master of the walking dead, now commands his legion from a mausoleum deep within the dungeon.

A towering pyramid cut from ancient stone stands silent vigil along the southern edge of the Shadowmire. The mysteries that

lie within this and the four other such pyramids have been the source of many legends in Terra, but without the proper item mysteries will remain mysteries.

Five heroes of ancient times descended into the pyramids and learned the secrets of Terra from the Sleepers of Sheltem. Unfortunately, they discovered Sheltem as well. Enraged at having been found out so early in his schemes, Sheltem robbed the heroes of their lives and put a curse upon their heads that they would spend the rest of eternity babbling and unable to speak of the secrets they had found. These talking heads hang from spears all through the Shadowmire. But the heroes were strong of will and made a language of their babbling; a language that can only be understood by those who have acquired the skill of Linguist.



Area F2

-  Swamp Mountain
-  Pyramid
-  Water
-  Swamp
-  Swamp Tree
-  Dungeon

Shadow Rogue

HP	50	Experience	12000	AC	15
Speed	22	Attacks	2	Damage	3 - 18
Range Attack		Yes			
Damage Type		Physical			

Tree Golem

HP	150	Experience	16000	AC	10
Speed	6	Attacks	2	Damage	2 - 50
Range Attack		No			
Damage Type		Physical			

Area F3

Enemies of Wildabar and Castle Blood Reign often find themselves unwitting residents of Minotaur Marsh. Indeed, the marsh is filled with Gargoyles that were captured during their rout from Thorn Blossom Orchard, and Trolls that invaded Castle Blood Reign when the fleeing Ogres drove them out of their valley.

The Maze from Hell stands alone in the midst of Minotaur Marsh. Statues surrounding the dungeon's entrance serve as forewarning of the dangers that lie within, for Medusas roam the winding halls and guard the possessions of their master, the Minotaur King.

Granite heads silently stand in Minotaur Marsh where they have seen the coming of many an ancient dawn. They are altars of ancient gods whose worshipers have long perished from the land. Four are altars of remembrance and one is of forgetting. Legend says a special reward awaits those who are remembered by these ancient gods.

Purveyor was exalted as the provider of all needs. It was by his hand that the crops grew and the hunt was successful. His altar can be found at the foot of the mountains that lie north of Minotaur Marsh.

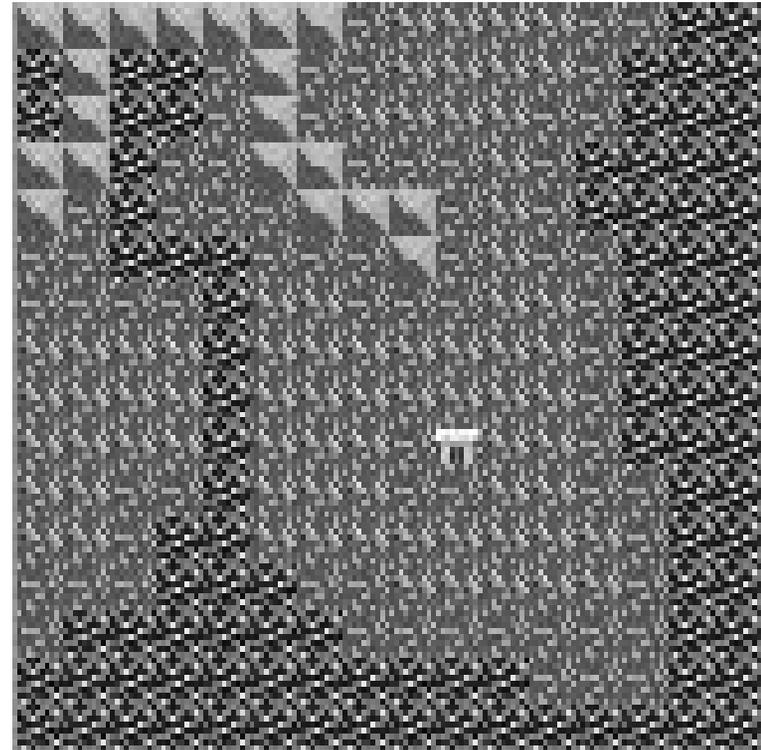
Soothsayer was exalted as the giver of language and moods of men. Through his words was the

blood of men made to boil and the hearts of women made to swoon. His altar can be found in the thicket that covers the eastern edge of the swampy isle.

Slayer was exalted as the bringer of war and victory. It was to find glory in his sight that men fought on fields of battle. The army that won Slayer's favor was granted victory. His altar can be found in the southern thicket of Minotaur Marsh.

Obeyer was exalted as the giver of punishment and discipline. It was after his example that law breakers were castigated, and his was the final judgment in the trials that followed death. Obeyer's altar can be found on the southeast point of the Evermoors, across the river from Minotaur Marsh.

Betrayer was exalted as the creator of deceit. It was from his influence that men were made to slight their neighbors and gain advantage over others through dishonest means. His altar can be found just south of Purveyor's.



Area F3

-  Swamp Mountain
-  Water
-  Swamp
-  Swamp Tree
-  Dungeon

Gargoyle

HP	125	Experience	30000	AC	15
Speed	30	Attacks	4	Damage	3 - 45
Range Attack	No				
Damage Type	Physical				

Troll

HP	125	Experience	50000	AC	15
Speed	25	Attacks	3	Damage	3 - 45
Range Attack	No				
Damage Type	Physical				

Area F4

Despite the unbearable heat of this fiery wasteland, there are a few oases that offer a break from the heat and provide a pleasant place to rest. But don't be fooled by these brief havens, for vultures constantly circle in the skies, waiting to attack any who pause long enough to unearth the possessions of unfortunate travellers buried in the sand.

A towering pyramid cut from ancient stone stands silent vigil in the heart of the Forsaken Sands. The mysteries that lie within this and the four other such pyramids have been the source of many legends in Terra, but without the proper item mysteries will remain mysteries.

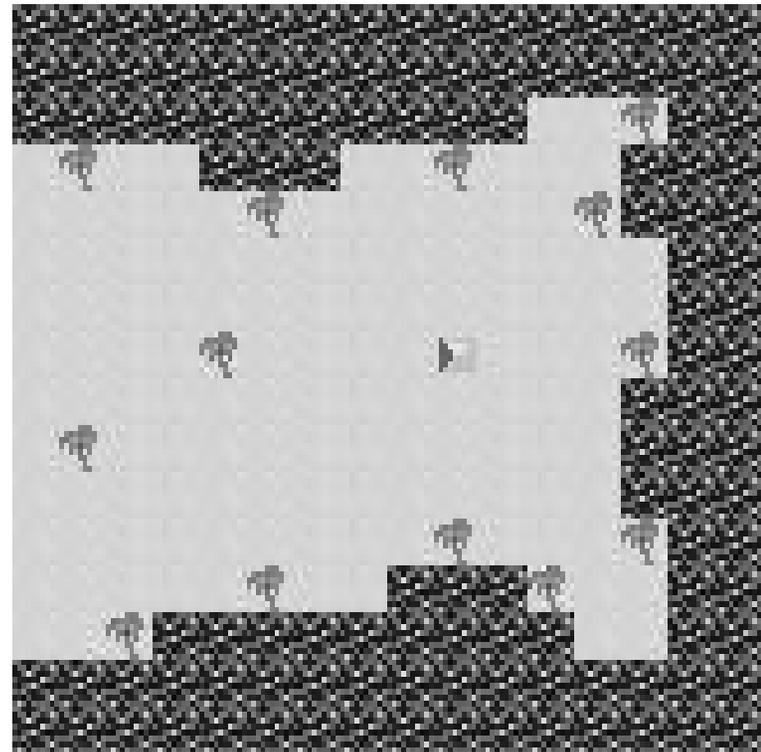
The Well of Magic carries an enchantment that will temporarily bolster the ability of a magic user to perform his craft, so long as the character benefits from no other enhancements and can pay the price.

The Well of Experience carries an enchantment that can magically advance an adventurer further in his chosen discipline, so long as there are no other temporary Level

enhancements currently enlisted. The magic of the well wears off with the rising of the morning sun.

The Well of Remembrance is as old as the granite heads in Minotaur Marsh. The purpose of the well remains a mystery, for all who have thrown a coin into its depths have heard the same message repeated a thousand times: "No one remembers you."

Two oases of cool sand can be found near the center of the Forsaken sands. They are the only places where there is enough of a break from the desert heat to take a much needed rest.



Area F4



Barbarian

HP	175	Experience	25000	AC	15
Speed	30	Attacks	2	Damage	2 - 60
Range Attack			Yes		
Damage Type			Physical		

Death Locust

HP	100	Experience	16000	AC	20
Speed	30	Attacks	4	Damage	4 - 32
Range Attack			No		
Damage Type			Physical		

Beneath the Pyramids

Beneath the Pyramids

Beneath the pyramids thee must go
If ancient knowledge thee seeks to know
Within these monuments so roughly hewn
Lore of old is likely strewn

Tarry not in these halls of metal
Lest your bones to dust do settle
Clockwork creatures thee must face
If Terra's curse thee would erase

- Ancient Terran Lyric

Alpha Engine Sector

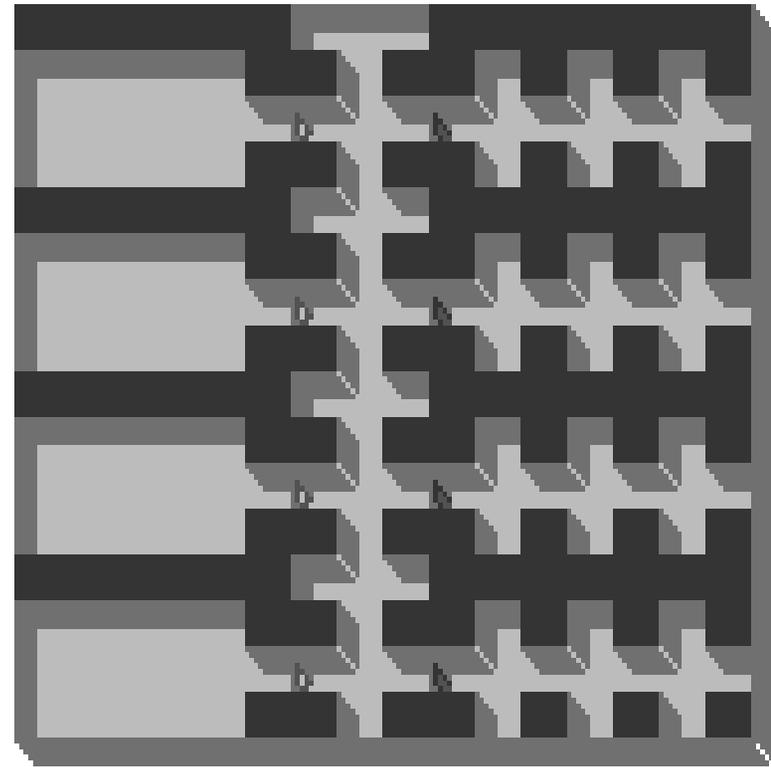
Many ages ago, Sheltem did employ vagabonds to tread the ways of Terra so they might learn its secrets. Once they had learned much and travelled far, he stole their souls and imprisoned them here. These souls, the Sleepers of Sheltem, will confess their knowledge to any that touch the items in which they have been imprisoned.

Crystal receptacles in the main chambers of the Alpha Engine Sector hold the souls of the Sleepers of Sheltem. These vagabond spirits once roamed the Isles of Terra in search of mystery and myth. After reporting to Sheltem of the secrets they had found the vagabonds were imprisoned in these crystal shards where they eternally keep the knowledge gained in their journeys. In the two outside chambers are held the souls of the vagabonds that sought council with Tumult, King Chaotic, and the Lords of the Attributes that reside in Arachnoid Cavern. The middle chambers hold secrets that can lead to the revelation of further knowledge in these rooms of metal. But know that the crystal

receptacles are fiercely guarded by mighty beasts who destroy without discretion. Even a strong party will have to fight long and hard to gain the wisdom of the Sleepers of Sheltem.

Crystals lie in alcoves that line the corridors of this sector. Their magic is of a dark nature, unnaturally aging the foolish adventurer that bathes his hand in their heat.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Alpha Engine Sector

ED-409

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

Guardian

HP	250	Experience	40,000	AC	20
Speed	15	# Attacks	1	Damage	75 - 150
Range Attack		No			
Damage Type		Physical			

Main Engine Sector

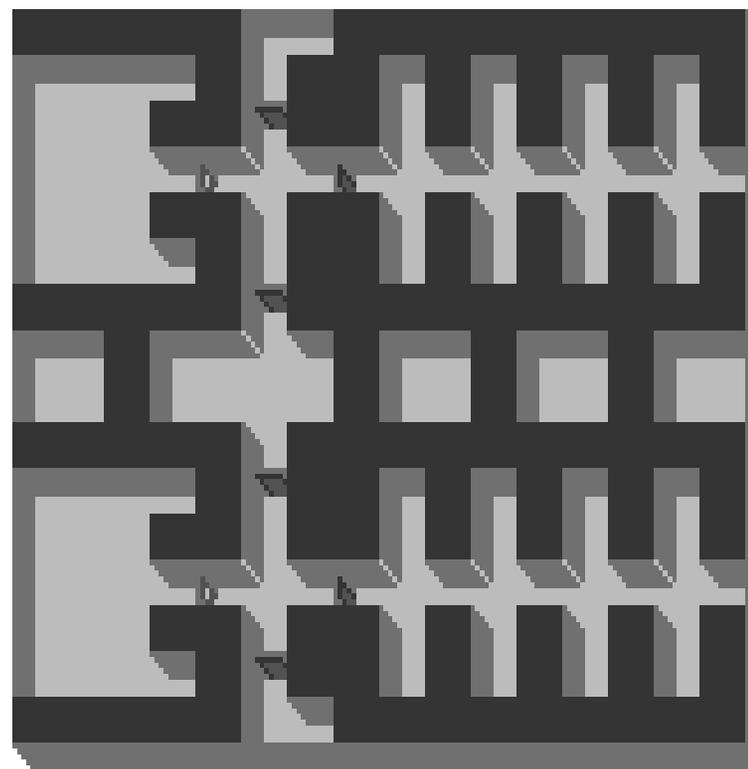
In this throbbing, armored darkness there exists two clans which guard the secrets of the Sleepers of Sheltem. First summoned here came the ED-409, clockwork monstrosities whose bodies gleam like black iron. When they alone failed to guard Sheltem's secrets, he then called upon the crystal Guardians whose eyes see all.

Crystal receptacles in the two main chambers of the Main Engine Sector hold the souls of the Sleepers of Sheltem. These vagabond spirits once roamed the Isles of Terra in search of mystery and myth. After reporting to sheltem of the secrets they had found the vagabonds were imprisoned in these crystal shards where they eternally keep the knowledge gained in their journeys. The crystals in the northwest chamber hold the souls and memories of the wanderers who searched for the answers to Terra's many riddles. Their knowledge can save a party many hours of fruitless deliberation. One of the two receptacles in the southwest chamber also holds the spirit of such a riddle seeker. But know that the crystal

receptacles are fiercely guarded by mighty beasts who destroy without discretion. Even a strong party will have to fight long and hard to gain the wisdom of the Sleepers of Sheltem.

