

Copake Wood

Orchard

Might and Magic[®] II

Emerald Coast

Forbidden Forest

Acquire of Doom

Natives Cove

Dawn's

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Introduction to Corak's Travelogue

Corak the Mysterious disappeared in a fiery blast of energy while searching for a means to save the world of Cron from destruction. He had told no one of any previous attempts to rescue the world and had kept his efforts shrouded in secrecy. The nobles of the realm commenced a search of his dwelling so that they could learn about the danger and maybe what had happened to Corak. No major clues were discovered. However, a most interesting journal was found.

This journal, which follows shortly hereafter, details the world of Cron. Modern Cron, including the fearsome Elemental Planes, is divided into 60 maps of 16x16 dimension. Areas of major importance such as castles, towns, highways, caverns, and dungeons are highlighted. Ancient ruins are marked down and noted, secret paths and passageways are uncovered, and warning signs lead away from locations of great natural hazards.

Also included in Corak's journal is a compendium of weapons, items, and miscellaneous equipment. Functions of these articles are also noted. Perhaps most useful and interesting of all is a list of every monster encountered in the history of Cron. The list contains all that is known about each monster; strengths, weaknesses, and immunities.

Corak also left many riddles to be deciphered. It is believed that these riddles offer insight into how to solve the mysteries and puzzles which Cron hides. They might even contain information as to how to relieve Cron of its impending doom.

The journal of Corak is given to the hearty adventurer as a guide and supplement for adventure in the world of Cron. With perseverance, determination, and a little luck Cron can be saved from catastrophic end.

Maps of Cron

In the world of Cron there are 60 maps to travel through. Incredibly difficult and time-consuming to map while adventuring, they are all provided on the successive pages.

While adventuring, it is highly recommended that someone in the party have the secondary skill of Cartographer. This skill creates and remembers maps for every step the party takes in any maze. To view the maps you have drawn, simply press “M”.

There is some slight disadvantage in this style of mapping in that it does not reveal secret doors and the party may not make notes signifying what exactly happened in each maze.

So, in the effort to further ease the mapping process, the following maps contain the locations of secret doors and passageways and includes a brief description of the region being explored, as well as some tips and rumors.

Legend

Indoor Tiles



Town door



Wall



Secret Passage



Barrier

Outdoor Tiles



Town



Mountains



Cave



Light Forest



Grass



Desert



Swamp



Ocean



Elemental Water



Elemental Fire



Castle



Snowy Mountains



Volcano



Dense Forest



Tundra



Oasis



Island



Roads



Elemental Air



Elemental Earth



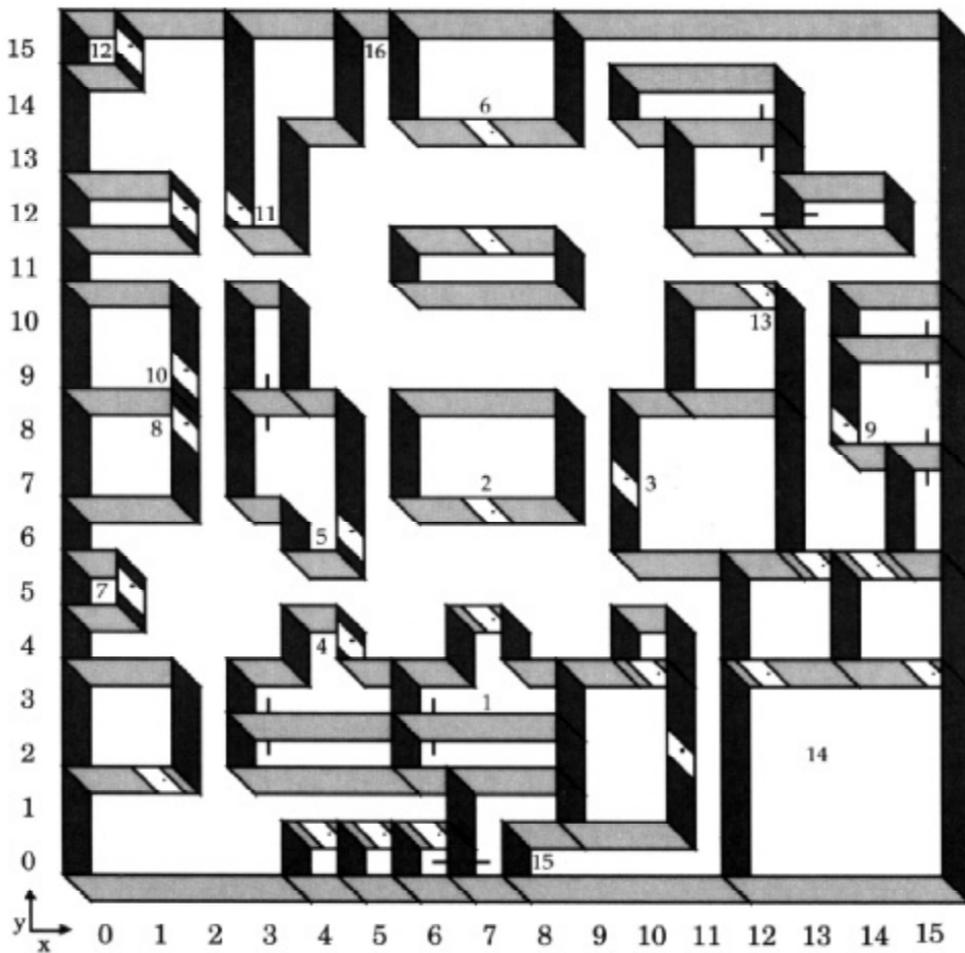
Dead Zone

Towns

Towns are the cornerstone of life and society in Cron. Practically all transactions of every type and manner take place in the five proud towns.

Characters can purchase rations, hear the most thrilling rumors in Cron, and eat and drink exotic creations in the Taverns. At the Blacksmith's, characters can choose from a wide variety of weapons, armor, and useful items, including some things that may be enchanted. The Mage Guilds teach many useful and powerful spells to the fledgling or the accomplished Sorcerer. Temples provide healing for a price and teach spells to aspiring Clerics. At an Inn, Hirelings can be added to the party. Training facilities offer different degrees of expertise to the advancing character. Finally, three towns provide entertainment through combat arenas.

Town of Middlegate

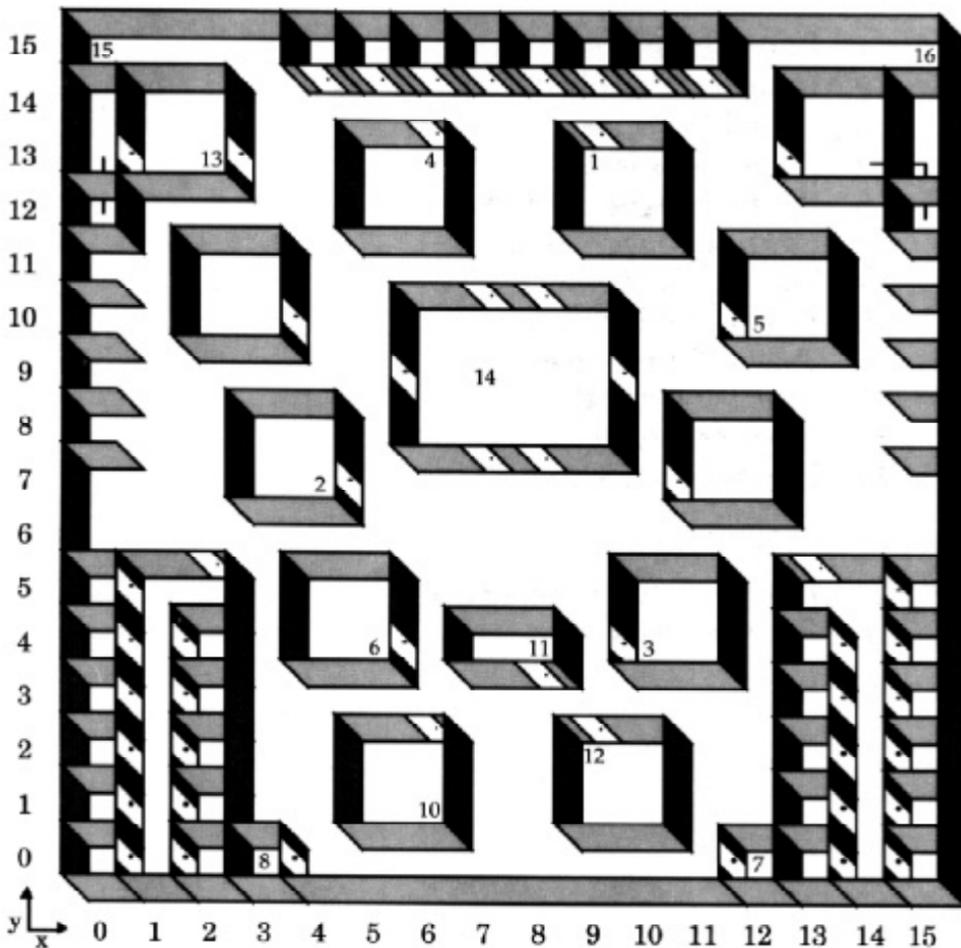


The most important town in all of Cron, Middlegate is the hub of commerce. A simple town, Middlegate's wide plazas and multitude of shops make it unlike any other town. Every building is occupied, some by residents who wish the trespasser ill. Some of the places that should be visited are The Arena, Travel Moore, Otto Mapper, Esq., and the kindly wizard Nordon.

Guide to Middlegate

- 1 - Middlegate Inn
- 2 - Gateway Temple
- 3 - Turkov's Training
- 4 - S.J. Blacksmith
- 5 - Slaughtered Lamb
- 6 - Sleepy's Mage Guild
- 7 - Poorman's Portal
- 8 - Lock and Key LTD
- 9 - Travelmoore
- 10 - Track and Trail
- 11 - Edmund's Expeditions
- 12 - Otto Mapper, Esquire
- 13 - Brain Detoxification
- 14 - Arena of Middlegate
- 15 - Passage to cavern below town
- 16 - Exit to outdoors

Town of Atlantium

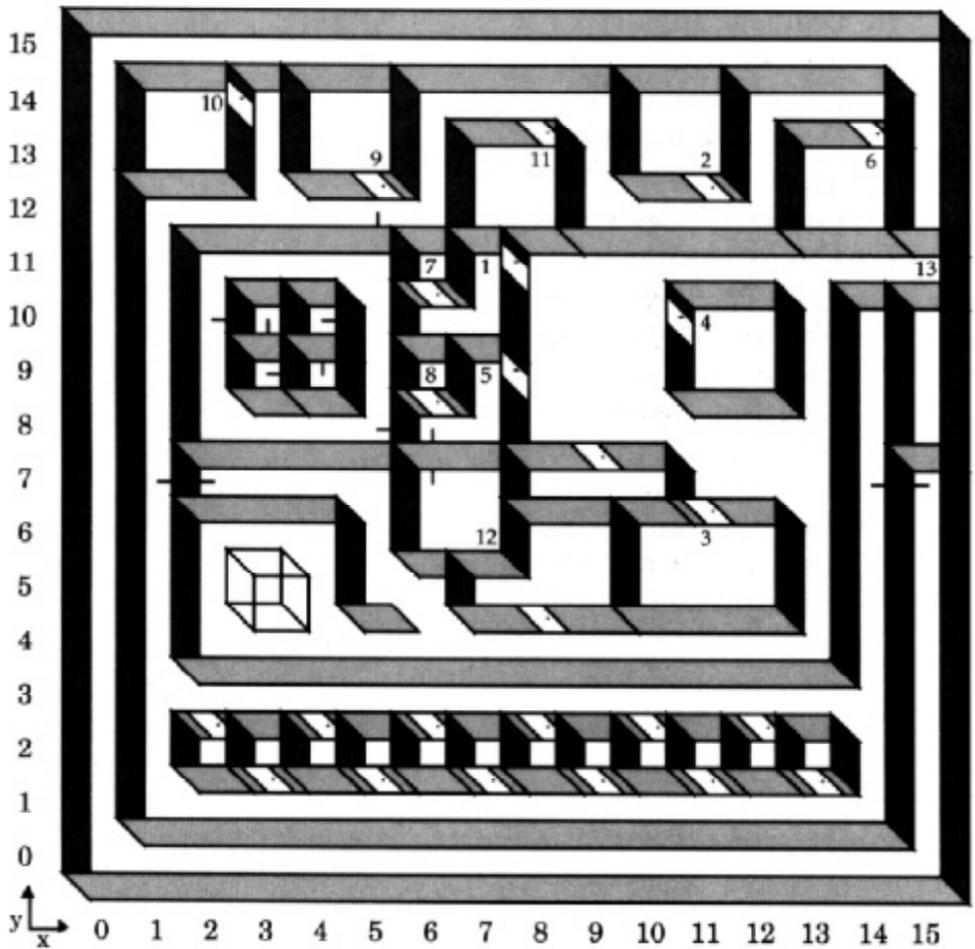


This is the noblest and most advanced town in Cron. Atlantium boasts an interesting statuary, the only City Jail in all Cron, and some of the finest Secondary Skills available. The Atlantians are also profit hungry, and their town is the most expensive. However, the quality of items and services are generally worth the exorbitant price. Do not miss The Colosseum, the most magnificent and challenging of the three combat arenas in Cron.

Guide to Atlantium

- 1 - Carriage Inn
- 2 - Eleusinian Temple
- 3 - Island Training
- 4 - Drenwald Ironworks
- 5 - Boar's Tongue Tavern
- 6 - Cabalist Mage Guild
- 7 - The Mystic Portal
- 8 - Beautify Atlantium
- 9 - Classic Key Shoppe
- 10 - The Olympic Trial
- 11 - Odysseus' Tongue
- 12 - Hippomenes & Atlanta
- 13 - City Jail
- 14 - The Colosseum
- 15 - Passage to cavern below town
- 16 - Exit to outdoors

Town of Tundara

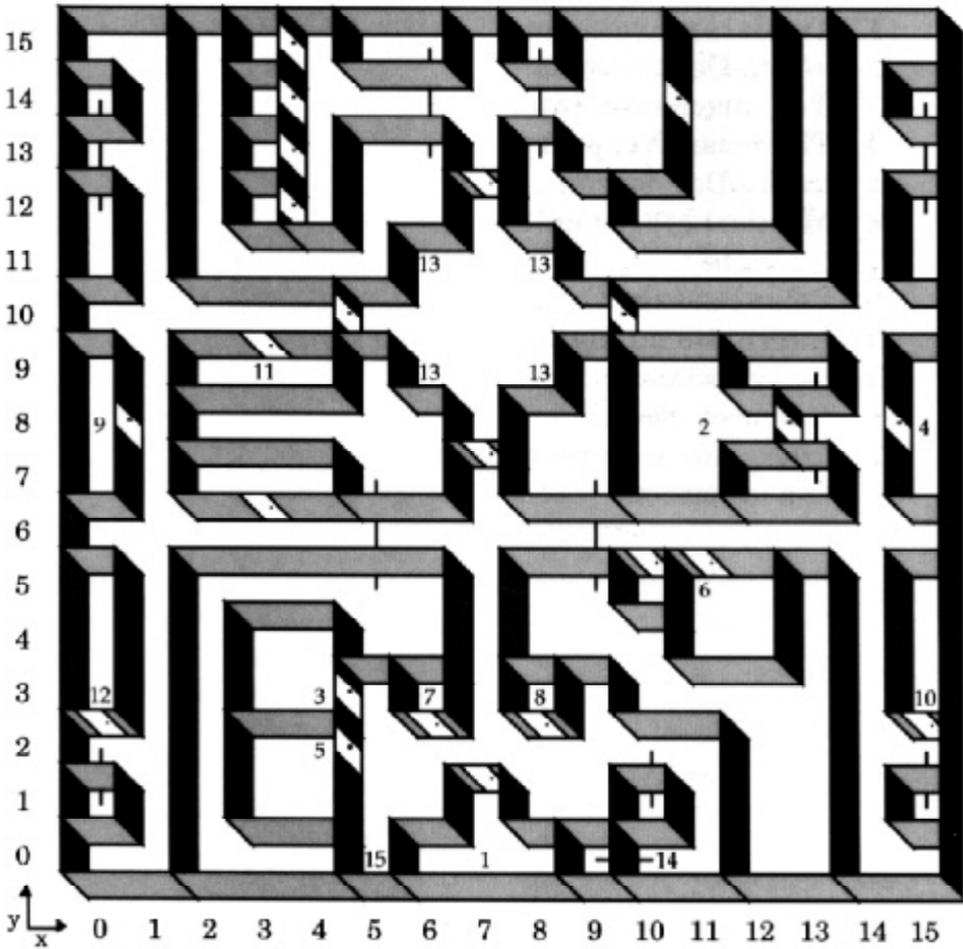


Located in the frigid Ice Tundra, Tundara is a lonely and secretive town. Terrorized by various snowbeasts, Tundara has a wild outer wall and town separated from the safer, conservative inner town. Rumors of dangerous experiments taking place in the outer wall abound. This deadly town has a justifiably bad reputation which should be heeded.

Guide to Tundara

- 1 - Tundaran Arms Inn
- 2 - White Dove Temple
- 3 - Enhancement Center
- 4 - Thundrax Weaponry
- 5 - Lucky Dog Saloon
- 6 - Mystical Mage Guild
- 7 - La Porte
- 8 - Polar Passage Portal
- 9 - International Market
- 10 – Saracen’s Denial
- 11 – Columbus’ Sextant
- 12 – Passage to cavern below town
- 13 – Exit to outdoors

Town of Vulcania

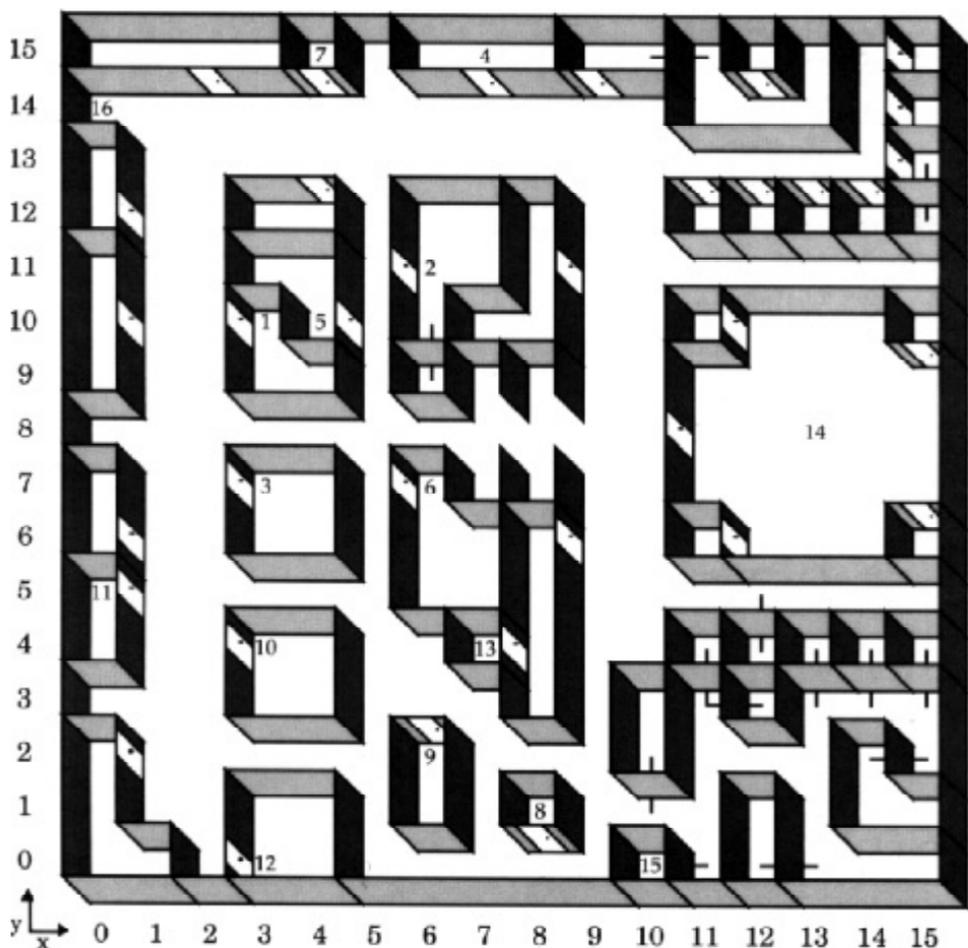


In this extremely hot town, only the most rugged survive. Frequented by many warriors, this mercenary town is actually built upon an active volcano. Adventurers are thus advised to watch what doors they open, as lava may flow upon the unwary. The central statuary should be seen, as should the Wild Section. For military skills, this town offers unparalleled opportunity.

Guide to Vulcania

- 1 - Hotel Four
- 2 – Vulcan Temple
- 3 – Training Academy
- 4 – Bestway Blacksmith
- 5 – Belinthra’s Bar
- 6 - Blackrock Mage Guild
- 7 - Vulcanian Transport
- 8 – Vulcanian Export Co.
- 9 – Lava Locksmith
- 10 – Proficiency Expert
- 11 – Disembowments R Us
- 12 – Sergeant Pain School
- 13 – Element Statues
- 14 – Passage to cavern below town
- 15 – Exit to outdoors

Town of Sandsobar



This barren town is run by thrifty desert traders. Gambling is popular as is crime. The Slums are a hotbed of violence and deceit, and the shops are too expensive for what they offer. The narrow alleyways harbor seedy criminals, and the shops themselves dishonest proprietors. Monster Bowl, the combat arena, is perhaps the only plus in this ramshackled town. Caution and distrust are the way of life here, so adapt.

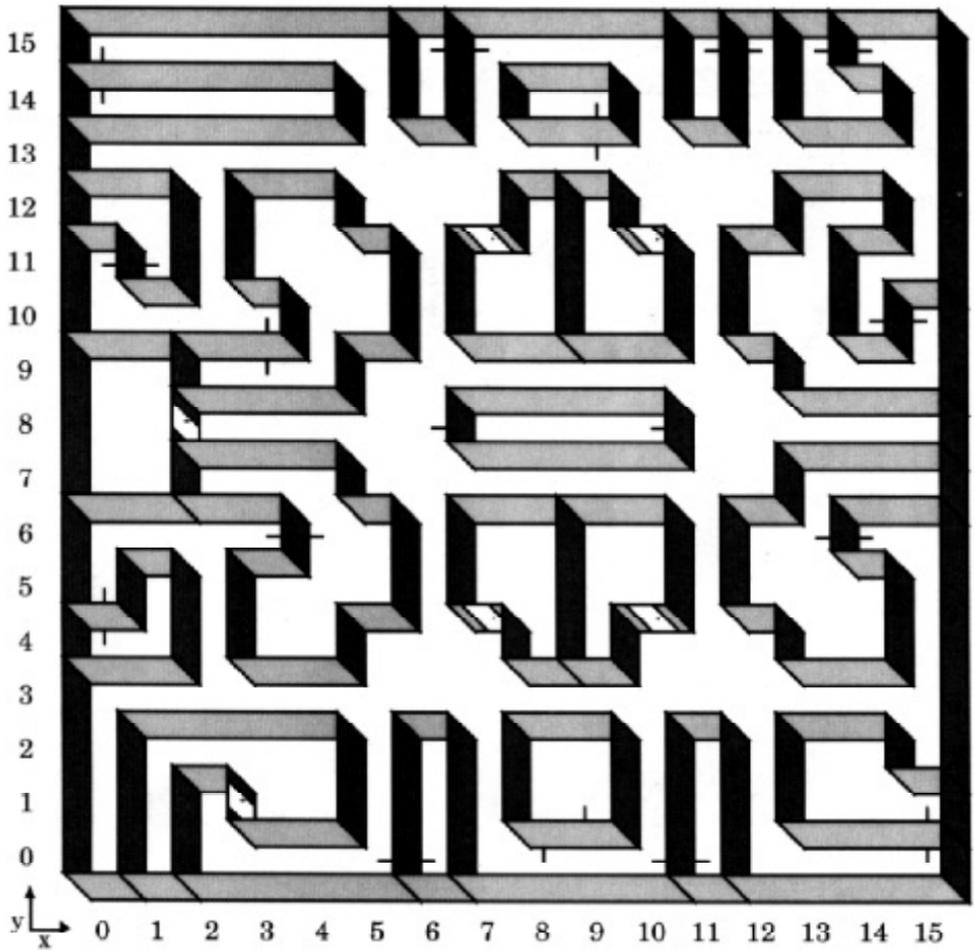
Guide to Sandsobar

- 1 – Hourglass Inn
- 2 – Temple Benedictus
- 3 – Sheik Training Arena
- 4 – Big Al's Accessories
- 5 – Red Lantern Tavern
- 6 – Whirlwind Mage Guild
- 7 – Sirocco Portal
- 8 – Portal Dune
- 9 – Fitpro Locksmith
- 10 – The Embassy
- 11 – Sly's Opportunities
- 12 – The Sandy Dunes
- 13 – The Wizard's Eye
- 14 – Monster Bowl
- 15 – Passage to cavern below town
- 16 – Exit to outdoors

Caverns

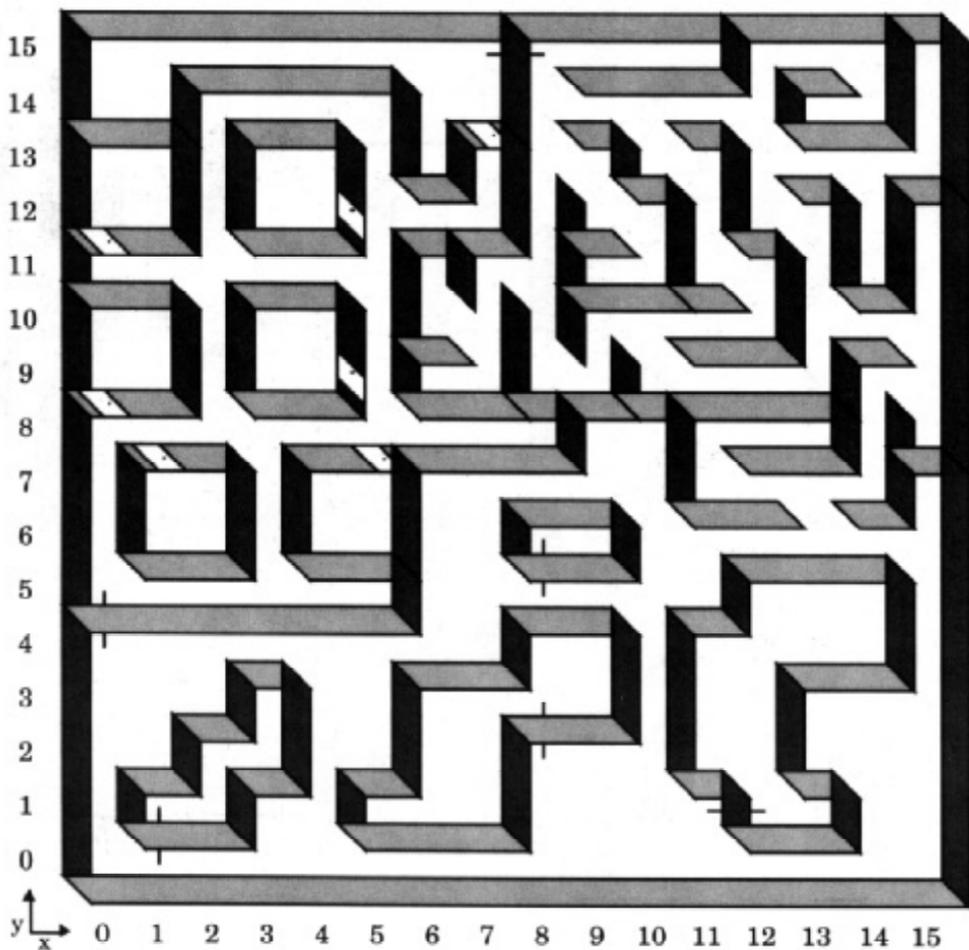
These 16 natural formations occur throughout Cron. Every town has a subterranean level, and many others are scattered across the world, serving as homes, hideouts, or haunts. They are generally unsafe, but can be tamed. If a cavern appears too hard to adventure in, come back to it later when you have a larger arsenal at your disposal.

Cavern below Middlegate



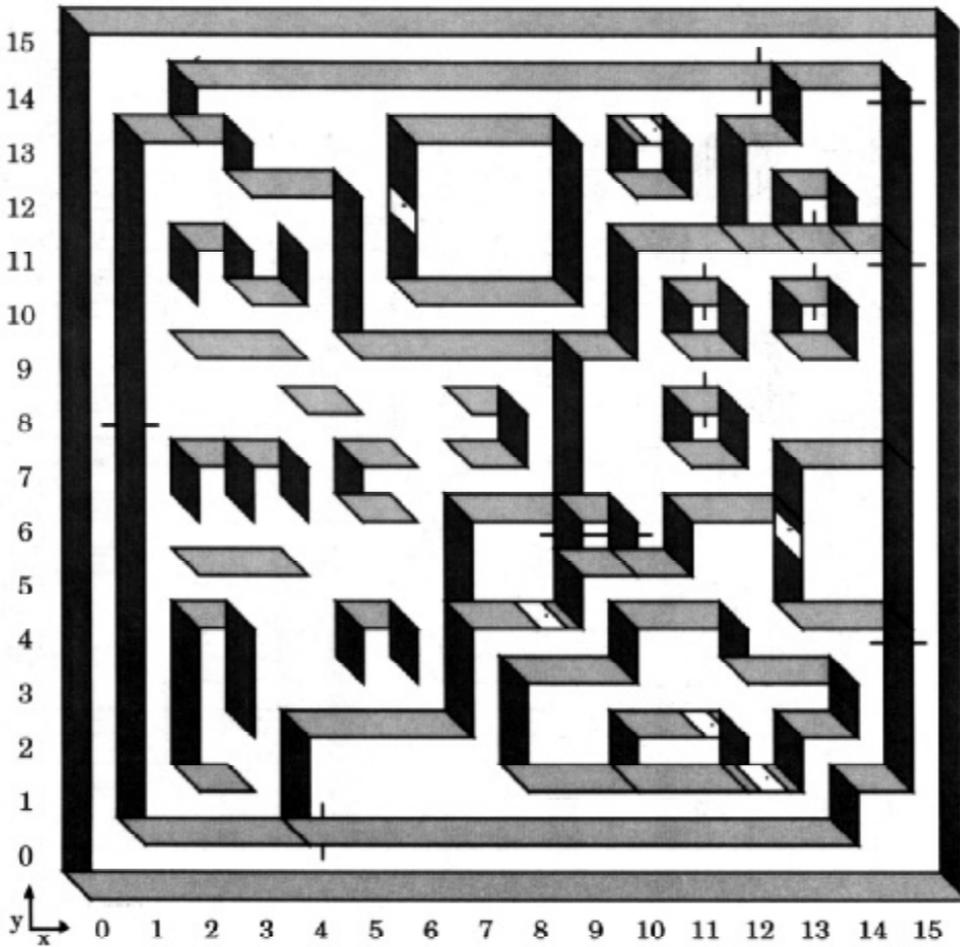
This cavern is a hideout for some ruthless and daring criminals. Two rival gangs war for subterranean authority, each having stolen something valuable from the town above. Their hideouts are well guarded, but a successful recovery of the items can lead to great reward in the town above. Examine closely the walls here, for much useful information can be found by the observant.

