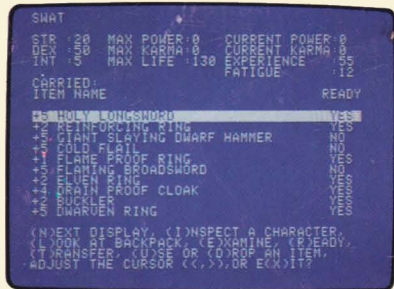


A WIZARD'S CROWN™ ADVENTURE

THE ETERNAL DAGGER™





An adventurer's characteristics and his equipment.



A tactical battle inside a dungeon.



The wilderness around an elven town.



A tactical combat against demons
and polar bears.

As you step beyond the magic gateway, you hear the huge hall echo with the weary intonation of the wizened sorcerer: "We bless you for coming to Middle World, for you are her last hope."

His voice trembled as he continues: "Hordes of monsters from the Demon World have crossed into our dimension through a much larger portal. Our efforts to turn back this hideous invasion have met with failure. We beseech you to save our land not only out of pity. If you cannot stop the demons here and now, the next world they seek to vanquish is your own."

Welcome to THE ETERNAL DAGGER, the exciting sequel to SSI's best-selling Wizard's Crown™. Your first order of battle is to search for magical weapons because your band of eight have come ill-equipped. Then you must embark on different quests to build up your abilities and solve innumerable puzzles to gather the clues you need to survive in this harsh, cruel world.

If you can defeat the invading force, you must search for the Demon Portal and find the one enchanted weapon that can seal it — The Eternal Dagger.

This wilderness-based fantasy role-playing adventure uses an improved version of the game and combat system introduced in Wizard's Crown. During combat, you can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. Dungeon play has been refined and more powerful magic spells have been added.

Players of Wizard's Crown can transfer their characters to this sequel. Of course, you are always free to create new characters or use pre-generated ones.



0 16685 03102 4

ETERNAL DAGGER AT

DUNGEON COMMANDS

COMMAND	ACTION
<-,>	Change active character facing
C	Change active character
E	Examine square that active character is facing
F	Start a fight with whatever active character is facing
I	Inspect a character
M	Make camp
N	Make next character active
O	Attempt to open or close whatever active character is facing
S	Have active character cast Foxfire or Night Vision
T	Talk to whatever active character is facing
?	Help Key