Strange crystals fill the alcoves of this sector's corridors. Some add to your years, some teleport you to strange places. Careful adventuring leads to the discovery of Ultimate Power Orbs.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Main Engine Sector

ED-409

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

Spirit Shield

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

Beta Engine Sector

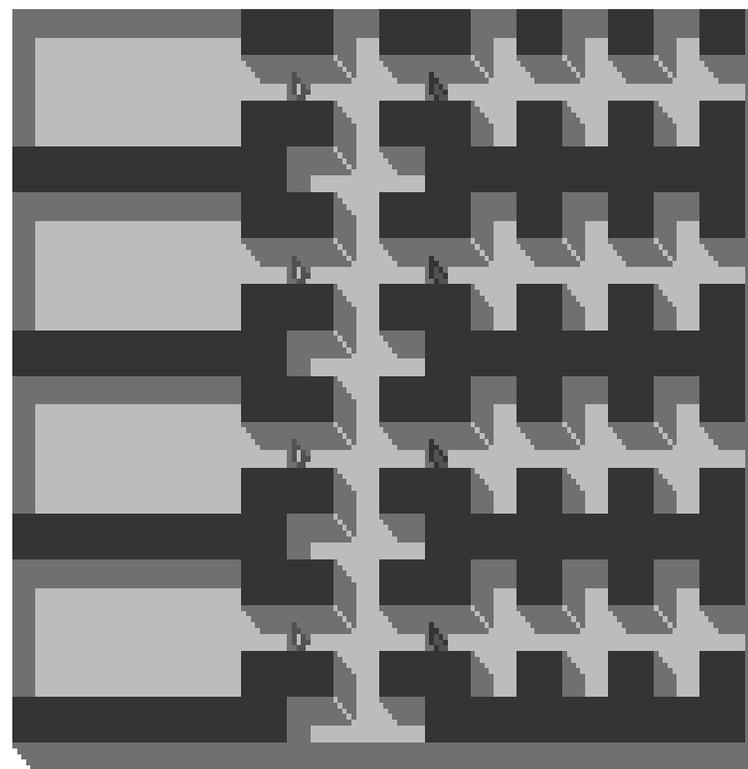
Once came here Foerdhal the Erudite to scry the secrets that had been rumored held in these strange halls. But as he learned, so the Sleepers of Sheltem sought to possess mortal form once more. Crowding together in Foerdhal's mind they drove him mad and in his rampage he destroyed much of this underworld.

Crystal receptacles in the main chambers of the Beta Engine Sector hold the souls of the Sleepers of Sheltem. These vagabond spirits once roamed the Isles of Terra in search of mystery and myth. After reporting to Sheltem of the secrets they had found the vagabonds were imprisoned in these crystal shards where they eternally keep the knowledge gained in their journeys. In the two northern chambers, locked in their crystal cells, are the vagabond spirits that held audience with Zealot, King Righteous, and Malefactor, King Malicious. The two southern chambers house special words that must be spoken to gain access to hidden knowledge. But know that the crystal receptacles are

fiercely guarded by mighty beasts who destroy without discretion. Even a strong party will have to fight long and hard to gain the wisdom of the Sleepers of Sheltem.

Crystals lie in alcoves that line the corridors of this sector. Their magic is of a dark nature, unnaturally aging the foolish adventurer that bathes his hand in their heat.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Beta Engine Sector

ED-409

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

Guardian

HP	250	Experience	40,000	AC	20
Speed	15	# Attacks	1	Damage	75 - 150
Range Attack			No		
Damage Type			Physical		

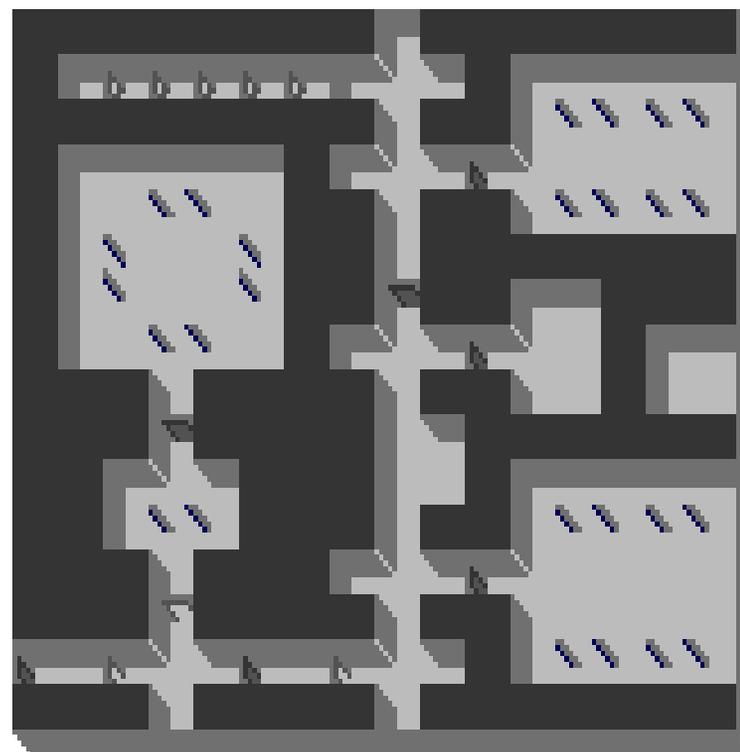
Aft Storage Sector

Within these chambers are housed eight crystal lions, intended by the Ancients to be the receptacles of the knowledge gained by the Guardians of Terra. It was planned that when one of these great entities reached the end of his life, he would choose one to replace him and fuse his soul into the lion's that the Guardian's knowledge not be lost.

Statues of lions proudly stand in the chambers of the Aft Storage Sector, humming and vibrating with power that seems to come from beneath the metal floor. Their fabrication is such that the memories and knowledge of the Guardians of Terra could be stored within them and preserved for the benefit of future generations. But their original purpose is not the one they've come to serve, for the Sleepers of Sheltem now inhabit the lion forms where they keep the knowledge of Terra's many secrets: passwords for the mirror portals, the Halls of Insanity, and

the secret knowledge of Greywind the Illusionist and Blackwind the Spellbinder. Sheltem summoned Mystic Clouds to guard these crystal lions and make the path a perilous one for those who would seek the knowledge of the Sleepers.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Aft Storage Sector

Iron Wizard

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

Mystic Cloud

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

ED-409

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

Central Control Sector

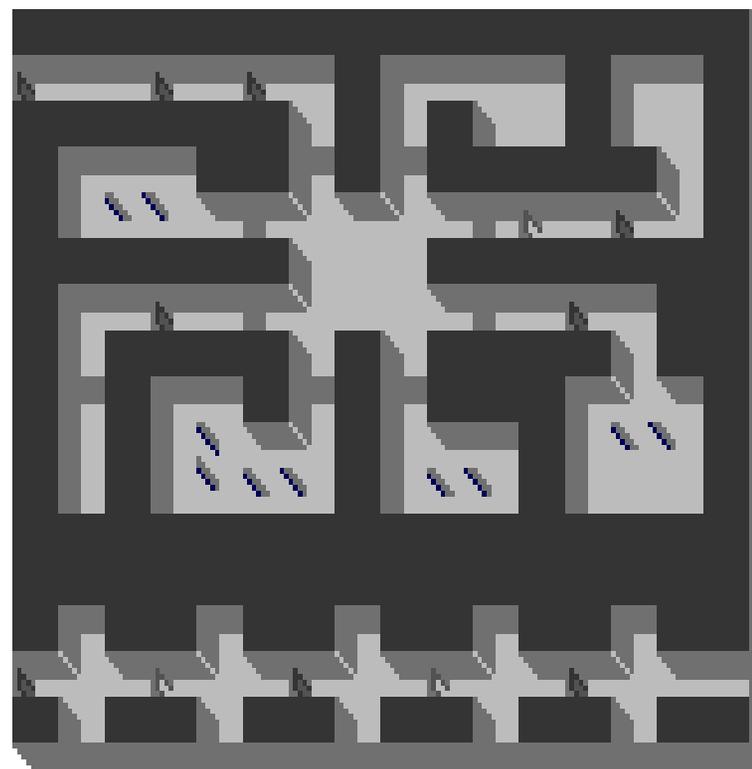
Against Foerdhal the Mad, two armies came. On one side, Sheltem; for his Sleepers fell like drunkards into the wagon of Foerdhal's mind, robbing Sheltem of many Secrets. On another side, the Ancients; filled with indignant rage at the destruction of their underworld. Together they fell like mountains on a fly.

Stone oracles speak of the creation of the Isles and how they came to rest in the Great Sea of Terra. If the proper request is given to these altarheads they will tell the tale of the Ancients and the inception of all the world that surrounds you.

Crystal chalices hold a boiling liquid of promotion said to bestow an abundance of experience upon the adventurer brave enough to drink. Though the brew may burn as it passes down the gullet, the reward is well worth any minor inconveniences suffered in its consumption, for there is an item hidden here that is unique in all of Terra.

Lithic heads hewn from ancient stone stand in alcoves along the Central Control Sector's southern passageway. They too have been endowed with the spirits of the Sleepers of Sheltem, holding the secrets to four of Terra's dungeons. But beware the Iron Wizards that also stand in the corridor's concealing niches.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Central Control Sector

Terminator

HP	1,000	Experience	3,000,000	AC	100
Speed	200	# Attacks	1	Damage	1000 - 4000
Range Attack		Yes			
Damage Type		Energy			

Death Agent

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

Iron Wizard

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

Forward Storage Sector

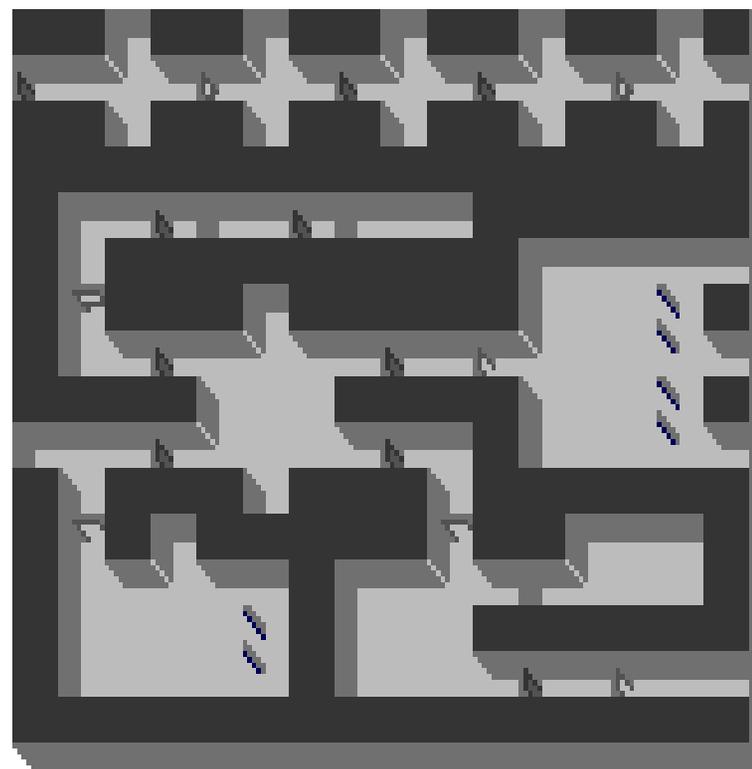
Driven insane by the teeming Sleepers of Sheltem, Foerdhal caused great calamity on his passage through the underworld. Seeking solace at the feet of one of the altars here, he sought to calm his troubled mind but in the process capped the flow of the fabled Fountain of Nayah.

Gemstone altars line the eastern walls of the Forward Control Sector's three main chambers. They possess a magic that is most beneficial to the adventurer who approaches them, greatly advancing the attributes of life. The enchantment of the altars works but on a single member of the party, and thus must be used sparingly and well.

Heads of marble are scattered throughout these metal halls, each with a purpose or a mystery to reveal. Two reside in the southern chambers and tell the secrets of castles Greywind and Blackwind, and another speaks of mysterious names and codes.

Another altar, which can be found at the end of a heavily guarded corridor, played a part in the disappearance of the Fountain of Nayah. It will take but a single word spoken at this altar to undo the damage of Foerdhal, allowing the healing waters of Nayah's fountain to once again flow with the waters of juvenescence.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Cathedral of Carnage.

Iron Wizard

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

Phase Head

HP	20	Experience	4,000	AC	10
Speed	25	# Attacks	1	Damage	2 - 8
Range Attack			No		
Damage Type			Physical		

Main Control Sector

Adventurer steel yourself for you have come far. You stand within a breath of final knowledge, but to tread the Final Way there are things the Ancients would require of you. For those who seek further challenge, seek the altars whose mysteries are cautiously guarded.

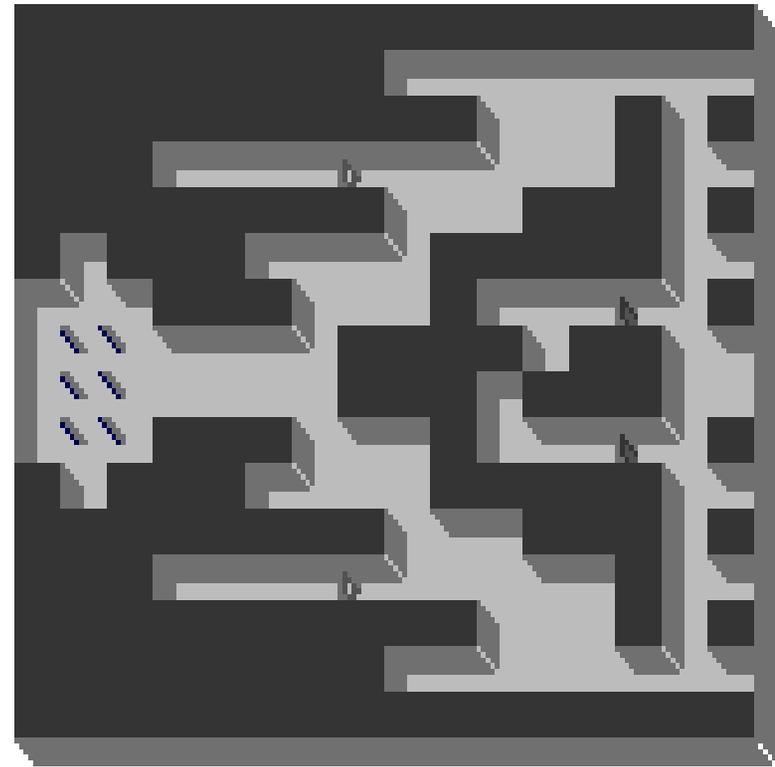
The Primary Phaser Batteries are activated by levers protruding from the Main Control Sector's metal floor. When pulled, the floor vibrates and a strange shrill fills the air. It is a thing of mystery that to this day has never been explained.

Pulling the two levers marked **Torpedo Launch Control** causes the floor to jolt beneath your feet and the lights to flicker. Fine smoke and the aroma of a fireball's wake soon follow.

Monstrous statues stand along this sector's walls, humming and vibrating from forces unknown to masters of might and magic. Tiny lights wink on and off within the statues' crystalline bodies like stars in a distant sky.

Three stone oracles stand in the westernmost chamber of the Main Control Sector, more heavily guarded than even the Dragon Lord's hoards of gold. Only the mightiest of adventurers shall ever know the secrets they possess, for the Terminators that guard the altars are unerring in their mission to destroy any living creature that attempts an approach.

Transport tubes connect these metal rooms that lie beneath the ancient pyramids, teleporting adventurers to locations further along the path to the secret of the Ancients. Some, however, require passcodes that must be spoken to make the magic work.