Cavern below Atlantium



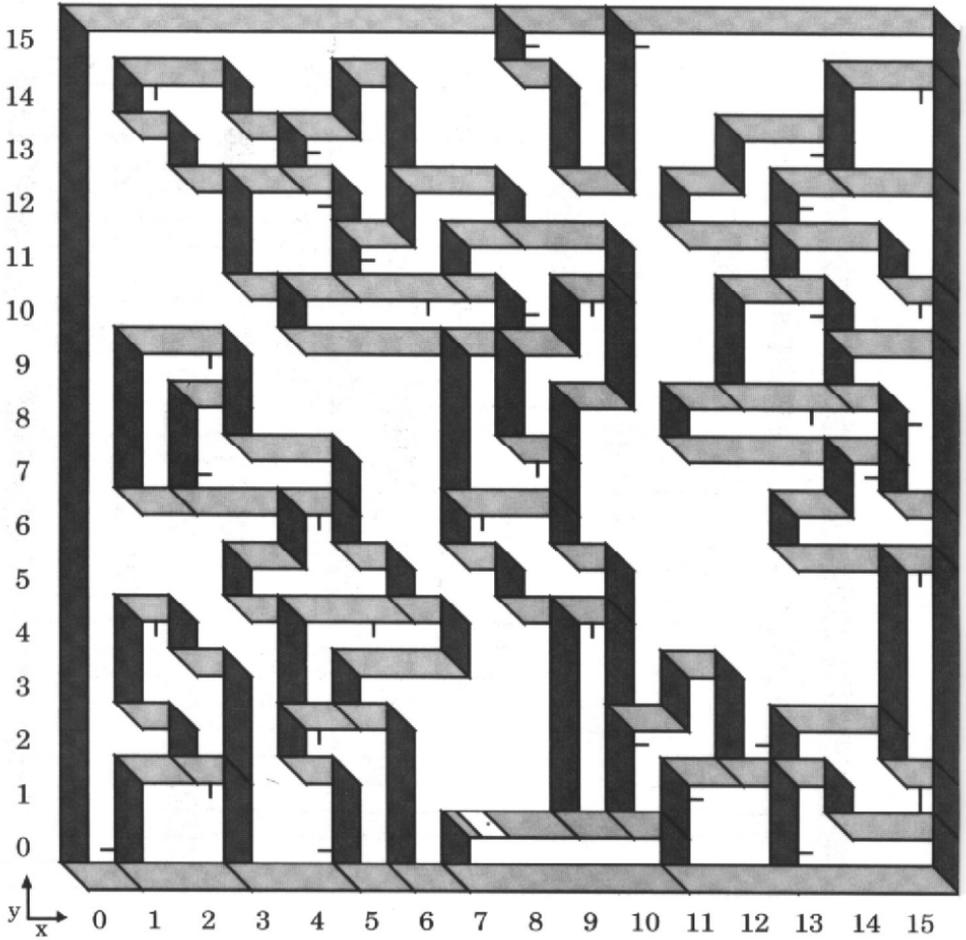
The Atlantians are busily revamping this cavern, hoping to make it civilized. Many statues decorate the area, each offering its own reward. Only the foolhardy enter the maze area, though those that survive often leave more intelligent than when they entered. Information here can lead to companions and great success in tournaments.

Cavern below Tundara



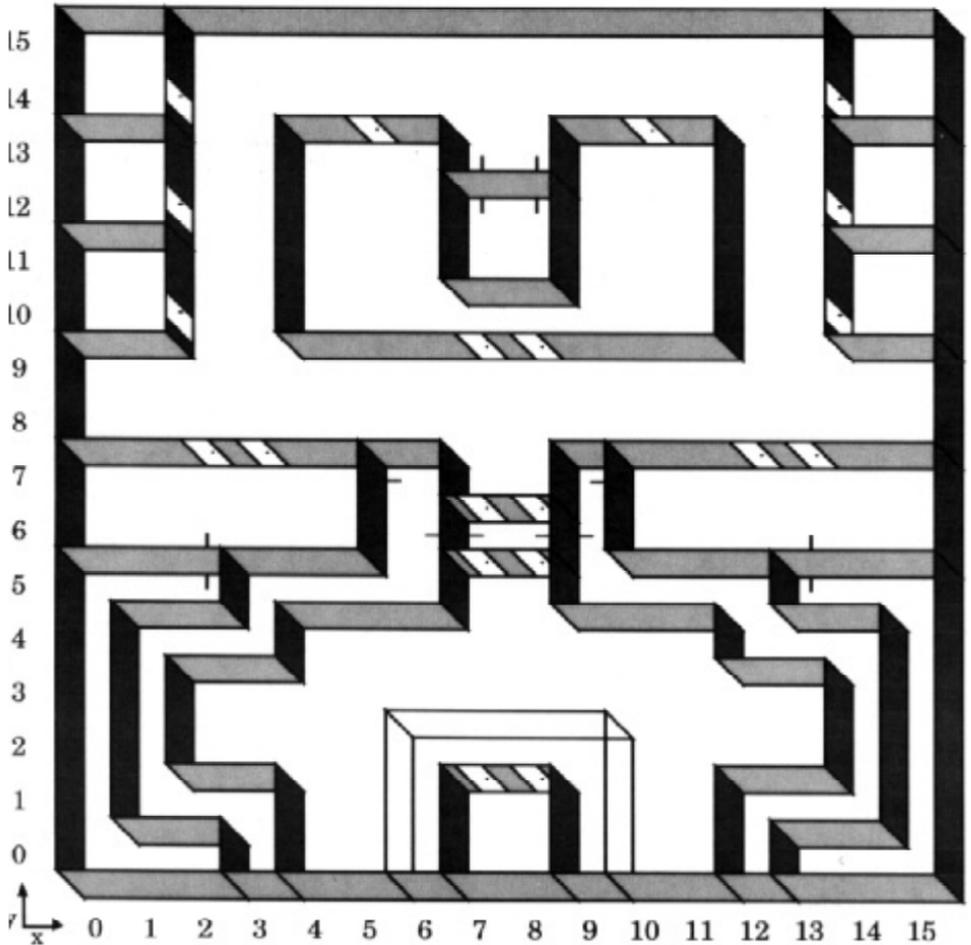
This cavern serves as a warm place to stay for the townspeople above when Tundara freezes over. Divided into four parts, a mystic machine allows instant access to anywhere in the cavern. Many unique and curious things are stored here, some useful, some deadly. Much information as to the location of powerful items and spells can be found here.

Cavern below Vulcania



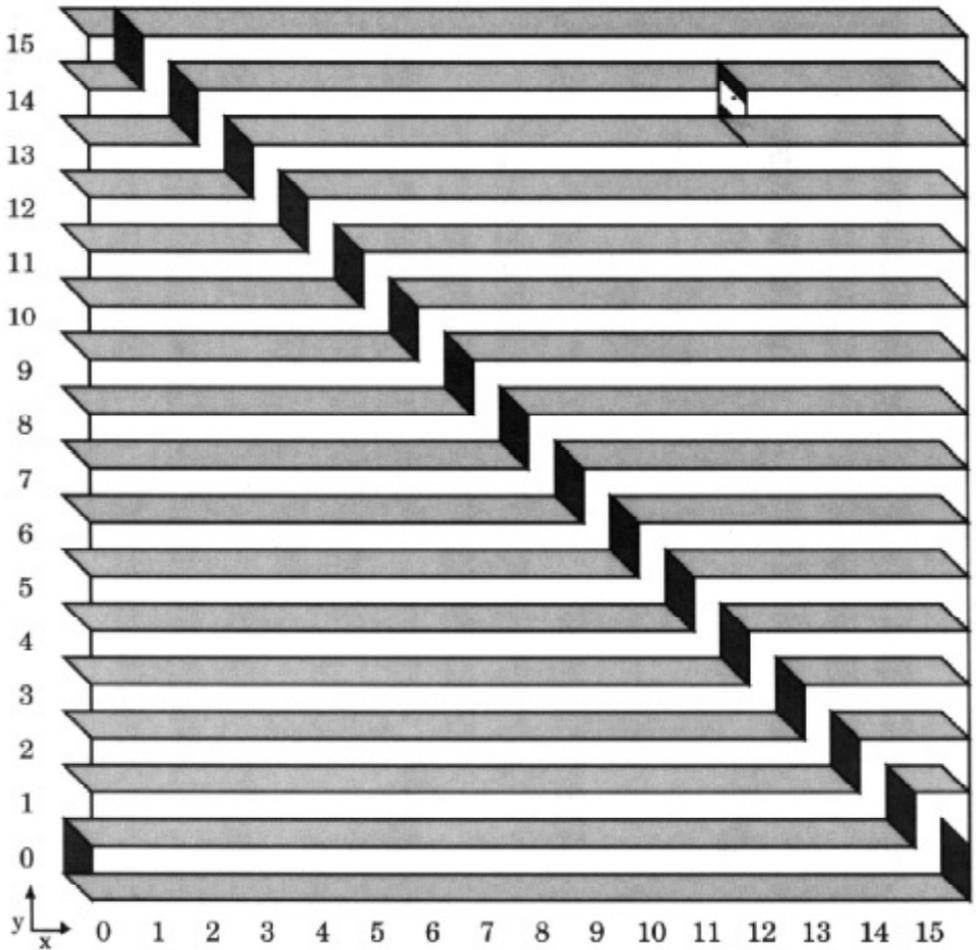
This cavern is a test in endurance and skill. At the end of every path here, a reward is to be found. However, many deterrents add danger to the paths. Levitation proves its usefulness when spelunking about. People in need of help should be attended to and information should be recorded. A warning, only the truly hardy should visit here.

Corak's Cavern



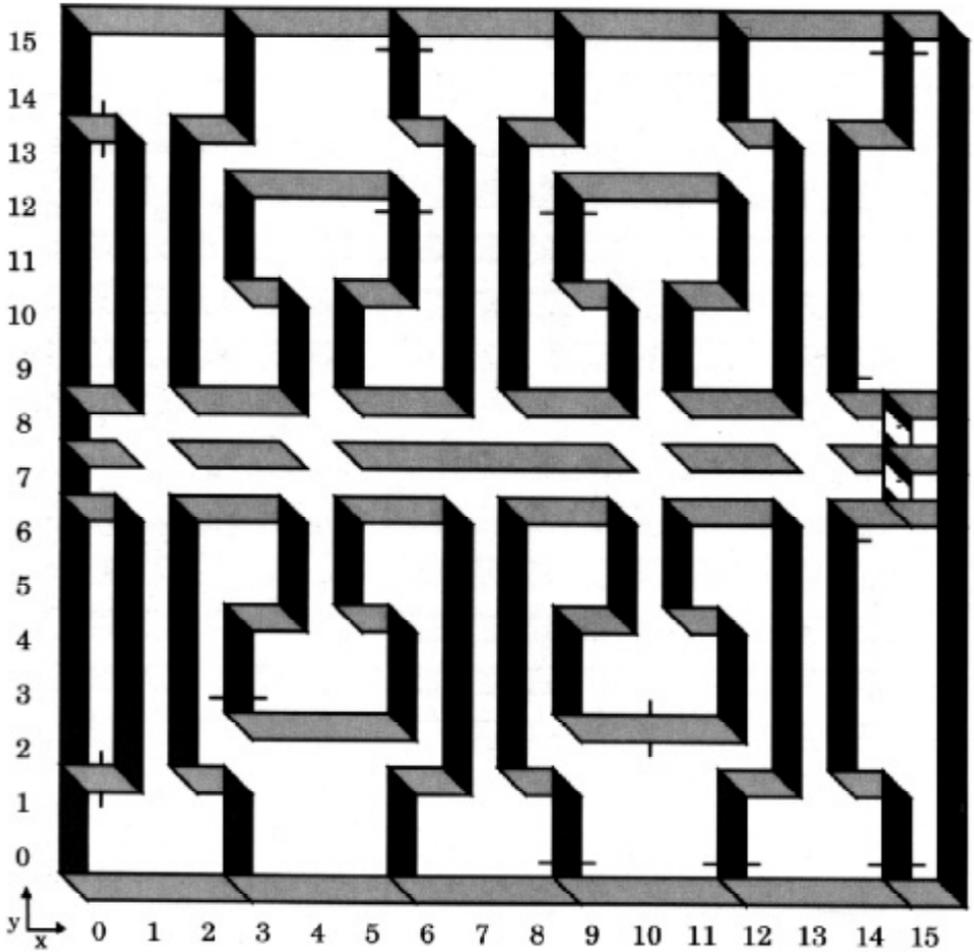
This cavern was once the private home and workshop of mighty Corak, now it is his tomb. The cavern is overrun by the most foul of the Undead, who have turned this once prodigious laboratory into a sideshow and a hostel for restless spirits. Adventurers need a pass to view Corak's Crypt, and can only be Clerics if they wish to actually view Corak's Body. Only valiant Lloyd, one of Corak's assistants, remains hidden in the cave, offering information for those willing to learn.

Square Lake Cavern



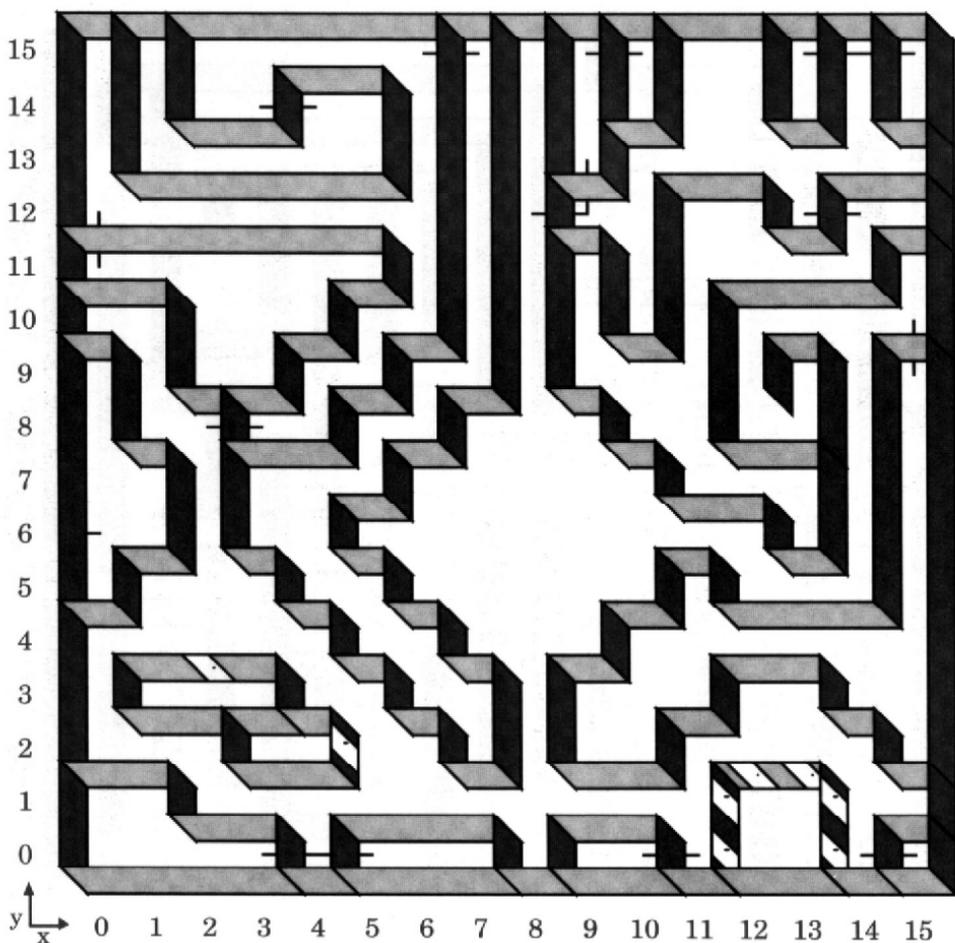
Little is known about this region. Rumors abound of endless corridors and Demon King guardians. It is a place of great evil and should be avoided by all but the most qualified and mighty.

Ice Cavern



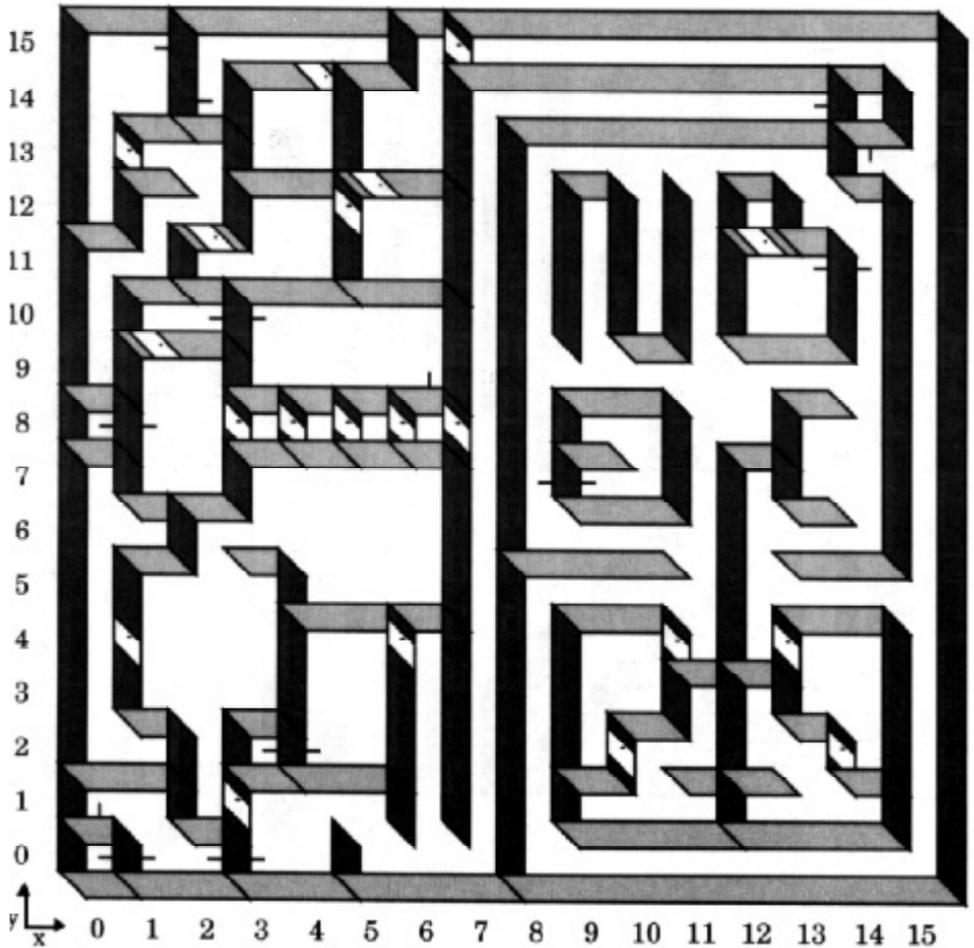
This desolate cavern is home to desperate, renegade monsters fleeing the piercing cold of the Ice Tundra and the stiff arm of justice. They use the cave as a center from which to organize raiding parties of adjacent environs. As a result of their raids, there is a large stockpile of fiercely guarded treasure in the cavern. It is rumored that a visit to the Ice Cavern can serve as an enhancement to Personality.

Sarakin's Mine



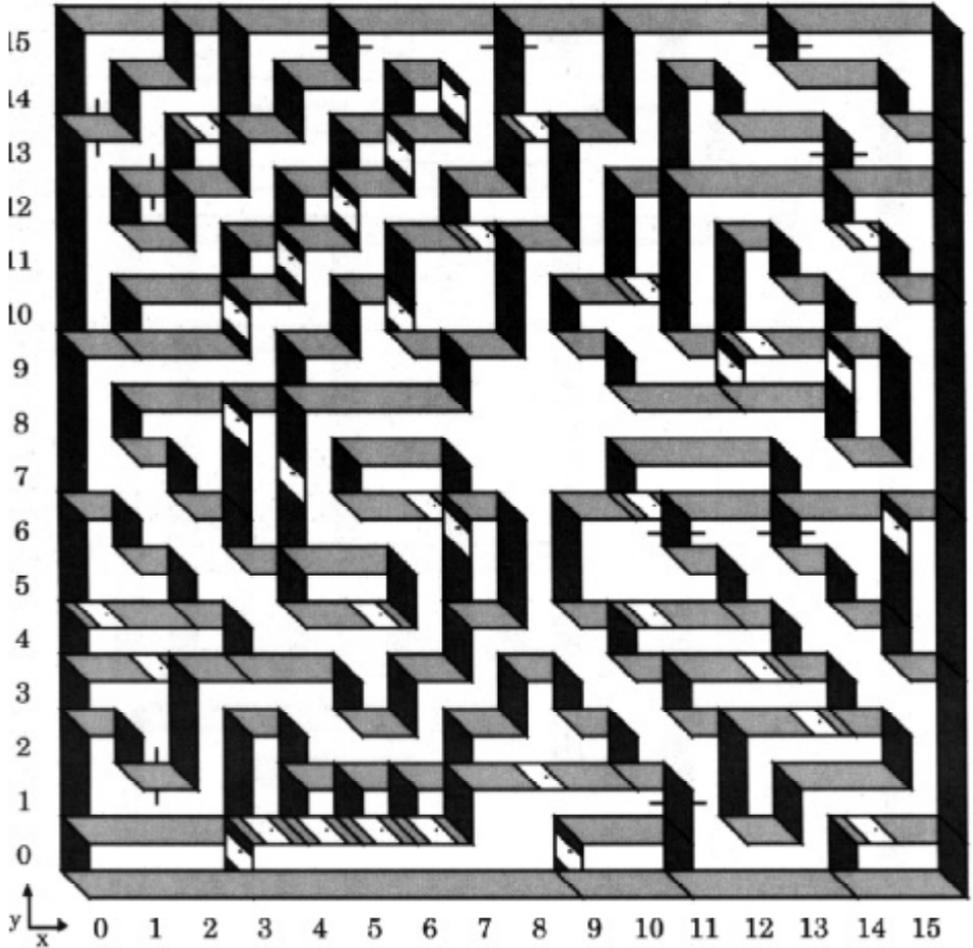
This deserted mine was once an incredibly rich source of gold in times long past. However as the years progressed, its proprietor, Sarakin, grew more and more concerned with his rapidly advancing age. As he searched fanatically for a cure to aging, he became quite mad and eventually died. His malignant spirit is said to terrorize the crumbling mineshafts.

Murray's Cavern



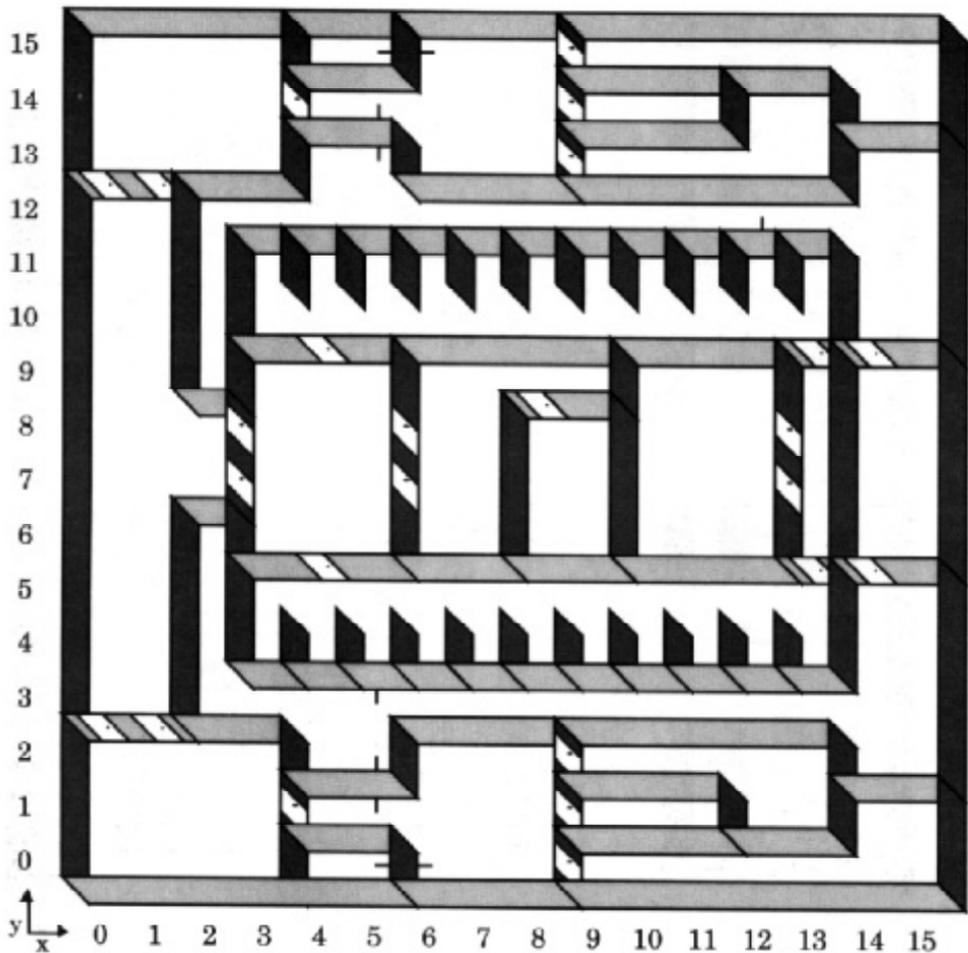
This is where Murray, retired adventurer extraordinaire, runs his vacation empire. Murray has very good information lines and has many useful facts for the party shrewd enough to discover it all. Murray himself has much to offer friendly adventurers. His Power Oil and Goofy Juice are perhaps two of the most powerful potions developed in modern Cron. Be warned, do not steal from Murray, he is ruthless!

Druid's Point Cavern



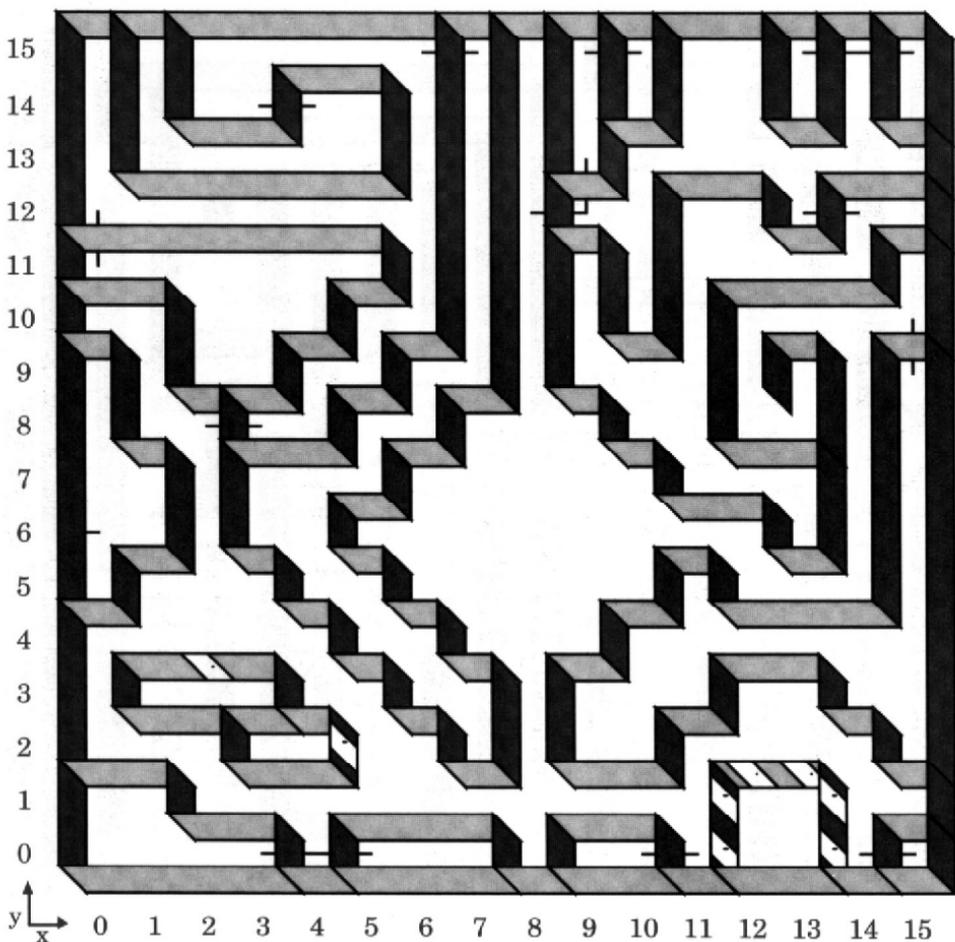
Originally established as a center to study the forces of nature, this once proud facility is now divided by warring factions. Disciples of Water, Air, Fire, and Earth have been subverted from their original course of study to a new route of fighting by the Elemental Lords. Chief among the new order is The Horvath, a deadly, mutated human. A venerable druid master, the last hope of the old genre, will greatly reward anyone who will help him restore order in his domain.