TACTICAL COMBAT COMMANDS

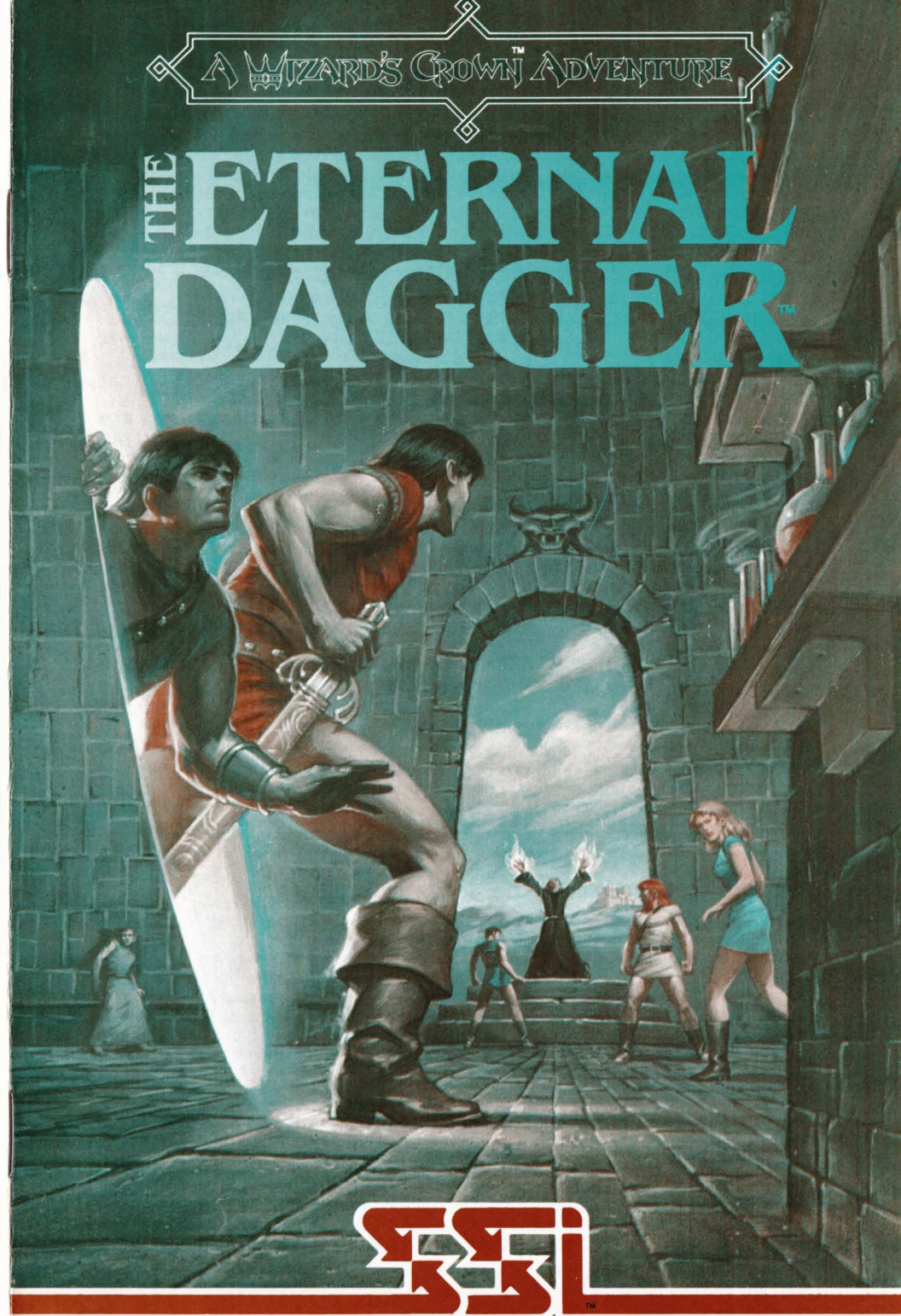
In the list of options given below, the maximum moves a character can make before performing an action are shown in parentheses. Where the action is not movement related, an asterisk * is shown.

NOTE: Where an E appears in parentheses () next to one of the options, choosing that option will end the character's turn.

COMMAND	ACTION
<-	Turn left
->	Turn right
A (1, E)	Aimed attack
C (1)	Cast a spell
D (1, E)	Defensive attack
G (1, E)	Stand on guard
I*	Inspect a character
K*	Killing attack
L (0, E)	Load a bow or crossbow
M* (E)	Use magic
N (1, E)	Normal attack
O (2, E)	Open/close door
P (0, E)	Pray
Q (1)	Quick cast a magic spell
R*	Ready an item
S* (E)	Sneak
T (1, E)	Throw weapon
U (0, E)	Turn undead
V (2, E)	Look for enemy
W*	View enemy
X* (E)	Exit
Z*	Dodge



A WIZARD'S CROWN™ ADVENTURE THE ETERNAL DAGGER™



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Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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THE ETERNAL DAGGER

INTRODUCTION

The Eternal Dagger is a fantasy adventure game that closely follows the Wizard's Crown adventure. With the defeat of Tarmon and the recovery of the Emperor's Crown, Arghan began to rebuild. Dreams of peace and prosperity were shattered, however, by the sudden attacks of groups of undead and demons that seemed to appear from nowhere.

Fearing a new evil, Kaitar led a new Wizard's Fellowship in seeking the source of the attacks. After great striving and costly failure, the Fellowship succeeded in contacting a wizard from the Middle World who offered a fearsome warning. Arghan is about to become the beachhead for an invasion, an invasion that will suck the life from the land and leave it a bleached and empty shell of nothingness.