Main Control Sector

Terminator

HP	1,000	Experience	3,000,000	AC	100
Speed	200	# Attacks	1	Damage	1000 - 4000
Range Attack		Yes			
Damage Type		Energy			

ED-409

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

Iron Wizard

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

Monsters

“And as the war raged on through the decades, in the midst of the Void where the fallout of the mighty storms gathered and settled, a rich land began to develop. From where, no one knows, but beasts appeared to graze the fields of the new land and take refuge in its forests and caverns. Little notice did the Elemental Lords pay to these dumb beasts for there was little threat in their roamings. They were seen as nothing more than the flies that gather around a fallen animal.”

- Corak the Mysterious

Index of Monsters

131	Archer Barbarian Black Knight Bubble Man	139	Ghoul Giant Spider Goblin Great Hydra	147	Plasmoid Priest of Moo Rat Overlord Reaper
132	Bugaboo Candle Creep Carnage Hand Castle Guard	140	Green Dragon Guardian Iron Wizard Joustier	148	Scorpia Screamer Shadow Rogue Skeleton
133	Cleric of Moo Cobra Fiend Cryo Spore Cult Leader	141	Kudo Crab Lich Mad Dwarf Magic Mantis	149	Sonic Ninja Sorcerer Spirit Shield Sprite
134	Cursed Fool Cyclops Cyclops King Dark Pegasus	142	Major Demon Major Devil Medusa Mini Dragon	150	Terminator Top Joustier Toxic Worm Tree Golem
135	Death Agent Death Locust Death Snake Dino Beetle	143	Minotaur Minotaur King Moo Master Moose Rat	151	Troll Vampire Vampire Bat Vampire King
136	Dinosaur Draconi Dragon Lord Dragon Worm	144	Mummy Mummy King Mystic Cloud Ninja	152	Vulture Roc Werewolf Wicked Witch Wild Fungus
137	ED-409 Evil Eye Evil Ranger Eye Master	145	Octobeast Ogre Oh No Bug Orc Warrior	153	Wizard Zombie
138	Fire Lizard Fire Stalker Gargoyle Ghost	146	Paladin Phantom Phase Head Piranha		

Key to Monster Guide

HP	Damage points that must be inflicted against the monster before it is killed.
Experience	The amount of experience the Party gains after each kill.
AC	Vulnerability to physical attack. Low numbers indicate higher vulnerability.
Attacks	The number of times a monster can attack per round.
Speed	Speed determines order of combat. Faster characters or monsters attack first.
Damage	Range of damage points the monster inflicts per attack upon a Party member.
Range Attack	Monsters with range attacks can inflict damage from short distances by using magic or missile weapons.
Damage Type	Describes the type of damage a monster wreaks upon the Party (i.e., Physical, Fire, Cold, Magic, etc.). A short description of each monster's vulnerabilities and resistances follow each entry.



Archer

HP	100	Experience	20,000
AC	15	Attacks	4
Speed	35	Damage	5 - 30
Range Attack	Yes		
Damage Type	Physical		

Archers stalk the frozen lands that surround Castle Dragontooth. The harsh winter weather has toughened their countenance to the four elements.



Barbarian

HP	175	Experience	25,000
AC	15	Attacks	2
Speed	30	Damage	2 - 60
Range Attack	Yes		
Damage Type	Physical		

Barbarians find battle to be the only worthwhile endeavor in life, second only to drinking ale. Their harsh training makes them somewhat resistant to the elements.



Black Knight

HP	375	Experience	100,000
AC	30	Attacks	7
Speed	50	Damage	4 - 160
Range Attack	Yes		
Damage Type	Physical		

Black Knights are rare in Terra. They see the combination of might and magic as an abomination on the land and therefore hate Paladins. They are resistant to the elements and often weaken their foes.



Bubble Man

HP	15	Experience	750
AC	0	Attacks	1
Speed	15	Damage	1 - 6
Range Attack	Yes		
Damage Type	Magic		

Bubble Men are a vile spark of life that springs from the green ooze that permeates Fountain Head in curse. Bubble Men are completely resistant to acid attacks.



Bugaboo

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

Bugaboo are frightfully large creatures of unknown origin with a particular dislike for Sorcerers. They are fairly resistant to the elements and very resistant to magic.



Candle Creep

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

Candle Creeps are immune to electrical attacks and resistant to acid and physical damage.



Carnage Hand

HP	40	Experience	10,000
AC	25	Attacks	1
Speed	20	Damage	60 - 120
Range Attack	No		
Damage Type	Physical		

Carnage Hands are beings summoned from another plane by Wicked Witches, used to guard their covens. They are very resistant to magic forces.



Castle Guard

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

Castle Guards are mindless warriors bred for loyalty and unquestioning devotion. They are employed by the three Kings as watchmen, and possess the strength to break armor.



Cleric of Moo

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

The Clerics of Moo work the re-animating magic that brings to life the dancing bones that are the Moo Cult's undead warriors.



Cobra Fiend

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

Cobra Fiends are enchanted humans that have taken the form of the serpent. Their enchantment renders them resistant to the effects of magic. Beware their Sleep spell.



Cryo Spore

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

Cryo Spores are a strain of meat-eating plant that sprang from the frozen regions of the northeast. They are immune to cold and very resistant to electric and acid attacks.



Cult Leader

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

This half woman, half snake Cult Leader operates from a well protected room deep within the Slithercult Stronghold. She is resistant to magic and casts Sleep at those who attack her.



Cursed Fool

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

Cursed Fools are remnants of Blackwind's forces, altered by his evil magic. They possess great loathing for Sorcerers, and curse those they touch.



Cyclops

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

Cyclopes are known to carry a good deal of gold with them wherever they go. Despite their vulnerability to the elements, they often escape harm by confusing their opponents.



Cyclops King

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

The Cyclops King lives deep within his cavern, where he guards his treasures and feeds upon the bones of unfortunate adventurers. He muddles the thoughts of weak minds.



Dark Pegasus

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

The Dark Pegasus has been the bane of Sorcerers for many ages on Terra. Seen as the most prized game to be hunted, these winged steeds have survived due to their ability to confuse foes.



Death Agent

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

Death Agents are found in the metal rooms that lie beneath the ancient pyramids. Though their forms appear natural, their very essence is poison, and hazardous to those who fight them.



Death Locust

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

Death Locusts carry a disease that will infect any bitten adventurer. The harshness of their larvae period leaves them a little resistant to some elements.



Death Snake

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

Death Snakes come from the southern regions of the Great Sea. If a Death Snake's venom enters an adventurer's immune system, paralysis is sure to follow.



Dino Beetle

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

Dino Beetles are not particularly strong or fast, and their shell provides little protection from elemental attack. They like to chew on gold and usually carry quite a bit in their stomachs.

**Dinosaur**

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

Dinosaurs are monstrous beasts of ancient design. Dumb though they are, their great bulk provides adequate resistance to the elements.

Draconi

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

Draconi, not possessing Dragon form, are firmly seated at the bottom of the Dragon Chain. They are chiefly used as guards for the higher Dragon beings.

Dragon Lord

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

The Dragon Lord is the mightiest of all creatures in Terra, highly resistant to all elements. It's great bulk makes tedious work of battle, but the reward in gold is worth it.

Dragon Worm

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

Dragon Worms live in the ground beneath the Crystal Mountains. Because they feed on the mysterious stream that created the magic crystals, their bite is quite poisonous.

**ED-409**

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

The ED-409 are strange machines that guard the ancient rooms of metal beneath the ancient pyramids. Magic and energy are their only real weaknesses.

Evil Eye

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

Evil Eyes are strange demon forms, exiled from the realm of the All Seeing. To stare into their many eyes often drives the weak or lazy minded to insanity.

Evil Ranger

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

Evil Rangers stalk the corridors of corrupt dungeons and fill the prisons of King Zealot. They seek to spill the blood of Druids.

Eye Master

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

The Eye Master is an exiled demon prince from the realm of the All Seeing. He is the master of insanity, defiling the minds of those who oppose him. The Eye Master is very resistant to magic.



Fire Lizard

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

Fire Lizards mostly stalk the Isle of Fire, though they have been seen in the company of King Tumult. They are immune to damage by fire.

Fire Stalker



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

Fire Stalkers come from the nether plane of burning plasma energy. They are immune to fire and physical attacks, and very resistant to the spark of electricity.

Gargoyle



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

Gargoyles are dark beings pulled straight from the nightmares of mythic gods. So frightful is their aura that the touch of their devilish hands will paralyze.

Ghost



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

Ghosts are pulled from the realm of undead specters to haunt the halls of human kind. Their vapor form renders them immune to physical attack. Their touch will age an adventurer.

Ghoul



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

Ghouls come from the musty ground of the grave, brought to undead existence by the quickening fluid of the Lamprea. They leave their victims weak and are resistant to physical damage.

Giant Spider



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

Giant Spiders are resistant to some of the elements and quite susceptible to magical and physical attack. Their bites can prove quite poisonous.

Goblin



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

Goblins possess no special abilities. They attack whomever they encounter and have no particular resistances to elemental attacks.

Great Hydra

HP	5,000	Experience	4,000,000
AC	60	Attacks	12
Speed	75	Damage	12 – 144
Range Attack		No	
Damage Type		Physical	

Great Hydra are among the deadliest of all creatures. The number of their heads gives them more attacks than any other monster, and their bite carries poisonous venom.

Green Dragon

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

Green Dragons are second highest on the Dragon Chain, second only to the Dragon Lord. They possess a wealth of gold and are very resistant to cold and electricity.

**Guardian**

HP	250	Experience	40,000
AC	20	Attacks	1
Speed	15	Damage	75 - 150
Range Attack		No	
Damage Type		Physical	

Guardians are magical beings, very resistant to the elements, who are often summoned to protect places of great power and mystery.

**Iron Wizard**

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

Iron Wizards are great mechanical beasts employed by the Ancients to guard the secret rooms of metal that lie beneath the pyramids. Energy attacks are their great weakness.

**Jousting Knight**

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

Jousting Knights are always found mounted on their steeds, pole in hand, waiting for a challenge. They are known to carry a large purse of gold.

Kudo Crab

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

Kudo Crabs are extremely large and primarily vulnerable to energy and physical attacks. They are known to carry a great deal of gold, and the power of their jaws can break armor.

**Lich**

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

Liches are master mages from the realm of the undead. They are very resistant to physical harm and possess a touch that will bring certain death to an adventurer.

**Mad Dwarf**

HP	75	Experience	2,500
AC	10	Attacks	1
Speed	16	Damage	4 - 20
Range Attack		No	
Damage Type		Physical	

Mad Dwarves were used as mercenaries to attack Castle Whiteshield. They will attack other Dwarves and have some resistance to elemental damage.

**Magic Mantis**

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

Magic Mantises can be found in the southern regions of the Great Isle. Their bites can prove to be quite poisonous. Mantises are resistant to magic.



Major Demon

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

Major Demons are nearly impervious to fire and magic attacks. So hideous and chilling is their touch that it will paralyze an adventurer.

Major Devil



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

Major Devils come from the deepest and darkest of the demon realms. They are completely resistant to fire damage and render their foes unconscious.

Medusa



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

Medusas guard the halls of the Maze from Hell for the Minotaur King. They are very resistant to magical influences and turn those who face them into stone.

Mini Dragon



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

Mini Dragons are second from the bottom on the Dragon Chain, though they are the first true Dragon form. They are completely resistant to fire.



Minotaur

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

Minotaurs are the strongest warriors in Terra. They inhabit the Maze from Hell and do the bidding of their master, the Minotaur King. Their touch brings death.



Minotaur King

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

The chaotic mind of the Minotaur King conceived the design of the Maze from Hell, and the strong backs of his warriors built it. The King's resistance to magic is very strong.



Moo Master

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

The Moo Master rules the followers of his cult with a brutal, iron hand. His madness is turned full force against all adventurers who oppose his cruel plots of destruction.



Moose Rat

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

Moose Rats are extremely large rodents, more moose than rat. These rats are mildly resistant to the elemental forms of damage.



Mummy

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

Mummies are powerful undead warriors. Fire and magic are their only weaknesses and those they touch become diseased. Mummies seem somehow drawn to Druids.



Mummy King

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

The Mummy King is master of the walking dead. His touch brings disease, and fire and magic are his weaknesses. He leads his Mummy minions in their quest to destroy Druids.



Mystic Cloud

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

Mystic Clouds float in a vortex impervious to magical attack, draining their foes of the potential to use charms and incantations.



Ninja

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

Ninja are among the most organized and disciplined foes you'll face on Terra. They have a slight resistance to all forms of damage.



Octobeast

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

Octobeasts infest the waters around the Isle of Fire. They are quite resistant to the elements and weaken those who fight against them.



Ogre

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

Ogres prefer to live outdoors, only entering walled towns and castles to pillage and loot. Their immense bulk provides resistance to the basic elements.



Oh No Bug

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

Oh No Bugs swarm in the northern regions of the Great Isle. They are very resistant to some forms of elemental damage.



Orc Warrior

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

Warriors of the Orc tribes have infested the Great Isle since before the building of Fountain Head. Orcs are known to be resistant to some elemental attacks.



Paladin

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

Paladins are followers of the righteous path who have turned away from the traditional teachings and follow a more evil plan. They are resistant to all forms of elemental damage.

Phantom

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



Phantoms inhabit the winding cavern below Swamp Town. These undead shadows are almost completely immune to physical attack, and their frightful touch will age an adventurer.

Phase Head

HP	20	Experience	4,000
AC	10	Attacks	1
Speed	25	Damage	2 - 8
Range Attack		No	
Damage Type		Physical	



Phase Heads are the animated skulls of fallen Cyclopes. They are resistant to elemental damage and cast confusion on their victims.

Piranha

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



Piranha swarm the destroyed and abandoned halls of Castle Blackwind, acting as a natural hazard to those who would plunder the once-great keep.

Plasmoid

HP	100	Experience	8,000
AC	5	Attacks	3
Speed	17	Damage	4 - 12
Range Attack		No	
Damage Type		Poison	



Plasmoids are foul spheres of poisonous energy, relentlessly bent on the destruction of human forms. Their acidic bodies can break weapons that come into contact with them.

Priest of Moo

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



The Priests of Moo are the highest order in the Moo cult, answering only to the Moo Master. They possess some resistance to the elements and will attack an entire party.

Rat Overlord

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



The Rat Overlord commands the Moose Rats in Fountain Head. It is his fierceness in battle and toughness of skin that gives him reign over the others.

Reaper

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



Reapers are the very embodiment of death. The aura of life and healing surrounding Clerics has made them mortal enemies. Physical harm will seldom befall this undead apparition.



Scorpia

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

Scorpia, because they are commonly found with Reapers, are known as the Mistresses of Death. They are open to all attacks but their touch is poisonous.

Screamer



HP	10	Experience	1,750
AC	10	Attacks	1
Speed	25	Damage	2 - 8
Range Attack		No	
Damage Type		Energy	

Screamers are mutated forms of energy created from the failed experiment of an ancient mage. They are completely immune to energy damage and cause insanity.

Shadow Rogue



HP	50	Experience	12,000
AC	15	Attacks	2
Speed	22	Damage	3 - 18
Range Attack		Yes	
Damage Type		Physical	

Shadow Rogues inhabit the eastern isles where chaos is the general order. Be watchful for the sting of their poisoned daggers.