Forbidden Forest Cavern



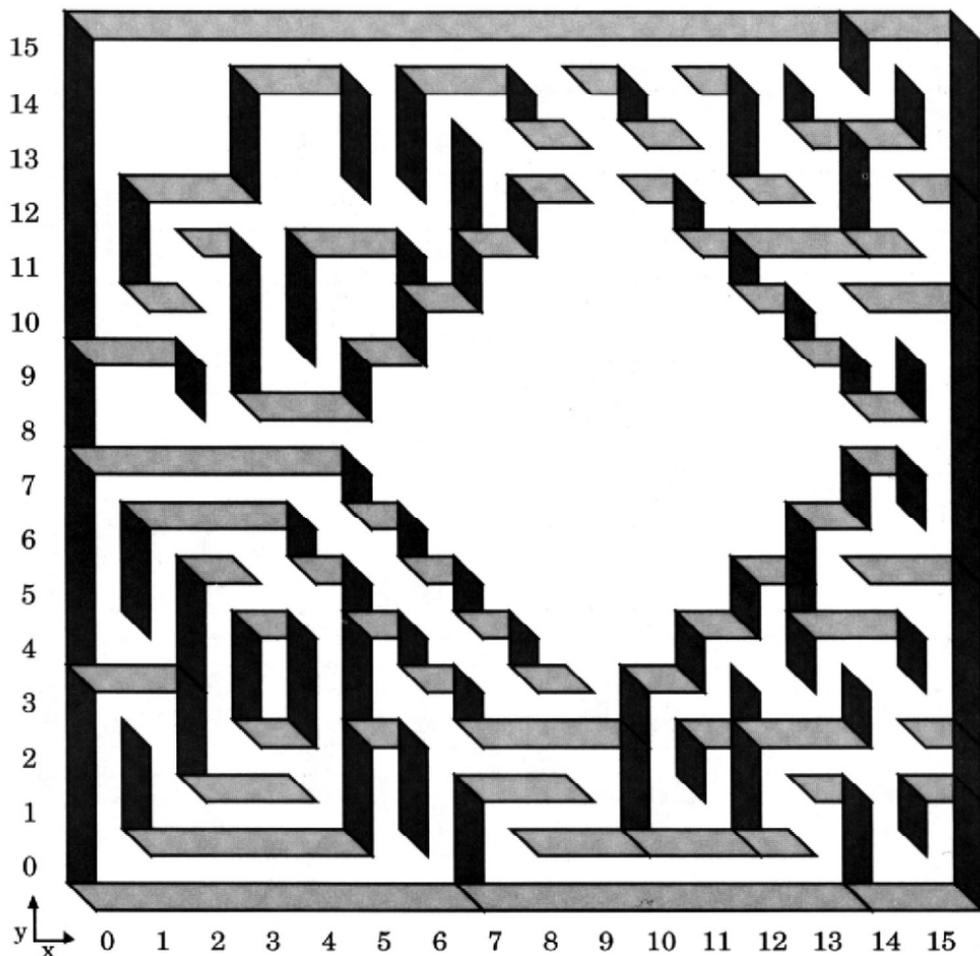
This once pristine forest is now a bastion of evil might. A gruesome army run by a pair of clever dragons operates from this cavern. The dragon leader, believed to be a Frost Dragon, is rumored to be wanted killed by the Jurors of Mount Farview. Paladins should especially be interested in this. A word to the wise, stay away from here unless you are suicidal. The army is very large and very strong.

Dawn's Mist Cavern



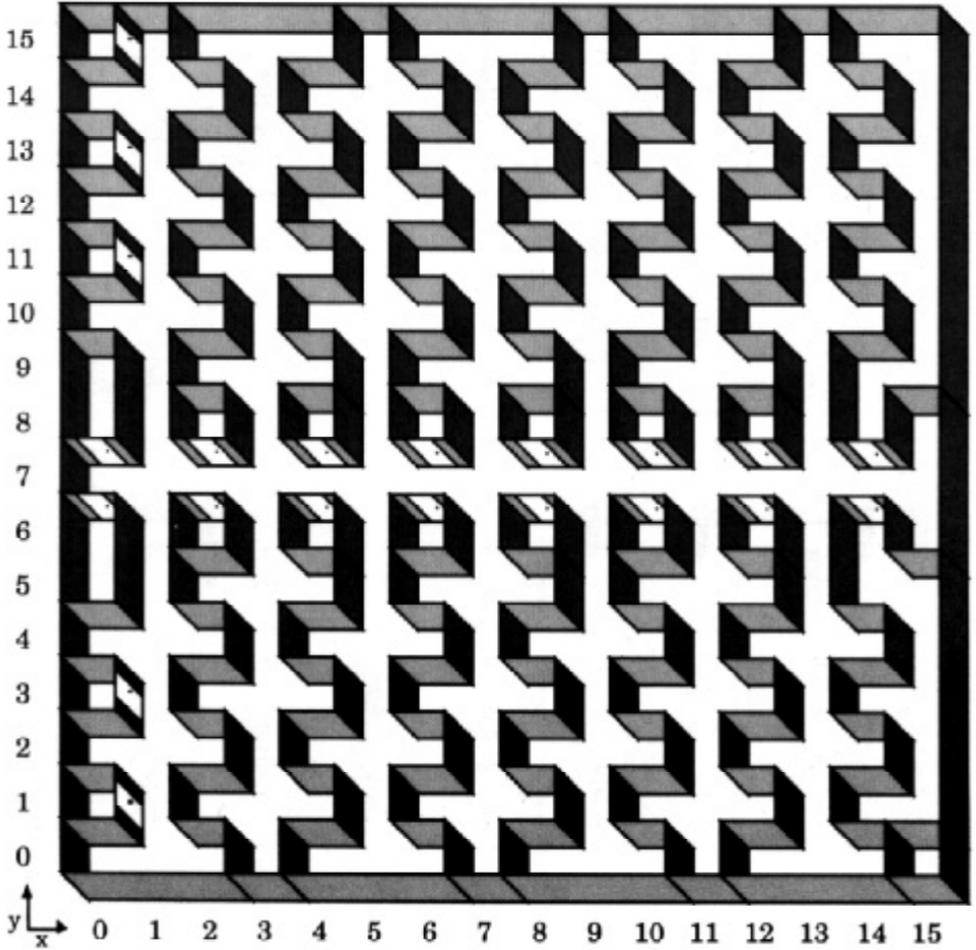
Upset that only humanoids could rest at Murray's Resort Isle, Dawn, once his protege, built Dawn's Mist Cavern. In here, monsters can rest easy and enjoy themselves from the rigors of harassing humanity. Different theme rooms provide a variety of entertainment suit to fit the most discriminating of violent tastes. Dawn also has some precious artifacts stored here. Be sure not to disrupt the monstres at play. They do not appreciate interruptions while they are on vacation.

Gemmaker Volcano



This cavern is the richest depository of gems in all of Cron. It will probably remain so far many years to come, as no one has found a safe way to travel through the molten core of an active volcano. The timeworn Gemmaker makes his home in these fiery depths where he cuts precious gems, makes powerful weapons with fire built into them, and studies the finer aspects of enchanting weapons. A recluse, he will teach only the persistent in his arts, and often extracts a hard price from them.

Nomadic Rift Cavern

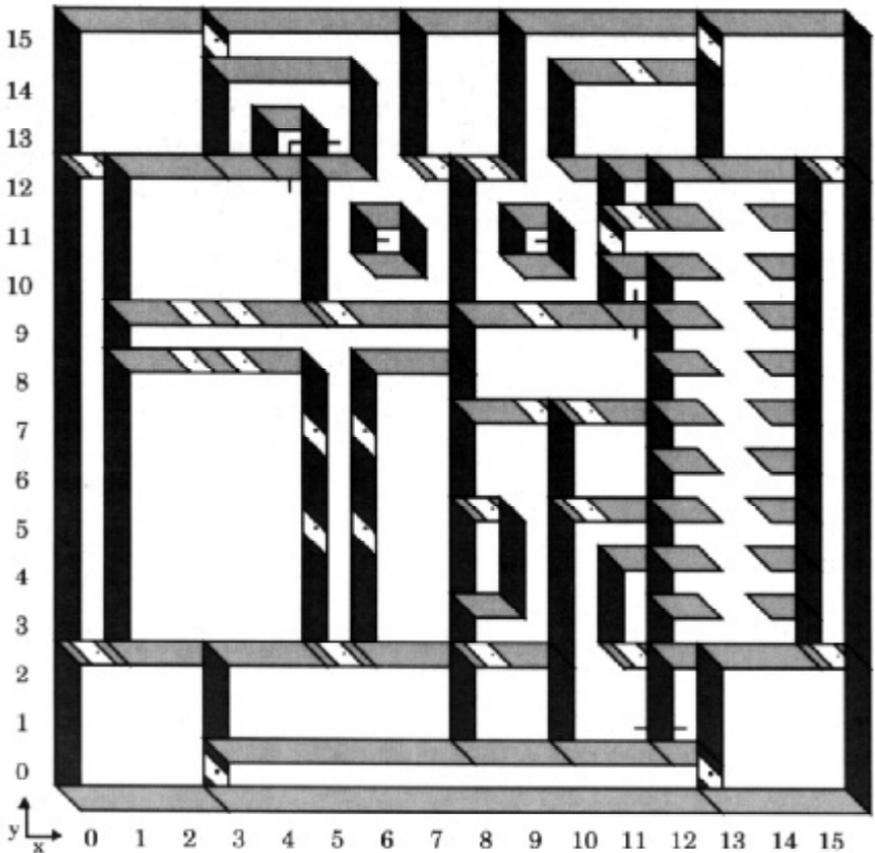


This simple cavern houses those who flee the restraints of city life. They have bonded together in order to survive the harshness of the area about them. They share everything and have caches of treasure and weapons throughout their domicile. The nomads also collect information in order to keep in touch with the world around them, and have an exclusive library of fact and rumor scattered amidst their long halls. It is also rumored that they can train the ability Speed to those who are willing.

Castles

In the modern world of Cron, there are four castles spread across the land. The lord of each castle dispenses justice in his or her region. They also aid Crusaders by giving them quests to complete. Most castles are heavily guarded against casual visitors, so do not wander around much. In times past, there was a fifth castle that was destroyed. Its floorplans are printed for posterity's sake.

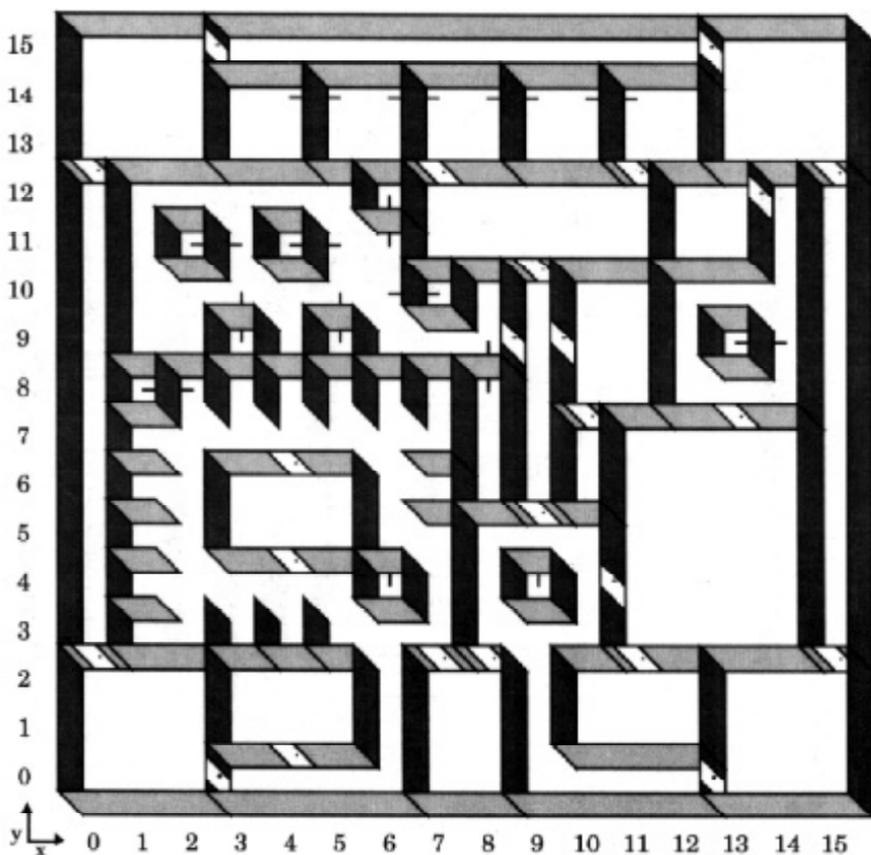
Castle Hillstone



Scenic Castle Hillstone, nestled between the Quaqmire of Doom, the Plains of Peril, and the Lithospheric Barrier, is nearly as deadly as its surrounding lands. Lord Slayer, a sadistic yet just man, keeps a bevy of some of his favorite monsters in his infamous Zoo. However, he is constantly seeking more trophies and will not hesitate to ask the more adventurous party to bring him them. Slayer is not without a lighter side and his Court Jester, Foof, does his best to entertain Slayer's guests.

Points of interest: The Bishop of Red Battle takes forced residence within these halls. If you require help in your adventures, visit Prison.

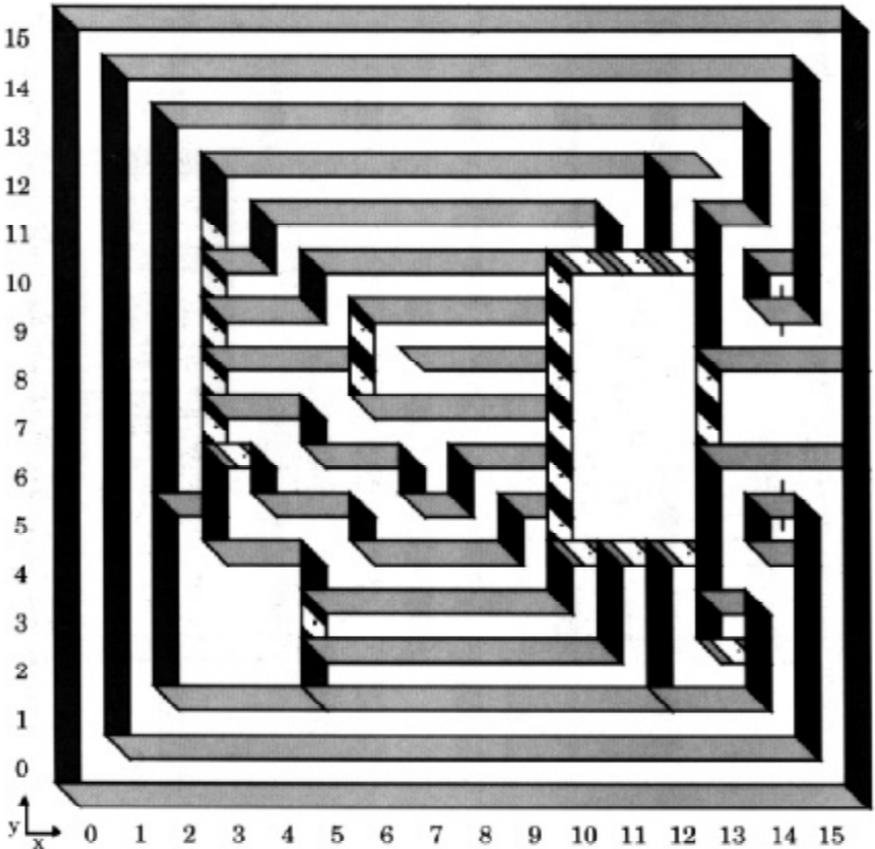
Castle Woodhaven



Castle Woodhaven, encircled by Timberlands, Lost Soul's Woods, and Corpse Creek, is perhaps the most elegant castle in all of Cron. Avaricious Lord Hoardall constantly seeks new items to add to his renown collection of baubles. A man of great trust, much of Hoardall's cache lays strewn about the castle halls. Do not think to enrich yourself at his expense. He has a mind like an elephant and his servants will cause a thief much grief.

Assorted tidbits: Hoardall has recently added the Bishop of Green Battle to his collection.

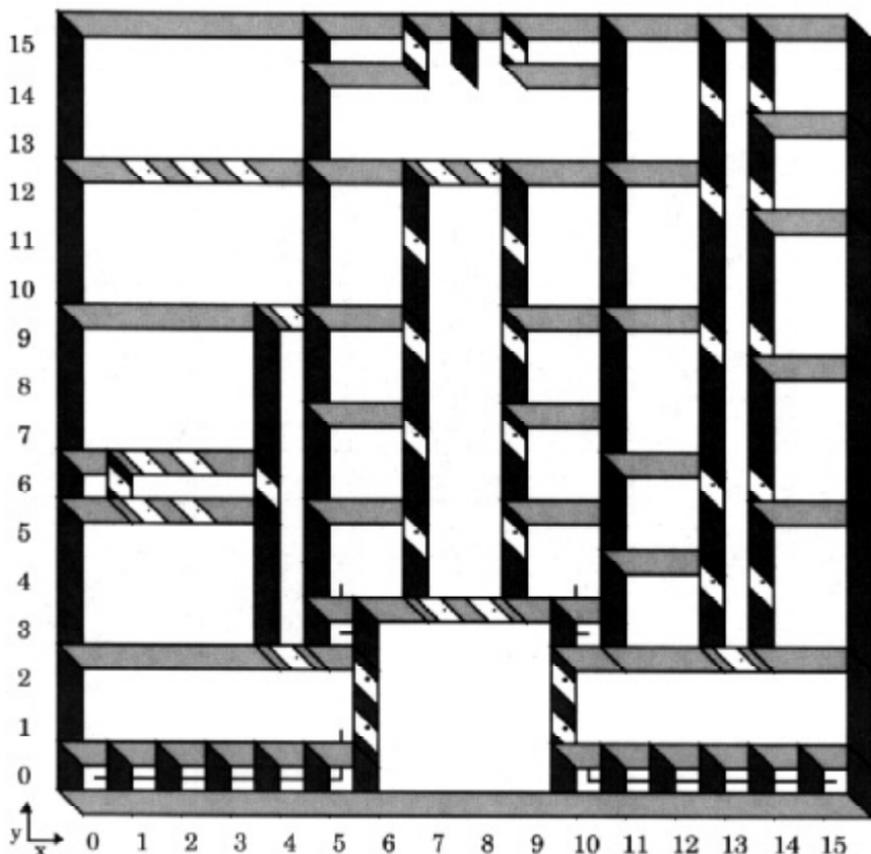
Castle Pinehurst



Surrounded by Ice Tundra, sparse forests, and Cronian Waters, Castle Pinehurst has possibly the strangest combination of local environs. Lord Peabody Von Pinehurst is also quite probably the most singular noble on Cron. He dabbles in sciences and wizardries even the most foolhardy would shy away from. Lord Peabody respects loyalty above all else and often asks friends to help out other friends.

Things to remember: The Bishop of Yellow Battle is not a loyal friend of Lord Peabody. Also, beware time when you walk through this castle's halls.

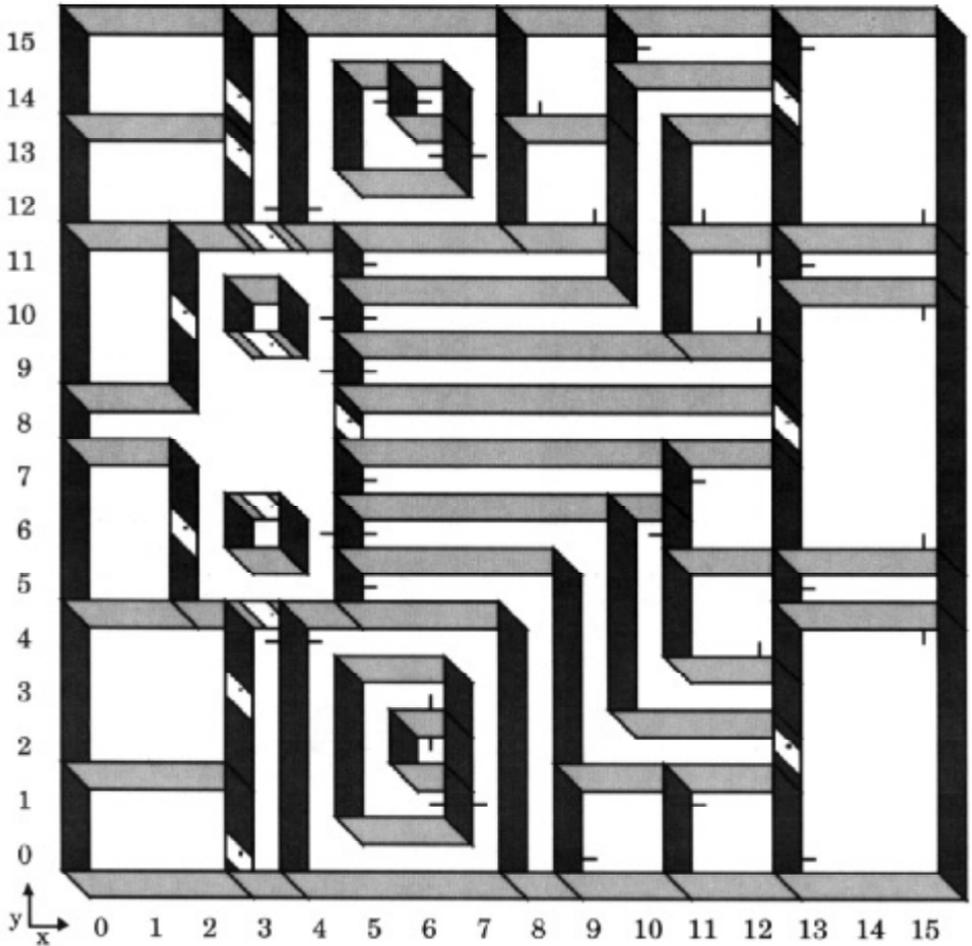
Luxus Palace Royale



This elegant capitol of Cron is rather inaccessible except to the adventurous. Nervous Queen Lamanda, ever-aware of her father's greatness, holds a feeble hand over the reins of government. Since Corak abandoned his study and disappeared, Luxus Palace has been a dangerous place to stay. To have audience with the Queen you must satisfy her exacting conditions, winning both the Black Ticket Triple Crown and successfully completing the tasks laid forth by the Jurors of Mount Farview.

Royal gossip: The Bishop of Black Battle has had a fight with Queen Lamanda and is locked up. However, he too particularly enjoys Black Ticket Triple Crown winners.

Castle Xabran

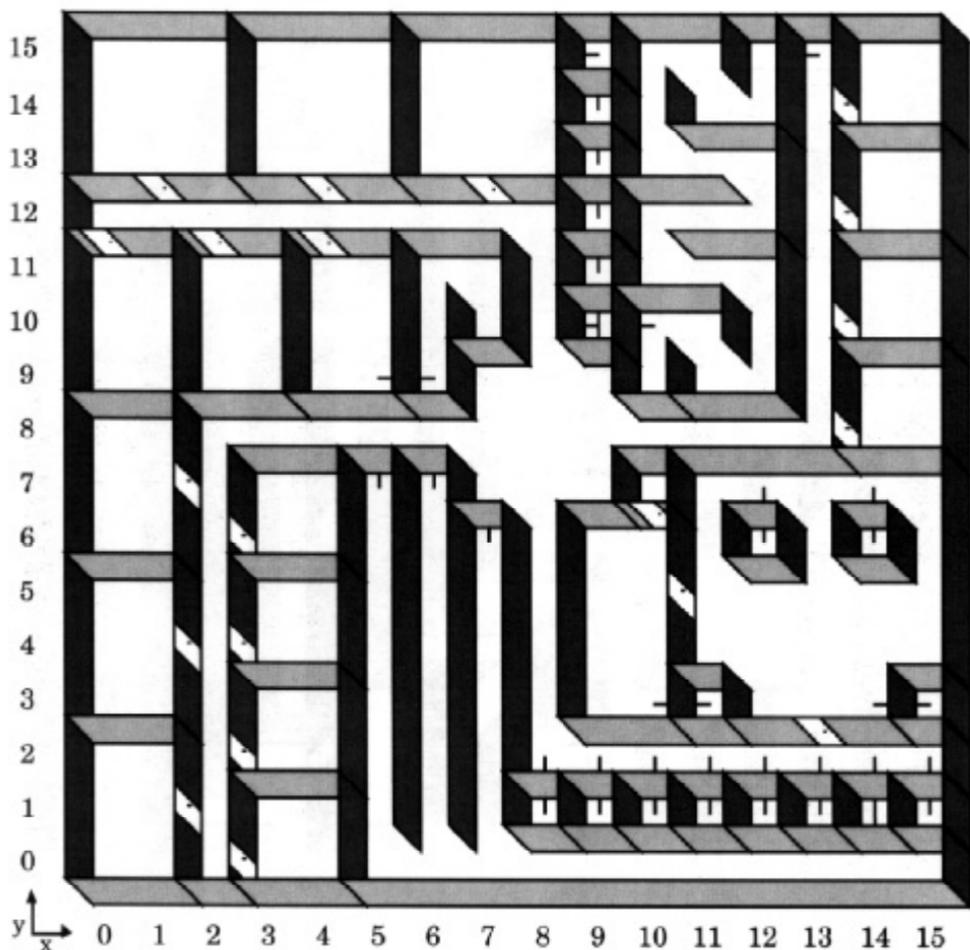


This castle of the past rested central in Cron before it was destroyed by the Elemental Lords at the end of the Ninth Century. Castle Xabran was a hub of learning and information. Keys to powerful artifacts and answers to puzzles and messages were kept here. Studies of time were begun here and locations of mighty adventurers and powerful spells were discovered and recorded through arcane devices. Seek this castle for help in adventuring.

Dungeons

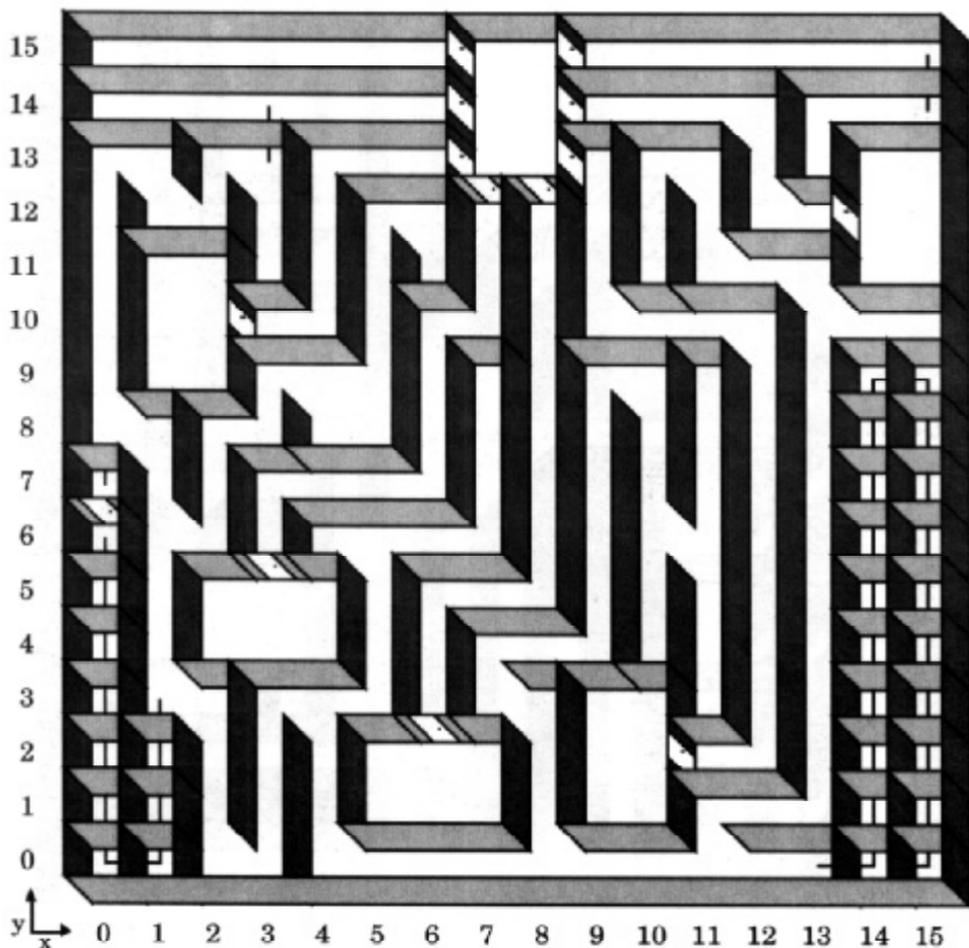
Each modern castle has its own pair of dungeons beneath it. The dungeons serve many purposes, most of them disagreeable. They also hide many items of value and clues of extreme interest. They should be avoided until characters have achieved a high level of potency. Each lord's dungeon has some unmistakable, personal touch to it. There are 10 dungeons, 8 of the various lords, and 1 each to the good and evil wizards of the Isle of the Ancients.

Slayer's Dungeon, Level 2



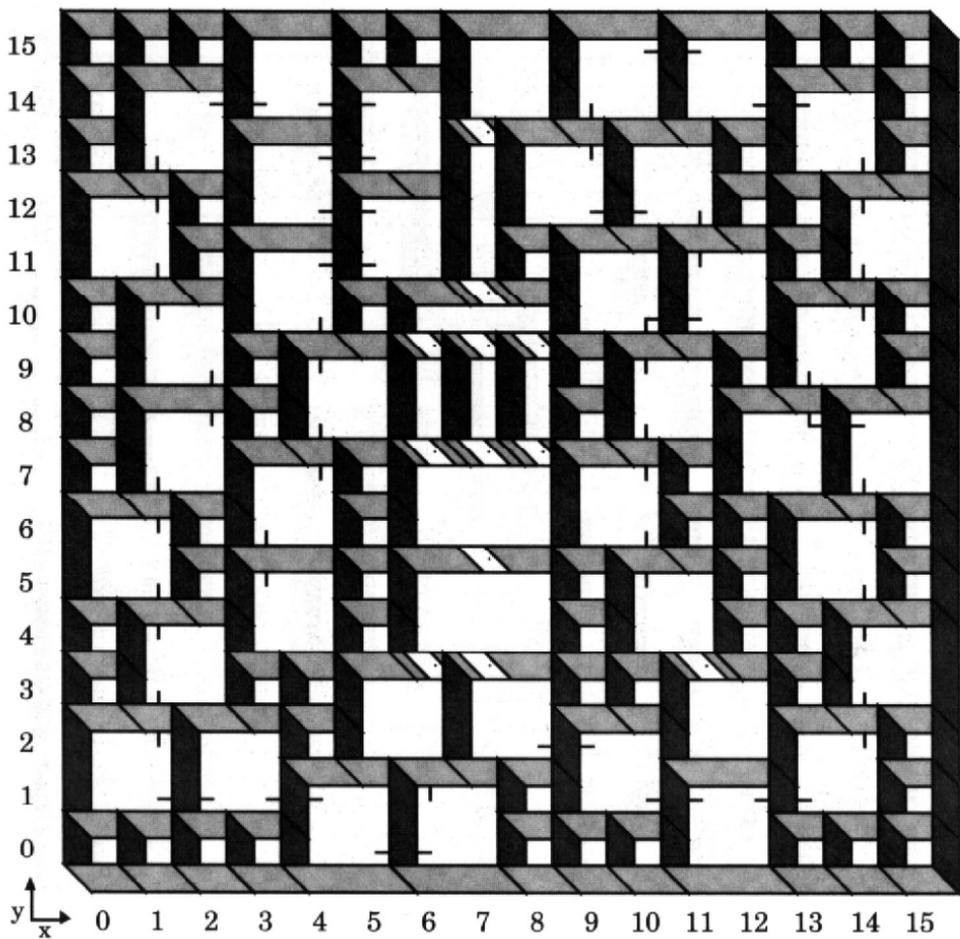
This deadly dungeon of Lord Slayer is much like his first level, only more difficult. Again, Ninjas and Barbarians desire items hidden here, but cannot be present in the dungeon. Half-Orcs have no reason to be kept in the party while in this dungeon. The mystical fountain of experience might be located on this level, though rumor sometimes mentions that Lord Slayer actually has two fountains. Also of interest in this dungeon, many who come adventuring here with a party of mixed sex leave all male after extended stays. Beware poison!