Ssur, the Middle World wizard, is the last of his kind. His world was taken unaware by the invaders and his fellowship lost in the surprise assault. With a few hardy souls, Ssur is fighting a running battle against the invaders.

His warning is clear. If the invaders gain undisputed control of Ssur's world, Arghan will be next. The evil attacks Arghan has suffered so far have come from small scouting parties — armies are slated to follow.

If Arghan is to avoid the fate of Ssur's world, it must buy time to prepare. And the price for that time, Tarmon's Fellowship has concluded, must be paid with the blood of its heroes.

Ssur and the Fellowship together are able to open a tiny gate through which a small number of adventurers may pass from Arghan to the Middle World. Once there, they must hold back the invaders for as long as possible (or, impossibly, defeat them).

Only eight adventurers may be maintained in the other world. To pass through the gate, they must leave behind

all of their possessions. No weapons, armor, or other items can make the journey. Only living (or undead) entities, can cross.

Those who would cross are given one more warning. The Middle World is different. Its natural laws are different. Things don't work there as they work in Arghan. The travelers will have much to learn and to unlearn before they can fulfill their quest.

SSur's Tale

Ssur's tower is on an island that has been overrun by the undead armies of the Necromancer. The island fell after a special weapon, a Holy Morningstar, was stolen from the temple in Greenbay. If you can recover the morningstar from the dragon who took it, you will have a much better chance of defeating the Necromancer and his legions.

The Necromancer has drained the life from the island and turned its people into undead monsters. If he is slain, Ssur says, the island will regain its life force and return to its former glory.

The dragon can be found hunting in a large area that centers around a wood in the southeast section of the island. A rebel band that operates north of the mountains has been given a Dragon-Slaying Sword. Ssur recommends that you build up your group's power, ask the rebels for the sword, and then go after the dragon.

The Necromancer is headquartered on a small island off the northwest coast. His forces always appear in the northwest section of the island. How the Necromancer and his forces cross between the islands is a mystery.

When Greenbay fell, communication with the rest of Middle World was lost. What is happening in other parts of the world is not known to Ssur.

The island's only temple was located in Greenbay. Ssur does not know if it continues to function.

PLAY OPTIONS

You have three options at the start of the game. The first is to take the eight characters who have been pregenerated and play with them. The second is to generate new characters. The third is to transfer characters from the Wizard's Crown game (characters which have completed the Wizard's Crown adventure will generally be more powerful than the pre-generated or newly generated characters). To transfer characters from Wizard's Crown to The Eternal Dagger, use the (U)TILITIES function as explained below.

NOTE: If you are transferring characters who have successfully completed Wizard's Crown, we recommend you set the Play Difficulty to 1.

GETTING STARTED

A. MAKING THE PLAY DISKS

The first step is to create the disks you will use to actually play the game. To do this, boot the disk that came with the game (this procedure is explained in Section B below).

A screen will appear that gives you several options. If you are using two disk drives, press the **D** key. After pressing the key, or if you are using only one drive, press the **C** key to create disks for play.

To create the Play Disks, you need to have blank, writable (not write protected) disks ready before you begin the Create procedure.

After you select the Create option, you will see a screen that gives directions on how to make the game disks. Follow these instructions carefully. When told to insert the GAME DISK (FRONT or BACK), insert the disk that came in The Eternal Dagger box.

It may take some time to create the disks. You should make an extra copy of the first Play Disk and use it to periodically backup your game.

B. LOADING THE GAME

Apple II+, IIe, IIc: Boot The Eternal Dagger Game Disk. NOTE: You must play the game with the CAPS LOCK key set to on.

Commodore 64: Boot The Eternal Dagger Game Disk. Type LOAD""8 and press <RETURN>. When the message "READY"

appears on the screen, type RUN and press <RETURN>.

Commodore 128: Put the system into C64 mode (hold down the Commodore key when you turn on the system) and load as per the Commodore 64 instructions above. Atari (8-Bit machines): Remove any cartridges from your Atari. Insert the front side of the Game Disk into Drive #1 and boot the disk. If you own an Atari 800XL, you must hold down the OPTION key until booting is complete.