Skeleton



HP	20	Experience	1,000
AC	2	Attacks	2
Speed	18	Damage	2 - 12
Range Attack		No	
Damage Type		Physical	

Skeletons are among the variety of undead creatures of Terra. They are slightly resistant to some elemental attack, and very resistant to physical damage. Skeletons hate Clerics.

Sonic Ninja



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

Sonic Ninja are older and more enlightened leaders of the Ninja clans, graduated up from the ranks of the common Ninja. Their extensive experience and training leaves them highly resistant to energy blasts.

Sorcerer



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

Sorcerers are masters of magic whose hearts have grown cold to their studies. King Tumult employs them as special guards for his vast hoard of treasure.

Spirit Shield



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

Spirit Shields are guardians summoned from the demon realms of ancient mysticism. The thickness of their leathery hide makes them very resistant to physical damage.

Sprite



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

Don't be fooled by the delicate appearance of Sprites. They have a strong resistance to physical and magic damage, and are more than happy to curse their foes.



Terminator

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

Terminators are only found in the metal rooms of the pyramids. Magic and energy are their only weaknesses, and those they attack will be eradicated.

Top Joustier



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

The Top Joustier is the master of his sport. So skilled is he that he can make two fierce jousting attacks in one pass; a feat that is most unexpected and extraordinary.

Toxic Worm



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

Toxic Worms are known to infest the earth of the Crystal Mountains. With some resistance to the elements, their main defense is to poison their attackers.

Tree Golem



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

Tree Golems wander the swampy lands, seeking to destroy all Clerics, for it was a Cleric that created their woeful kind. They are highly resistant to magic.



Troll

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

Trolls will almost always attack Dwarves, for it was Dwarves who brought Ogres into their valley.

Vampire



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

Vampires are the true lords of the undead. They are highly resistant to some of the elements, will drain a mage's ability to perform magic, and seem always to target Clerics.

Vampire Bat



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

Vampire Bats can be found living in caverns and among the thick trees of dark forests. If bitten, an adventurer's system will be poisoned by the Bat's Venom.

Vampire King



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

VonEmosh is the ruler of the undead. Any magic user who manages to cut a way to VonEmosh's tomb will find himself quickly drained of magic power. And woe if that mage be a Cleric.



Vulture Roc

HP	2,000	Experience	2,000,000
AC	50	Attacks	2
Speed	100	Damage	5 - 250
Range Attack			No
Damage Type			Physical

Vulture Rocs are primarily found in the desert regions of the southern isles. They have a resistance to fire, electric and acid, and they paralyze their victims.

Werewolf



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

The Werewolves of Terra keep mostly to themselves, choosing not to attack adventurers unless given reason. And it is best not to give them reason, for their bite carries disease.

Wicked Witch



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

Wicked Witches are physical portals between the realm of reality and the realm of magic. Close contact with their kind will result in a curse upon the adventurer and his backpack.

Wild Fungus



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

Wild Fungus spring from places where the corrupt blood of ancient Witches were once spilled. They are immune to electric and cold attacks.



Wizard

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

Wizards possess a great deal of resistance to the elements leaving themselves vulnerable only to physical attacks. They are employed by King Malefactor as special guards for his treasure.

Zombie



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

Zombies are undead creatures which are very resistant to physical and electrical attacks. They disease any adventurer they touch and despise Clerics.

Magic. In the Isles of Terra, magic works on a daily basis. At 5:00 AM the new Magical Day begins and all magic from the previous day wears away, cancelling protection, light and all other active spells.

Who Can Cast Spells. Most character classes in Might and Magic III possess some capacity for magic. Clerics, Sorcerers and Druids are the designated magic users as their training prepares their minds for the control required to work incantations. Therefore all spells fall into the categories of Clerical Spells, Sorcerer Spells and Druid Spells.

Paladins, Archers and Rangers undergo a similar training that allows them a limited control over the magical forces, allowing Paladins to cast Clerical Spells, Archers to cast Sorcerer Spells, and Rangers to cast Druid Spells. Their ability to use magic (Spell Points) does not increase as much when they train, and it costs more for these character classes to purchase spells from the masters in the Guilds. Knights, Barbarians, Robbers and Ninja cannot cast spells unless the spells reside in an enchanted item.

Spell Descriptions. There are 77 unique spells in Might and Magic III, some of which are shared between character classes. The descriptions of these spells include the following:

- Name Generally descriptive of the spells effects.
- Cost The number of Spell Points and, in some cases, Gems that must be spent to cast a spell. Some spells require a certain number of Spell Points to be spent per level of the caster.

Spells

Object Who is affected by the spell.
 Party Member - A single player character.
 Party - All characters that make up the party.
 Single Monster - One opponent.
 Group - Three opponents standing before the party.
 Cone - All opponents that stand in front of the party.

Level What experience level a character must be before purchasing a particular spell from a Guild. (Note: This does not imply the experience level a character must reach before being able to use a spell. Any spell found while adventuring can be cast as long as a character has enough Spell Points and Gems.)

Effect What effect the spell has on its recipient.

Acquiring Spells. All spells can be purchased from the various Mage Guilds across the Isles of Terra. Most spells, however, can also be found while adventuring.

Types of Spells. Spells perform different services for the party, such as combat or first aid, or general assistance. These three different types are represented with the following symbols for easy reference:



First Aid. These spells are used to heal the Party's wounds, resurrect characters who have died, and remove conditions from a distressed Party member.



Combat. These spells are used to defend the Party or attack an opposing force.



General. Spells of general assistance to the Party, such as Light or Create Food.

Spells

Clerical Spell Reference

Light	1 SP
Awaken	1 SP
First Aid	1 SP
Flying Fist	2 SP
Revitalize	2 SP
Cure Wounds	3 SP/1 G
Sparks	1 SP per Level/1 G
Prot. from Elements	1 SP per Level/2 G
Pain	4 SP
Suppress Poison	4 SP
Suppress Disease	5 SP
Turn Undead	5 SP/2 G
Silence	6 SP
Blessed	2 SP per Level
Holy Bonus	2 SP per Level
Power Cure	2 SP per Level/3 G
Heroism	2 SP per Level/3 G
Immobilize	6 SP/3
Cold Ray	2 SP per Level/4 G
Cure Poison	8 SP
Acid Spray	8 SP
Cure Disease	10 SP
Cure Paralysis	12 SP
Paralyze	15 SP/4 G
Create Food	20 SP/5 G
Fiery Flail	25 SP/5 G
Town Portal	30 SP/5 G
Stone to Flesh	35 SP/5 G
Half for Me	40 SP/10 G
Raise Dead	50 SP/10 G
Moon Ray	60 SP/10 G
Mass Distortion	75 SP/10 G
Holy Word	100 SP/20 G
Resurrection	125 SP/20 G
Sun Ray	150 SP/10 G
Divine Intervention	200 SP/20 G

Note: SP means Spell Points, G means Gems. Certain spells will require the use of a number of Spell Points depending upon the Level of the casting character.

Sorcerer Spell Reference

Light	1 SP
Awaken	1 SP
Detect Magic	1 SP
Elemental Arrow	2 SP
Energy Blast	1 SP per Level/1 G
Sleep	3 SP/1 G
Create Rope	3 SP
Toxic Cloud	4 SP/1 G
Jump	4 SP
Acid Stream	5 SP
Levitate	5 SP
Wizard Eye	5 SP/2 G
Identify Monster	5 SP
Lightning Bolt	2 SP per Level/2 G
Lloyd's Beacon	6 SP/2 G
Power Shield	2 SP per Level/2 G
Detect Monster	6 SP
Fireball	2 SP per Level/2 G
Time Distortion	8 SP/3 G
Feeble Mind	8 SP
Teleport	10 SP
Finger of Death	10 SP/4 G
Super Shelter	15 SP/5 G
Dragon Breath	3 SP per Level/5 G
Recharge Item	15 SP/10 G
Fantastic Freeze	15 SP/5 G
Duplication	20 SP/50 G
Disintegration	25 SP/8 G
Etherealize	30 SP/8 G
Dancing Sword	3 SP per Level/10 G
Enchant Item	30 SP/20 G
Incinerate	35 SP/10 G
Mega Volts	40 SP/10 G
Inferno	75 SP/10 G
Implosion	100 SP/20 G
Star Burst	200 SP/20 G

Druid Spell Reference

Light	1 SP
Awaken	1 SP
First Aid	1 SP
Detect Magic	1 SP
Elemental Arrow	2 SP
Revitalize	2 SP
Create Rope	3 SP
Sleep	3 SP/1 G
Prot. from Elements	1 SP per Level/2 G
Suppress Poison	4 SP
Suppress Disease	5 SP
Identify Monster	5 SP
Natures Cure	6 SP
Immobilize	6 SP/3 G
Walk on Water	7 SP
Frost Bite	7 SP
Lightning Bolt	2 SP per Level/2 G
Acid Spray	8 SP
Cold Ray	2 SP per Level/4 G
Natures Gate	10 SP
Fireball	2 SP per Level/2 G
Deadly Swarm	12 SP
Cure Paralysis	12 SP
Paralyze	15 SP/4 G
Create Food	20 SP/5 G
Stone to Flesh	35 SP/5 G
Raise Dead	50 SP/10 G
Prismatic Light	60 SP/10 G
Elemental Storm	100 SP/10 G

Clerical Spells**Light**

Cost
Object
Level
Effect

1 Spell Point
Party

Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.

Awaken

Cost
Object
Level
Effect

1 Spell Point
Party

Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if the Party is attacked while resting.

First Aid

Cost
Object
Level
Effect

1 Spell Point
Party Member

Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist

Cost
Object
Level
Effect

2 Spell Points
Single Monster

Summons an enchanted gauntlet to deliver stinging punches to a single foe, inflicting 6 points of Physical damage.

Revitalize

Cost
Object
Level
Effect

2 Spell Points
Party Member

Restores a weakened character to former strength, removing the WEAK condition.

Cure Wounds

Cost
Object
Level
Effect

3 Spell Points & 1 Gem
Party Member

2
Cures serious battle damage, restoring 15 Hit Points to the inflicted Party Member.

Sparks

Cost
Object
Level
Effect

1 Spell Point per Level & 1 Gem
Group

2
Generates a shower of sparks to shock a group of monsters, inflicting Electrical damage equal to twice the level of the caster.

Protection from Elements

Cost
Object
Level
Effect

1 Spell Point per Level & 2 Gems
Party

3
Temporarily raises the party's resistance to Electricity, Fire, Cold or Acid. The amount of the increase depends on the caster's level. Can be cast more than once to raise resistance to more than one element.

Pain

Cost
Object
Level
Effect

4 Spell Points
Group

3
Overcomes a group of monsters with writhing pain, inflicting 8 points of Physical damage.

Suppress Poison

Cost
Object
Level
Effect

4 Spell Points
Party Member

3
Reduces the amount of poison in a Party Member's system. Does not remove the POISONED condition.

Suppress Disease

Cost 5 Spell Points
 Object Party Member
 Level 4
 Effect Reduces the amount of disease in a Party Member's system. Does not remove the DISEASED condition.

Turn Undead

Cost 5 Spell Points & 2 Gems
 Object Group
 Level 4
 Effect Dissipates the magical energy that animates the dead, reducing some or all of a group of undead monsters to dust.

Silence

Cost 6 Spell Points
 Object Group
 Level 5
 Effect Steals the tongues of a group of monsters, preventing them from casting spells for the duration of combat or until they overcome the effects of the spell.

Blessed

Cost 2 Spell Points per Level
 Object Party Member
 Level 5
 Effect Clothes a Party Member in magical armor, offering extra protection in combat. Amount of protection depends on level of caster.

Holy Bonus

Cost 2 Spell Points per Level
 Object Party Member
 Level 6
 Effect Brings forth favor from the graces of Bellum, increasing the damage a Party Member inflicts in combat by 1 point per level of caster.

Power Cure

Cost 2 Spell Points per Level & 3 Gems
 Object Party Member
 Level 6
 Effect A very powerful aid to the stricken adventurer. Restores 2-12 Hit Points per level of the caster.

Heroism

Cost 2 Spell Points per Level & 3 Gems
 Object Party Member
 Level 7
 Effect Increases a Party Member's chances of striking his foes by a number equal to the level of the caster.

Immobilize

Cost 6 Spell Points & 3 Gems
 Object Group
 Level 7
 Effect Freezes a group of monsters, preventing them from attacking with might or magic.

Cold Ray

Cost 2 Spell Points per Level & 4 Gems
 Object Cone
 Level 8
 Effect Unleashes a deluge of freezing mist on all monsters in front of the party, inflicting 2-4 points of Cold damage per level of the caster.

Cure Poison

Cost 8 Spell Points
 Object Party Member
 Level 8
 Effect Removes toxins from the effected Party Member's system, cancelling the POISONED condition.

Acid Spray

Cost
Object
Level
Effect

8 Spell Points
Cone
9
Showers all monsters directly in front of the party in a spray of acid, inflicting 15 points of Poison damage.

Cure Disease

Cost
Object
Level
Effect

10 Spell Points
Party Member
9
Removes diseases from an infected Party Member's system, cancelling the DISEASED condition.

Cure Paralysis

Cost
Object
Level
Effects

12 Spell Points
Party Member
10
Restores the ability of movement to a Party Member, removing the PARALYZED condition.

Paralyze

Cost
Object
Level
Effects

15 Spell Points & 4 Gems
Group
10
Attempts to stiffen the bodies of a group of monsters and prevent them from attacking and casting spells.

Create Food

Cost
Object
Level
Effect

20 Spell Points & 5 Gems
Party
11
When the party is starving, this incantation creates enough food for each member.

Fiery Flail

Cost
Object
Level
Effect

25 Spell Points & 5 Gems
Single Monster
11
Summons an enormous flail of fire, striking a monster for 100 points of Fire damage.

Town Portal

Cost
Object
Level
Effect

30 Spell Points & 5 Gems
Party
12
Opens a magical portal to the five towns of Terra, providing a convenient way to return from long journeys. Cannot use in combat.

Stone to Flesh

Cost
Object
Level
Effect

35 Spell Points & 5 Gems
Party Member
12
Restores the flesh of a Party Member to a less igneous state, removing the STONE condition.

Half for Me

Cost
Object
Level
Effect

40 Spell Points & 10 Gems
Party Member
13
Restores a badly injured Party Member back to health. Half the damage points removed from the character are inflicted on the caster.

Raise Dead

Cost
Object
Level
Effect

50 Spell Points & 10 Gems
Party Member
13
Restores life to a fallen Party Member, removing the DEAD condition. Adds 1 to the age of the spell's caster and recipient.

Moon Ray

Cost
Object
Level
Effect

60 Spell Points & 10 Gems
Cone
14
Bathes all combatants in a beneficent ray that inflicts 30 points of Energy damage to all monsters in front of the party and restores 1-30 Hit Points to each character.

Spells

Mass Distortion



Cost
Object
Level
Effect

75 Spell Points & 10 Gems

Group
14

Increases the weight of a group of monsters, making them so heavy they fall and lose half their Hit Points.

Holy Word



Cost
Object
Level
Effect

100 Spell Points & 20 Gems

Cone
15

This Word is of such devastating power that it destroys all undead monsters directly in front of the party.

Resurrection



Cost
Object
Level
Effect

125 Spell Points & 20 Gems

Party Member
15

So powerful is this incantation that it can restore life to the ashes of a fallen Party Member, cancelling the ERADICATED condition. Ages the character 5 years.