Hoardall's Dungeon, Level 1



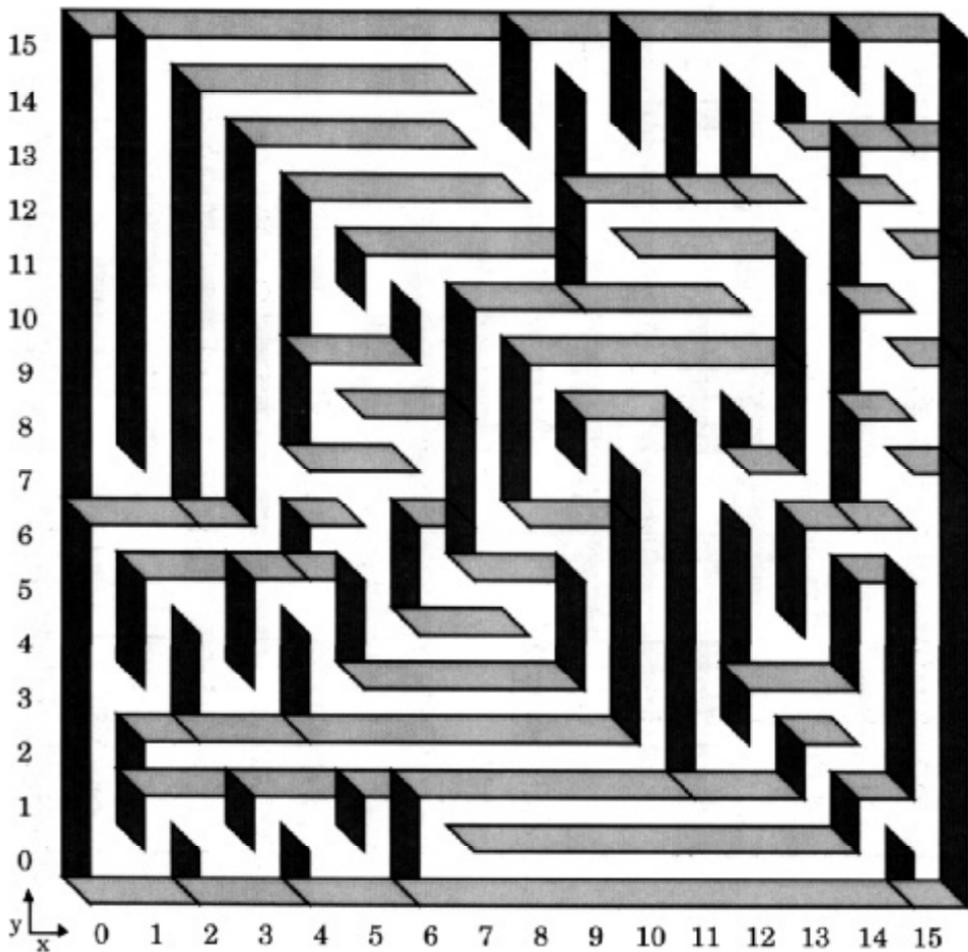
This maze-like dungeon holds treasures that augment the abilities of both Robbers and Clerics. Lord Hoardall keeps these items to insure that he has the upper hand on the people most likely to take money from him. For some strange reason, Hoardall also has taken a dislike to Elves, and has a device which discriminates against that elder race. If you wish, exchange Might for Personality. Avoid darts whenever possible.

Hoardall's Dungeon, Level 2



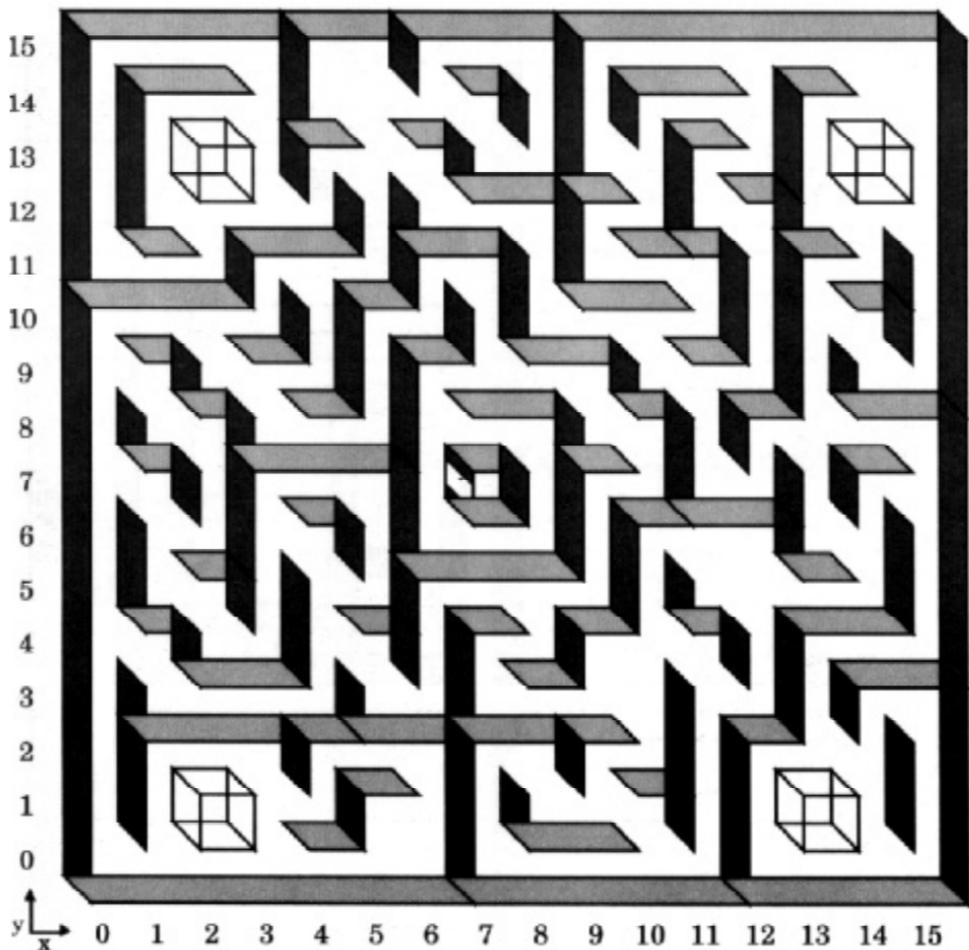
Lord Hoardall wants no visitors in this dungeon and has thus made it near impossible for adventurers to travel about. It is rumored that in addition to the artifacts for Robbers and Clerics and the rewards for non-Elves, there is also a pool which makes all Neutral and a legendary fountain which allows you to exchange gems for experience. It is further known that Personality can be traded for Luck.

Peabody's Dungeon, Level 1



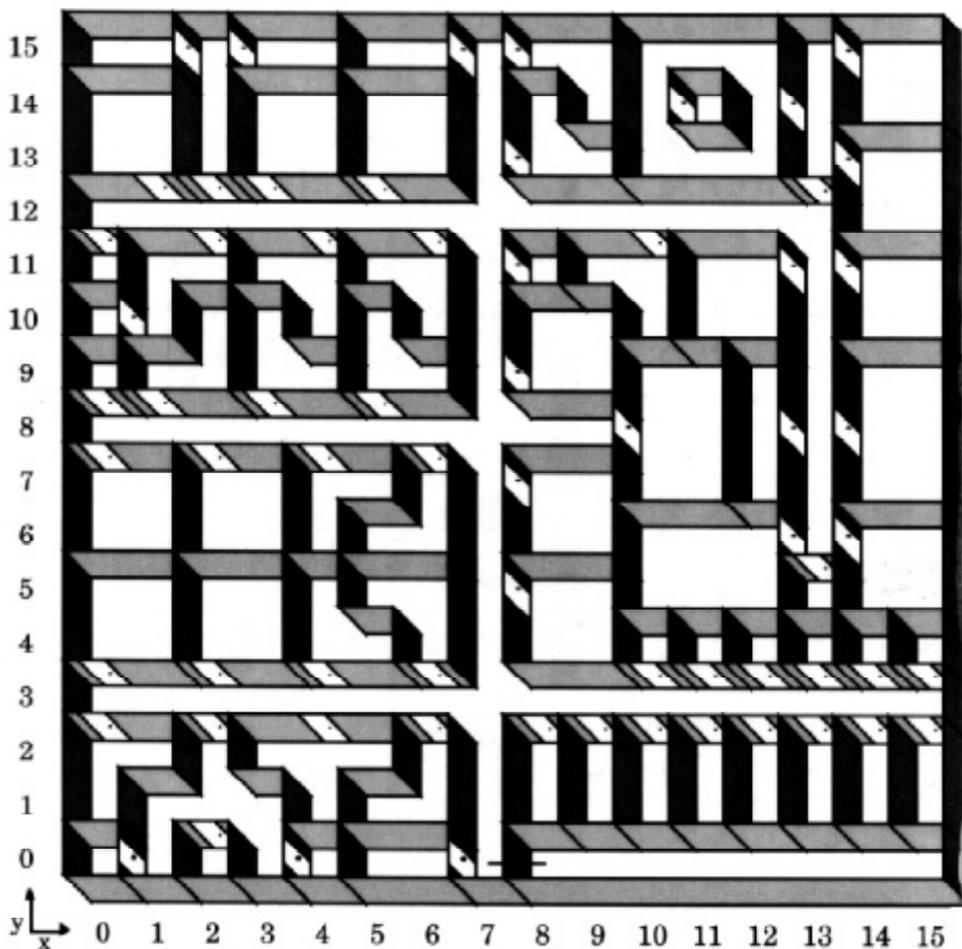
As Lord Peabody's castle is filled with arcane traps, so is his dungeon. Watch your spell points when you travel through these dank passageways. This confusing maze hides objects useful to both Knights and Paladins not present. Accuracy may be gained in exchange for Speed, or if you have patience, for nothing. Humans should be left behind before entering this dungeon.

Peabody's Dungeon, Level 2



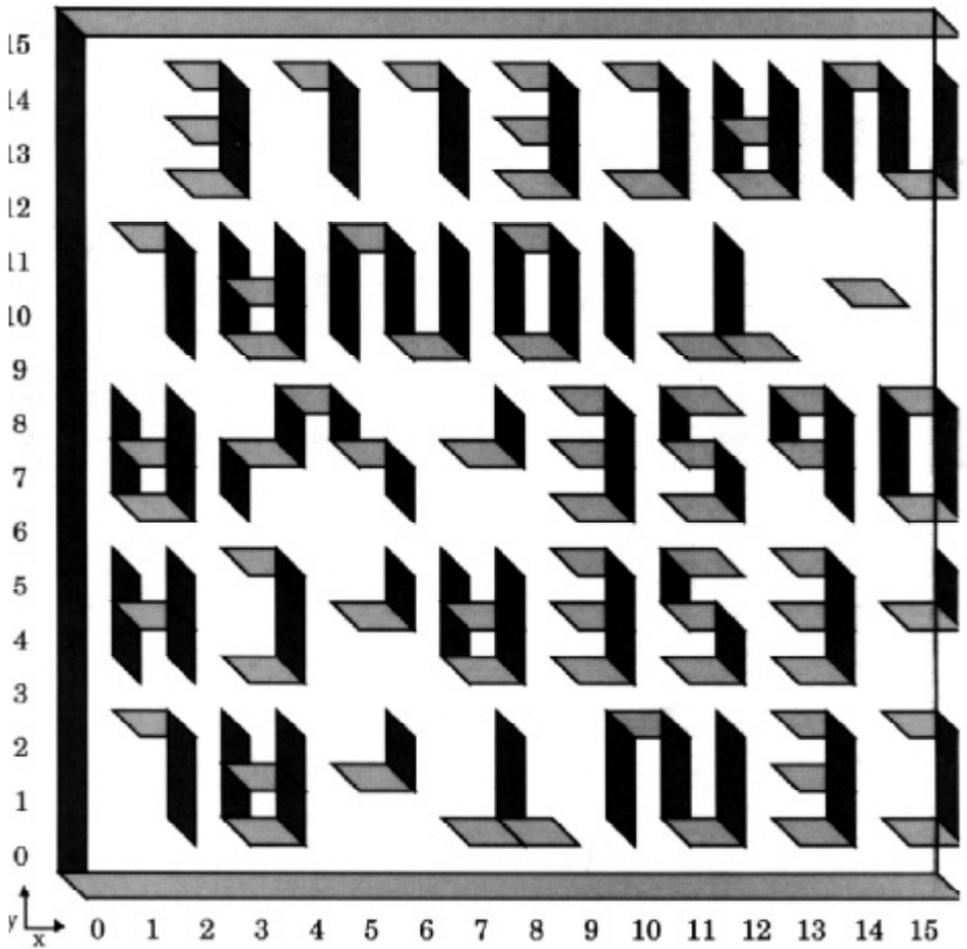
Lord Peabody's second labyrinthine dungeon leaves its treasures out in the open, but only the most powerful and innovative adventurer can gain access to them. Spell points turn to naught here, yet all spells can be learned for a steep price in the dungeon. Knights and Paladins, as well as Humans, should be left behind when conquering this musty dungeon. Lord Peabody has left an amulet to change all to Good and a way to convert Luck into Personality.

Lamada's Dungeon, Level 1



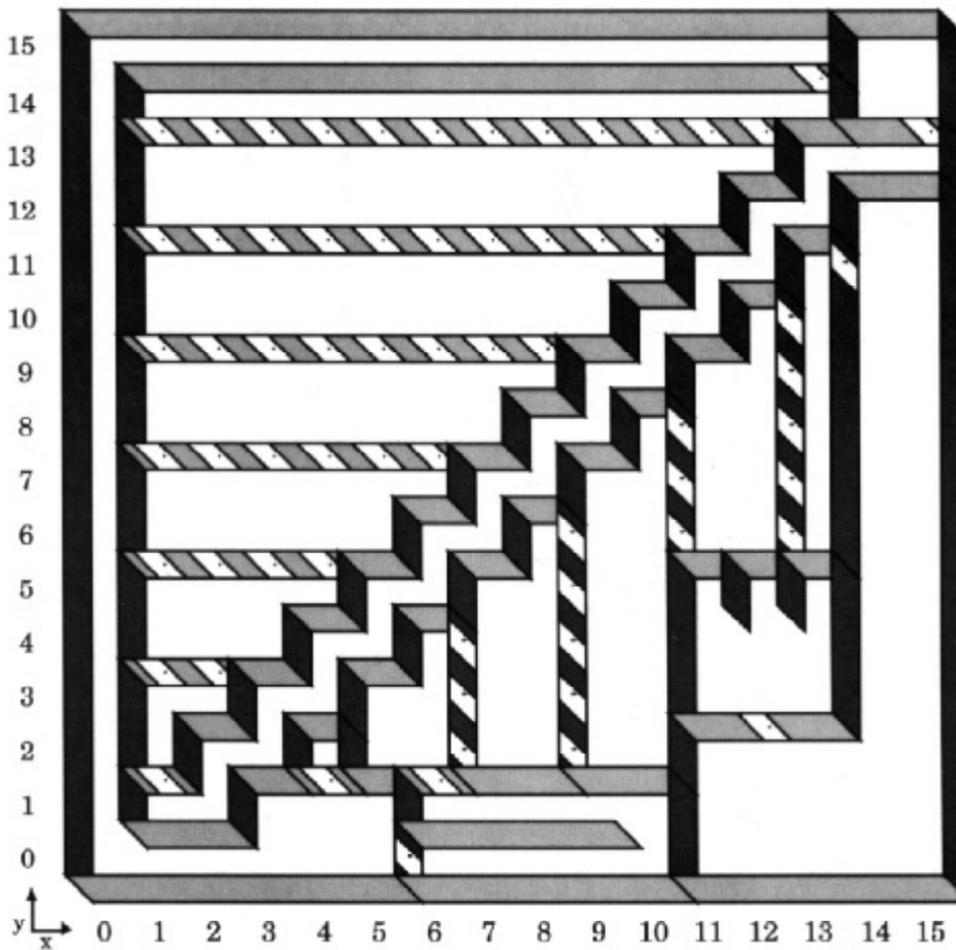
The Royal Dungeon houses some of the most incorrigible criminals in the land. Only Royal Guards are allowed free passage through this deadly dungeon. Unauthorized visitors will be fined severely. Some of the more enterprising guards have set up an exchange program, Endurance for Speed. Sorcerers and Archers should note that items are stored here for their use. Dwarves should stay away from this dungeon, if they wish to retain their party's goodwill.

Lamada's Dungeon, Level 2



This puzzling dungeon holds messages about Cron's secrets and only the most meticulous adventurer will get the entire answer. Some of the worst criminals, salesmen, have free reign in this dungeon. Among the things that can be purchased or found are a focal point for Evil, a way to exchange Might for Speed, a means of changing from Male to Female, a way to increase Hit Points if you are not a Dwarf, items useful to Archers and Sorcerers, and a mystic Hit Point Maximizer.

Tower of Mercy

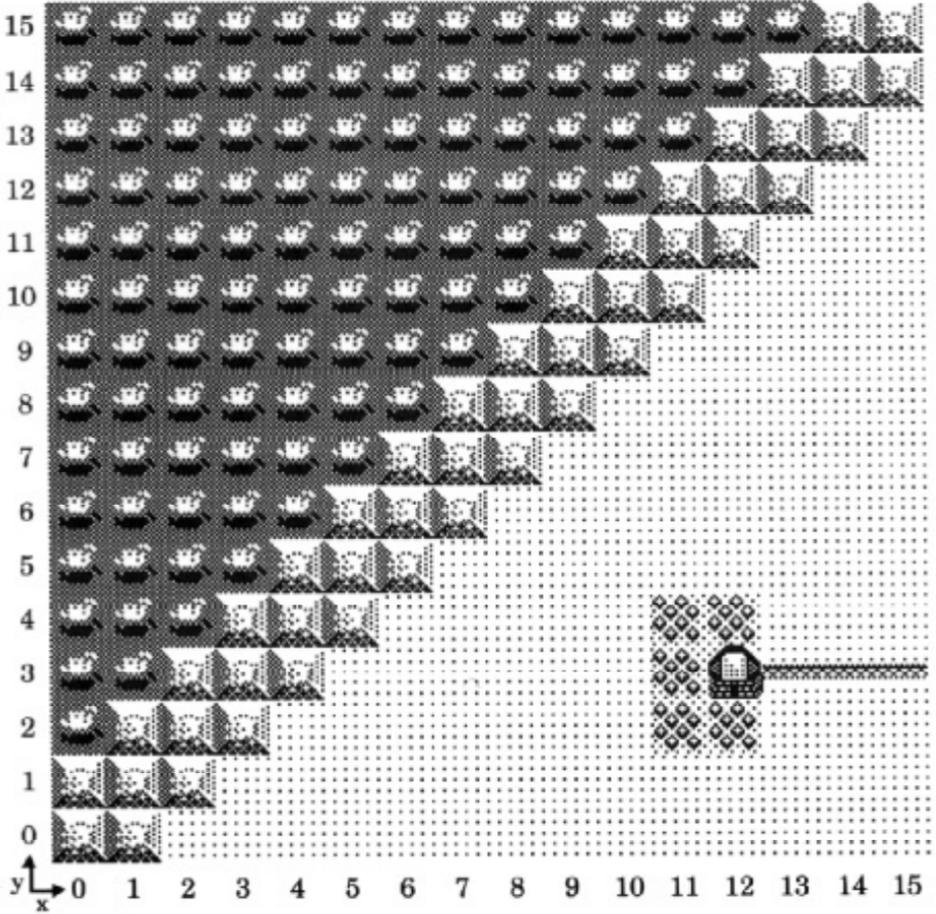


Resting on the southern portion of the Isle of the Ancients, this castle guards the secrets for manipulating the Good component of Sorcery. Stack your party with Sorcerers after visiting Mount Farview and Atlantium and wresting from them their knowledge to add to your own. Remember, choose the proper doors to walk through or fight near continuously.

Outdoor Regions

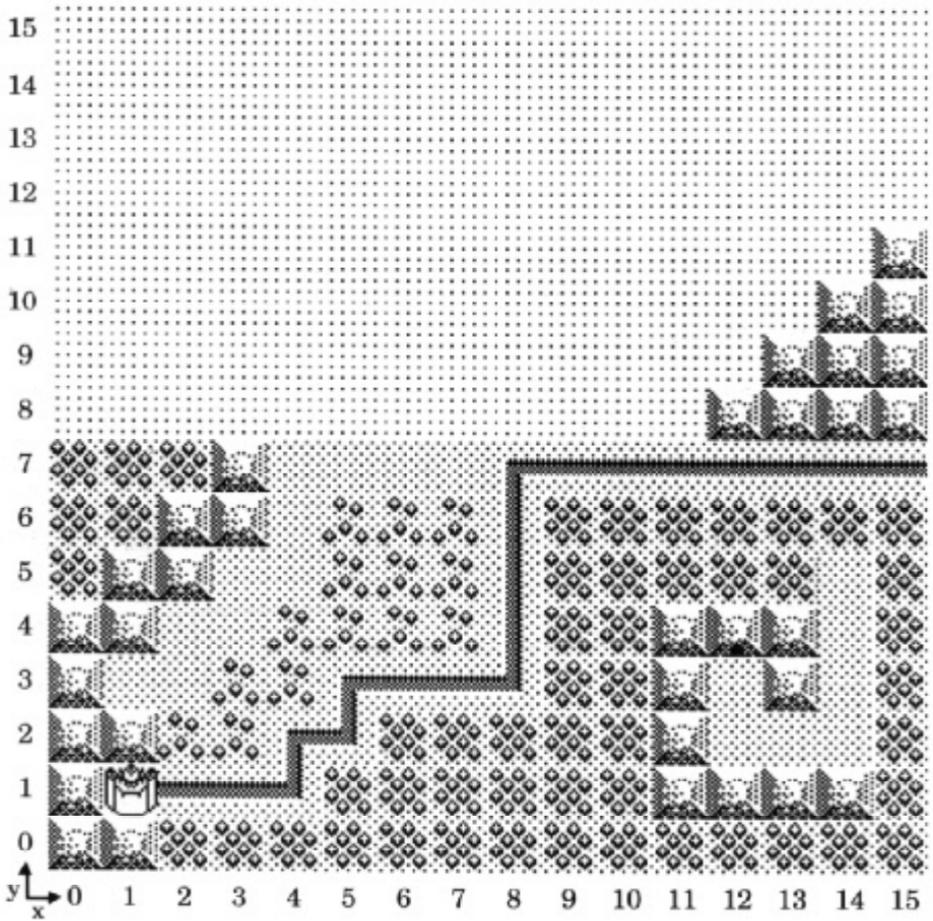
Travel cautiously when outdoors. The lords of Cron have set up a road system which is the most safe way to travel, short of magic, between towns and castles. For open, wide spaces a Navigator is necessary so as not to become lost. There are many natural hazards, distinct to each of the 20 regions that can be devastating if they catch a party unawares. Weaker parties should avoid the outdoors.

Region A1



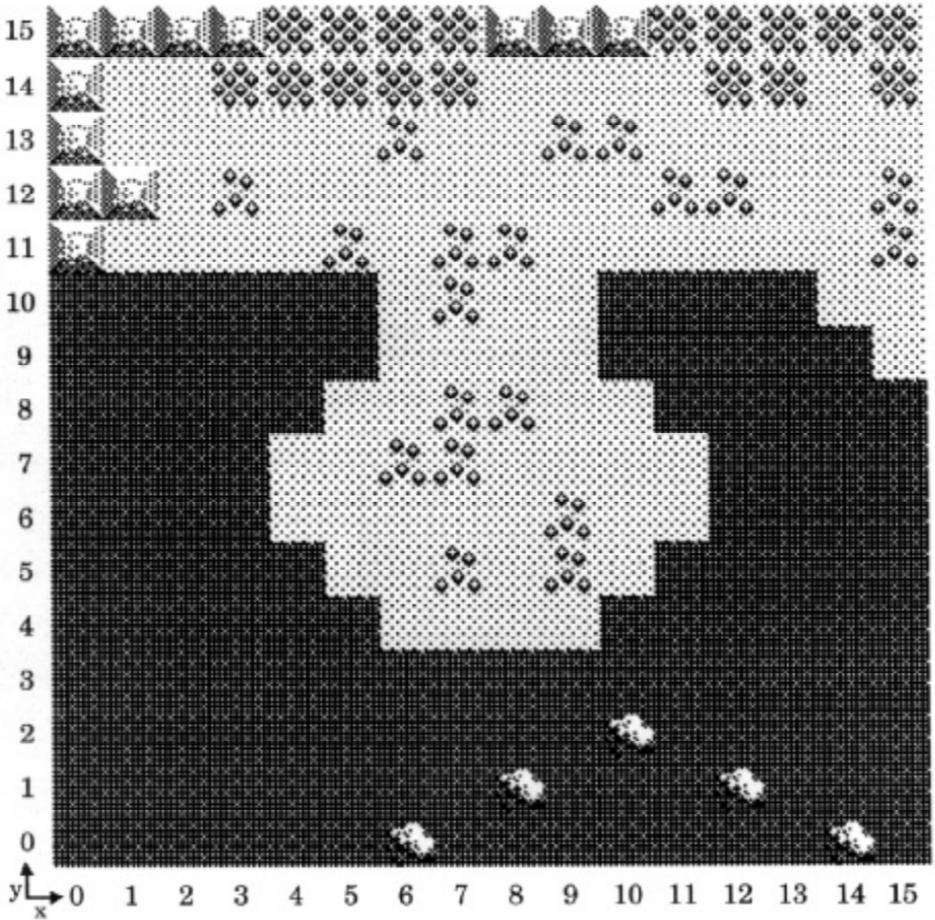
One of the four corners of Cron, anchored onto the tempestuous Elemental Plane of Air, this region is primarily a frigid wasteland. The sturdy town of Tundara is the lone outpost of civilization in the area. While travelling, stick to the road as blizzards, snow drifts, and avalanches ravage this desolate province.

Region A2



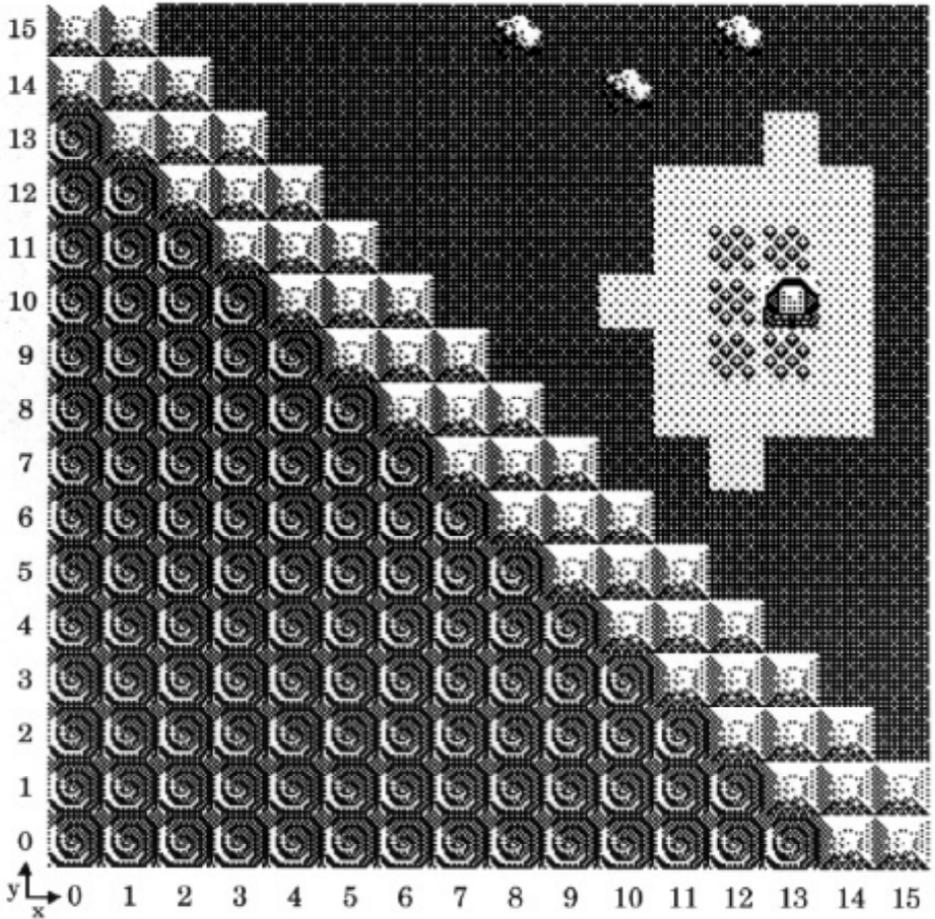
Castle Pinehurst, the westernmost seat of civilization and authority, rests in this bizarre, half tundra, half timberland terrain. Surrounded by the evil Sarakin's Mine, a focal point of evil spirits waiting for the foolish to entertain them, and the dreaded Death Spider, responsible for keeping the area free of corpses and living bodies. Lord Peabody erratically maintains order in this, his immediate domain.