Note: Like the Apple, the Atari supports two drives.

IBM: Make a copy of the Game Disk using the COPY ** command. This will be the only disk needed to play the game. You will have no Disk 1, Disk 2, etc. and you may ignore references to those disks elsewhere in these rules. To boot the game, load a DOS version 2.0 or higher into your system and boot your Play Disk by inserting it into your disk drive and entering ED. You will only need to use the Game Disk (the one that came in the box with the game) to make more Play Disks for back-up purposes or to Reset the Dungeons.

Refer to the data card that came in the game box for loading and other instructions for other computer systems.

C. CONTROLLING THE GAME

The game is controlled through the keyboard. Numeric keys are used to move your party through the Outdoors and Dungeons and to move individual characters and direct spells during Combat.

Letter keys are used to give the game special commands. In most instances, those commands which can be given are listed on the screen. The command letters are listed inside parentheses () at the bottom of a display. To choose an option, press the letter for that option that is in parentheses (). EXAMPLES: When in the Outdoors, the option (M)AKE CAMP is given. To go into Camp mode, press the **M** key (the letter that was in the parentheses). When in Combat, press the **Z** key to dodge (Z is one of the letter commands inside the parentheses).

D. OPENING MENU

After the game is booted, the Opening


```

(P)LAY DIFFICULTY          1 2 3 4 5
                           HARD EASY

(C)REATE DISKS FOR PLAY

(D)RIVES                   1 2

(S)OUND                   ON/OFF

(U)TILITIES

PRESS SPACEBAR TO PLAY THE GAME

```

IMPORTANT — NEVER reset the Dungeons if you last saved the game (Told Your Deeds) while your party was in a Dungeon. Before resetting the Dungeons, make sure

The bottom of your screen will list your play options. To choose an option, press the letter that appears in the parentheses.

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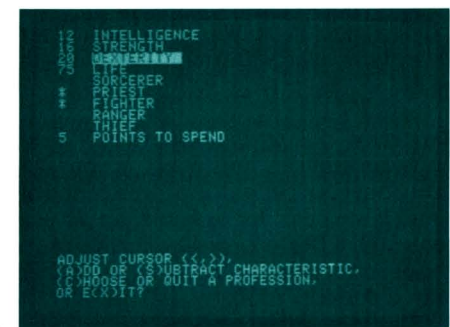
THE WIZARD'S TOWER 1/1/15 DAWN
POINTMAN HAMMOND THE SILENT LEAD 7

A WORD MILES OF ESKALE
B) BORN OF THE AXE
C) FOLNAR THE PALADIN
D) HERMAN THE SWORD
E) HAMMOND THE SILENT
F) JAGNE OF THE WOOD
G) JONATHAN LEAD
H) KEOIC THE DRUID