Sun Ray



Cost
Object
Level
Effect

150 Spell Points & 10 Gems

Cone
16

Heat above description emanates from the caster's body, causing 200 points of Energy damage on all monsters before the party.

Divine Intervention



Cost
Object
Level
Effect

200 Spell Points & 20 Gems

Party
17

Calls upon the supernatural powers of Esoterica to completely restore the party to full Hit Points. Ages spell caster 5 years.

Spells

Sorcerer Spells

Light



Cost
Object
Level
Effect

1 Spell Point
Party

Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.

Awaken



Cost
Object
Level
Effect

1 Spell Point
Party

Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if attacked while resting.

Detect Magic



Cost
Object
Level
Effect

1 Spell Point
Party Member

Reveals any magical items in a Party Member's backpack, and notes the number of uses remaining for charged items.

Elemental Arrow



Cost
Object
Level
Effect

2 Spell Points
Single Monster

Expels a single bolt of flame, electricity, acid or ice upon a monster, inflicting 8 points of.

Energy Blast



Cost
Object
Level
Effect

1 Spell Point per Level & 1 Gem
Single Monster

2
A blast of crisping death is delivered to a single monster, scorching it for 2-6 points of Energy damage per level of caster.

Spells

Sleep



Cost
Object
Level
Effect

3 Spell Points & 1 Gem

Group
2

Hypnotizes monsters into a sleep-like trance, halting their actions until they are damaged or overcome the SLEEP condition.

Create Rope



Cost
Object
Level
Effect

3 Spell Points

Party
3

If you find yourself without a rope, fear not. Cast this spell while standing directly over a pit to conjure the very strand you lack.

Toxic Cloud



Cost
Object
Level
Effect

4 Spell Points & 1 Gem

Group
3

Exudes a noxious cloud around a group of monsters, causing 10 points of Poison damage.

Jump



Cost
Object
Level
Effect

4 Spell Points

Party
4

The hand of the genie Vaultus will sweep the party up and over the square directly ahead, provided there are no walls of matter or magic. Cannot use in combat.

Acid Stream



Cost
Object
Level
Effect

5 Spell Points

Single Monster
4

Sprays a stream of liquescent acid from the palm of the caster, causing 25 points of Poison damage.

Spells

Levitate



Cost
Object
Level
Effect

5 Spell Points

Party
5

The party will ride on the breath of the genie Floatious, offering protection from pits of peril.

Wizard Eye



Cost
Object
Level
Effect

5 Spell Points & 2 Gems

Party
5

Allows the party to see an overhead view of the surrounding area. Cannot use in combat.

Identify Monster



Cost
Object
Level
Effect

5 Spell Points

Group
6

Provides the party with knowledge of the condition of a group of monsters while in combat.

Lightning Bolt



Cost
Object
Level
Effect

2 Spell Points per Level & 2 Gems

Group
6

Summons a great bolt of lightning directed against a group of monsters. Inflicts 4-6 points of Electrical damage per level of caster.

Lloyd's Beacon



Cost
Object
Level
Effect

6 Spell Points & 2 Gems

Party
7

A very useful spell for returning from long distances. Cast it once to lay the beacon, then again from anywhere to return. Cannot use in combat.

Spells

Power Shield



Cost
Object
Level
Effect

2 Spell Points per Level & 2 Gems
Party Member
7
Reduces the amount of damage inflicted on a Party Member by a number equal to the level of the caster.

Detect Monster



Cost
Object
Level
Effect

6 Spell Points
Party
8
Creates a map that shows the location of monsters lurking around corners and watching from behind.

Fireball



Cost
Object
Level
Effect

2 Spell Points per Level & 2 Gems
Group
8
Heaves a flaming package of death to those unfortunate enough to draw your ire. Delivers 3-7 points of Fire damage per level of caster.

Time Distortion



Cost
Object
Level
Effect

8 Spell Points & 3 Gems
Party
9
Creates a warp in time that allows the party to retreat to a safe area during combat.

Feeble Mind



Cost
Object
Level
Effect

8 Spell Points
Group
9
Muddles the minds of a group of monsters, leaving them unable to attack for the remainder of combat or until overcoming the spell.

Spells

Teleport



Cost
Object
Level
Effect

10 Spell Points
Party
10
Move like the wind, light and invisible, 9 steps in any direction. Cannot use in combat.

Finger of Death



Cost
Object
Level
Effect

10 Spell Points & 4 Gems
Group
10
Channels the ancient power of all Wizards of lore through the hand of the caster, resulting in death to a group of monsters.

Super Shelter



Cost
Object
Level
Effect

15 Spell Points & 5 Gems
Party
11
Creates an aura of safety allowing the party to rest in areas otherwise precarious. Cannot use in combat and on water.

Dragon Breath



Cost
Object
Level
Effects

3 Spell Points per Level & 5 Gems
Cone
11
Engulfs all monsters directly ahead of the party in a torrent of flame, electricity, acid or cold. Inflicts 5 points of damage per level of caster.

Recharge Item



Cost
Object
Level
Effect

15 Spell Points & 10 Gems
Party Member
12
Restores 1-6 charges to any item in a Party Member's backpack that still has 1 magical charge remaining. Some risk the spell will fail and destroy the item.

Spells

Fantastic Freeze



Cost
Object
Level
Effect

15 Spell Points & 5 Gems
Group
12
Creates a freezing gale that inflicts 40 points of Cold damage to a group of monsters.

Duplication



Cost
Object
Level
Effect

20 Spell Points & 50 Gems
Party Member
13
Allows the caster to duplicate most items in a Party Member's backpack, provided there is room in the backpack for another item. Small chance the spell will fail and destroy the original item.

Disintegration



Cost
Object
Level
Effect

25 Spell Points & 8 Gems
Group
13
Attempts to disintegrate the bodies of a group of monsters.

Etherealize



Cost
Object
Level
Effect

30 Spell Points & 8 Gems
Party
14
The party wavers, like a vision in the heat, allowing passage through locked doors, thin walls and other barriers.

Dancing Sword



Cost
Object
Level
Effect

3 Spell Points per Level & 10 Gems
Group
14
Summons a magical blade to dance around a group of monsters, inflicting 6-14 points of Physical damage per level of caster.

Spells

Enchant Item



Cost
Object
Level
Effect

30 Spell Points & 20 Gems
Party Member
15
Adds random magical abilities to a mundane item that currently has no special powers or properties.

Incinerate



Cost
Object
Level
Effect

35 Spell Points & 10 Gems
Single Monster
15
Attempts to reduce a monster to smoldering ashes by inflicting 250 points of Fire damage.

Mega Volts



Cost
Object
Level
Effect

40 Spell Points & 10 Gems
Group
16
Chain lightning passes through a group of monsters, inflicting 150 points of Electric damage.

Inferno



Cost
Object
Level
Effect

75 Spell Points & 10 Gems
Group
16
Unleashes the very heat of the sun, causing 250 points of Fire damage on a group of monsters.

Implosion



Cost
Object
Level
Effect

100 Spell Points & 20 Gems
Single Monster
17
Causes a monster's body to collapse in on itself, inflicting 1,000 points of energy damage.

Star Burst



Cost
Object
Level
Effect

200 Spell Points & 20 Gems
Cone
17
Pieces of an exploding star rain down in a shower of destruction, inflicting 500 points of Physical damage on all monsters before the party.

Druid Spells**Light**

Cost
Object
Level
Effect

1 Spell Point
Party
1
Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.

Awaken

Cost
Object
Level
Effect

1 Spell Point
Party
1
Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if attacked while resting.

First Aid

Cost
Object
Level
Effect

1 Spell Point
Party Member
1
Cures light battle wounds, restoring 6 Hit Points to an injured Party Member.

Detect Magic

Cost
Object
Level
Effect

1 Spell Point
Party Member
1
Reveals any magical items in a Party Member's backpack, and notes the number of uses remaining for charged items.

Elemental Arrow

Cost
Object
Level
Effect

2 Spell Points
Single Monster
2
Expels a single bolt of flame, electricity, acid or ice upon a monster, inflicting 8 points of damage.

Revitalize

Cost
Object
Level
Effect

2 Spell Points
Party Member
2
Restores a weakened character to former strength, removing the WEAK condition.

Sleep

Cost
Object
Level
Effect

3 Spell Points & 1 Gem
Group
3
Hypnotizes monsters into a sleep-like trance, halting their actions until they are damaged or overcome the SLEEP condition.

Create Rope

Cost
Object
Level
Effect

3 Spell Points
Party
3
If you find yourself without a rope, fear not. Cast this spell while standing directly over a pit to conjure the very strand you lack.

Suppress Poison

Cost
Object
Level
Effect

4 Spell Points
Party Member
4
Reduces the amount of poison in a Party Member's system. Does not remove the POISONED condition.

Protection from Elements

Cost
Object
Level
Effect

1 Spell Point per Level & 2 Gems
Party
4
Temporarily raises the party's resistance to Electricity, Fire, Cold or Acid. The amount of the increase depends on the caster's level. Can be cast more than once to raise resistance to more than one element.

Suppress Disease

Cost
Object
Level
Effect

5 Spell Points
Party Member
5
Reduces the amount of disease in a Party Member's system. Does not remove the DISEASED condition.

Identify Monster

Cost
Object
Level
Effect

5 Spell Points
Group
5
Provides the party with knowledge of the condition of a group of monsters while in combat.

Natures Cure

Cost
Object
Level
Effect

6 Spell Points
Party Member
6
Calls upon the healing power of Gaiam, allowing the caster to restore 25 Hit Points to a Party Member.

Immobilize

Cost
Object
Level
Effect

6 Spell Points & 3 Gems
Group
6
Freezes a group of monsters, preventing them from attacking with might or magic.

Walk on Water

Cost
Object
Level
Effect

7 Spell Points
Party
7
Allows the party to step over the waves like walking on a carpet of air. Deep water will no longer be an obstacle.

Frost Bite

Cost
Object
Level
Effect

7 Spell Points
Single Monster
7
Summons the freezing winds of the Frozen Isles to whip around a monster, causing 35 points of Cold damage.

Lightning Bolt

Cost
Object
Level
Effect

2 Spell Points per Level & 2 Gems
Group
8
Summons a great bolt of lightning directed against a group of monsters. Inflicts 4-6 points of damage Electrical per level of caster.

Acid Spray

Cost
Object
Level
Effect

8 Spell Points
Cone
8
Showers all monsters directly in front of the party in a spray of acid, inflicting 15 points of Poison damage.

Cold Ray

Cost
Object
Level
Effect

2 Spell Points per Level & 4 Gems
Cone
9
Unleashes a deluge of freezing mist on all monsters in front of the party, inflicting 2-4 points of Cold damage per level of the caster.

Natures Gate

Cost
Object
Level
Effect

10 Spell Points
Party
9
Calls forth a portal to the Towns and Castles of Terra. Opens a different portal each day of the week. Cannot use in combat.

Spells

Fireball



Cost 2 Spell Points per Level & 2 Gems
 Object Group
 Level 10
 Effect Heaves a flaming package of death to those unfortunate enough to draw your ire. Delivers 3-7 points of Fire damage per level of caster.

Deadly Swarm



Cost 12 Spell Points
 Object Group
 Level 10
 Effect Summons a swarm of stinging insects to fly around a group of monsters, inflicting 40 points of Physical damage.

Cure Paralysis



Cost 12 Spell Points
 Object Party Member
 Level 11
 Effects Restores the ability of movement to a Party Member, removing the PARALYZED condition.

Paralyze



Cost 15 Spell Points & 4 Gems
 Object Group
 Level 11
 Effects Attempts to stiffen the bodies of a group of monsters and prevent them from attacking and casting spells.

Create Food



Cost 20 Spell Points & 5 Gems
 Object Party
 Level 12
 Effect When the party is starving, this incantation creates enough food for each member.

Spells

Stone to Flesh



Cost 35 Spell Points & 5 Gems
 Object Party Member
 Level 12
 Effect Restores the flesh of a Party Member to a less igneous state, removing the STONE condition.

Raise Dead



Cost 50 Spell Points & 10 Gems
 Object Party Member
 Level 13
 Effect Restores life to a fallen Party Member, removing the DEAD condition. Adds 1 to the age of the spell's caster and recipient.

Prismatic Light



Cost 60 Spell Points & 10 Gems
 Object Cone
 Level 14
 Effect A powerful but erratic spell with unpredictable effects. Should be used with caution.

Elemental Storm



Cost 100 Spell Points & 10 Gems
 Object Cone
 Level 15
 Effect Unleashes a torrent of elemental destruction, inflicting 150 points of Fire, Cold, Electric or Acid damage to all monsters before the party.

Items

“In the blacksmith’s shoppe workers of steel and iron forged new weapons of destruction and repaired the broken implements of warriors. There was a lucrative trade of wares from many places abroad and all the needs of dungeon lurking, such as rope and torch, could be found. It was also a place to find the finest in armor and protective wares, and unknown mechanisms or weapons could be identified and their uses and value revealed.”

- Corak the Mysterious

Might and Magic III items consist of up to five parts. Each part except the item name are added to the base value of the item. An example of a five-part item is the Blazing Silver Force Short Sword of Arrows.

There are three prefixes, which are Elements, Metals and Attributes. There is one suffix which describes the Special Ability of the item. Each of these prefixes and suffixes is described below.

Elements

An item that possesses an Element prefix – when equipped – affects the character’s statistics. For instance, if an armor-type item has the prefix Blazing, the Fire resistance for that character is increased by 25 points (see page 200). For a weapon-type item with the prefix Blazing, the weapon would inflict 20 additional points of Fire damage when striking a foe. There are six different elemental prefix categories. They are Fire, Electric, Cold, Acid/Poison, Energy and Magic.

Metals

Equipping an item that has a Metal prefix also enhances the character’s statistics. For an armor-type item, equipping it will increase (or, in some cases, decrease) the character’s Armor Class rating. Equipping a weapon with a Metal prefix affects the character’s chance to hit as well as the amount of damage inflicted per hit. For instance, our sample item containing the metal prefix Silver would add +2 to a character’s chance to hit and +4 points of damage per hit. Additionally, a metal prefix contains a cost modifier which is multiplied by the base item cost. Our example item, usually costing 15 GP would be multiplied by 5 for a cost of 75 GP. There are three categories of metal prefixes: Common, Rare and Precious.

Attributes

Equipping an item with an Attribute prefix increases (or decreases) the specified attribute of the character. Our example item would increase the equipping character’s Might statistic by 23. The categories of Attributes are Might, Intellect, Personality, Speed, Accuracy, Luck, Hit Points, Spell Points, Armor Class and Thievery.

Base Items

Each base item contains five parts: the item name, the base cost of the item in GP, the item base modifier, how it is equipped and the restrictions for the different classes for the item. The item base modifier affects one of two statistics for the character. Armor-type item increase or decrease the character’s armor class. The modifier for a weapon-type item is the amount of damage per hit that the item inflicts. For instance, our example short sword modifier is 2D3, which will inflict from 2 - 6 points of damage.

A character may equip a one-handed (1H) weapon and shield, or 1 two-handed (2H) weapon. Only 1 missile (1M) weapon may be equipped at a time. Other equipping restrictions include one helmet, pair of boots, belt, etc. at a time. Wearing a cloak as well as armor is also possible.

The following are the abbreviations used in the equipping restriction section: K - Knight, P - Paladin, B - Barbarian, Ra - Ranger, Ar - Archer, S - Sorcerer, Ro - Robber, N - Ninja, Cl - Cleric, Dr - Druid. If a class is listed under the restrictions, a character of that class may not equip or use the specified item unless specified. “Max for K” would mean that is the heaviest armor that a Knight could normally wear.