Region A3



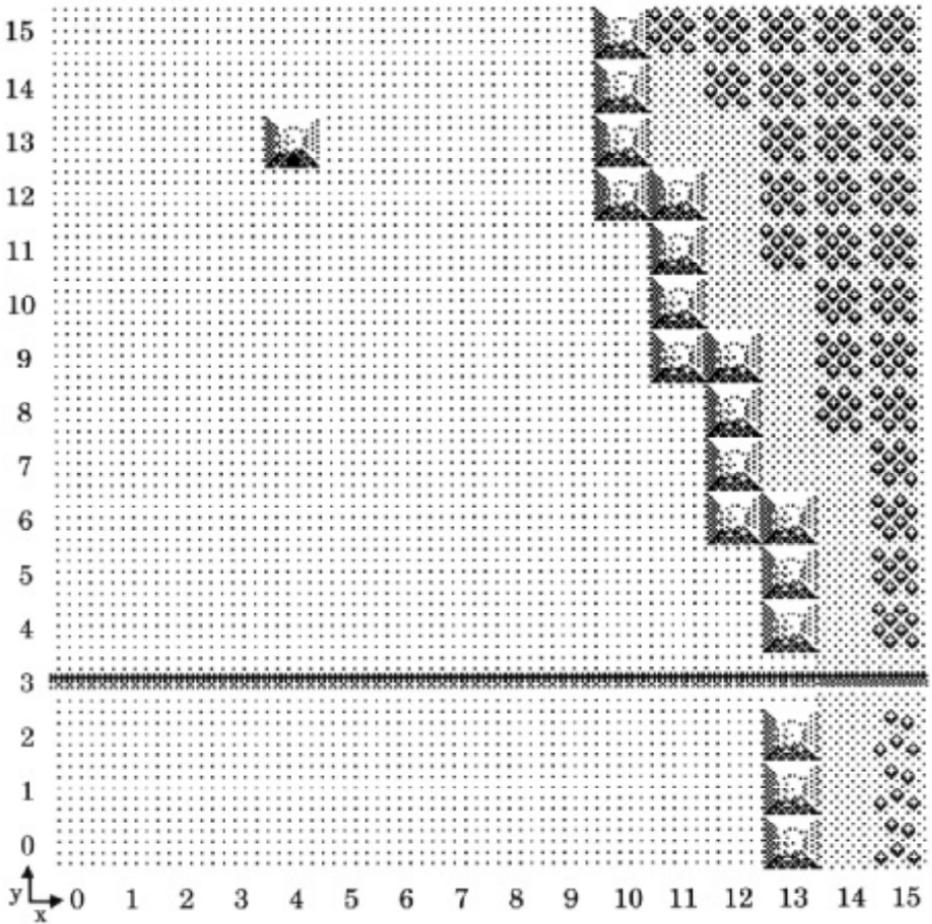
A truly grisly region. Corpses line the seashore as the fearsome Siren causes more and more shipwrecks in the treacherous waters, complete with tidal waves and whirlpools, around the Petrified Peninsula. On land, flying dragons swoop down on the unaware traveler for an easy meal. Many adventurers have met their doom here, believing themselves stronger than they actually were.

Region A4



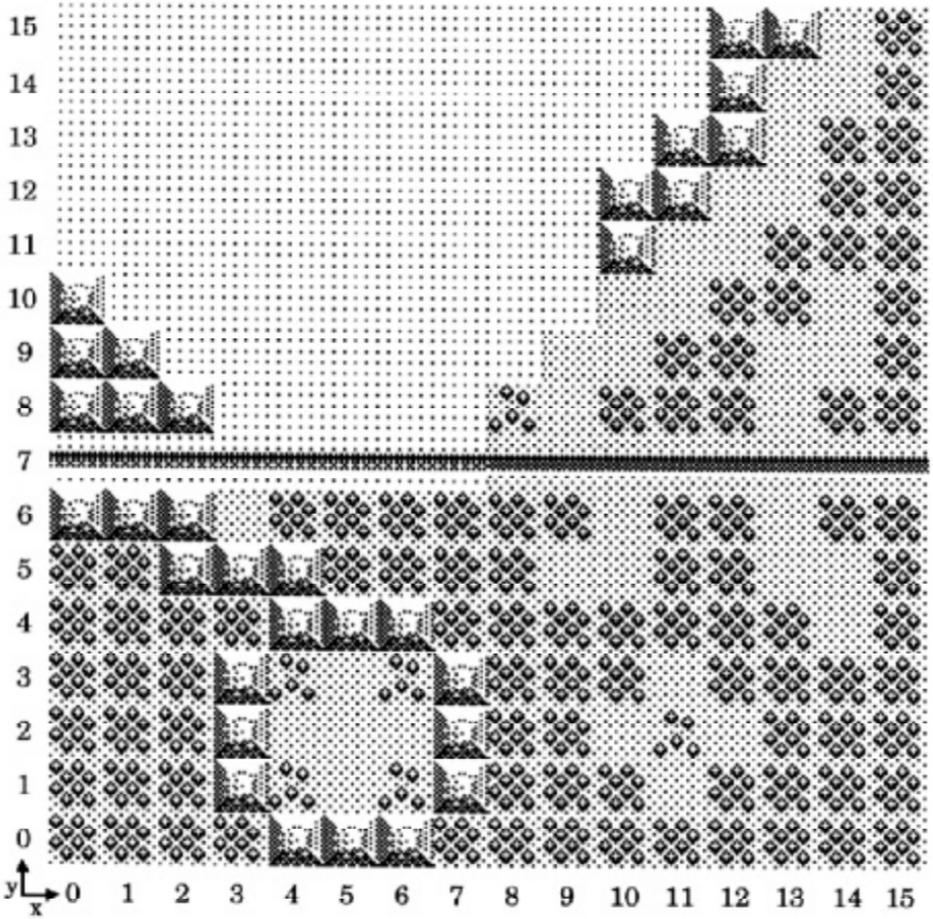
Waves of water seeping in incredible quantities from the Elemental Plane of Water make this aqueous region a popular place for the watery death of mighty travellers. Perhaps the only reason to journey here is to visit proud Atlantium, most sophisticated of the five cities. Rumor has it that the Pearl Islands are a source of great wealth for the city's mining crew.

Region B1



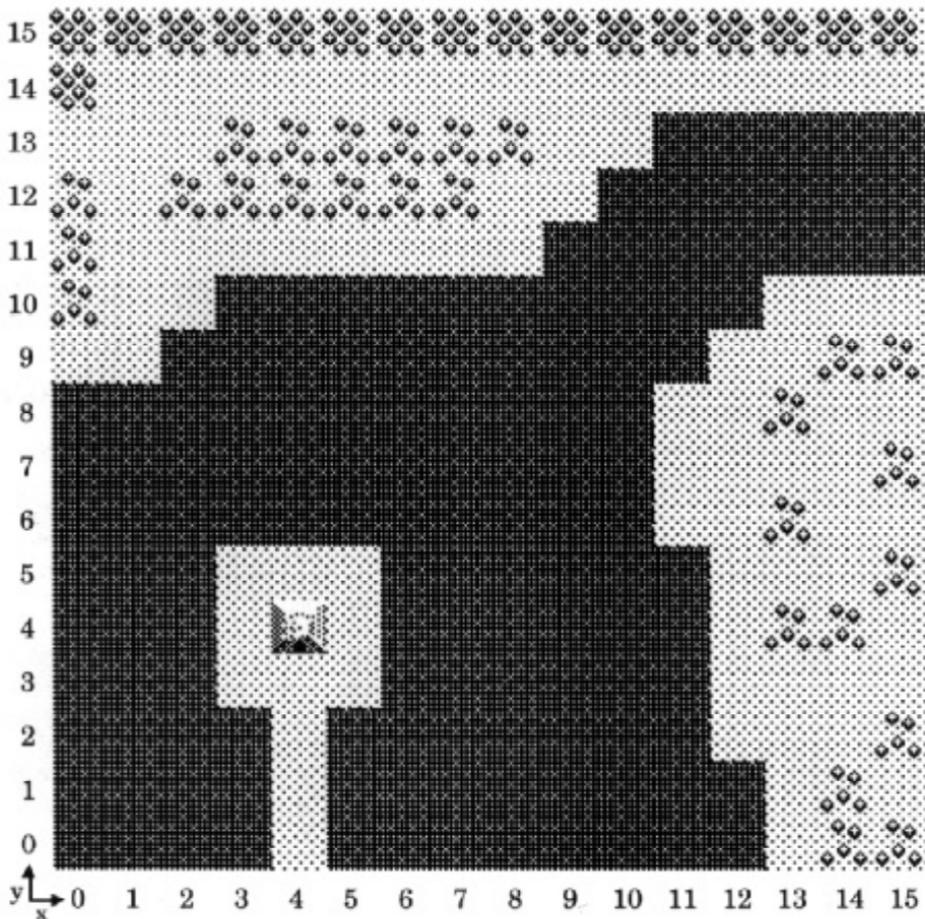
Perhaps the most mild tundra region, Fortress Haart, home to an ancient noble line, rests in this inhospitable, icy zone. A majestic Pegasi is said to live here, waiting patiently to aid the true saviors of Cron. Also, a warlike group of monsters is said to conduct raids out of an arctic ice cavern hidden deep within the swirling snows.

Region B2



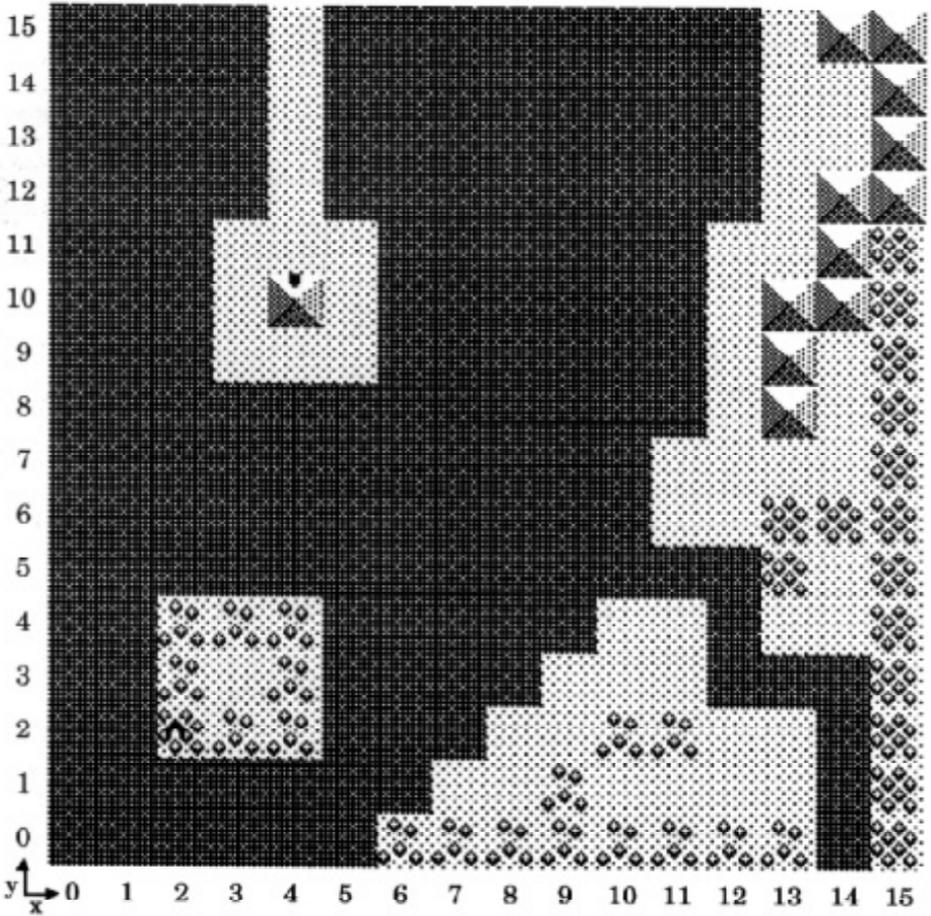
One month out of the year, the fabulous Circus sets its tents up in this pleasant meeting place. Throughout the rest of the year, different groups hold conventions and meetings in the Falcon Forest. It is best not to disturb these meetings unless you are invited. Another person not to disturb is Baron Wilfrey, who terrorizes the wood with his fabled bow and arrow.

Region B3



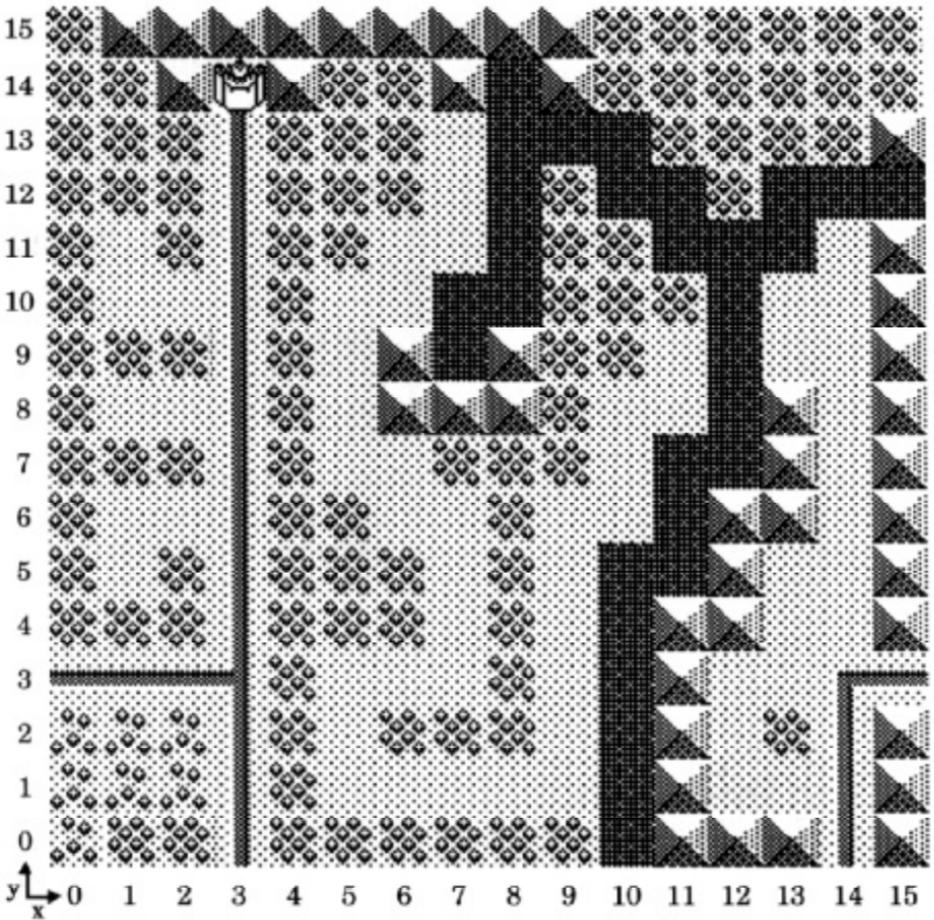
This region has two main attractions for the curious adventurer. First, the Dark Keep, home of the evil sorcerer Ybmug, rests upon the northernmost tip of the Isle of the Ancients. This forbidden tower is of particular interest to Sorcerers throughout the land. Next, the mighty Dread Knight jousts regularly here, defeating all Knights who have faced him in recent times.

Region B4



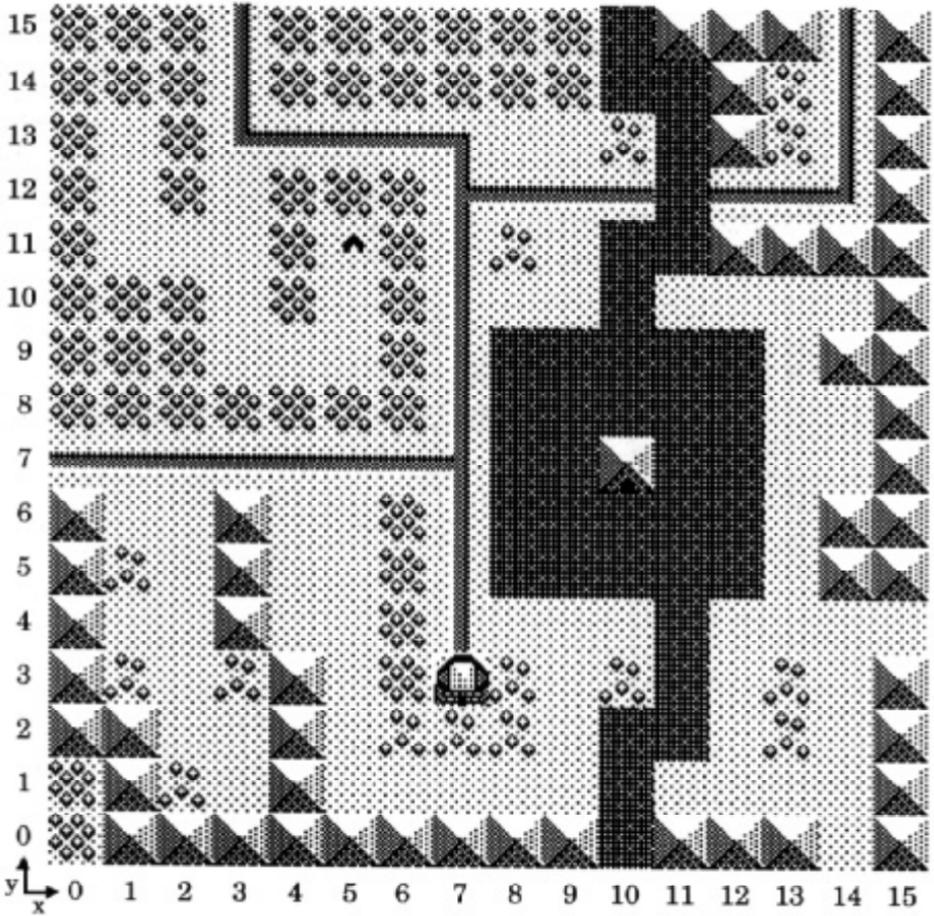
The superstar of Cron, Murray, has his world famous resort isle nestled in the lulling waves of the gentle ocean. The aged and beaten party will find relaxation and solace in kindly Murray's hot springs, gym, and other leisure-minded activities. Also of note is the good wizard Yekop's Tower of Mercy, located on the southern tip of the Isle of the Ancients. For the curious, visit Native's Cove, where cannibalism still thrives.

Region C1



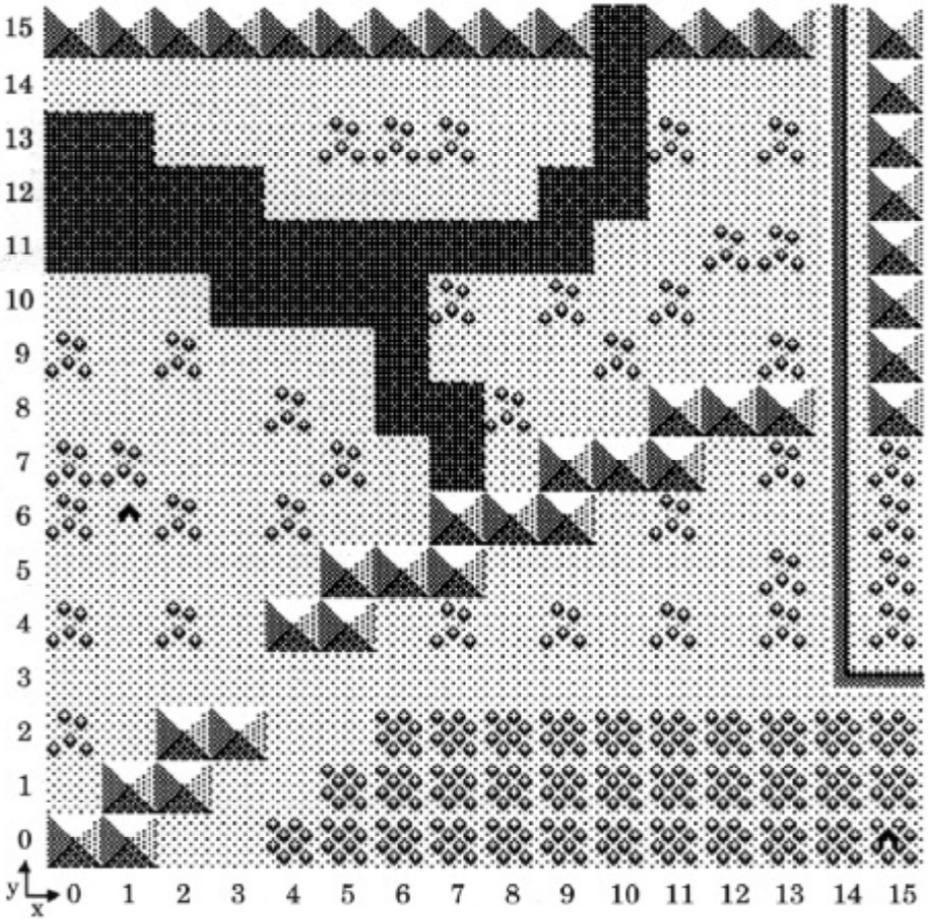
Castle Woodhaven, home to avaricious Lord Hoardall, guards the northernmost of the realm's frontiers. His job as peace-keeper is difficult at best, as his immediate neighbors are the vile undead of Lost Soul's Woods and Corpse Creek. If you seek action, visit the Hermit of Beggar's Grove and help him recover what he has lost. Lastly, this region is loaded with magic, so be aware of any opportunities.

Region C2



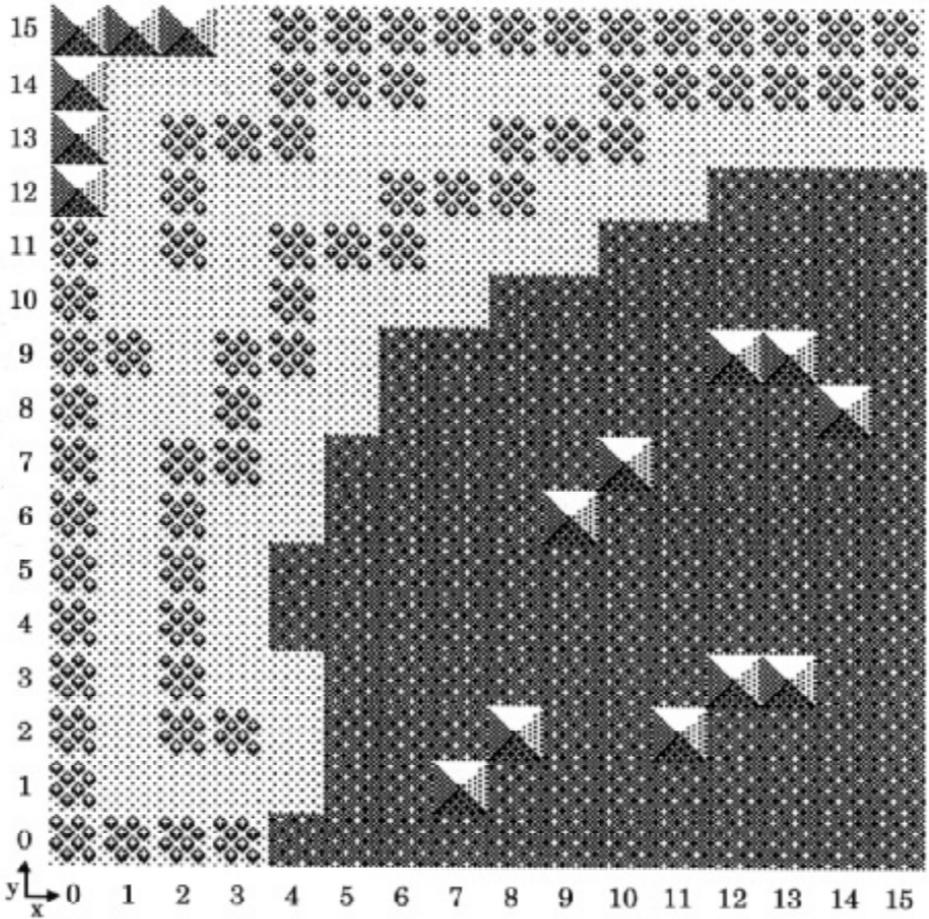
The hub of Cron, the town of Middlegate serves as the center of trade and commerce for the civilized. As a result, enchanted roads lead to all land-bound towns and castles in the realm. Many interesting locales are to be found here. Square Lake, shrouded in dire mystery, ruins of Mystic Castle Xabran, destroyed by the Elemental Lords, and abandoned Corak's Cavern all lie nearby, waiting to be explored.

Region C3



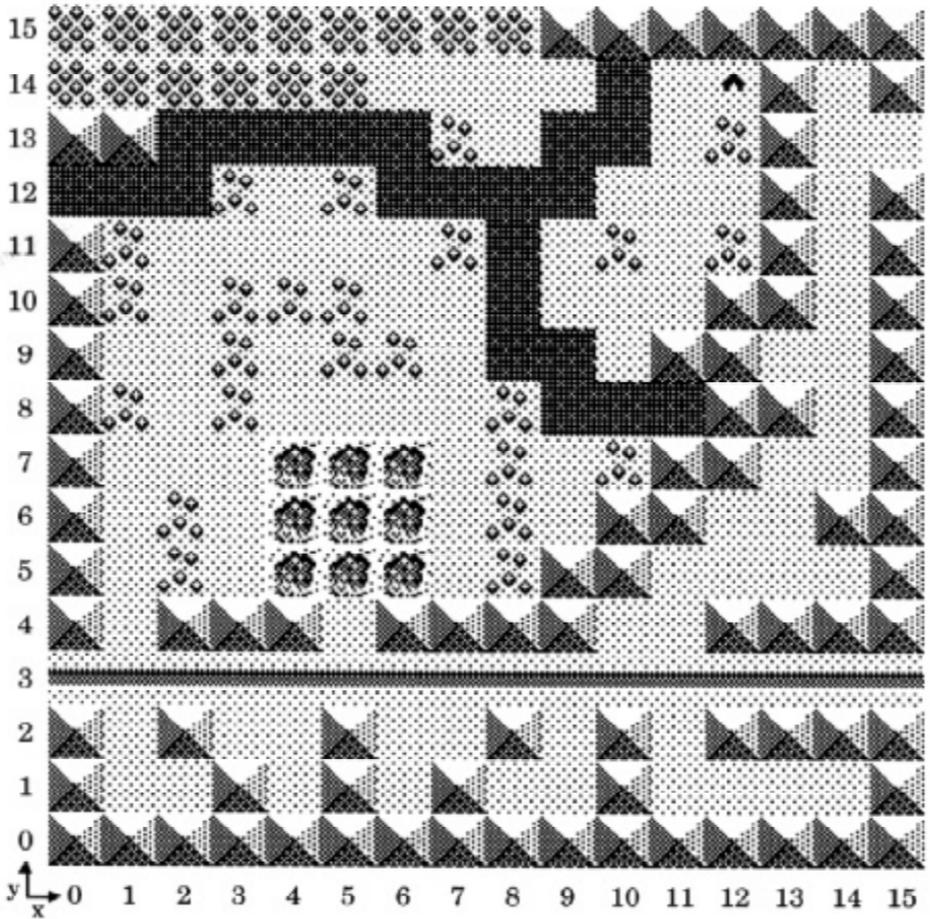
The inherent evil of the Forbidden Forest intrudes upon the natural calm of Druid's Point. The druids have set up a defensive perimeter to defend against the evil menace. Of special note to inquisitive travelers is Murray's Boat Ride. Simply make reservations in Middlegate, embark at the dock, and see Cron as it should be seen - at a distance.

Region C4



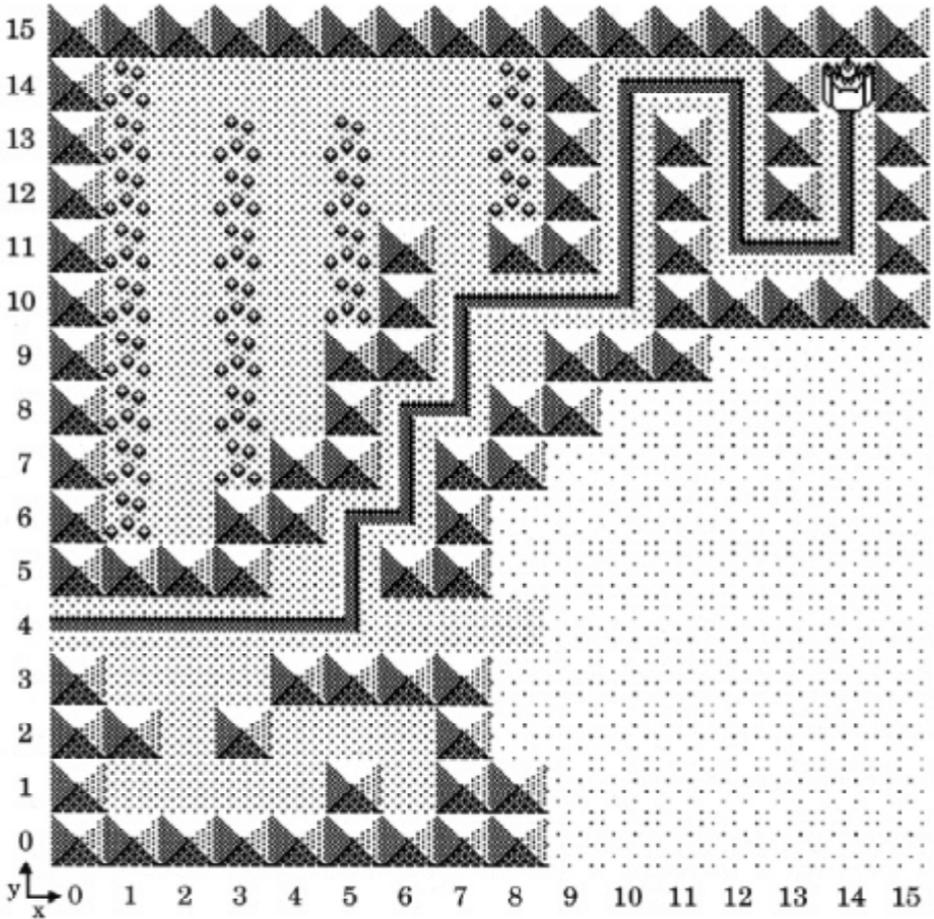
On the west, Barbaric Hills, on the east, Quagmire of Doom. This is not a region to take young, inexperienced adventurers. King Kalohn fought the Mega Dragon in this once fertile savannah turned swamp and ever since evil has flourished here and throughout Cron. Watch where you step, for quicksand and sinkholes abound.

Region D1



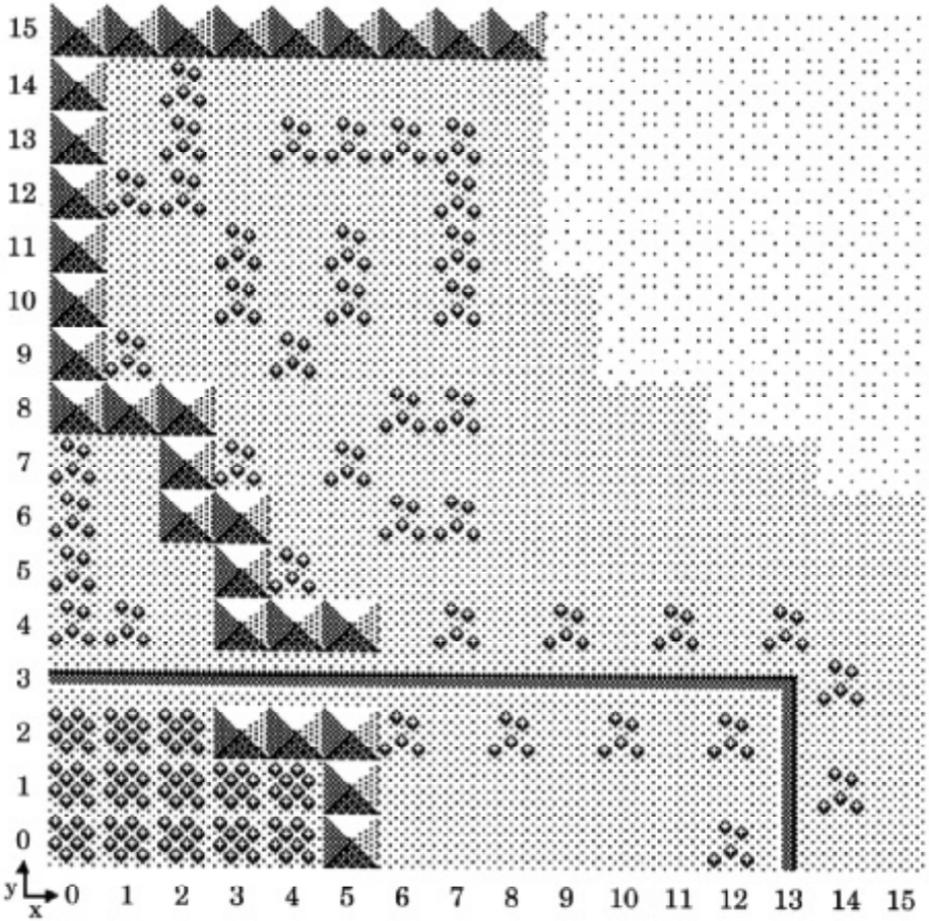
An area of great peril, this is where King Kalohn blasted a mountain to defeat the four elemental lords. The derivative of the battle is the Dead Zone, a tract of land so ruinous that to enter it is to die. And ensconced in the hills bordering this fatal area is Dragon's Dominion, the realm of the majestic dragons of Cron. And to complement the hazards of the area, Bozorc and his cluster of bandits raid travelers who journey the once safe Queen's road.