(O) DELAY 5
(X) INSPECT A CHARACTER
(X) SEND A CHARACTER HOME
(X) GIVE A CHARACTER HERE
(X) TELL A CHARACTER
(X) TEST THE PARTY
(X) TELL THE MINSTREL YOUR DEEDS
(X) POINTMAN LEAD
(EXT) IT THE WIZARD'S TOWER

```

The message "WHAT IS THE NAME OF THE ADVENTURER?" will appear on the screen. Type in the name you have chosen for the new adventurer and press the



Strength determines the ability to force locks, the rate of recovery from wounds, the rate of Power recovery for Sorcerers, what types of armor an adventurer can wear, and partly determines what types of weapons an adventurer can use. For a beginning adventurer, 16 is the highest recommended strength (and this for fighter characters). Refer to the Tables of Weapons and of Armor for minimum Strength requirements.

Strength will increase by one for every point spent on it. We recommend your adventurers start with a minimum Strength of 9.

Dexterity: This attribute starts at 5. Dexterity determines how many actions an adventurer can perform in a given period of time. In combat, for example, an adventurer with a Dexterity of 40 will have twice the opportunities to attack as an adventurer with a dexterity of 20.

Dexterity will increase by one for every point spent on it. We recommend your adventurers start with a minimum Dexterity of 20.

Life: This attribute starts at 25. Life determines how much damage an adventurer can sustain before dying (or becoming unconscious). The higher the Life, the greater an adventurer's ability to withstand punishment.

Life will increase by five for every point spent on it. We recommend your adventurers start with a minimum Life of 55. Characters with a Life of over 100 have less of a chance of going unconscious and less of a chance that injuries will subtract from their skill levels.

Profession: Profession determines the types of skills an adventurer may possess. Each Profession requires a minimum intelligence. When a Profession is selected for an adventurer, his intelligence will go up and (except for the Thief only Profession) POINTS TO SPEND will go down.

An asterisk * will appear next to the profession you have selected for your adventurer. NOTE: It is possible for adventurers to have more than one Profession.

In forming a party, we recommend that you have at least two Sorcerers, three Priests, one Thief, and one Ranger. When transferring a party from Wizard's Crown, keep in mind that magic is much more powerful in Middle World than it was in Arghan. If your party does not have two Sorcerers, we recommend you send one or more old party members home and gate in one or more Sorcerers. To create a well-balanced party, it will be necessary to give some adventurers more than one Profession. The pregenerated party that we pro-

vide you (which we think is balanced), has three Fighters, two Fighter-Priests (Paladin), one Fighter-Thief, one Sorcerer-Ranger, and one Sorcerer-Priest-Ranger (Druid). NOTE: *The Ranger Profession is the least expensive way, in terms of points, to give an adventurer some fighting ability.*

Equipping a Character

If you select a Fighter or Ranger profession, you will see a screen which lists a number of weapons and asks "WHICH IS YOUR PRIMARY WEAPON?" The weapons listed are all of those which your Strength and Profession(s) permit.

To select a weapon, type the letter that appears just before it. Your adventurer will be equipped with the weapon you chose and receive a skill bonus for it. Some of the weapons require two hands to use. If you choose a two-handed weapon, you will not be given a shield. Refer to the Tables of Armor and Weapons to find which weapons require two hands.

All adventurers will also be provided with the best, nonmagical armor their strength permits them to use. NOTE: *All of the magical items had been turned over to the rebels.*

WEAPONS

There are eight different types of weapons plus shields (and counting Close Combat as a weapon type). To use a weapon effectively, a character must have some skill with the weapon type. Refer to the Weapon Table for the minimum strength required to use a weapon and maximum physical damage each normal weapon can do.

The main weapon skills are:

Close Combat. This covers unarmed combat, which does Bash damage, and the use of Daggers, which do Thrust damage.

Sword. The types of swords include: Shortsword, Scimitar, Broadsword, Longsword, Claymore*, and Greatsword*. Swords do Cut damage.