Special Ability

If a special ability suffix is used with an item, the item is capable of casting a spell, regardless of the race or class of the character using the item. Our example item has the special ability suffix “of Arrows”, meaning that the item will cast the spell Elemental Arrow when magically used by the character. Items must be equipped in order to be used by the character.

Elements

Fire	Resistance Damage	
Burning	5	2
Fiery	7	3
Pyric	9	4
Fuming	12	5
Flaming	15	10
Seething	20	15
Blazing	25	20
Scorching	30	30
Electric	Resistance Damage	
Flickering	5	2
Sparking	7	3
Static	9	4
Flashing	12	5
Shocking	15	10
Electric	20	15
Dyna	25	20
Cold	Resistance Damage	
Icy	5	2
Frost	10	4
Freezing	15	5
Cold	20	10
Cryo	25	20
Acid / Poison	Resistance Damage	
Acidic	10	2
Venomous	15	4
Poisonous	20	8
Toxic	25	16
Noxious	40	32

Energy	Resistance Damage	
Glowing	5	2
Incandescent	7	3
Dense	9	4
Sonic	11	5
Power	13	10
Thermal	15	15
Radiating	20	20
Kinetic	25	30
Magic	Resistance Damage	
Mystic	5	5
Magical	10	10
Ectoplasmic	20	25

Metals

Common	ToHit	Dmg	AC	Costmod
Wooden	-3	-3	-3	x.1
Leather	-4	-6	+0	x.25
Brass	+3	-4	-2	x.5
Bronze	+2	-2	-1	x.75
Iron	+1	+2	+1	x2
Silver	+2	+4	+2	x5
Steel	+3	+6	+4	x10
Gold	+4	+8	+6	x20
Platinum	+6	+10	+8	x50
Rare	ToHit	Dmg	AC	Costmod
Glass	+0	+0	+0	x2
Coral	+1	+1	+1	x3
Crystal	+1	+1	+1	x5
Lapis	+2	+2	+2	x10
Pearl	+2	+2	+2	x20
Amber	+3	+3	+3	x30
Ebony	+4	+4	+4	x40
Quartz	+5	+5	+5	x50
Precious	ToHit	Dmg	AC	Costmod
Ruby	+6	+12	+10	x60
Emerald	+7	+15	+12	x70
Sapphire	+8	+20	+14	x80
Diamond	+9	+30	+16	x90
Obsidian	+10	+50	+20	x100

Attributes

Might	Equip Bonus
Might	2
Strength	3
Warrior	5
Ogre	8
Giant	12
Thunder	17
Force	23
Power	30
Dragon	38
Photon	47
Intellect	Equip Bonus
Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30
Personality	Equip Bonus
Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed **Equip Bonus**

Quick	2
Swift	3
Fast	5
Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy **Equip Bonus**

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

Luck **Equip Bonus**

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

Hit Points **Equip Bonus**

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points **Equip Bonus**

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

Armor Class **Equip Bonus**

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Thievery **Equip Bonus**

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

Items

Armor	Base Cost	Mod	Equip	Restrict
Padded Armor	20	2	1H	Max for S
Leather Armor	40	3	1H	Max for Dr
Scale Mail	100	4	1H	Max for B
Ring Mail	200	5	1H	Max for N
Chain Mail	400	6	1H	Max for Ar, Ro
Splint Mail	600	7	1H	Max for Cl, Ra
Plate Mail	1000	8	1H	Only K & P
Plate Armor	2000	10	1H	Only K & P
Cloak	250	1	1	No restrictions
Robes	150	1	1	No restrictions
Cape	200	1	1	No restrictions
Shield	100	4	1H	No Dr, N, S, Ar
Helm	60	2	1	No restrictions
Gauntlets	100	1	1	No restrictions
Boots	40	1	1	No restrictions
Belt	100	0	1	No restrictions
One Handed Weapons	Base Cost	Mod	Equip	Restrict
Long Sword	50	3d3	1H	No Cl, Dr, N, S, B
Short Sword	15	2d3	1H	No Cl, Dr, N, S, B
Broad Sword	100	3d4	1H	No Cl, Dr, N, S, B
Scimitar	80	2d5	1H	No Cl, Dr, N, S, B
Cutlass	40	2d4	1H	No Cl, Dr, N, S, B
Sabre	60	4d2	1H	No Cl, Dr, N, S, B
Club	1	1d3	1H	No restrictions

Hand Axe	10	2d3	1H	No Cl, S
Katana	150	4d3	1H	Only K & N
Nunchakas	30	2d3	1H	Only K & N
Wakazashi	60	3d3	1H	Only K & N
Dagger	8	2d2	1H	No Cl
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d8	1H	No S
Spear	15	1d9	1H	No S, Cl
Two Handed Weapons	Base Cost	Mod	Equip	Restrict
Bardiche	200	4d4	2H	No Cl, S, Dr
Glaive	80	4d3	2H	No Cl, S, Dr
Halberd	250	3d6	2H	No Cl, S, Dr
Pike	150	2d8	2H	No Cl, S, Dr
Flamberge	400	4d5	2H	No Cl, S, Dr, N, B, Ro
Trident	100	2d6	2H	No Cl, S, Dr
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K & N
Battle Axe	100	3d5	2H	No Cl, S, Dr, N
Grand Axe	200	3d6	2H	No Cl, S, Dr, N
Great Axe	300	3d7	2H	No Cl, S, Dr, N
Missile Weapons	Base Cost	Mod	Equip	Restrict
Short Bow	25	3d2	1M	No Cl, S, Dr
Long Bow	100	5d2	1M	No Cl, S, Dr
Crossbow	50	4d2	1M	No Cl, S, Dr
Sling	15	2d2	1M	No Cl, S, Dr

Jewelry	Base Cost	Mod	Equip	Restrict
Broach	250	0	4	No restrictions
Medal	100	0	4	No restrictions
Charm	50	0	4	No restrictions
Cameo	300	0	4	No restrictions
Scarab	200	0	4	No restrictions
Pendant	500	0	1	No restrictions
Necklace	1000	0	1	No restrictions
Amulet	2000	0	1	No restrictions
Ring	100	0	10	No restrictions
Crown	1000	0	1	No restrictions
Tiara	200	0	1	No restrictions

Misc Items	Base Cost	Mod	Equip	Restrict
Whistle	10	0	1H	No restrictions
Jewel	1,000	0	1H	No restrictions
Gem	500	0	1H	No restrictions
Box	10	0	1H	No restrictions
Orb	100	0	1H	No restrictions
Horn	20	0	1H	No restrictions
Coin	10	0	1H	No restrictions
Rod	50	0	1H	No restrictions
Wand	50	0	1H	No restrictions
Scroll	100	0	-	No restrictions
Potion	10	0	-	No restrictions
Might Potion	100	0	-	No restrictions
Torch	5	0	-	No restrictions
Rope and Hooks	5	0	-	No restrictions

Special Abilities

Magic Ability	Casts
of Light	Light
of Awakening	Awaken
of Magic Detection	Detect Magic
of Arrows	Elemental Arrow
of Aid	First Aid
of Fists	Flying Fist
of Energy Blasts	Energy Blast
of Sleeping	Sleep
of Revitalization	Revitalize
of Curing	Cure Wounds
of Sparking	Sparks
of Ropes	Create Rope
of Toxic Clouds	Toxic Cloud
of Elements	Protection from Elements
of Pain	Pain
of Jumping	Jump
of Acid Streams	Acid Stream
of Undead Turning	Turn Undead
of Levitation	Levitate
of Wizard Eyes	Wizard Eye
of Silence	Silence
of Blessing	Blessed
of Identification	Identify Monster
of Lightning	Lightning Bolt
of Holy Bonuses	Holy Bonus
of Power Curing	Power Cure
of Nature	Nature's Cure
of Beacons	Lloyd's Beacon
of Shielding	Power Shield
of Heroism	Heroism
of Immobilization	Immobilize
of Water Walking	Walk on Water
of Frost Biting	Frost Bite
of Monster Finding	Detect Monster
of Fireballs	Fireball
of Cold Rays	Cold Ray
of Antidotes	Cure Poison

of Acid Spraying	Acid Spray
of Distortion	Time Distortion
of Feeble Minding	Feeble Mind
of Vaccination	Cure Disease
of Gating	Nature's Gate
of Teleportation	Teleport
of Death	Finger of Death
of Free Movement	Cure Paralysis
of Paralyzing	Paralyze
of Deadly Swarms	Deadly Swarm
of Sanctuaries	Super Shelter
of Dragon Breath.....	Dragon Breath
of Feasting	Create Food
of Fiery Flails	Fiery Flail
of Recharging	Recharge Item
of Freezing	Fantastic Freeze
of Portals	Town Portal
of Stone to Flesh	Stone to Flesh
of Duplication	Duplicate Item
of Disintegration	Disintegration
of Half for Me	Half for Me
of Raising the Dead	Raise Dead
of Etherealization	Etherealize
of Dancing Swords	Dancing Sword
of Moon Rays	Moon Ray
of Mass Distortion	Mass Distortion
of Prismatic Light	Prismatic Light
of Enchantment	Enchant Item
of Incinerating	Incinerate
of Holy Words	Holy Word
of Resurrection	Resurrection
of Storms	Elemental Storm
of Megavoltage	Megavolts
of Infernos	Inferno
of Sun Rays	Sun Ray
of Implosions	Implosion
of Star Bursts	Star Burst
of the GODS!	Divine Intervention

Special Items

Key Cards

Golden Pyramid Key Card allows access below the five ancient pyramids. It has been hidden by Sheltem and encased in a glass box that can only be shattered by an adventurer who possesses Fantastic Strength. This key card can be found in Area A4 and cannot be discarded.

Blue Priority Pass Card is awarded to the party after giving eleven King's Ultimate Power Orbs to one of the three kings of Terra. It is necessary to have if your party is to follow Corak deeper into the maze below the central pyramid on the Isle of Fire. Cannot be discarded.

Hologram Sequencing Cards There are six Hologram Sequencing Cards, each one found in one of the locked six dungeons. These cards are required to access the final secrets of Terra and follow Corak into further adventure. All six must be collected and taken to the innermost part of the maze below the pyramids. They cannot be discarded.

Keys

Yellow Fortress Key opens the door to the Fortress of Fear. It can be found in Arachnoid Cavern and cannot be discarded.

Green Eyeball Key opens the door to the Halls of Insanity. This key is found in Cyclops Cavern and cannot be discarded.

Red Warrior Key opens the door to Dark Warrior's Keep. It is found in Cyclops Cavern and cannot be discarded.

Blue Unholy Key opens the door to the Cathedral of Carnage. Look for this key in Arachnoid Cavern. It cannot be discarded.

Gold Master Key opens the door to the Maze from Hell, and can be found in The Magic Cavern. Cannot be discarded.

Black Terror Key opens the door to the Tomb of Terror. Look for this key in the Cursed Cold Cavern. Cannot be discarded.

Quest Items

Sacred Silver Skulls are sought by Kranion in Fountain Head to complete his shrine to the five Forces that gave aid to the people of Terra during the great Elemental War. These skulls can be found in Fountain Head Cavern, Cyclops Cavern, Slithercult Stronghold, Baywatch Cavern and the Ancient Temple of Moo.

Alacorn of Icarus is needed to release the last Unicorn from his curse. Seek Princess Trueberry in Area E2 to obtain it, then proceed to the shrine in Orc Meadow. Cannot be discarded.

King's Ultimate Power Orbs give the three kings of Terra special power and control over the hearts of the people of Terra. There are 31 in all, but only 11 must be given to a single king to give him dominating power. Cannot be discarded. Search for the orbs in Dragon Cavern, Dark Warrior's Keep, Tomb of Terror, Alpha Engine Sector, Beta Engine Sector, Main Engine Sector, Aft Storage Sector, Halls of Insanity and the Cathedral of Carnage.

Ancient Artifacts of Good, Evil, and Neutrality were scattered across the isles during the War of the Alignments. Returning the artifacts to the keepers of the shrines in the three castles will bring great reward. These artifacts are found in Blistering Heights, Swamp Town, Swamp Town Cavern, Cursed Cold Cavern, Fortress of Fear, Cyclops Cavern, Tomb of Terror, Slithercult Stronghold, Dark Warrior's Keep, Castle Whiteshield, Castle Dragontooth and Castle Blood Reign.

Sea Shell of Serenity will stay the fleeing spirit of Athea, Nymph of the Great Sea, and can be found by searching Rainbow Island in Area D4 on day 99.

Precious Pearl of Youth and Beauty calms the plundering soul of the Pirate Queen. If she attacks a party that possesses this pearl, it will be the only booty she claims. These pearls are found only in Blistering Heights Cavern, Cursed Cold Cavern and Slithercult Stronghold.

Miscellaneous Artifacts

Ancient Jewelry can be sold at the Blacksmith's shops for 2,000 gold pieces, and is found in various places throughout Terra.

Quatloo Coins are used to win statistic bonuses from the strange altars in Slithercult Stronghold's secret room.

Ancient Fizbin of Misfortune's a mysterious artifact of unknown origin.

Interspatial Transport Box is a special item of powerful magic. It possesses the ability to transport your party to almost any dungeon, castle, cavern, town, or outside area.

Clues and Hints

“Now I must prepare for my search for Sheltem. Take these notes and use them as you can to discover his schemes, and together we may be able to thwart his plot. Search for the clues I will leave behind, and good luck to you on your journey. May the powers of Might and Magic be always at your side.”