Region D2



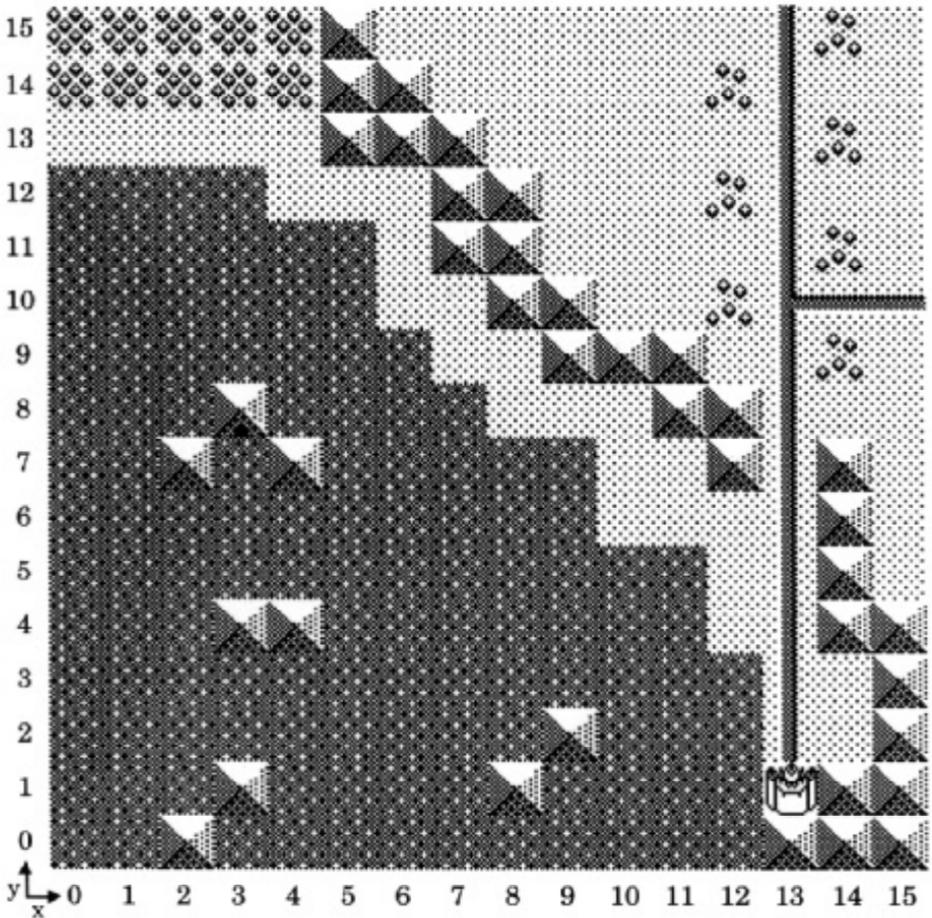
The capitol and seat of government of all Cron rests here, in Luxus Palace Royale. Queen Lamanda rules the realm with a tremulous grip. On the road to the palace, her brother, the audacious Mandagual, has set up a toll station in direct conflict with Lamanda's wishes. The only people above the Queen's jurisdiction, the Jurors of Mount Farview, also hold court in the region. Stay away from the desert, for it is not heedlessly named Desolation.

Region D3



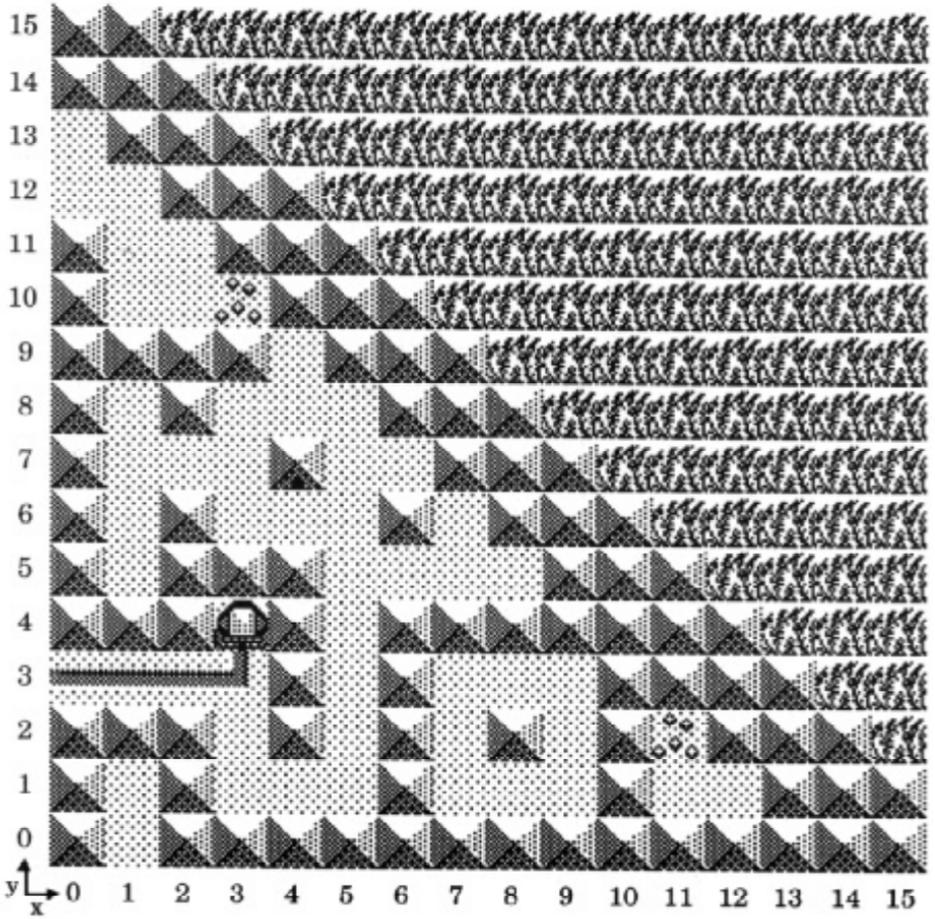
This vacuous region does not have too much to offer the swashbuckling adventurer. The supreme Mr. Wizard studies in the Arcane Wilderness, hoping to find the rumored Lich Lord who dwells within its confines. He offers his services for a steep fee, but knows every spell in existence. The only other inhabitant of the area is a rather crazy old man who once worked in the Circus. Converse with both characters, as they have much to offer.

Region D4



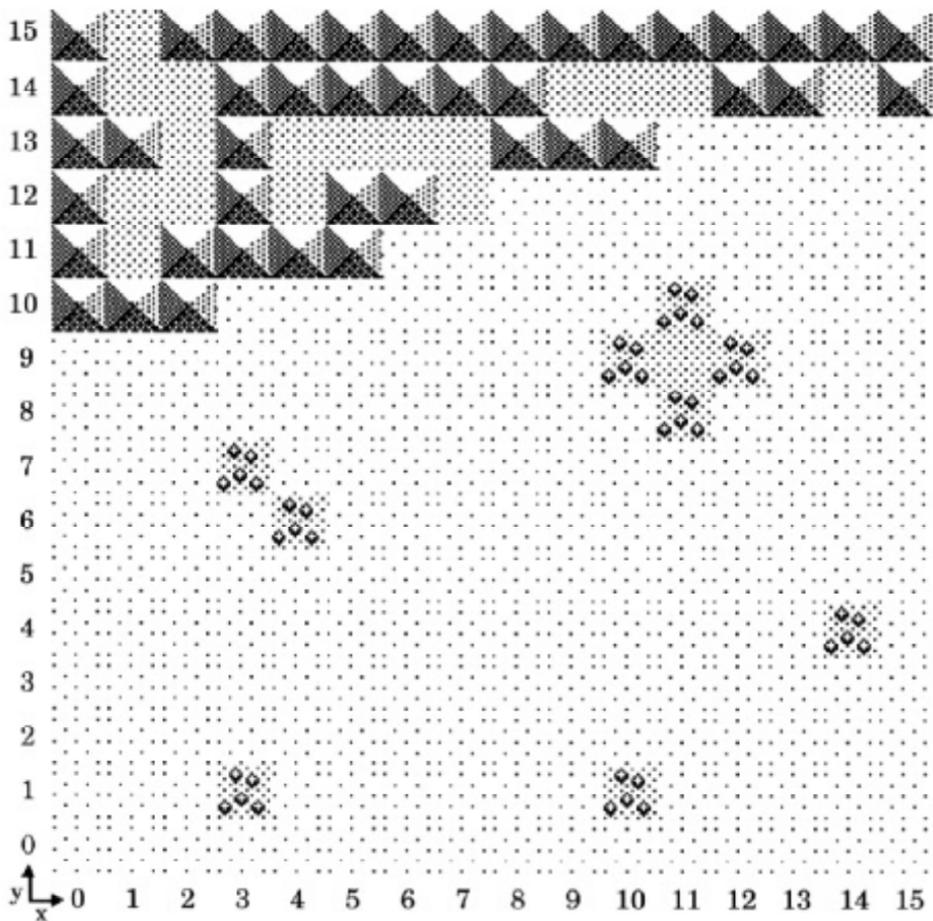
Bloodthirsty Lord Slayer decided to build grim Castle Hillstone, Guardian of the Southern Realm, on the border of the Quagmire of Doom and Dawn's Mist Bog so that he could go to battle frequently. He certainly chose the right place, as monsters constantly traverse in and out of Dawn's Mist Cavern, more often than not to the Quagmire itself. Slayer has had problems recently with farmers, and recommends that citizens do not tour any.

Region E1



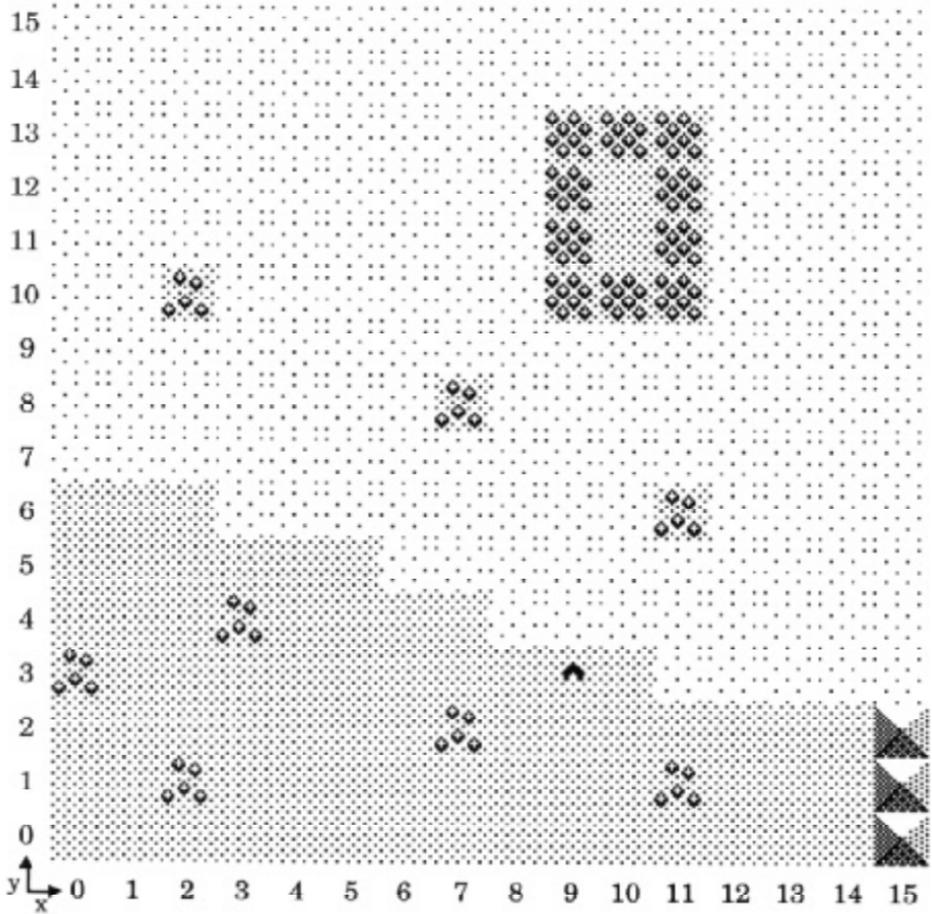
This explosive region is riddled with volcanoes and lava pools creeping from the Elemental Plane of Fire. The arid town of Vulcania lies beneath the shadows of many dormant volcanoes, offering a safe place for expeditioners to linger. One should not stray from the roads, unless complete immunity to heat and fire is gained.

Region E2



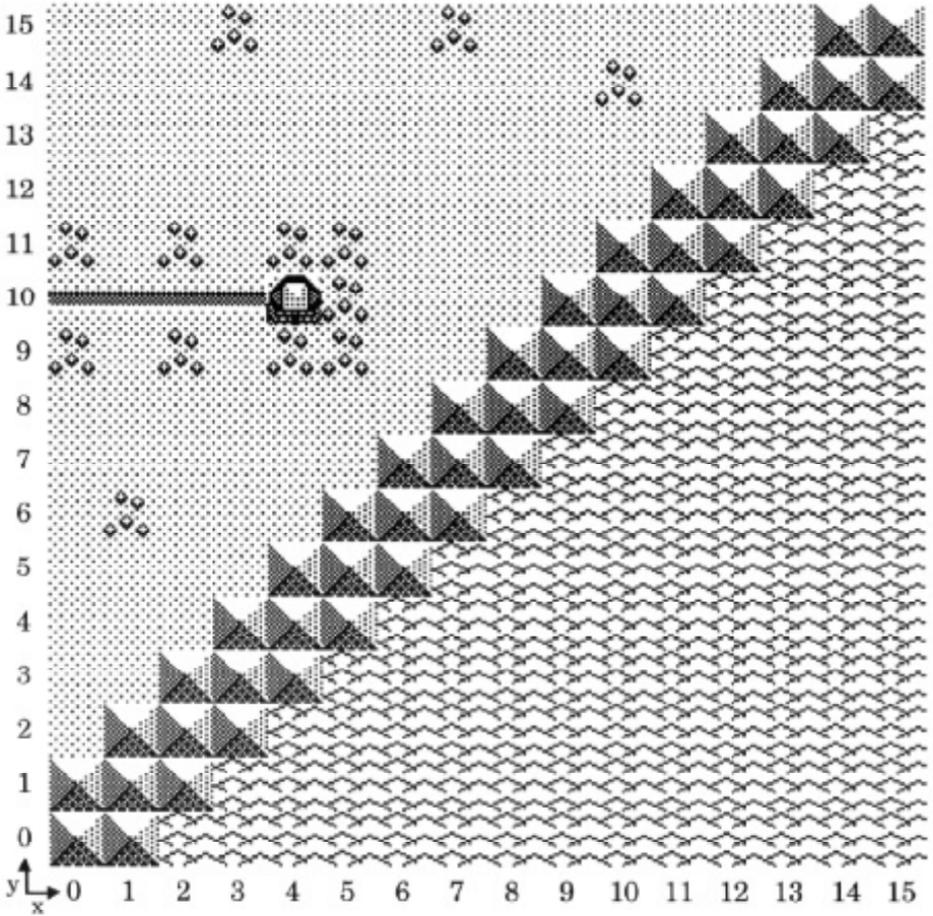
This is the singlemost deadly region in all of Cron. Thrill-seeking adventurers will have many battles of which epic sagas could be made. The Desert of Desolation also offers two interesting resort areas, though only the most staunch and fearless characters can appreciate what they have to offer. A Navigator is a necessity for travel.

Region E3



Earthquakes and sandstorms ravage the barren countryside as monsters patrol the area seeking food. Concealed on the desert border, the Nomadic Rift Cavern offers escape from the patrols and civilization. The Inner Limits is rumored to do both great harm and great good, dependent upon previous actions. Walk carefully here.

Region E4

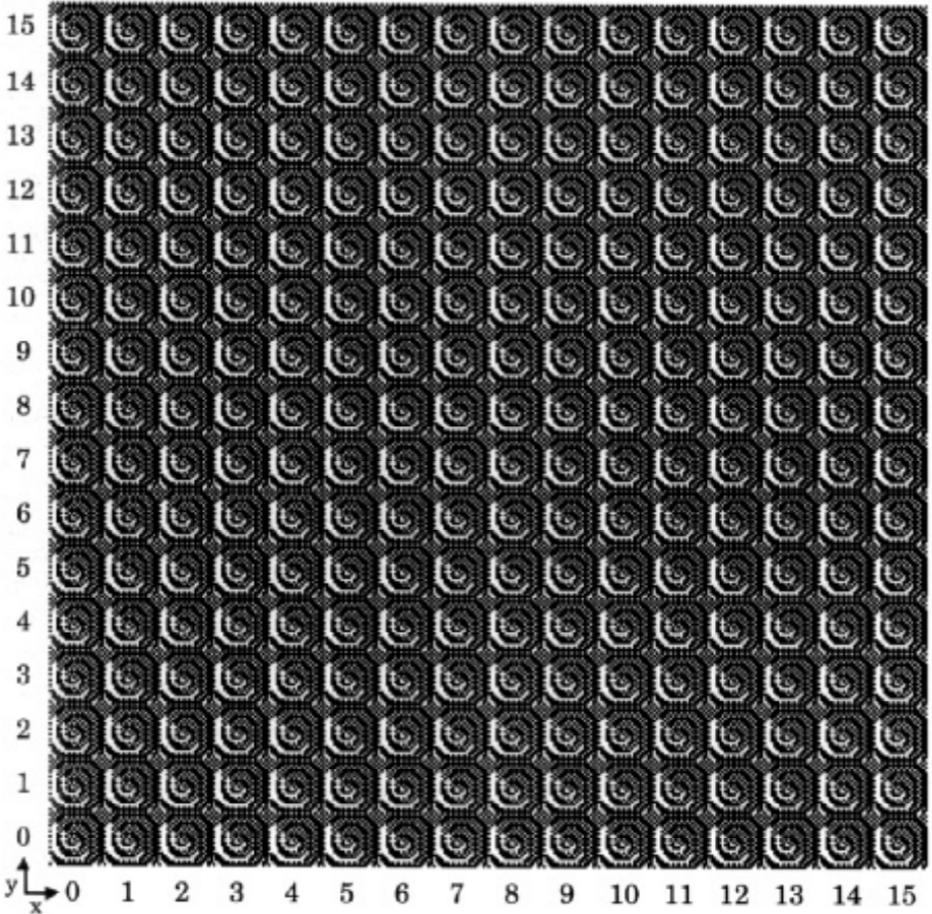


Sandsobar, the most decrepit and deprived of all Cronian cities, brazenly sits in the shadow of the Elemental Plane of Earth. Though rocked occasionally by earthquakes, this region is surprisingly safe and sedate. This is a good place for young travelers to visit.

Elemental Planes

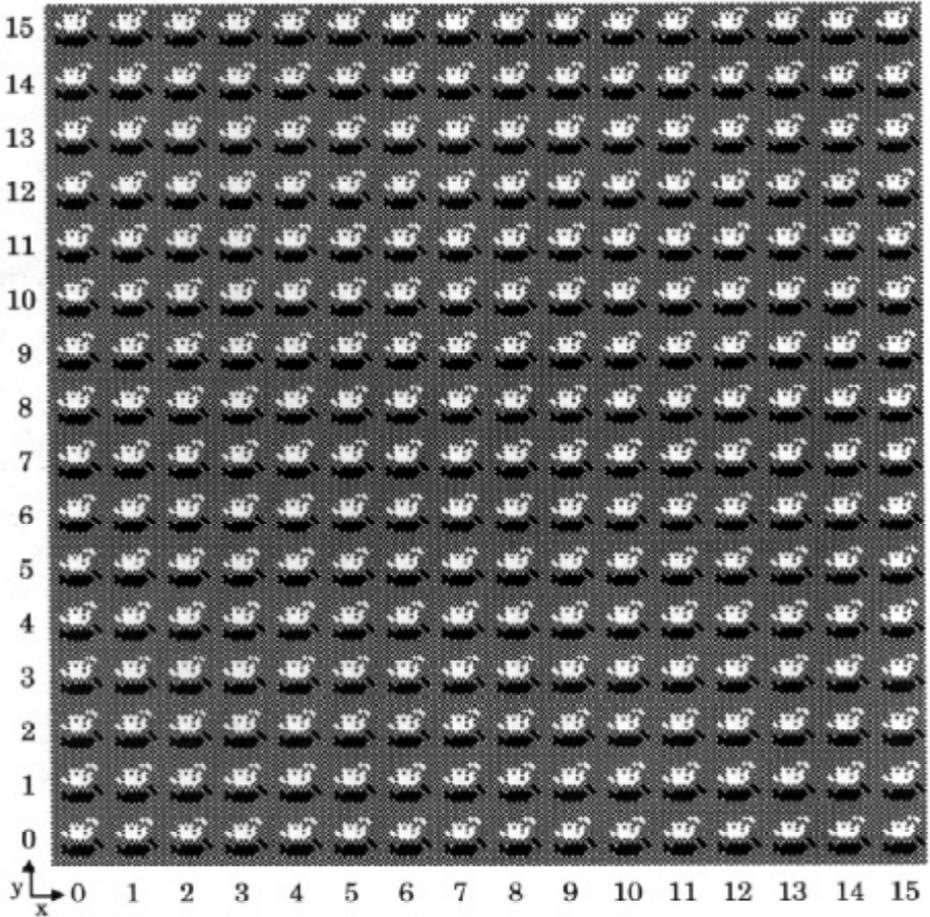
The four elemental planes are perhaps the most deadly locales in Cron. Special preparations must be made prior to expeditions, for each plane is composed entirely of its element, making it very difficult for non-elementals to get around. Each elemental lord can perhaps destroy any adventurer foolish enough to challenge his supremacy.

Elemental Plane of Water



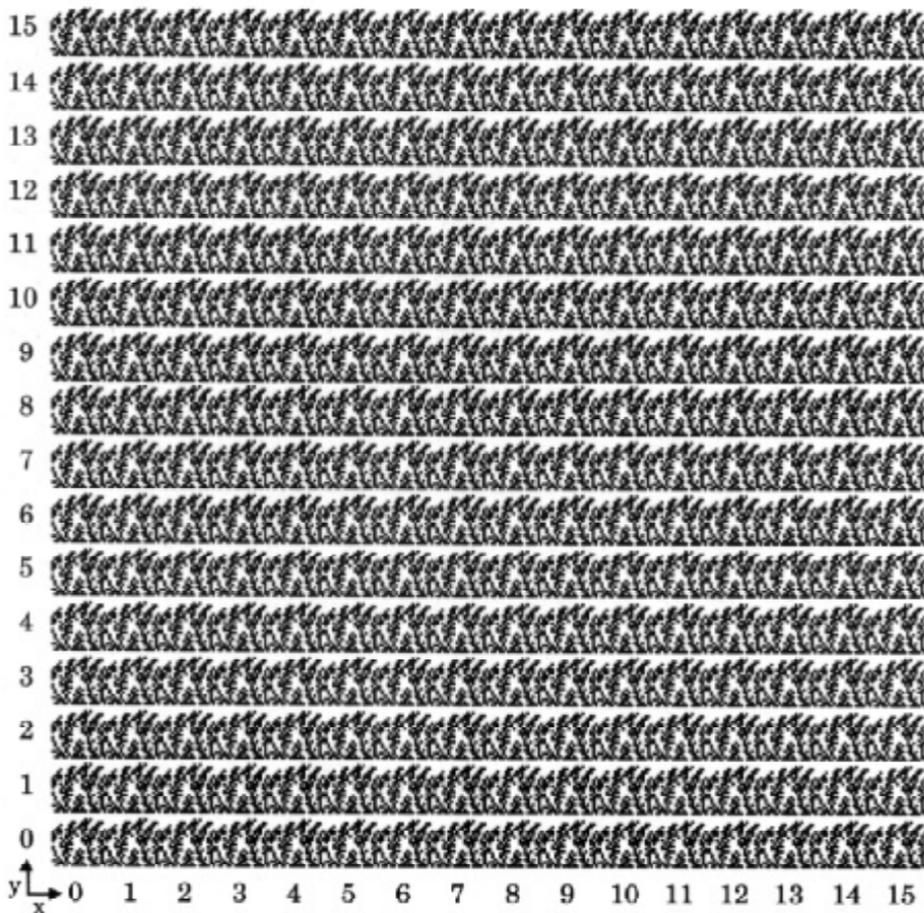
Mighty Lord Acwalandar is best avoided on this, his home plane of existence. He keeps many minions on hand for amusement and protection. Adventurers are advised not to visit this endless stretch of water unless they are extraordinarily powerful. Of course, Lord Acwalandar also guards a coveted talisman of power, nestled in a hidden shrine somewhere on the plane. If you seek exit from here, rest.

Elemental Plane of Air



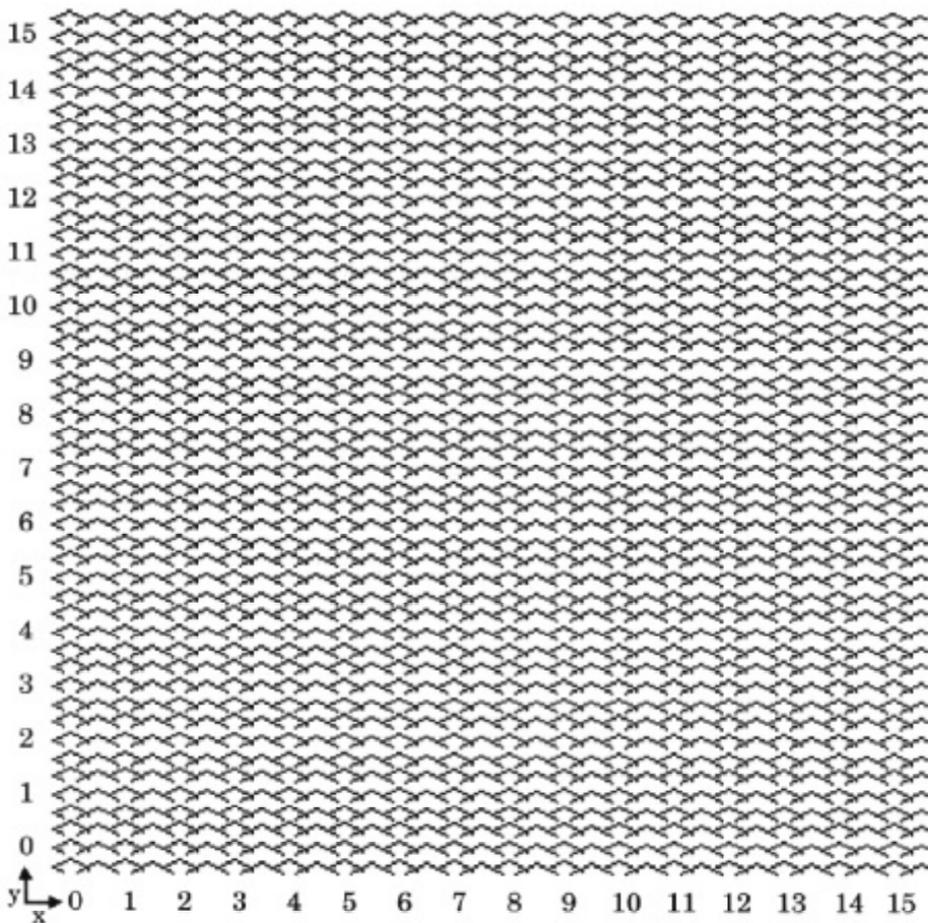
Flighty Lord Shalwend discourages adventurers from travelling to his airy plateau by having a vast number of patrols scour the area for humanoid life. Hence, only the foolhardy come here voluntarily. Rumor has it that, a mystic temple houses a powerful device which allows control over Air itself. If you seek exit from here, rest.

Elemental Plane of Fire



Sadistic Lord Pyrranaste encourages brutality and fighting among his subjects. He believes it builds character in his minions. It also makes the Elemental Plane of Fire a dangerous place to stay. A flame-guarded mosque is believed to hide an arcane amulet of destruction. If you seek exit from here, rest.

Elemental Plane of Earth



The Imperial Lord Gralkor, former Tyrant of Cron, does not allow admittance to his kingdom by non-elemental creatures. Nevertheless, many come to seek a powerful shrine which houses an earthen charm of high potency. None have found it and lived. If you seek exit from here, rest.

Clues and Hints

There are many details that have to be sorted out in the world of Cron. Formidable quests must be completed, potent artifacts must be recovered, and personal power of all manners and forms must be earned and then augmented.

Following is a compendium of all of the most useful hints and clues necessary to adventure in Cron. The most basic clues are listed plainly, with exact location and coordinates given. Also, the more difficult goals are listed clearly, as simply arriving at the objective is an arduous task in itself and once you arrive, you discover that you were supposed to bring a certain something with you. The difficult and most important clues have been encoded, so that the casual glance does not ruin the rest of the game.

Happy adventuring and good luck!

Messages

There are three different encoded messages spread across Cron. Yellow eases travel while Green and Red help the adventurer save Cron.