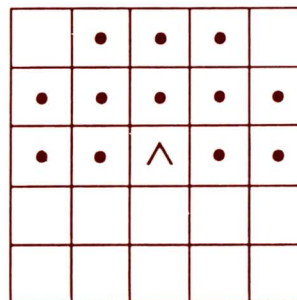
Axe. The three types of axes are: Hand Axe, Battle Axe, and Great Axe*. Axes do Cut damage and have the ability to break shields if the damage they do exceeds the defense value of the shield.

*Weapons identified by an asterisk require two hands.

Mace. The mace skill governs the use of the Crowbar*, Mace, Morningstar, Staff*, and Maul*. These weapons do Bash damage.

Flails. Flails are flexible weapons with the ability to wrap around shields. For this reason, flails are able to ignore shields when they attack. The two types of this weapon are Flail and Large Flail*. Flails do Bash damage.

Spears. Spears are long weapons capable of attacking enemy characters up to two squares away and reaching over the heads of friends and enemies. The two types of spear are Spear and Heavy Spear*. Spears do Thrust damage.



The spear (^) facing up may attack any square with a dot in it.

Bows. Bows are missile weapons with unlimited range capable of attacking any enemy the bowman can see and is facing. If a bow is not readied at the beginning of combat, it must be loaded (L) before it can be used. Bows do Thrust damage. The two types of bows are Shortbow* and Longbow*. When using a bow, a character will defend in hand-to-hand and missile combat with his Close Combat skill.

Crossbow. These are missile weapons with unlimited range capable of attacking any enemy character the crossbowman can see and is facing. Each time a crossbow fires, it must be loaded (L) before it can fire again. The two types of crossbows are Light Crossbow* and Heavy Crossbow*. Crossbows do Thrust damage. When using a crossbow, a character will defend in hand-to-hand and missile combat with his Close Combat skill.

Thrown Weapons. These are weapons which may be used for either hand-to-hand (melee) combat or as missile weapons. Thrown weapons are Javelins, which do Thrust damage, and Hammers, which do Bash damage. When a weapon is thrown, it will not be recovered until after the conclusion of combat. An exception to this are the Dwarven Hammers which return to their owner each time they are thrown.

Shields. These do not do damage. They make it harder for an opponent to hit you. Shields add to the armor defense of the character using them for physical attacks which come through a shielded side (front and left sides). The two types of shield are Buckler and Shield.

Certain weapons will do an additional magic attack. There are:

Flaming. Deliver Flame-Based attacks.

Cold. Deliver Cold-Based attacks.

Storm. Deliver Storm-Based attacks (electrical).

Life Draining. Deliver Life Drain-Based attacks.

Holy. Deliver Holy attacks.

Transferring. Takes damage done to an opponent and uses it to cure the attacker's injuries or increase his life force.

Slaying. The specified victim has no defense vs. attacks by these weapons (EXAMPLE: Goblins have no defense vs. Goblin Slaying weapons). In addition, the weapons will do three times normal damage to the specified victim.

Venomous. In addition to normal damage, this weapon will poison the defender.

Paralyzing. When this weapon does damage, there is a 1 in 4 chance that it will also paralyze the defender.

It is generally more effective to use weapons which do both a physical attack and a magical attack than it is to use a weapon which does a higher physical attack only.

ARMOR

There are 7 basic armor types in the game. These are: Leather, Cuirbolli, Ring, Brigandine, Chain, Scale, and Plate. Refer to the Armor table for the defensive values and minimum strength required for each. Cer-

WEAPON TABLE

WEAPON	DAM	MIN TYPE STR HANDS EPSKILL	WEAPON	DAM	MIN TYPE STR HANDS EPSKILL
Fist	STR/4	B 5 1 3 CC	Staff	8	B 7 2 3 Mace
Dagger	4	T 5 1 3 CC	Maul	11	B 13 2 3 Mace
Rapier	6	T 6 1 4 Sword	Flail	8	B 12 1 6 Flail
Shortsword	7	T 8 1 4 Sword	Large Flail	12	B 13 2 6 Flail
Scimitar	8	C 10 1 4 Sword	Spear	8	T 10 1 4 Spear
Broadsword	7	C 12 1 4 Sword	Heavy Spear	10	T 8 2 4 Spear
Longsword	10	C 16 1 4 Sword	Javelin	6	T 10 1 4 Thrown
Claymore	12	C 12 2 4 Sword	Hammer	7	B 10 1 4 Thrown
Greatsword	14	C 15 2 4 Sword	Dwarven Hammer	9	B 10 1 4 Thrown
Hand Axe	7	C 8 1 6 Axe	Shortbow	8	T 8 2 5 Bow
Battle Axe	9	C 12 1 6 Axe	Longbow	10	T 12 2 5 Bow
Great Axe	13	C 13 2 6 Axe	Light Crossbow	11	T 10 2 3 Crossbow
Crowbar	7	B 10 2 3 Mace	Heavy Crossbow	15	T 16 2 3 Crossbow
Mace	7	B 10 1 3 Mace	Buckler	*	4A 6 1 4 Shield
Morningstar	9	B 16 1 3 Mace	Shield	*	6A 10 1 4 Shield