- Corak the Mysterious

Map Locations**Towns**

Fountain Head	Area A1	x9	y10
Bay Watch	Area A2	x14	y1
Wildabar	Area B4	x12	y3
Swamp Town	Area E2	x7	y1
Blistering Heights	Area D3	x6	y15

Caverns

Cyclops Cavern	Area B1	x12	y10
Arachnoid Cavern	Area B4	x0	y7
Cursed Cold Cavern	Area D1	x9	y5
Dragon Cavern	Area F1	x10	y10
The Magic Cavern	Area E4	x7	y7

Dungeons

Ancient Temple of Moo	Area A1	x6	y5
Slithercult Stronghold	Area B1	x3	y1
Fortress of Fear	Area B2	x10	y13
Halls of Insanity	Area A3	x6	y6
Dark Warrior Keep	Area B3	x0	y6
Cathedral of Carnage	Area B3	x9	y7
Tomb of Terror	Area F2	x0	y0
The Maze From Hell	Area F3	x2	y6

Castles

Castle Whiteshield	Area A2	x4	y15
Castle Blood Reign	Area B4	x4	y11
Castle Dragontooth	Area E1	x10	y5
Castle Greywind	Area C4	x5	y8
Castle Blackwind	Area D4	x6	y8

Spell Scroll Locations**Town of Wildabar**

Walk on Water	x14	y6
Nature's Gate	x14	y10
Cure Poison	x14	y2
Cure Disease	x14	y1

Swamp Town

Holy Bonus	x14	y14
Heroism	x12	y5
Cure Paralysis	x9	y2

Swamp Town Cavern

Dragon's Breath	x13	y15
Create Food	x10	y10

Blistering Heights Cavern

Incinerate	x5	y12
Raise Dead	x11	y12

Cyclops Cavern

Jump	x17	y31
Acid Stream	x19	y31
Power Shield	x18	y23
Detect Monsters	x19	y17
Fireball	x18	y19
Lightning Bolt	x7	y16
Fingers of Death	x2	y17
Time Distortion	x3	y17
Fantastic Freeze	x1	y10

Arachnoid Cavern

Cure Poison	x24	y31
Fiery Flail	x5	y15
Half For Me	x15	y26
Enchant Item	x18	y20
Recharge Item	x5	y31
Deadly Swarm	x31	y3
Nature's Gate	x23	y15

The Magic Cavern

Fireball	x13	y29
Dragon's Breath	x30	y22
Time Distortion	x26	y23
Feeble Mind	x16	y16
Teleport	x3	y14
Super Shelter	x5	y24
Starburst	x2	y24
Megavolts	x5	y0
Implosion	x11	y2
Inferno	x13	y2
Duplication	x22	y15
Disintegrate	x26	y20
Etherealize	x30	y12
Dancing Sword	x29	y2

Ancient Temple of Moo

Light	x5	y1
Suppress Poison	x2	y16
Suppress Disease	x9	y12
Pain	x6	y29
Turn Undead	x26	y1
Silence	x31	y15
Fireball	x12	y24

Cathedral of Carnage

Bless	x25	y8
Immobilize	x26	y8
Cold Ray	x27	y8
Acid Spray	x28	y8
Paralyze	x30	y3
Town Portal	x30	y4
Stone to Flesh	x30	y5
Raise Dead	x30	y6
Holy Word	x18	y21
Resurrection	x18	y20
Moon Ray	x4	y11
Mass Distortion	x4	y3

Tomb of Terror

Sun Ray	x28	y10
Divine Intervention	x22	y10

Outdoors, Area A1

Wizard Eye	x13	y6
Identify Monster	x13	y8

Outdoors, Area A3

Dragon's Breath	x5	y15
Time Distortion	x8	y14

Outdoors, Area B2

Cure Poison	x11	y7
Create Food	x2	y15

Outdoors, Area B3

Enchant Item	x8	y2
Etherealize	x6	y6
Teleport	x12	y7

Statistics Modifier Locations**Bay Watch**

x3 y5 1 in 6 chance for +100 Luck (temporary)

Fountain Head Cavern

x0 y14 +5 Endurance
 x6 y13 +5 Might
 x15 y11 +5 Intelligence
 x14 y10 +5 Personality
 x7 y6 +5 Accuracy
 x15 y3 +5 Speed
 x14 y1 +5 Endurance
 x5 y5 +5 Endurance
 x7 y3 +5 Endurance
 x1 y2 +5 Luck

Wildabar Cavern

x1 y5 +10 Might
 x9 y3 +5 Intelligence
 x15 y3 +5 Endurance
 x12 y7 +5 Personality
 x10 y7 +5 Accuracy
 x10 y5 +5 Luck
 x11 y15 +10 Speed

Swamp Town Cavern

x3 y4 Party's Might to 50 (temporary)
 x11 y4 Party's Endurance to 50 (temporary)

Blistering Heights Cavern

x0 y15 Party's Fire Resistance to 35%, if less than 35%
 x15 y15 Party's Electric Resist. to 30% if less than 30%
 x0 y8 Party's Cold Resistance to 30% if less than 30%
 x15 y8 Party's Poison Resistance to 40% if less than 40%
 x0 y0 Party's Energy Resistance to 20% if less than 20%
 x15 y0 Party's Magic Resistance to 20% if less than 20%

Arachnoid Cavern

x13 y8 +5 Personality*
 x8 y18 +5 Personality*
 x23 y18 +5 Intelligence*
 x14 y17 +10 Personality*
 x20 y16 +10 Luck*
 x17 y7 +5 Intelligence*
 x13 y24 +5 Intelligence*
 x16 y11 +10 Accuracy*
 x16 y18 +10 Accuracy*
 x11 y10 +5 Intelligence*
 x20 y20 +5 Personality*
 x14 y13 +10 Intelligence*
 x18 y18 +10 Luck *

Cursed Cold Cavern

x7 y29 +20% Magic Resistance
 x22 y21 +20% Magic Resistance
 x12 y2 +20% Magic Resistance
 x14 y15 +1 Level
 x16 y15 +1 Level
 x14 y13 +1 Level
 x16 y13 +1 Level

The Magic Cavern

x5 y2 +10 Intelligence
 x9 y19 +10 Intelligence
 x22 y24 +10 Intelligence
 x28 y27 +10 Intelligence
 x20 y5 +10 Speed
 x20 y13 +10 Speed
 x8 y17 +10 Speed
 x2 y19 +10 Speed
 x9 y27 +10 Speed

Slithercult Stronghold

x2 y8 +2 Levels
 x22 y4 +25% Poison Resistance
 x22 y7 +25% Poison Resistance

* After visiting these locations, see Lord Might to recharge the crystals.

Slithercult Stronghold (cont.)

x9 y21 +5 Might, +5 Endurance, +5 Accuracy*
 x11 y21 +5 Might, +5 Endurance, +5 Accuracy*
 x13 y21 +5 Might, +5 Endurance, +5 Accuracy*

Dark Warrior Keep

x5 y24 +10 Might
 x1 y10 +10 Endurance
 x1 y1 +25 Might
 x23 y30 +10 Might
 x30 y22 +20 Endurance
 x30 y11 +20 Speed
 x12 y1 +2 Levels

Cathedral of Carnage

x13 y11 +5 Levels
 x13 y3 +5 Levels

Tomb of Terror

x28 y6 All stats set to 3 and +20 Levels
 x29 y6 All stats set to 3 and +20 Levels
 x28 y2 All stats set to 3 and +20 Levels
 x29 y2 All stats set to 3 and +20 Levels

Castle Greywind

x0 y0 All stats +10, 1 Day passes
 x12 y3 Condition to Good and Cure Party for 10,000 GP

Whiteshield Dungeon

x9 y3 +10 all stats for 1 character
 x9 y1 +10 all stats for 1 character
 x11 y7 +20% for all resistances for 1 character
 x15 y1 +5 Levels for 1 character

Blood Reign Dungeon

x0 y5 +50 Luck
 x6 y15 +50 Accuracy
 x15 y15 +50 Speed

* Carry a quatloo coin when visiting here.

Dragontooth Dungeon

x5 y8 +10 Age, +5 Luck, Alignment to Evil
 x5 y7 +10 Age, +5 Endurance, Alignment to Evil
 x7 y8 +10 Age, +5 Intelligence, Alignment to Evil
 x7 y7 +10 Age, +5 Personality, Alignment to Evil

Main Engine Section

x8 y1 +1 Year to Age
 x12 y1 +1 Year to Age
 x8 y2 +1 Year to Age
 x12 y2 +1 Year to Age
 x8 y4 +1 Year to Age
 x12 y4 +1 Year to Age
 x8 y10 +1 Year to Age
 x12 y10 +1 Year to Age
 x8 y11 +1 Year to Age
 x12 y11 +1 Year to Age
 x8 y13 +1 Year to Age
 x12 y13 +1 Year to Age
 x8 y14 +1 Year to Age
 x10 y1 +1 Year to Age
 x14 y1 +1 Year to Age
 x10 y2 +1 Year to Age
 x14 y2 +1 Year to Age
 x10 y4 +1 Year to Age
 x14 y4 +1 Year to Age
 x10 y10 +1 Year to Age
 x14 y10 +1 Year to Age
 x10 y11 +1 Year to Age
 x14 y11 +1 Year to Age
 x10 y13 +1 Year to Age
 x14 y13 +1 Year to Age
 x10 y14 +1 Year to Age

Beta Engine Sector

x12 y1 +1 Year to Age
 x12 y9 +1 Year to Age
 x14 y1 +1 Year to Age
 x14 y9 +1 Year to Age
 x10 y3 +1 Year to Age
 x10 y11 +1 Year to Age
 x12 y3 +1 Year to Age
 x12 y11 +1 Year to Age

Beta Engine Sector (cont.)

x14	y3	+1 Year to Age
x14	y11	+1 Year to Age
x10	y5	+1 Year to Age
x10	y13	+1 Year to Age
x12	y5	+1 Year to Age
x12	y13	+1 Year to Age
x14	y5	+1 Year to Age
x14	y13	+1 Year to Age
x10	y7	+1 Year to Age
x10	y15	+1 Year to Age
x12	y7	+1 Year to Age
x12	y15	+1 Year to Age
x10	y9	+1 Year to Age
x14	y15	+1 Year to Age

Forward Storage Sector

x15	y10	+20 Might (once per year)
x15	y8	+20 Intelligence (once per year)
x15	y6	+20 Personality (once per year)
x5	y3	+20 Endurance (once per year)
x5	y2	+20 Accuracy (once per year)
x5	y1	+20 Speed (once per year)
x14	y4	+20 Luck (once per year)
x14	y3	+2 Levels (once per year)

Area A1

x11	y3	+50 HP if less than maximum (temporary)
x4	y7	+20 Armor Class (temporary)
x14	y6	+25 Personality (temporary)
x13	y1	+25 Intelligence (temporary)

Area A2

x14	y14	+100 SP if less than maximum (temporary)
-----	-----	--

Area A3

x7	y9	+25% Magic Resistance for 100 Gems (temp)
x13	y8	Set Might and Endurance to 25 if less than 25 for 10,000 GP
x13	y2	+1 Armor Class if less than or equal to 25 for 1,000 GP

Area A4

x0	y0	Males fall in love
x14	y10	+50% Poison Resistance if less than 50% (temp)

Area B1

x8	y5	+20 Levels (temporary)
x9	y9	+30 Speed (temporary)
x4	y9	+30 Might (temporary)
x2	y3	Druids all stats to 25 if less than 25 (1,000 Gems)
x7	y7	+50% Cold Resistance for 100 GP (temporary)
x10	y2	+50% Fire Resistance for 100 GP (temporary)

Area B2

x5	y2	All Age modifiers set to 0 if island raised
----	----	---

Area B3

x9	y2	Evil Alignment gets +50 Armor Class (temporary)
----	----	---

Area C1

x13	y1	+200 HP if less than maximum (temporary)
-----	----	--

Area D3

x8	y1	+60% Fire, Cold, Electric, Poison, Energy and Magic Resistances
----	----	---

Area D4

x8	y11	10% chance of +2% Poison Resist. (max 50%)
x3	y7	10% chance of +2 Might (max 50)

Area E1

x10	y7	Ultimate Warriors +100 Might for 10,000 GP
x7	y11	Ultimate Warriors +100 Endurance for 5,000 GP

Area E2

x8	y8	Death to Party unless carrying "Fizbin"
----	----	---

Area E4

x6	y5	Remove all conditions except Eradicated
----	----	---

Area F1

x2	y5	+500 HP if not greater than maximum
----	----	-------------------------------------

Area F4

x3	y10	+500 SP if not greater than maximum
----	-----	-------------------------------------

Awards

Raven's Guild Member
Albatross Guild Member
Falcon's Guild Member
Buzzard's Guild Member
Eagle's Guild Member

A party member must purchase membership at each Guild before buying spells from that Guild. Membership to each Guild can be purchased in the town where that Guild sits with the exception of Swamp Town. Buzzard's Guild membership can be purchased in Swamp Town Cavern.

Saved Fountain Head

In order to save Fountain Head, the Rat Overlord must be destroyed. In the southern region of Fountain Head Cavern is a ladder that ascends to a hidden area of Fountain Head. There you will find the Rat Overlord anxiously awaiting your Party, though you must first give the Five Sacred Skulls to Kranion. He alone knows the password that must be given to access the ladder in the cavern.

Arena Wins

The total of the number of times a Party member has emerged from the Arena victoriously.

Blessed by the Forces

Each Temple is dedicated to one of the five Forces that aided the people of Terra in the Elemental War. This award is given to Party members who have been blessed at all five Temples.

Skulls Given to Kranion

A total number of Sacred Silver Skulls the Party has presented to Kranion in Fountain Head. See the item section for a description of where the Skulls may be found.

Shells Given to Athea

A total number of Sea Shells of Serenity given to Athea, Nymph of the Great Sea, who resides on an island in the southwest corner of Area A4. The section about items describes where these precious shells are found.

Pearls to Pirate Queen

A total number of Precious Pearls of Youth and Beauty presented to the Pirate Queen who patrols the waters in Area D2. The location of the Pearls of Youth and Beauty is recorded in the items section.

Freed Princess Trueberry

Awarded to the Party who has freed the Princess Trueberry by visiting her with ten men enchanted to Love by the Nymph Athea. These men will revive Princess Trueberry's heart and free her from a curse of isolation. In appreciation she will bestow the Alacorn of Icarus upon the Party.

Icarus Resurrected

Once Princess Trueberry has been freed, take the Alacorn of Icarus to a small shrine in Orc Meadow located in Area A2. Icarus, the last unicorn of Terra, will once again be free to roam the Isles.

Greek Brothers Visited

The location of the Sea Shell of Serenity will be divulged by the Greek Brothers, but only if visited in order. Begin your quest with Alpha and end your search with Zeta, and find the shell coveted by the Nymph Athea.

Greywind Released

Release the ghost of Castle Greywind and earn precious knowledge needed for completing your final quest below the pyramids. First turn all century glasses up and strike the victory gong once, then turn all down, including the new one. Greywind is released by again striking the gong, but you must revisit his throne for the forgotten knowledge.

Blackwind Released

Release the ghost of Castle Blackwind for the second half of the forgotten knowledge of the pyramids. Donations given to three statues while proceeding carefully along pre-determined paths frees this suffering ghost. His reward is given when the Party revisits his throne.

Good Artifacts Recovered**Neutral Artifacts Recovered****Evil Artifacts Recovered**

These Artifacts of Alignment must be found and returned to those who search for their existence. Praythos in Castle Whiteshield seeks the Ancient Artifact of Good, while Chathos in Castle Blood Reign seeks the Ancient Artifact of Neutrality. Take the Ancient Artifact of Evil to Pathos in Castle Dragontooth. Experience is the reward of those who can find these artifacts and return them to their ancient keepers.

Orbs Given to Zealot**Orbs Given to Tumult****Orbs Given to Malefactor**

A total number of King's Ultimate Power Orbs presented to the Kings Zealot, Tumult and Malefactor in Castles Whiteshield, Blood Reign and Dragontooth. Experience is the reward for the Party that delivers such treasures to the castles.

Champion of Good**Champion of Neutrality****Champion of Evil**

Once eleven King's Ultimate Power Orbs have been delivered to one of the three Kings, he will give the Party a Blue Priority Pass Card, signifying the award of the title Champion of Good (Zealot), Neutrality (Tumult), or Evil (Malefactor). The eleventh orb should be withheld from all Kings until ten have been given to each, as the other two Kings and their castles are destroyed by the making of a Champion.

Ultimate Adventurer

Any adventurer brave and hearty enough to overcome the Maze from Hell and its denizens of horror is awarded this title. The statue at the center of the Maze, once viewed, becomes a key to being deemed worthy by the Ancients for possessing the knowledge of their ultimate creation.

King's Ultimate Power Orbs

Finding and returning the Power Orbs to the three Kings is necessary for each adventurer as he strives to obtain his destiny. The orbs have been hidden for millenia, though it is reported that they may be found in the following places.