Green Message:

1. B2 X14, Y9
2. B3 X12, Y2
3. B2 X14, Y5
4. B3 X12, Y9

Red Message:

1. Fire X6, Y15
2. Water X0, Y8
3. Earth X7, Y0
4. Fire X15, Y7
5. Air X0, Y7
6. Earth X9, Y6
7. Water X8, Y0
8. Earth X15, Y8
9. Air X7, Y15

Yellow Message:

1. E3 X7, Y2
2. E4 X2, Y11
3. D3 X13, Y4
4. D4 X12, Y10
5. E4 X7, Y15
6. D4 X14, Y15
7. B3 X5, Y10
8. E3 X0, Y3
9. D3 X8, Y2

The messages need to be decoded in a specific order. Learn the proper order by using the corresponding interleave.

Green Interleave:

Cavern below Middlegate
X8, Y14

Yellow Interleave:

Castle Xabran
X13, Y12

Red Interleave:

Castle Xabran
X13, Y4

The Significance of Keys

Throughout Cron, keys play a major role. Between the different colored keys, Mark's Keys, and the Castle Key, many locks will be opened.

First of all, the Castle Key comes into play. In order to gain easy access to each castle, the key must be shown as a pass. To obtain the key, see first the Wizard Nordon in Middlegate and then his sister Nordonna. Upon completing Nordonna's task, she will explain all.

Next come the four colored keys, Green, Yellow, Red, and Black. A locksmith selling one type of key can be found in each town, save Tundara which has none. In each of the four major castles, Hillstone, Pinehurst, and Woodhaven, as well as Luxus Palace Royale, there resides a Bishop of similar color to each key. Each key frees the corresponding Bishop from imprisonment. However, greater rewards can be reaped if for each color the party first wins battles in every one of the three combat arenas. For example, a party which has obtained a Green Key then proceeds to fight Green Ticket battles in the Arena, Monster Bowl, and Colosseum. They then free the Bishop of Green Battle from his incarceration and receive a hero's reward. Find the Bishops as follows.

| | |
|--------------------------|-------|
| Bishop of Green Battle: | |
| Castle Woodhaven | 10,6 |
| Bishop of Yellow Battle: | |
| Castle Pinehurst | 13,3 |
| Bishop of Red Battle: | |
| Castle Hillstone | 11,4 |
| Bishop of Black Battle: | |
| Luxus Palace Royale | 14,14 |

Finally, Mark's Keys must be found. Before this, Mark himself must be sought out.

Find Mark in Beggar's Grove, Area C1 at 1,1.

Find his keys in the Death Spider Lair, Area A2 at 2,9.

There are a number of ways to raise or alter personal attributes and features temporarily or permanently in Cron. Besides magical weapons and artifacts, there are quests, creatures, stat-swappers, and pools, to name a few.

Ability Enhancement

Find the Circus between Day 140 and 170 in B2 at 14,4.

Bring a Cupie Doll to the old man in Area D3 at 7,13.

Visit the Inner Limits in Area E3 at 10,12.

Return to the Circus and raise the ability of your choice.

and/or

To become more Accurate, visit the Dungeon under Castle Pinehurst, Level One at 14,13.

In order to heighten Speed, go to Area E3 at 4,5 and enter the Nomad's Hideaway. Then, visit 0,15 in that cavern.

To increase Might, the druids of Druid's Point Cavern have a Might intensifier at 1,15.

The Atlantians hide a way to magnify Intelligence in the Cavern below Atlantium at 11,15.

Males and females each must seek different ways to enhance their Personalities. In the Ice Cave, males only should visit 15,8 while only females should visit 15,7.

The stolid Vulcanians add to their Endurance in the Cavern below Vulcania at 15,14.

Try to bolster your Luck in Dawn's Mist Cavern at 12,7.

Experience Catalysts

An even exchange between gold and experience can add much to a party's strength. Slayer's Dungeon, Level One at 11,5.

The most favorable gold to experience exchange rate can be found in Slayer's Dungeon, Level Two at 9,15.

For those willing to part with gems, a dragon will trade some of his vast experience for them in Hoardall's Dungeon, Level Two at 4,4.

Alignment Modification

For a more Neutral outlook upon Cron, visit Hoardall's Dungeon, Level Two at 7,8.

For those who wish to be truly Good, visit Peabody's Dungeon, Level Two at 5,1.

All those who are truly naughty at heart, and wish to become Evil for a change, go to Lamanda's Dungeon, Level Two at 5,11.

Sex Change

Tired of females in your party? Visit Slayer's Dungeon, Level Two at 0,8.

For a party filled with ferocious females only, visit Lamanda's Dungeon, Level Two at 4,8.

Age Reduction

If your party is becoming old and grey and long for their mid-twenties again, visit Sarakin in Sarakin's Mine at 1,15.

For a quick fix in age reduction, go to Travel Moore and book a vacation at relaxing Murray's Resort Isle. Visit the Hot Springs on the Isle in Area B4 at 2,3.

Miscellaneous Clues

Find your Guardian Pegasus in Area B1 at 9,9.

To learn his name, bring a Linguist to Area C3 at 0,7.

Find The Horvath in the Druid's Point Cavern at 1,6.

Satisfy his stringent requirements, and then visit Murray himself in Murray's Cavern at 1,8.

Murray's Power Oil aids those low in hit points. Find the storeroom in Murray's Cavern at 6,15.

Murray's Goofy Juice can be found in Murray's Cave at 0,9.

To rescue the Element Orb from its evil guardians, explore the Dismiss option.

A useful password to know when adventuring in Square Lake is WAFE.

In the dungeons below each castle, characters can gain a random amount of Hit Points permanently if they follow the proper procedure. Make sure that you heed the signs that isolate the different races, and then actively seek out where they are prohibited entry. Depending upon the dungeon level, few or many Hit Points can be attained.

The dragons in the Dragons Dominion guard two ways to increase Hit Points. For characters lesser in power, visit 0,0. Of course, guards will attempt to block your passage. For characters of great strength, a dangerous way to raise potential by an incredible amount is to defeat the Ancient Dragon at 15, 8.

For those who could not afford the steep price of the finest training from level to level, there is a Hit Point Maximizer which will permanently raise the Hit Point level to its current maximum, calculating both Level and Endurance. Find it hidden in Queen Lamanda's Dungeon, Level Two at 0,15. Much wealth should be brought, as the price is exorbitant.

Are the spell-casters in your party having problems finding all the spells scattered throughout Cron? There is a simple solution, bring all your spell-casters and all your gold (and then some more) to Lord Peabody's Dungeon, Level Two at 2,1. All spells will then be known by all characters present.

To decode messages contained in this book, use the following chart.

Code Key:

| | | | | | |
|--------------|------|------|------|------|------|
| 10 = <space> | 17=G | 24=N | 31=U | 38=2 | 45=9 |
| 11=A | 18=H | 25=O | 32=V | 39=3 | 46=0 |
| 12=B | 19=I | 26=P | 33=W | 40=4 | |
| 13=C | 20=J | 27=Q | 34=X | 41=5 | |
| 14=D | 21=K | 28=R | 35=Y | 42=6 | |
| 15=E | 22=L | 29=S | 36=Z | 43=7 | |
| 16=F | 23=M | 30=T | 37=1 | 44=8 | |

Points of Interest in CRON

| Towns: | Area | <u>Coordinates</u> |
|------------|------|--------------------|
| Atlantium | A4 | 37 39, 37 46 |
| Middlegate | C2 | 43,39 |
| Sandsobar | E4 | 40,37 46 |
| Tundara | A1 | 37 38,39 |
| Vulcania | E1 | 39,40 |

Castles:

| | | |
|----------------------|----|-------------|
| Castle Hillstone | D4 | 37 39,37 |
| Castle Pinehurst | A2 | 37,37 |
| Castle Woodhaven | C1 | 39,37 40 |
| Dark Keep | B3 | 40,40 |
| FortressHaart | B1 | 41,41 |
| Luxus Palace Royale | D2 | 37 40,37 40 |
| Mandagual's Keep | D2 | 43,44 |
| Mystic Castle Xabran | C2 | 37 40,44 |
| Tower of Mercy | B4 | 40,37 46 |

Caverns:

| | | |
|-------------------------|----|-------------|
| Corak's Cavern | C2 | 41,37 37 |
| Dawn's Monster Cavern | D4 | 39,43 |
| Dragon's Dominion | D1 | 37 38,37 40 |
| Druid's Point Cavern | C3 | 37,42 |
| Forbidden Forest Cavern | C3 | 37 41,46 |
| Gemaker Volcano | E1 | 40,43 |
| Murray's Cavern | B4 | 38,38 |
| Nomadic Rift Cavern | E3 | 41,41 |
| Sarakin's Mine | A2 | 37 38,39 |
| Square Lake Cavern | C2 | 37 46,43 |
| Ice Cavern | B1 | 40,37 38 |

Resorts & Conventions:

| | | |
|----------------------|----|-------------|
| Camp Kill-U | E2 | 37 37,37 40 |
| Circus | B2 | 37 40,40 |
| Dino Ranch | E2 | 43,37 38 |
| Farm of Fear | D4 | 45,37 37 |
| Lepercon | D4 | 43,37 40 |
| Murray's Cruise | C3 | 43,45 |
| Murray's Resort Isle | B4 | 39,39 |
| Orcon | B2 | 37 40,37 46 |

Where are those Spells?

Clerical Spells

Area

Apparition
Awaken
Power Cure

Gateway Temple
Gateway Temple
Gateway Temple

Heroism
Nature's Gate
Pro. from Elements
Weaken

Temple Benedictus
C3 37, 45
Temple Benedictus
Temple Benedictus

Cold Ray
Lasting Light
Walk on Water

White Dove Temple
White Dove Temple
C2 37 37, 37

Air Transmutation
Restore Alignment
Holy Bonus

A1 44,44
White Dove Temple
Vulcan Temple

Air Encasement
Frenzy
Remove Condition

A1 37,37 40
B4 44, 37
Vulcan Temple

Earth Transmutation
Water Encasement
Water Transmutation

E4 44,44
A4 37,37
A4 44,44

Earth Encasement
Fiery Flail

E4 44,44
Vulcan Temple

Fire Encasement
Fire Transmutation
Mass Distortion

E1 37 40,37 40
E1 44,44
Eleusinian Temple

Divine Intervention
Holy Word
Resurrection
Uncurse Item

Druid's Cave 37 41,37 40
C1 41,41
Eleusinian Temple
Eleusinian Temple

Sorcerer Spells

Area

Awaken
Energy Blast
Sleep

Sleepy's Mage Guild
Sleepy's Mage Guild
Sleepy's Mage Guild

Eagle Eye
Identify Monster
Lloyd's Beacon
Pro. from Magic

Middlegate37 46,38
Sleepy's Mage Guild
Corak's Cavern 43,37 37
Whirlwind Mage Guild

Acid Stream
Lightning Bolt
Wizard Eye

Whirlwind Mage Guild
Whirlwind Mage Guild
Sandsobar43,40

Cold Beam
Feeble Mind
Fireball

Whirlwind Mage Guild
Mystical Mage Guild
Mystical Mage Guild

Disrupt
Fingers of Death
Sand Storm

Mystical Mage Guild
C137 44
Mystical Mage Guild

Disintegration
Fantastic Freeze
Super Shock

Blackrock Mage Guild
Blackrock Mage Guild
Blackrock Mage Guild

Dancing Sword
Duplication

A2 3741,37 37
Blackrock Mage Guild

MegaVolts
Meteor Shower

Cabalist Mage Guild
Cabalist Mage Guild

Implosion
Inferno
Star Burst
Enchant Item

Cabalist Mage Guild
Cabalist Mage Guild
D1 41 42
Gemmaker Volcano 39,39

Need Help?
Have we got a Hireling for you...

| <u>Name</u> | <u>Location</u> |
|--------------------------|----------------------------------|
| Sir Hyron Drog | Cavern below Middlegate 46,37 41 |
| H K Phooey | Sandsobar 40,37 46 |
| Thund R. Aerial | Vulcania 40,38 |
| Big Bootay Cleogotcha | Atlantium 46,37 40 |
| Harry Kari No Name | Cavern below Vulcania 37,37 40 |
| Gertrude Rat Fink | Tundara 37 41,37 46 |
| Friar Fly Dark Mage | Castle Hillstone 44, 40 |
| Red Duke Dead Eye | D1 37 40,37 |
| Nakazawa Sherman | B4 37 46,37 |
| Flailer Fumbler | A3 44,37 |
| Sir Kill Jed I | Sarakin's Mine 43,38 |
| Holy Moley Slick Pick | Dawn's Mist Cavern 40,37 37 |
| Mr. Wizard | D3 37,37 40 |

The Jurors, Plus Quests, and Triple Crown

In order to rescue Cron from destruction, it is necessary to vanquish the direst evil present in the world. To begin, visit the Jurors of Mount Farview in Region D2 at 7,0.

If their clues are too difficult, the statuary in Atlantium should provide sufficient aid.

If the eight still cannot be found, decode the ensuing messages:

Knights should joust with the Dread Knight in 28 15 17 19 25 24 10 12 39 10 11 30 10 41, 37 40.

Paladins should defeat the mighty Frost Dragon general in the 16 25 28 12 19 14 14 15 24 10 16 25 28 15 29 30 10 13 11 32 15 28 24 10 11 30 10 44, 44.

Archers should shoot down the detestable Baron Wilfrey in 28 15 17 19 25 24 10 12 38 10 11 30 10 37 37, 38.

Clerics should reunite Corak's Body and Soul. First, find the Soul in 28 15 17 19 25 24 10 13 37 10 11 30 10 37 46, 37 41. Bring the Soul to the Body resting in 13 25 28 11 21 47 29 10 13 11 32 15 28 24 10 11 30 10 44, 46.

Sorcerers should free both the Good Wizard Yekop and the Evil Wizard Ybmug from stasis. Find Yekop in 30 25 33 15 28 10 25 16 10 23 15 28 13 35 10 11 30 10 37 38, 41. Find Ybmug in 14 11 28 21 10 21 15 15 26 10 11 30 10 39, 37 46.

Barbarians must defeat the Barbarian Chieftain in a duel to the death in 28 15 17 19 25 24 10 13 40 10 11 30 46, 37 41.

Ninjas must assassinate the evil Dawn in 14 11 33 24 47 29 10 23 19 29 30 10 13 11 32 15 28 24 10 11 30 10 44, 45.

Robbers must simply accompany one or more of the classes on their quests to be rewarded properly.

To see Queen Lamanda in Luxus Palace Royale, every character in your party must complete the appropriate quest listed above as well as winning the fabled Triple Crown. To do this, simply buy three Black Tickets at Drenwald's Ironworks in Atlantium. Next, take one Black Ticket to The Arena, Monster Bowl, and The Colosseum. Win each Black Ticket battle at each venue and then see Queen Lamanda. Remember, all in her presence must have won these three battles.

Lord's Quests

Three lords in Cron bequeath quests to those noble Crusaders who accept their challenges. While some of the quests are more difficult than others, in the end they all prove worthwhile.

Lord Slayer seeks the heads of three beasts to finish his trophy collection. Find Lord Slayer inside Castle Hillstone at 41, 38.

| | | |
|--------------|---------|--------------|
| Dragon Lord | Area D1 | 37 46, 37 38 |
| Queen Beetle | Area E2 | 37 37, 42 |
| Serpent King | Area E3 | 41, 42 |

Lord Hoardall seeks three ultimate swords to complete his display. Find Lord Hoardall inside Castle Woodhaven at 45, 37 37.

| | | |
|-------------------|---------|--------------|
| Sword of Valor | Area A2 | 37 37, 38 |
| Sword of Nobility | Area D1 | 46, 44 |
| Sword of Honor | Area D4 | 37 40, 37 37 |

Lord Haart seeks two relics from his family's past. To recover these items, the party should be on good terms with Lord Peabody and be prepared to spend a considerable amount of time travelling. Find Lord Haart at Castle Haart at Area B 1 at 41, 41.

| | | |
|--------------|---------|-----------|
| Spaz Twit | Area A1 | 37 37, 39 |
| The Long One | Area E2 | 41, 40 |

Tavern Specialties

Most people think that each town's tavern is only a place to procure food, listen to the patrons exchange wild rumors, or unearth the bartender's personal thoughts on affairs in Cron. However, the taverns also offer speciality gourmet meals and exotic drinks which can alter each and every adventurer's disposition temporarily.

Each tavern has the same drink menu, use the code key to decipher what attribute each drink effects. (Remember, if you drink too many exotic drinks, you could become sick.)

| | |
|---------------|---------------------------------------|
| Orc Beer | - 29 30 28 15 24 17 30 18 |
| Straight Shot | - 11 13 13 31 28 11 13 35 |
| Id Elixir | - 26 15 28 29 25 24 11 22 19 30 35 |
| Academic Ale | - 19 24 30 15 22 22 19 17 15 24 13 15 |
| Rare Vintage | -22 15 32 15 22 |
| Mystic Brew | - 29 26 15 22 22-13 11 29 30 19 24 17 |

Each tavern boasts its own speciality menu of gourmet meals. Some meals can help in various quests and adventures throughout Cron. If all the meals are eaten and enjoyed, The Gourmet should be visited to discuss the finer points of cuisine and relaxation. Following is list of each town's tavern and that tavern's own menu.

Middlegate

The Slaughtered Lamb (4,6)

Horrors d'oeuvres

Soup de Ghoul with Garlic Toast

Dragon Steak Tartar

Atlantium

Boar's Tongue Tavern (12,10)

Lightly Salted Tongue of Toad

Puree of Gnome

Devil's Food Brownie

Tundara

Lucky Dog Saloon (7,9)

Sizzling Swine Soup
Red Hot Wolf Nipple Chips
Roast Leg of Wyvern

Vulcania

Belinthra's Bar (3,2)

Pickled Pixie Brains
Deep Fried Troll Liver
Cream of Kobold Soup

Sandsobar

Red Lantern Tavern (4,11)

Gourmet Dinner B: Wyrms Chop Suey
Roast Peasant Under Glass
Phantom Pudding (Very Low-Cal)

Key to the Might and Magic II Item List

Over 250 total items are to be found in Might and Magic II. Of these 250 items, there are three major types to which they may be classified. Weapons, which have been subdivided into one-handed, two-handed, and missile lists, armor, which has been split into body armor and shields/helmets, and finally miscellaneous items, those items not previously able to be classified.

Each list follows the same, basic menu system. First, the name of the item as it appears in the game is listed. For each individual list, those items appearing in it have been alphabetized for your convenience.

Next, class restrictions are printed. The first letter of any class able to use the item is used to designate the limitation. The eight classes are represented as follows: (K)night, (P)aladin, (A)rcher, (S)orcerer, (C)leric, (R)obber, (N)inja, and (B)arbarian. An example; a KSR assignment means that only (K)nights, (S)orcerers, and (R)obbers can use that specific item. If no letters are printed, then all classes may use the item.

Thirdly comes the Equip Bonus. Any power that the item might alter is listed along with the degree to which that statistic or resistance is raised. If the item cannot be equipped, then “no equip” appears. If the item has no magical force that changes statistics, then the space is left blank. A note: items affect individual elements rather than elements as a whole. Also, PHP stands for Poison/Hold/Paralyze, AC for Armor Class, Enrg for energy, and Thf for the Thievery ability.

Special Powers, if any, follow. The same abbreviations are used as in the Equip Bonus column. Additionally, spells are listed as follows: an S or C to denote whether the spell is a Sorcerous or Clerical spell. Then, the level of the spell and the spell number on that level are listed. So, if S7/3 is listed it would mean that the item can cast Sorcerer level 7 spell number 3, Etherealize. Every item with a special power has a randomly determined, finite number of charges. A Detect Magic spell will inform you of the charges remaining. An item does not need to be equipped for its special power to be used. Remember, a special power is temporary.

Next comes the Gold Value of that item. Items are normally sold for one-quarter total value. Merchants can sell items for one-half total cost. Store keepers are under no such limitations and often sell items at inflated prices.

Finally, for weapons comes the Damage/Bonus. This is the amount of damage the weapon does without modifiers. Strength modifies damage done and accuracy modifies the characters chance to hit. A weapon with a “+”, for example a +3 long Sword, modifies both to hit and damage numbers. For armor, the final category, Armor, lists the number by which a characters Armor Class is inflated. A “+” raises the armor class additionally. A last word, a “+” on any item also modifies the Equip Bonus and the Special Power of that item.

One-Handed Weapons

| Weapon Names | Class | Equip Bonus | Special Power | Gold Value | Damage |
|--------------|---------|-------------|---------------|------------|--------|
| Accurate Swd | KPAR | Acc +10 | | 4000 | 10 |
| Acidic Sword | KPAR | Acid +15 | S3/1 | 4000 | 10 |
| Battle Axe | KPARB | | | 60 | 10 |
| Blazing Axe | KPARB | Fire +15 | | 1500 | 10 |
| Broad Sword | KPAR | | | 100 | 10 |
| Bull Whip | KCSRNB | | | 25 | 6 |
| Chance Sword | KPAR | Luck +15 | | 4000 | 10 |
| Cold Blade | KPAR | Cold +15 | S4/1 | 4000 | 10 |
| Cudgel | KPACRB | | | 15 | 5 |
| Cutlass | KPAR | | | 40 | 7 |
| Dagger | KPASRNB | | | 8 | 4 |
| Divine Mace | KPACRB | AC +10 | C9/1 | 30000 | 14 |
| Dym Katana | KN | Elec +15 | Level +15 | 20000 | 20 |
| Ego Scimitar | KPAR | Per +12 | | 2000 | 9 |
| Electric Axe | KPARB | Elec +15 | S3/4 | 2500 | 10 |
| Electric Swd | KPAR | Elec +15 | S6/5 | 4000 | 10 |
| Energy Blade | KPAR | Enrg +15 | S6/1 | 30000 | 20 |
| Energy Whip | KCSRNB | Enrg +15 | S1/3 | 500 | 6 |
| Exacto Spear | KPARNB | Acc +6 | | 800 | 7 |
| Fast Cutlass | KPAR | Spd+4 | | 1000 | 7 |
| Fiery Spear | KPARNB | Fire +15 | S4/3 | 1200 | 7 |
| Flail | KPACR | | | 100 | 8 |
| Flaming Swd | KPAR | Fire +15 | S4/3 | 4000 | 10 |
| Flash Sword | KPAR | Enrg +15 | S3/4 | 4000 | 10 |
| Force Sword | KPAR | Mgt +15 | Mgt +15 | 30000 | 20 |
| Grand Axe | KPARB | Mgt +15 | Mgt +15 | 20000 | 20 |
| Hand Axe | KPARNB | | | 10 | 5 |
| Holy Cudgel | PC | Per +15 | C9/2 | 20000 | 10 |
| Ice Scimitar | KPAR | Cold +15 | S6/3 | 20000 | 18 |
| Katana | KN | | | 150 | 10 |
| Large Club | | | | 4 | 4 |
| Large Knife | KPASRNB | | | 10 | 5 |
| Looter Knife | KPASRNB | Thf +15 | | 400 | 6 |
| Long Dagger | KPASRNB | | | 20 | 6 |
| Long Sword | KPAR | | | 50 | 8 |
| Lucky Knife | KPASRNB | Luck +10 | | 250 | 5 |
| Mace | KPACRB | | | 50 | 7 |
| Magic Sword | KPAR | Magic +15 | Level +15 | 30000 | 20 |
| Maul | KPACRB | | | 30 | 6 |
| Mauler Mace | KPACRB | Mgt +6 | | 600 | 7 |
| Mighty Whip | KCSRNB | Mgt +3 | | 400 | 6 |
| Nunchakas | KN | | | 30 | 6 |

One-Handed Weapons

| Weapon Name | Class | Equip Bonus | Special Power | Gold Value | Damage |
|--------------|---------|-------------|---------------|------------|--------|
| PhotonBlade | K | Mgt +15 | S9/1 | 50000 | 25 |
| Power Club | | Mgt +3 | | 200 | 6 |
| Power Cudgel | KPACRB | Mgt +3 | | 300 | 5 |
| Quick Flail | KPACR | Spd +5 | | 1200 | 8 |
| Rapid Katana | KN | Spd +6 | | 3000 | 10 |
| Sabre | KPAR | | | 60 | 8 |
| Sage Dagger | AS | Int +15 | Level +15 | 20000 | 8 |
| Scimitar | KPAR | | | 80 | 9 |
| Scorch Maul | KPACRB | Fire +15 | | 400 | 6 |
| Sharp Sabre | KPAR | Acc +5 | | 1500 | 8 |
| Shock Flail | KPACR | Elec +15 | S2/2 | 1200 | 8 |
| Short Sword | KPARN | | | 15 | 6 |
| Slumber Club | | Sleep +15 | S1/7 | 100 | 4 |
| Small Club | | | | 1 | 2 |
| Small Knife | KPASRNB | | | 5 | 3 |
| Sonic Whip | KCSRNB | PHP +15 | C2/4 | 500 | 6 |
| Spear | KPARNB | | | 15 | 7 |
| Speedy Sword | KPAR | Spd +10 | | 4000 | 10 |
| Spiked Club | KPASRNB | | | 15 | 6 |
| Swift Axe | KPARB | Spd +15 | Spd +15 | 20000 | 20 |
| Thunder Swd | KPAR | Mgt +15 | S3/4 | 30000 | 20 |
| True Axe | KPARB | Act +5 | | 1800 | 10 |
| Wakizashi | KN | | | 60 | 8 |

Two-Handed Weapons

| Weapon Name | Class | Equip Bonus | Special Power | Gold Value | Damage |
|--------------|-------|-------------|---------------|------------|--------|
| Bardiche | KPAB | | | 200 | 13 |
| Dark Trident | KPAB | AC +15 | | 50000 | 30 |
| Fire Glaive | KPAB | Fire +15 | S4/3 | 3000 | 10 |
| Flamberge | KPA | | | 400 | 16 |
| Genius Staff | KACSN | Int +10 | Level +15 | 30000 | 16 |
| Glaive | KPAB | | | 80 | 10 |
| Great Axe | KPAB | | | 300 | 15 |
| Great Hammer | KPACB | | | 300 | 14 |
| Halberd | KPAB | | | 250 | 14 |
| Harsh Hammer | KPACB | | Mgt +3 | 1500 | 15 |
| Ice Sickle | KPAB | Cold +15 | S4/1 | 3000 | 16 |
| Moon Halberd | KPAB | Luck +15 | C7/3 | 50000 | 30 |
| Naginata | KN | | | 300 | 12 |
| Pike | KPAB | | | 150 | 12 |
| Scythe | KPAB | | | 50 | 9 |
| Sickle | KPAB | | | 30 | 8 |

Two-Handed Weapons

| Weapon Name | Class | Equip Bonus | Special Power | Gold Value | Damage |
|--------------|---------|-------------|---------------|------------|--------|
| Soul Scythe | KPAB | Magic +15 | S5/2 | 40000 | 18 |
| Staff | KPACSNB | | | 40 | 8 |
| Stone Hammer | KPACB | Magic +15 | | 3000 | 18 |
| Sun Naginata | KN | AC +15 | Level +15 | 40000 | 25 |
| Titan's Pike | KPAB | Mgt +15 | Mgt +15 | 50000 | 40 |
| Trident | KPAB | | | 100 | 11 |
| Tri-Sickle | KPAB | | | 2000 | 24 |
| War Hammer | KPACB | | | 120 | 10 |
| Wind Staff | KPACSNB | Spd +5 | C5/1 | 1500 | 8 |
| Wizard Staff | S | Int +15 | S7/4 | 30000 | 16 |

Missile Weapons

| Weapon Name | Class | Equip Bonus | Special Power | Gold Value | Damage |
|--------------|---------|-------------|---------------|------------|--------|
| Ancient Bow | KPA | Act +15 | Act +15 | 200000 | 35 |
| Blowpipe | KPASRNB | | | 10 | 4 |
| Burning xBow | KPARN | Fire +10 | C3/5 | 2500 | 8 |
| Cinder Pipe | KPASRNB | Fire +10 | S4/3 | 2500 | 4 |
| Crossbow | KPARN | | | 50 | 8 |
| Death Bow | KPA | Luck +15 | Level +15 | 40000 | 24 |
| Energy Sling | KPARNB | Engr +15 | S1/3 | 15000 | 10 |
| Fireball Bow | KPAN | Fire +15 | S4/3 | 4000 | 10 |
| Giant Sling | KPARNB | PHP +15 | Mgt +15 | 20000 | 15 |
| Great Bow | KPA | | | 200 | 12 |
| Long Bow | KPAN | | | 100 | 10 |
| Meteor Bow | KPA | AC +15 | S8/3 | 100000 | 24 |
| Pirates xBow | KPARN | Thf +10 | Act +15 | 3000 | 8 |
| Quiet Sling | KPARNB | Sleep +15 | C2/6 | 1500 | 5 |
| Shaman Pipe | KPASRNB | Magic +10 | SpLvl +1 | 1500 | 4 |
| Short Bow | KPAN | | | 25 | 6 |
| Sling | KPARNB | | | 15 | 5 |
| Star Bow | KPA | Engr +15 | S9/3 | 100000 | 24 |
| Voltage Bow | KPAN | Elec +10 | S 3/4 | 4000 | 10 |

Armor

| Armor Name | Class | Equip Bonus | Special Power | Gold Value | Bonus |
|--------------|-------|-------------|---------------|------------|-------|
| B Chain Mail | KPACR | PHP+15 | | 7000 | 6 |
| B Plate Mail | KP | PHP+15 | | 13000 | 8 |

| | | | | | |
|--------------|----------|------------|-----------|--------|----|
| B Ring Mail | KPACRN | PHP+15 | | 5000 | 5 |
| B Scale Mail | KPACRNB | PHP+15 | | 4000 | 4 |
| B Splintmail | KPC | PHP+15 | | 9000 | 7 |
| Chain Mail | KPACR | | | 400 | 6 |
| G Chain Mail | KPACR | Luck +15 | Level +10 | 40000 | 8 |
| G Plate Mail | KP | Luck +15 | Level +15 | 200000 | 12 |
| G Ring Mail | KPACRN | Luck +15 | Level +10 | 20000 | 7 |
| G Scale Mail | KPACRNB | Luck +15 | Level +10 | 10000 | 6 |
| G Splintmail | KPC | Luck +15 | Level +12 | 60000 | 9 |
| I Chain Mail | KPACR | Sleep +15 | | 6000 | 6 |
| I Plate Mail | KP | Sleep +15 | | 12000 | 8 |
| I Ring Mail | KPACRN | Sleep +15 | | 4000 | 5 |
| I Scale Mail | KPACRNB | Sleep +15 | | 3000 | 4 |
| I Splintmail | KPC | Sleep +15 | | 8000 | 7 |
| Leather Suit | KPACRNB | | | 40 | 3 |
| Padded Armor | KPACSRNB | | | 20 | 2 |
| Plate Armor | KP | | | 2000 | 10 |
| Plate Mail | KP | | | 1000 | 8 |
| Ring Mail | KPACRN | | | 200 | 5 |
| Scale Armor | KPACRNB | | | 100 | 4 |
| S Chain Mail | KPACR | Energy +15 | | 8000 | 6 |
| S Plate Mail | KP | Energy +15 | | 14000 | 8 |
| S Ring Mail | KPACRN | Energy +15 | | 6000 | 5 |
| S Scale Mail | KPACRNB | Energy +15 | | 5000 | 4 |
| S Splintmail | KMC | Energy +15 | | 10000 | 7 |
| Splint Mail | KPC | | | 600 | 7 |