DAM = Damage Rating. *Shields do not do damage.

TYPE = Damage Type (T)HRUST, (C)UT, (B)ASH, A is the basic defense rating of the shield type.

MIN STR = Minimum strength required to use.

HANDS = Number of hands required to use.

EP = Basic Experience Points Cost to improve skill.

STR = Character's strength.

SKILL = Skill required to use weapon.

CC = Close Combat.

NOTE: For each plus (+) a weapon is enchanted, its damage rating is increased by 2.

NOTE: For each plus (+) a shield is enchanted, its defense rating (A) is increased by 3

ARMOR DEFENSE RATINGS

ARMOR	BASH	CUT	THRUST	FLAME	COLD	STORM	LIFE DRAIN	MIN STR
Leather	3	2	2	0	0	0	0	5
Cuirbolli	5	4	3	0	0	0	0	6
Ring	4	6	3	0	0	0	0	8
Brigandine	6	8	5	0	0	0	0	9
Chain	5	10	6	0	0	0	0	12
Scale	6	10	7	0	0	0	0	15
Plate	8	12	9	0	0	0	0	16
Reinforcing	+30	*	*	*	*	*	*	*
Dwarven	*	+30	*	*	*	*	*	*
Elven	*	*	+30	*	*	*	*	*
Wizard's	*	*	*	+30	+30	+30	+30	*
Flame Proof	*	*	*	+30	*	*	*	*
Cold Proof	*	*	*	*	+30	*	*	*
Storm Proof	*	*	*	*	*	+30	*	*
Drain Proof	*	*	*	*	*	*	+30	*

MIN STR = Minimum strength required to use armor type.

* = Normal rating for regular armor type and a minimum of 2 for magical defenses.

NOTE: For each plus (+) the armor or item is enchanted, its defense ratings increase by 3.

tain types of items confer special armor benefits as explained in the table.

Armor provides a defense rating against a number of types of attacks. Some items, when readied, also provide defensive advantages. Where more than one item or armor provides a defensive rating, only the highest rating will be counting. These ratings are not cumulative. An exception to this are the Defense Potions whose defensive benefits are added to a character's normal defense ratings. NOTE: *The benefits from these potions only last for one battle. When more than one potion is used, only the highest defensive rating will be counted. Potion advantages are not cumulative among themselves.*

ITEMS

A number of different items appear in the game. Some of these will enable their user to cast a spell, enhance a skill or ability, or receive an increased defense against one or more types of attacks. In order to receive any benefit from an item, that item must be readied. Characters will only benefit from items which increase a skill or ability if they have that skill or ability in some form.

Character Appearance

You will be shown a screen on which a number of different adventurer forms are displayed. Using the keys identified at the bottom of the screen, you are to move the cursor to silhouette the form you want to represent your adventurer and press the **S** key.

Adventurer Skills

After you choose an adventurer form, you are shown a screen which gives your adventurer's starting skill and ability ratings. You have 250 Experience Points which you may spend to improve these skills and abilities (refer to the Experience Cost Table). The meaning of each skill and ability is explained under The Professions section of this rule book. To improve a skill, highlight it by using the keys as indicated at the bottom of the screen and then press the **S** key until the skill reaches the desired level or you run out of Experience Points to spend.

Note that you may also use Experience Points to buy up your adventurer's attributes. One point of Strength or Dexterity costs 100 Experience Points. Five points of Life cost 100 Experience Points. NOTE: *Experience Points will be earned from combat and may be used to buy up attributes, skills, and abilities when in camp.*

The Professions

Each Profession has different skills and abilities. These are explained below. An adventurer with more than one Profession will have the skills and abilities of all his Professions.

The skills of Close Combat and Scan are common to all Professions. Close Combat is an adventurer's ability in unarmed combat (this includes use of a dagger). When an adventurer armed with a bow or crossbow is attacked by hand-to-hand or missile combat, he will defend with his Close Combat skill. Scan is the ability to spot an enemy who is hidden or sneaking. Scan is also used by the Pointman to spot ambushes.

Sorcerer: Sorcerers have the unique ability of Power and the unique skills of Alchemy and Cast Spell.