Dragon Cavern

x2 y1, x13 y3, x21 y5, x27 y5

The Maze From Hell

x1 y1, x1 y30, x19 y19, x30 y31

Halls of Insanity

x3 y18, x28 y3

Cathedral of Carnage

x25 y17, x25 y17

Dark Warrior's Keep

x30 y1, x30 y2

Tomb of Terror

x12 y2, x12 y6

Alpha Engine Sector

x15 y1, x0 y4, x15 y9, x0 y14

Beta Engine Sector

x10 y1, x14 y7, x1 y7, x1 y15

Main Engine Sector

x8 y8, x11 y8, x14 y8, x1 y8

Aft Storage Sector

x14 y8, x1 y12, x1 y14

Hologram Sequencing Cards

There are six Hologram Sequencing key cards. Rumors continue about their location, of which the following are recorded.

001	x27 y11	Fortress of Fear
002	x8 y28	Halls of Insanity
003	x17 y1	Dark Warrior's Keep
004	x1 y26	Cathedral of Carnage
005	x18 y2	Tomb of Terror
006	x27 y23	The Maze From Hell

Hirelings

Allan Bow

Allan Bow is a Good Human Archer. His skills include Pathfinder and Swimming. He is a Level 3 character with a few spells under his belt. He carries a Cutlass, Chain Mail and a Short Bow, and may be found at the Inn in Fountain Head.

Fineous

Fineous is a Neutral Human Druid who has learned a number of useful spells. He is a third level character whose skills are Direction Sense and Swimming. His equipment includes Mace and Leather Armor. With a Personality of 19, he's sure to bring harmony to the Party. Look for Fineous at the Inn in Fountain Head.

Sir Galant

Sir Galant is a Good Human Knight who is well equipped with Plate Mail, Crossbow, Iron Helm, Silver Boots, Gauntlets and a Yellow Key. He is a Level 8 character whose skills are Crusader, Swimming and Navigator. His strength is legendary throughout the Isles. Sir Galant can be found in Bay Watch Cavern at x15 y1.

Darlana

Darlana is a Good Dwarf Cleric. She often casts medium level spells, and possesses the skills of Crusader and Swimming. Darlana is equipped with a Hammer, Splint Mail, Iron Helm, Fast Boots, Friend Robes and a Green Key. With a good personality, Darlana is a good choice for any Party. Find her in Bay Watch Cavern at x15 y0.

Wartowsan

Wartowsan is an Evil Half-Orc Ninja of Level 11 proficiency. He is skilled as a Crusader, Swimming, Body Builder and Arms Master. Although not capable of casting magical spells, his sturdy Steel Najinata is oft spoken of throughout the land. He also carries Silver Ring Mail, Gauntlets, a Luck Charm, Life Belt and Blue Key. Wartowsan can be found in Wildabar Cavern at x4 y7.

Lone Wolf

Lone Wolf is a Neutral Elf Ranger. She is a Level 12 character who is well trained in the magical arts, as well as being a Merchant, Pathfinder, Mountaineer, Crusader and skilled at Swimming. Lone Wolf has prepared herself with Grand Axe, Chain Mail, Long Bow, Gauntlets, Ebony medal, a Mystic Cape and a Red Key. Look for Lone Wolf at x0 y13 in Wildabar Cavern.

Charity

Charity is a Level 18 Good Human Paladin who can be found at x14 y3 in the dungeon under Castle Bloodreign. She is well trained and possesses all the skills known to be taught throughout the Isles, in addition to her knowledge of Magic. She is a beautiful woman who has adorned herself with Tiara, a Charm, Scarab and Necklace in addition to her Hammer and Plate Armor.

Son of Abu

Son of Abu is a Neutral Gnome Robber who prefers to keep to himself. Look for him at x14 y0 in the dungeon under Castle Bloodreign. Although he knows no magic, Son of Abu is skilled in all other areas and carries a Broad Sword, Chain Mail, a Steel Shield, Boots, Stealth Cape, Pirate Ring and Black Key.

Lord Bruns

Lord Bruns is a Level 22 Evil Half-Orc Barbarian who, despite his barbarous tendencies, is well trained in all areas of knowledge except magic. His might is awesome and grand, though he can endure even more. He can be found in the Town of Blistering Heights at the Inn and carries a Great Axe, Scale Armor, Sapphire Sling, Platinum Helm, Gauntlets, Cloak and Power Belt.

The Raven

The Raven is a mysterious Evil Human Sorcerer who knows every spell ever discovered, all skills ever taught. His intelligence alone is worth his daily fee, though this Level 50 character is well equipped and can be found at the Inn in Blistering Heights. His Gold Master Key, Vampire and Genius Rings are carefully hoarded.

Passwords

The Passwords listed in this section have been encrypted so you can decrypt only the passwords you currently need. In order to decrypt the passwords, type in and RUN the following Basic program. You will be prompted to enter the encrypted password, and the program will then display the decrypted password.

```

10 DIM F$(1, 36)
20 FOR X = 0 TO 35
30 READ D$
40 F$(1, X) = D$
50 NEXT
60 PRINT : PRINT : PRINT "Enter Data (ESC - Quits) ";
70 a$ = INKEY$: IF a$ = "" THEN 70
80 a = ASC(a$)
90 IF a = 27 THEN 140
95 IF a = 32 THEN PRINT " "; : GOTO 70
96 IF a < 48 OR a > 122 THEN 60
100 IF a >= 48 AND a <= 57 THEN a = a - 48
110 IF a >= 65 AND a <= 90 THEN a = a - 55
115 IF a >= 97 AND a <= 122 THEN a = a - 87
120 PRINT F$(1, a);
130 GOTO 70
140 END
150 DATA 9,8,7,6,5,4,3,2,1,0
160 DATA
Z,Y,X,W,V,U,T,S,R,Q,P,O,N,M,L,K,J,I,H,G,F,E,D,C,B,A

```

If you prefer, you may compile the following C program using any standard C compiler.

```

#include <stdio.h>
#include <stdlib.h>
#include <conio.h>

char array[] = {
'9','8','7','6','5','4','3','2','1','0',

'Z','Y','X','W','V','U','T','S','R','Q',

'P','O','N','M','L','K','J','I','H','G',
'F','E','D','C','B','A' };

#define ESC_KEY 27
#define SPACE 32
#define TRUE 1

void PrintMessage(void)
{

```

```

    cputs("\r\n\nEnter Data (ESC - Quits) ");
}

void main (void)
{
int key;

/* You will only need this if you use Turbo C */
// directvideo = 0;

PrintMessage(); /* Print the Opening Message */

do {
key = getch(); /* Get a key from the keyboard
*/

/* If the key is a Space then print a Space */
if (key == SPACE) {
putch(SPACE);
continue;
}
/* if the key is the ESC key then exit */
if (key == ESC_KEY)
exit(0);
/* If it's a 0 - 9 then it's ok */
if (key >= '0' && key <= '9') {
putch(array[key-48]);
continue;
}
/* If it's a A - Z then it's ok */
if (key >= 'A' && key <= 'Z') {
putch(array[key-55]);
continue;
}
/* If it's a a - z then it's ok */
if (key >= 'a' && key <= 'z') {
putch(array[key-87]);
continue;
}
/* If it's not a valid key then Start Over */
PrintMessage();
} while (TRUE);
}

```

You may decode the passwords by substituting the following letters and numerals for the encrypted letters and numerals (Encrypted - Decrypted).

9 - 0	8 - 1	7 - 2	6 - 3	5 - 4
6 - 5	7 - 6	8 - 7	9 - 8	0 - 9
A - Z	B - Y	C - X	D - W	E - V
F - U	G - T	H - S	I - R	J - Q
K - P	L - O	M - N	N - M	O - L
P - K	Q - J	R - I	S - H	T - G
U - F	V - E	W - D	X - C	Y - B
Z - A				

Passwords**Alpha Engine Sector**

x6 y15 KIRNZIB

Beta Engine Sector

x6 y0 KIRNZIB

Main Engine Sectorx6 y0 DZIK
x6 y15 HFYOVEVO**Central Control Sector**x1 y5 XIVZGLIH
x3 y5 XIVZGLIH
x9 y5 XIVZGLIH
x13 y5 XIVZGLIH
x3 y7 XIVZGLIH**Forward Storage Sector**

x9 y11 BLFGS

Swamp Townx2 y13 NRILI
x6 y2 HGZRIH**Arachnoid Cavern**

x14 y15 79698

Cursed Cold Cavernx18 y14 RXXOV
x27 y25 GLNLILD
x27 y11 XSZRM
x27 y17 VXSL**Castle Dragontooth**x13 y7 88
x13 y9 88
x8 y0 79999**Castle Blood Reign**x9 y15 LTIV
x4 y10 MLIGRX
x4 y9 MLIGRX
x10 y10 MLIGRX
x10 y9 MLIGRX**Castle Greywind**

x7 y15 XRIXOV

Castle Blackwind

x11 y0 GVM

Castle Whiteshieldx y QLZYZIB
x y HNVOOL**Fountain Head Cavern**

x12 y5 IZGH

Slithercult Stronghold

x7 y26 VKHROLM

Dark Warrior's Keep

x24 y2 685

Cathedral of Carnagex25 y19 QEX
x1 y26 DVVWH**The Halls of Insanity**x11 y12 GVZIH
x14 y9 YORMP
x17 y12 VBVH**Area B3**x9 y9 HVXIVG
x13 y6 WZIPMVHH**Mirror Portals**Fountain Head SLNV
Baywatch HVZWLT
Wildabar UIVVNZM
Swamp Town WLLNVW
Blistering Heights IVWSLG
Area E4 x3 y3 VZIGS
Area C2 x12 y0 URIV
Area F1 x0 y12 ZRI
Area E3 x7 y10 DZGVI
Arena ZIVMZ

Initialization Sequence

First Half	354
Second Half	768

Super Clues

Enter WLX NVRHGVI at any Mirror Portal in order to be transported to a Secret Room in Dragon Cavern. The room contains a vast and secret hoard of gold which belonged to dragons long dead. Use Lloyd's Beacon or Mr. Wizard to leave the secret room, or perish in an eternal trap.

Enter LIY NVRHGVI at any Mirror Portal to enter the twisting passages beneath the pyramids where you can obtain a King's Ultimate Power Orb. Grateful kings offer much experience for the return of such orbs.

These special words offer inexperienced and anxious characters a way to quickly increase their wealth and abilities as warriors and adventurers.

Enter YOZHGLUU at any Mirror Portal to view the award-winning End Game sequence, after which you may restart the game and continue your adventures throughout the Isles of Terra.

Races and Character Classes**Character Classes**

Class	HP*	Attacks**	Skill	Spells
Knight	10	5	Arms Master	None
Paladin	8	6	Crusader	Light
Archer	7	6	None	Detect Magic
Cleric	5	7	None	All level 1 spells
Sorcerer	4	8	Cartography	All level 1 spells
Robber	8	6	Thievery	None
Ninja	7	5	Thievery	None
Barbarian	12	4	None	None
Druid	6	7	Direction Sense	All level 1 spell
Ranger	9	6	Pathfinding	Awaken

* HP gained per Level.

** Number of Levels to gain an attack.

Character Races

Race	HP Mod	Resistances				Thievery		
		Fire	Elec	Cold	Pois	Ener	Magic	
Human	0	7	7	7	7	7	7	0
Elf	-2	0	0	0	0	5	5	10
Dwarf	1	5	5	5	20	5	0	5
Gnome	-1	2	2	2	2	2	20	10
Half-Orc	2	10	10	10	0	0	0	-10

Race	SP/Level Modifiers	Skills
Human	None	Swimming
Elf	Sorcerer +2	None
Dwarf	Sorcerer -1, Cleric -1	Spot Secret Doors
Gnome	Sorcerer +1, Cleric +1	Danger Sense
Half-Orc	Sorcerer -2, Cleric -2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Paladins, Archers and Rangers are considered secondary magic users and receive half the normal spell points per level. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level. All other characters gain 2 points per level providing they possess the Thievery skill.

Secondary Skills

Skill	Effect
Arms Master Cartographer	+1 to Hit. One Party member must possess this skill to enable the auto-mapping feature.
Crusader	Allows entrance to the three King's Castles. All Party members who wish to enter the castle must possess this skill.
Linguist	Allows the character to understand foreign languages.
Merchant	Allows the party to obtain supplies at reduced cost.
Mountaineer	Two mountaineers in the party allow passage through mountains.
Navigator Pathfinder	Prevents the Party from becoming lost. Two pathfinders in the party allow passage through dense forests.
Thievery	A character must possess this skill to be able to pick locks on chests and doors.
Prayer Master	Increases a Cleric's and Paladin's capacity to use magic by +2 Spell Points/Level.
Prestidigitator	Increases a Sorcerer's and Archer's capacity to use magic by +2 Spell Points/Level.
Astrologer	Increases a Druid's and Ranger's capacity to use magic by +2 Spell Points/Level.
Body Builder Swimming	+1 Hit Points/Level. Allows the party to travel in shallow water. All Party members who wish to travel on water must possess this skill.
Direction Sense	Grants knowledge of which compass heading the party is facing.
Spot Secret Doors	Detection of whether or not a wall directly in front of the party can be bashed down.
Danger Sense	Allows a magical knowledge of monsters lurking in the immediate area.

How to Win

Raise a Party member's Strength attribute to 50 or greater by using magical pools and potions. Enter the hut on Mount Keystone in Area A4 and break the glass case to receive the Gold Pyramid Keycard. This card allows access into the ancient pyramids.

Make a pilgrimage to the statue of Fire Mane in the Ancient Temple of Moo at x29 y15. Visiting the statue will grant all in your party the title of Crusader. All members of the party must be Crusaders in order to enter the three King's castles.

Present one of the three Kings with eleven King's Ultimate Power Orbs. When this is done, that King will reward you with the Blue Priority Passcard. See the Items section for information on the location of the orbs.

Find the six colored keys that open Terra's locked dungeons. Inside each of these dungeons is a Hologram Sequencing Card. Your party must have all six of these cards to complete the final quest. See the Items section for information on the location of the colored keys.

Visit castles Greywind and Blackwind. After freeing the spirits of Greywind the Illusionist and Blackwind the Spellbinder, each will give you half the number that must be remembered in the final phase of your journey.

Journey to the middle of the Maze from Hell and look upon the statue of Water Mane at x14 y19. The title of Ultimate Adventurer will be bestowed on each Party member. Only Ultimate Adventurers may pass to the final challenge within the Fire Island pyramid.

After completing the tasks mentioned above, take the six Hologram Sequencing Cards and the Blue Priority Passcard into the ancient pyramid on the Isle of Fire. Once in the Central Control Sector, follow the northern corridor west through the Forward Storage Sector and into the Main Control Sector. Enter the transport tube at x15 y8 to take the final step. When the talking head asks for the Initialization Sequence, type the number learned from Greywind and Blackwind. All the secrets of the Isles will be revealed.

Dedicated to

**all poor adventurers
who travel forth
and brave the dangers
that must be confronted
on the road to destiny**

**May the gods walk with you
granting you knowledge and wisdom
of those most ancient skills**

Might and Magic.

THE ULTIMATE GUIDE

to the Isles of Terra

**Inside is all the information a party of
adventurers could possibly need to complete
Might and Magic III: Isles of Terra.**

I.

**A complete description of all the
monsters, their pictures, and
their abilities.**

II.

**A compendium of weapons, armor,
and miscellaneous treasures, including
magic items.**

III.

**Detailed maps of outdoor areas, towns,
castles, dungeons and caverns, detailing
the inhabitants and important areas
to visit, and those to avoid.**

IV.

**Encoded hints and clues providing
answers on a need-to-know basis
regarding riddles, puzzles,
quests, and more!!!**