Shields

| Shield Name | Class | Equip Bonus | Special Power | Gold Value | Bonus |
|--------------|-------|-------------|---------------|------------|-------|
| Acid Shield | KPCRB | Acid +15 | | 2000 | 3 |
| Bronze Helm | KPCB | PHP +15 | | 2000 | 2 |
| Bronze Shld | KPCRB | PHP +15 | | 2000 | 3 |
| Cold Shield | KPCRB | Cold +15 | | 2000 | 3 |
| Electric Shd | KPCRB | Elec +15 | | 2000 | 3 |
| Fire Shield | KPCRB | Fire +15 | | 2000 | 3 |
| Gold Helm | KPCB | Luck +15 | Level +5 | 20000 | 4 |
| Gold Shield | KPCRB | Luck +15 | | 10000 | 7 |
| Great Shield | KPCRB | | | 150 | 3 |

Shields

| Shield Name | Class | Equip Bonus | Special Power | Gold Value | Bonus |
|--------------|-------|-------------|---------------|------------|-------|
| Helm | KPCB | | | 30 | 2 |
| Iron Helm | KPCB | Sleep +15 | | 1000 | 2 |
| Iron Shield | KPCRB | Sleep +15 | | 2000 | 3 |
| Large Shield | KPCRB | | | 60 | 2 |
| Magic Shield | KPCRB | Magic +15 | | 5000 | 5 |
| Silver Helm | KPCB | Energy +15 | | 5000 | 3 |
| Silver Shld | KPCRB | Energy +15 | | 2000 | 3 |
| Small Shield | KPCRB | | | 15 | 1 |

Miscellaneous Items

| Item Name | Class | Equip Bonus | Special Power | Gold Value |
|--------------|---------|-------------|---------------|------------|
| Acy Gauntlet | KPACRNB | Acc +6 | Acc +10 | 4000 |
| Admit 8 Pass | | No Equip | | 200 |
| Agate Grail | P | Per +15 | | 10000 |
| Air Disc | | No Equip | C4/2 | 10000 |
| Air Talon | | No Equip | C5/1 | 50000 |
| Amber Skull | S | Int +15 | | 10000 |
| Amethyst Box | R | Luc +15 | | 10000 |
| Antidote Ale | | No Equip | C3/3 | 1000 |
| A-I Todilor | | No Equip | | 1 |
| Black Key | | No Equip | | 1000 |
| Black Ticket | | No Equip | | 1000 |
| Castle Key | RN | Thf +5 | | 200 |
| Compass | | No Equip | | 200 |
| Corak's Soul | | No Equip | | 1 |
| Coral Broach | B | Mgt +15 | | 10000 |
| Crystal Vial | N | Spd +15 | | 10000 |
| Cupie Doll | | No Equip | | 1 |
| Cureall Wand | | PHP +15 | C5/5 | 15000 |
| Defense Ring | | AC +2 | S4/5 | 4000 |
| Disruptor | | Ene +15 | S5/1 | 20000 |
| Dog Whistle | | Luc +1 | S4/4 | 50 |
| Dove's Blood | | No Equip | C4/3 | 2000 |
| Earth Disc | | No Equip | C6/1 | 10000 |
| Earth Talon | | No Equip | C7/1 | 50000 |
| Element Orb | | No Equip | S9/3 | 100000 |
| Elven Boots | AR | Spd +5 | | 10000 |
| Elven Cloak | AR | AC +5 | S3/3 | 15000 |
| Emerald Ring | | AC +15 | | 1000 |
| Enchanted Id | | Per +15 | Lvl+15 | 25000 |
| Energizer | | No Equip | S6/4 | 10000 |
| Fe Farthing | | No Equip | | 10 |
| Fire Disc | | No Equip | C8/2 | 10000 |
| Fire Talon | | No Equip | C8/1 | 50000 |

Miscellaneous Items

| Item Name | Class | Equip Bonus | Special Power | Gold Value |
|--------------|--------|-------------|---------------|------------|
| Force Potion | | No Equip | Mgt +10 | 100 |
| Freeze Wand | | Cold +15 | S6/3 | 25000 |
| Gold Goblet | | No Equip | | 250 |
| Green Key | | No Equip | | 100 |
| Green Ticket | | No Equip | | 10 |
| Herbal Patch | | No Equip | C2/1 | 400 |
| Hero Medal | | Per +4 | C2/2 | 800 |
| Holy Charm | | No Equip | C1/7 | 200 |
| Honor Sword | | No Equip | | 5000 |
| Hourglass | | No Equip | S4/6 | 2000 |
| Instant Keep | | No Equip | S5/4 | 5000 |
| Invisocloak | | AC +6 | S3/3 | 2000 |
| Ivory Cameo | K | Mgt +15 | | 10000 |
| J-26 Fluxer | | No Equip | | 1 |
| Lantern | | No Equip | S1/5 | 20 |
| Lapis Scarab | B | Mgt +15 | | 10000 |
| Lava Grenade | | No Equip | S4/3 | 2000 |
| Lich Hand | KSR | No Equip | S5/2 | 10000 |
| +7 Loincloth | | Per +10 | | 5000 |
| Magic Charm | | Mgc +10 | S2/7 | 800 |
| Magic Herbs | | No Equip | C1/4 | 50 |
| Magic Meal | | No Equip | C3/2 | 1000 |
| Magic Mirror | | No Equip | S7/2 | 30000 |
| Mark's Keys | | No Equip | | 1 |
| MaxHP Potion | | No Equip | MaxHP | 4000 |
| Mgt Gauntlet | KPACRB | Mgt +6 | Mgt +10 | 4000 |
| Monster Tome | | No Equip | S2/3 | 2000 |
| Moon Rock | | No Equip | C7/3 | 12000 |
| M-27 Radicon | | No Equip | | 1 |
| N-19 Capitor | | No Equip | | 1 |
| Noble Sword | | No Equip | | 5000 |
| Onyx Effigy | C | Per +15 | | 10000 |
| Opal Pendant | P | Mgt+15 | | 10000 |
| Pearl Choker | C | Per +15 | | 10000 |
| Phaser | | Act +5 | S6/1 | 20000 |
| Quartz Skull | S | Int +15 | | 10000 |
| Ray Gun | | Act +5 | S1/3 | 400 |
| Red Key | | No Equip | | 500 |
| Red Ticket | | No Equip | | 250 |
| Rope'n'Hooks | | No Equip | S2/4 | 10 |
| Ruby Amulet | N | Luc +15 | | 10000 |
| Ruby Ankh | | Luc +10 | C7/4 | 30000 |
| Ruby Tiara | K | Act +15 | | 10000 |

Miscellaneous Items

| Item Name | Class | Equip Bonus | Special Power | Gold Value |
|--------------|-------|-------------|---------------|------------|
| Sage Robe | S | Int +6 | Lvl +10 | 25000 |
| Sapphire Pin | R | Luc +15 | | 10000 |
| Sextant | | No Equip | S1/6 | 500 |
| Silent Horn | | PHP +10 | C2/6 | 800 |
| Skeleton Key | RN | Thf +10 | | 800 |
| Skill Potion | | No Equip | Lvl+5 | 500 |
| Speed Boots | | Spd +15 | C5/3 | 15000 |
| Stealth Cape | RN | Thf+10 | Spd +15 | 4000 |
| Storm Wand | | Elec +10 | S3/4 | 2000 |
| Sun Crown | A | Int +15 | | 10000 |
| Super Flare | | No Equip | C3/5 | 1000 |
| Teleport Orb | | No Equip | S5/5 | 5000 |
| Thief's Pick | RN | Thf+15 | | 200 |
| Topaz Shard | A | Acc +15 | | 10000 |
| Torch | | No Equip | S1/5 | 1 |
| Valor Sword | | No Equip | | 10000 |
| Wakeup Horn | | No Equip | S1/1 | 50 |
| Water Disc | | No Equip | C6/5 | 10000 |
| Water Talon | | No Equip | C6/4 | 50000 |
| Web Caster | | | S3/5 | 100 |
| Witch Broom | | No Equip | S3/2 | 1000 |
| Yellow Key | | No Equip | | 200 |
| Yellow Tickt | | No Equip | | 50 |

Key to the Might and Magic II Monster List

Well over 200 fearsome monsters, cunning bandits, and other powerful foes harass the peace-loving population of Cron. Girded in shining armor and armed with mighty weapons and powerful spells, many have sought to tame them. From these warriors' innumerable adventures and successful battles, records of the most plentiful of creatures has come into being.

Much of what is known today is due to the obsession of Lord Slayer, with his consuming passion for the destruction of all beasts and criminals. Many a knight has gone to Slayer's fortress, Castle Hillstone, seeking a boon from their lord only to have it granted to them after they slay some foul denizen of Cron. Much useful information has been gathered because of this, though that information has been tainted with many a pointless death or maiming.

A chart has been prepared, listing first a creature's name as known to the general populace. The list has been alphabetized for convenience. Next, the amount of damage the being can withstand is logged down. Thirdly, a number representing the natural armor of the monster is represented. The greater the number, the more difficult that monster is to score a hit upon.

Subsequently, four attributes in a row are defined. For these attributes, only a yes or a no, shown by "Y" or "N" respectively, is known. The abilities are as follows: "Undead" whether or not a monster is of the undead. "SP" - whether or not that monster has a special power, such as the ability to cast a spell or breathe flame. "BT" - whether or not a monster inflicts some additional calamity upon a party member when that monster physically touches that member. Some examples are poison, disease, theft of items, and many, many more. Lastly is "MR" - whether or not a creature has resistance to magic spells cast against it. This resistance varies in levels of effectiveness according to the might or power of the specific monster.

Finally, the number of times a monster can attack coupled with the amount of damage each attack can do is

listed. The number of attacks seem to vary from 1 to 16. Some damage per attack has been seen above 200 points! The success of a monster's attack depends directly upon its power. The stronger the monster, the easier it hits a character, and the more damage it does.

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|----------------|------|----|--------|----|----|----|---------------------|
| Acidic Blob | 60 | 15 | N | Y | N | N | 2/30 |
| Acwalandar | 2000 | 80 | N | Y | Y | Y | 16/100 |
| Air Elemental | 250 | 26 | N | Y | N | Y | 6/50 |
| Alien Probe | 500 | 23 | N | Y | N | Y | 4/50 |
| Amazon | 90 | 12 | N | N | N | N | 2/30 |
| Ancient Dragon | 5000 | 50 | N | Y | N | Y | 8/200 |
| Apparition | 100 | 20 | Y | N | Y | Y | 3/30 |
| Aquasaurus* | 160 | 25 | N | N | N | N | 2/70 |
| Arachnoid | 45 | 8 | N | N | Y | N | 2/15 |
| Archer | 250 | 31 | N | Y | N | Y | 6/50 |
| Armored Dragon | 400 | 31 | N | Y | N | Y | 5/80 |
| Assassin | 100 | 22 | N | N | Y | N | 2/80 |
| Avenger | 160 | 23 | N | N | N | Y | 4/25 |
| Barbarian | 200 | 16 | N | N | N | Y | 5/30 |
| Baron Wilfrey | 300 | 50 | N | N | N | N | 5/60 |
| Beggar | 10 | 4 | N | N | Y | N | 2/6 |
| Blood Sucker | 1 | 10 | N | N | Y | N | 1/4 |
| Bonehead | 90 | 20 | Y | Y | Y | Y | 3/30 |
| Bozorc The Orc | 200 | 16 | N | N | Y | N | 4/40 |
| Brain Eater | 10 | 5 | Y | Y | Y | Y | 1/10 |
| Brainless One | 20 | 6 | N | N | N | N | 2/8 |
| Brutal Bruno | 300 | 30 | N | N | N | Y | 6/50 |
| Burglar | 22 | 5 | N | N | Y | N | 2/7 |
| Canine Creep | 64 | 15 | N | N | N | N | 3/20 |
| Carnage Spirit | 25 | 8 | Y | N | Y | Y | 3/8 |
| Castle Guard | 70 | 17 | N | N | N | N | 2/32 |
| Cat Corpse | 40 | 10 | Y | N | N | Y | 2/18 |
| Cat From Hell | 2000 | 40 | N | Y | Y | Y | 6/100 |
| Cavalier | 70 | 17 | N | N | N | Y | 3/20 |
| Champion | 80 | 20 | N | N | N | Y | 3/30 |
| Chancellor | 90 | 20 | N | Y | N | Y | 1/20 |
| Chomper* | 50 | 15 | N | Y | N | N | 4/8 |
| Cloud Dragon | 160 | 19 | N | Y | N | Y | 5/30 |
| Cockatrice | 50 | 10 | N | N | Y | N | 3/20 |
| Coffin Creep | 50 | 6 | Y | Y | N | Y | 2/10 |
| Conjurer | 12 | 3 | N | Y | N | N | 1/5 |
| Cosmic Sludge | 130 | 25 | N | N | Y | N | 3/30 |
| Court Bowman | 150 | 25 | N | N | N | N | 6/40 |
| Court Jester | 80 | 17 | N | Y | Y | Y | 3/20 |
| Court Mage | 100 | 19 | N | Y | N | Y | 1/20 |
| Crazed Dwarf | 45 | 7 | N | Y | N | N | 2/20 |
| Crazed Native | 30 | 8 | N | Y | N | Y | 4/15 |
| Creepy Crawler | 5 | 4 | N | N | Y | N | 2/6 |
| Cripple | 1 | 1 | N | N | Y | N | 2/4 |
| Cron Man Trap | 400 | 21 | N | Y | N | N | 4/40 |
| Crusader | 200 | 29 | N | N | N | Y | 5/40 |

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|-----------------|------|----|--------|----|----|----|---------------------|
| Crypt Fiend | 150 | 32 | Y | Y | Y | Y | 3/40 |
| Cuisinart | 1000 | 60 | N | Y | N | Y | 16/250 |
| Cursed Corpse | 60 | 8 | Y | N | Y | Y | 2/10 |
| Cursed Slayer | 50 | 13 | N | N | Y | Y | 3/18 |
| Dagger Jaw | 300 | 22 | N | N | Y | N | 2/150 |
| Dancing Bones | 35 | 4 | Y | N | N | Y | 2/10 |
| Dancing Dead | 45 | 6 | Y | N | Y | Y | 1/16 |
| Dark Knight | 700 | 60 | N | N | Y | Y | 10/40 |
| Dawn | 300 | 25 | N | Y | Y | Y | 4/70 |
| Dead Head | 250 | 15 | N | N | Y | N | 2/50 |
| Deadly Rattler | 40 | 5 | N | N | Y | N | 1/30 |
| Death in a Box | 2000 | 40 | N | Y | Y | Y | 8/100 |
| Death's Agent | 600 | 40 | N | Y | Y | Y | 9/50 |
| Death Spider | 90 | 19 | N | N | Y | N | 4/23 |
| Demon Soldier | 200 | 22 | N | N | N | Y | 5/50 |
| Devil King | 5000 | 60 | N | Y | Y | Y | 6/250 |
| Devil's Envoy | 500 | 40 | N | Y | Y | Y | 5/50 |
| Devil's Mouse | 500 | 31 | N | N | Y | Y | 3/120 |
| Dinobug | 100 | 10 | N | N | N | N | 1/80 |
| Dinosaur | 250 | 16 | N | N | N | N | 2/100 |
| Dino Spider | 250 | 20 | N | N | Y | N | 2/100 |
| Dragon Lord | 340 | 40 | N | Y | Y | Y | 6/50 |
| Dread Knight | 300 | 28 | N | N | N | N | 4/70 |
| Druid | 40 | 9 | N | Y | N | Y | 2/12 |
| Dwarven Elder | 300 | 24 | N | N | N | Y | 4/80 |
| Dwarven Knight | 100 | 23 | N | N | N | Y | 4/30 |
| Earth Elemental | 250 | 26 | N | Y | N | Y | 6/50 |
| Earth Wyrn | 130 | 19 | N | Y | N | Y | 3/60 |
| Element Hydra | 600 | 40 | N | Y | N | Y | 8/40 |
| Elf Warrior | 120 | 22 | N | N | N | N | 4/20 |
| Elven Archer | 1000 | 40 | N | N | N | Y | 14/40 |
| Enchantress | 100 | 13 | N | Y | Y | Y | 1/25 |
| Endless Knight | 300 | 50 | N | N | N | N | 8/50 |
| Ethereal Being | 250 | 70 | N | N | Y | Y | 10/30 |
| Fire Devil | 150 | 22 | N | Y | N | Y | 3/60 |
| Fire Dragon | 300 | 25 | N | Y | N | Y | 5/50 |
| Fire Elemental | 250 | 26 | N | Y | N | Y | 6/50 |
| Fire Faery | 230 | 22 | N | Y | Y | Y | 3/40 |
| Flaming Fear | 70 | 18 | N | Y | N | Y | 2/20 |
| Flesh Eater | 6 | 4 | Y | N | Y | N | 2/6 |
| Fool | 6 | 4 | N | Y | N | N | 1/6 |
| Foot Soldier | 35 | 10 | N | N | N | N | 2/12 |
| Friar | 20 | 3 | N | Y | N | N | 2/8 |
| Frost Dragon | 250 | 22 | N | Y | N | Y | 5/40 |
| Gargoyle | 50 | 10 | N | N | Y | Y | 3/13 |
| Gate Keeper | 60 | 15 | N | N | N | Y | 1/40 |
| Ghost | 200 | 17 | Y | N | Y | Y | 2/30 |
| Ghoul | 25 | 7 | Y | N | Y | N | 2/8 |
| Giant Beetle | 10 | 7 | N | N | N | N | 1/10 |
| Giant Lizard | 40 | 8 | N | N | N | N | 1/25 |
| Giant Ogre | 70 | 8 | N | N | N | Y | 2/50 |
| Giant Scorpion | 60 | 11 | N | N | Y | N | 3/20 |

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|----------------|-------|-----|--------|----|----|----|------------------|
| Gnasher* | 25 | 8 | N | N | N | N | 2/10 |
| Gnome | 40 | 10 | N | N | Y | Y | 2/12 |
| Gnome Elder | 20 | 4 | N | Y | N | Y | 1/8 |
| Goblin | 6 | 6 | N | N | N | N | 1/12 |
| Gorgon | 150 | 14 | N | Y | N | Y | 3/30 |
| Gralkor | 1700 | 70 | N | Y | Y | Y | 10/80 |
| Gravewalker | 70 | 15 | Y | N | Y | Y | 2/20 |
| Greedy Snitch | 12 | 4 | N | N | Y | N | 1/8 |
| Griffin | 150 | 20 | N | N | Y | Y | 5/25 |
| Grim Reaper | 70 | 16 | Y | Y | Y | Y | 2/25 |
| Guardian | 150 | 13 | N | Y | N | Y | 1/50 |
| Guardian Hound | 200 | 15 | N | Y | N | Y | 2/80 |
| Hatchet Man | 200 | 25 | N | N | Y | N | 5/32 |
| Hermit | 30 | 9 | N | N | Y | N | 1/15 |
| High Priest | 1000 | 32 | N | Y | N | Y | 4/30 |
| Hill Giant | 120 | 17 | N | N | N | N | 2/70 |
| Holy Man | 100 | 20 | N | Y | N | Y | 2/15 |
| Holy Warrior | 1000 | 80 | N | N | N | Y | 12/60 |
| Horned Fiend | 80 | 18 | N | Y | Y | Y | 3/20 |
| Hunchback | 35 | 3 | N | N | N | N | 2/12 |
| Hungry Plant | 10 | 4 | N | N | Y | Y | 1/15 |
| Hypno beetle | 20 | 8 | N | Y | Y | N | 2/10 |
| Illusionist | 45 | 11 | N | Y | Y | Y | 1/10 |
| Inept Wizard | 2 | 2 | N | Y | N | N | 1/6 |
| Insect Plague | 35 | 5 | N | Y | N | N | 16/2 |
| Iron Wizard | 80 | 21 | N | Y | N | N | 2/30 |
| Jouster | 500 | 50 | N | N | N | Y | 4/80 |
| Juggler | 20 | 4 | N | Y | N | Y | 3/6 |
| Kensai | 500 | 40 | N | N | N | N | 8/32 |
| Killer Bees | 40 | 9 | N | Y | Y | N | 16/4 |
| Killer Cadaver | 30 | 6 | Y | Y | Y | N | 2/6 |
| Killer Canine | 50 | 13 | N | N | N | N | 2/50 |
| Killer Cobra | 50 | 10 | N | N | Y | N | 1/80 |
| Kobold | 8 | 6 | N | N | N | N | 2/6 |
| Kobold Captain | 28 | 8 | N | N | N | N | 2/10 |
| Leper | 40 | 5 | N | N | Y | N | 1/10 |
| Leprechaun | 40 | 28 | N | Y | Y | Y | 1/20 |
| Lich Lord | 2000 | 60 | Y | Y | Y | Y | 4/50 |
| Lightning Bugs | 80 | 19 | N | Y | N | N | 10/10 |
| Living Dead | 180 | 50 | Y | Y | Y | Y | 4/70 |
| Lost Soul | 80 | 18 | Y | Y | Y | Y | 2/25 |
| Lucky Dog | 70 | 20 | N | Y | Y | Y | 2/32 |
| Mad Peasant | 60 | 13 | N | Y | N | N | 2/30 |
| Magic Serpent | 800 | 40 | N | Y | N | Y | 2/120 |
| Man-at-Arms | 20 | 9 | N | N | N | N | 1/16 |
| Mandagual | 100 | 40 | N | N | Y | N | 4/25 |
| Master Ninja | 1000 | 60 | N | N | Y | Y | 12/40 |
| Master Robber | 1000 | 40 | N | Y | Y | Y | 8/40 |
| Mega Dragon | 64000 | 250 | N | Y | Y | Y | 16/250 |
| Mega Troll | 2500 | 50 | N | N | N | Y | 8/170 |

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|----------------|-------|----|--------|----|----|----|------------------|
| Melting Man | 130 | 22 | N | N | Y | N | 3/30 |
| Merchant | 6 | 5 | N | N | N | N | 1/8 |
| Mini Rex | 10 | 6 | N | N | N | N | 1/12 |
| Minor Demon | 50 | 13 | N | Y | N | Y | 2/20 |
| Minor Devil | 60 | 16 | N | Y | N | Y | 2/40 |
| Minotaur | 150 | 35 | N | Y | Y | Y | 2/80 |
| Mist Rider | 350 | 50 | N | Y | N | Y | 8/30 |
| Mist Warrior | 350 | 30 | N | Y | N | Y | 6/60 |
| Monster Masher | 500 | 40 | N | Y | Y | N | 6/60 |
| Mountain Man | 90 | 11 | N | N | N | N | 3/23 |
| Mounted Patrol | 70 | 22 | N | N | N | N | 4/25 |
| Mugger | 10 | 6 | N | N | Y | N | 2/6 |
| Mummy | 150 | 11 | Y | N | Y | Y | 2/50 |
| Mutant | 70 | 16 | N | Y | N | Y | 2/30 |
| Mutant Fish* | 6 | 6 | N | N | Y | N | 1/12 |
| Mutant Swine | 50 | 8 | N | N | N | N | 2/15 |
| Mystic Clown | 100 | 16 | N | Y | Y | Y | 3/30 |
| Nasty Witch | 38 | 7 | N | Y | N | Y | 2/12 |
| Necromancer | 60 | 13 | N | Y | N | Y | 1/15 |
| Neophyte Thief | 14 | 6 | N | N | Y | N | 1/6 |
| Night Stalker | 60 | 14 | Y | N | Y | N | 2/30 |
| Ninja | 35 | 15 | N | N | Y | Y | 3/12 |
| Old Miser | 1 | 4 | N | Y | N | N | 1/4 |
| Ooze Warrior | 350 | 22 | N | Y | Y | N | 3/70 |
| Orb Guardian | 300 | 32 | N | N | Y | Y | 6/100 |
| Orc | 20 | 6 | N | N | N | N | 1/15 |
| Ore God | 50000 | 40 | N | N | N | N | 4/200 |
| Paladin | 120 | 24 | N | N | N | Y | 5/30 |
| Pegasus | 120 | 26 | N | N | N | Y | 3/40 |
| Phantasm | 12 | 7 | Y | N | N | N | 1/20 |
| Phantom | 64 | 19 | Y | Y | Y | Y | 2/30 |
| Phase Spirit | 200 | 60 | Y | Y | Y | Y | 4/40 |
| Pixie | 90 | 20 | N | Y | Y | Y | 2/30 |
| Plant Golem | 250 | 30 | N | N | N | Y | 2/60 |
| Poltergeist | 8 | 6 | Y | N | N | Y | 3/4 |
| Priest | 100 | 20 | N | Y | N | N | 2/12 |
| Pyrannaste | 1500 | 60 | N | Y | Y | Y | 16/80 |
| Pyro Hydra | 80 | 15 | N | Y | N | Y | 3/50 |
| Queen Beetle | 350 | 50 | N | Y | Y | N | 4/80 |
| Rabid Rodent | 20 | 3 | N | N | Y | N | 2/10 |
| Ranger | 28 | 7 | N | N | N | Y | 4/6 |
| Reptoid | 2500 | 32 | N | N | N | Y | 10/50 |
| Rot | 400 | 21 | N | N | N | N | 3/100 |
| Royal Horseman | 250 | 32 | N | N | N | N | 6/40 |
| Sarakin | 250 | 25 | N | Y | Y | Y | 2/40 |
| Screaming Pods | 15 | 4 | N | N | Y | N | 2/8 |
| Sea Monster* | 70 | 16 | N | Y | N | N | 3/30 |
| Seductress | 60 | 9 | N | Y | Y | Y | 1/10 |
| Serpent Ring | 400 | 60 | N | Y | Y | Y | 2/200 |
| Sewer Rat | 8 | 2 | N | N | Y | N | 1/12 |

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|-----------------|------|-----|--------|----|----|----|---------------------|
| Shadow Rogue | 150 | 23 | N | N | Y | N | 6/30 |
| Shalwend | 1000 | 70 | N | Y | Y | Y | 16/80 |
| Shaman | 45 | 8 | N | Y | N | Y | 1/12 |
| Sheltem | 500 | 60 | N | N | Y | Y | 8/60 |
| Skeleton | 6 | 6 | Y | N | N | N | 1/8 |
| Slasher | 60 | 11 | Y | N | Y | N | 4/20 |
| Sludge Beast | 20 | 4 | N | Y | Y | Y | 2/6 |
| Snapping Spore | 40 | 6 | N | Y | N | N | 2/25 |
| Soldier | 25 | 8 | N | N | N | N | 2/10 |
| Sorcerer | 300 | 24 | N | Y | N | Y | 2/30 |
| Sorceress | 150 | 18 | N | Y | N | Y | 1/25 |
| Spaz Twit | 50 | 200 | N | Y | N | Y | 4/40 |
| Spido Bug | 300 | 22 | N | N | Y | N | 3/70 |
| Sprite | 12 | 8 | N | Y | N | N | 1/6 |
| Squire | 40 | 10 | N | N | N | N | 2/15 |
| Stalker | 140 | 24 | N | N | N | N | 3/40 |
| Stone Golem | 250 | 30 | N | N | N | Y | 2/70 |
| Strangler | 80 | 18 | N | Y | Y | N | 3/25 |
| Super Sprite | 40 | 10 | N | Y | Y | Y | 2/15 |
| Swamp Beast | 100 | 11 | N | Y | N | N | 4/19 |
| Swamp Dog | 40 | 7 | N | N | Y | N | 1/20 |
| Swamp Thing | 70 | 11 | N | N | Y | N | 2/40 |
| Swarming Wasps | 50 | 15 | N | Y | Y | N | 16/5 |
| The Horvath | 400 | 50 | N | Y | Y | Y | 4/90 |
| The Long One | 300 | 30 | N | Y | Y | Y | 3/70 |
| The Snowbeast | 60 | 16 | N | N | N | N | 4/25 |
| Thief | 50 | 16 | N | N | Y | N | 3/16 |
| Thug Trainee | 18 | 7 | N | N | N | N | 2/9 |
| Thug Leader | 220 | 22 | N | N | Y | N | 4/30 |
| Time Lord | 3000 | 110 | N | Y | Y | Y | 12/150 |
| Titan | 2000 | 40 | N | Y | Y | Y | 4/120 |
| Trickster | 90 | 19 | N | N | Y | N | 3/20 |
| Troll | 70 | 13 | N | N | N | N | 4/30 |
| Troubadour | 120 | 16 | N | N | N | N | 2/30 |
| Tyrannosaurus | 500 | 24 | N | N | N | N | 3/90 |
| Valiant Knight | 300 | 32 | N | N | N | Y | 6/50 |
| Vampire | 250 | 24 | Y | Y | Y | Y | 3/60 |
| Vampiric Rat | 45 | 9 | N | N | N | N | 2/14 |
| Venomous Snake | 12 | 3 | N | N | Y | N | 1/10 |
| Viking | 80 | 14 | N | N | N | N | 3/30 |
| Warbot | 300 | 25 | N | Y | N | Y | 3/60 |
| War Eagle | 300 | 21 | N | N | N | N | 3/70 |
| Warlock | 90 | 20 | N | Y | N | Y | 2/19 |
| Warrior Boar | 60 | 11 | N | N | N | N | 2/30 |
| Warrior Maiden | 50 | 19 | N | N | N | Y | 3/20 |
| Water Elemental | 250 | 26 | N | Y | N | Y | 6/50 |
| Werebat | 35 | 13 | N | N | Y | N | 3/10 |
| Werebull | 62 | 10 | N | N | Y | Y | 1/50 |
| Werewolf | 70 | 17 | N | N | Y | Y | 3/25 |
| White Knight | 100 | 18 | N | N | N | Y | 4/32 |
| Wind Mare | 50 | 15 | N | N | Y | Y | 3/12 |
| Winged Steed | 30 | 6 | N | Y | N | Y | 3/8 |
| Witch's Cat | 4 | 3 | N | N | N | N | 1/6 |

Monster List

| Name | HP | AC | Undead | SP | BT | MR | #Attacks /Damage |
|----------|-----|----|--------|----|----|----|---------------------|
| Wizard | 150 | 22 | N | Y | N | Y | 1/25 |
| Woodsmen | 50 | 10 | N | N | N | Y | 2/20 |
| Wraith | 50 | 10 | Y | N | Y | Y | 5/18 |
| Wyvern | 100 | 15 | N | N | Y | N | 3/40 |
| Zombie | 20 | 7 | Y | N | Y | Y | 2/8 |



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