POWER is required for casting spells. Each time a Sorcerer attempts to cast a spell, he must pay a Power cost (these costs are listed in the Spell Table). The amount of Power a Sorcerer currently can have is his Maximum Power. The amount of Power a Sorcerer actually does have is his Current Power. The Current Power rating drops as Power is used and goes up as Power is regained through Rest. NOTE: *Parties only rest in the inn, in the Outdoors when the **R** key is pressed, or when they automatically make camp at night. Parties can never rest in Dungeons.*

Maximum Power only increases when Experience Points are used to purchase Power.

ALCHEMY is the skill to create magic potions. These potions have the same affects as the magic spells of the same name. In addition to potions which duplicate the affects of normal spells, two additional potions may be created. Potions of Regeneration will eliminate all damage

to an adventurer and restore his life force (but will not raise dead). Potions of Defense give protection against weapon and magic attack.

Potions are created in the Alchemist's Lab in a town.

CAST SPELL is a Sorcerer's magic skill. The higher the skill, the more powerful the spells a Sorcerer may cast, the less likely his spells will be miscast, and the more spells he can cast during a turn.

Priest: Priests have the unique abilities of Karma, Luck, and Turn Undead and the unique skills of Treat Poison and Treat Disease. They share with Rangers the skill of First Aid.

KARMA is the priestly equivalent of Power. It costs Karma to pray for healing, food, or to bless a party. Maximum Karma shows the highest amount of Karma to which an adventurer is currently entitled. Current Karma shows the amount of Karma an adventurer currently has. The Current Karma level is decreased by praying for healing, food, and blessings. It is increased by praying in temples. Maximum Karma may only be increased by spending Experience Points.

LUCK provides a special protection against physical attacks. In combat, any opponent who physically attacks a Priest (this excludes magical attacks), has a greater chance of missing than if he attacked a non-priest. The higher the Luck rating, the greater the chance an enemy's attack will miss. Effective Luck may never exceed Current Karma (excluding magical bonuses). In no event (Blesses and magical bonuses included) will effective Luck ever exceed 200.

TURN UNDEAD is a special ability. A successful turn will dissolve undead monsters (skeletons, ghosts, spirits, ghouls, zombies, etc.) into nothing. The higher the Turn Undead number, the better the chance to turn. However, the effective Turn Undead will never be higher than the Current Karma rating (excluding magical bonuses). Using the Turn Undead ability will also give the Priest 'additional protection against attacks by undead monsters.

TREAT POISON is a skill that enables the Priest to unpoison an adventurer. The higher the skill level, the greater the chance of unpoisoning. *NOTE: Adventurers who are*

not unpoisoned will suffer additional damage and may die.

TREAT DISEASE is a skill that permits the Priest to cure adventurers who are diseased. Adventurers who are diseased will not recover from Fatigue. They will not heal wounds through Rest. The higher the skill level, the greater the chance of curing. Some diseases are cured only through Rest.

FIRST AID is a skill that permits the binding of normal wounds and the stopping of minor bleeding through the use of bandages. Priests and Rangers both have this skill.

Fighter: Fighters have the unique ability of Awareness and skill with shields and all weapon types. They share the skills of Spear and Bow with Rangers.

AWARENESS is an ability that permits Fighters to sense the presence of a nearby enemy or to detect the direction from which an attack came. It permits Fighters to remain aware of what is happening around them while they are fighting. This permits Fighters to operate with their full defensive capabilities even when being attacked by more than one opponent at a time. Non-fighters suffer a defensive penalty when subjected to multiple attacks.

SHIELD is a skill which permits the Fighter to use a shield as an aid in combat. When using a shield, the Fighter gains protection against physical attacks which come through the shielded sides. It also adds to the fighter's basic defense for attacks which come through the shielded sides (front and left).

SWORD, AXE, SPEAR, MACE, FLAIL, BOW, CROSSBOW, and THROWN WEAPON are weapon skills. The higher the skill number, the greater the chance of hitting an opponent when attacking with a weapon from the skill class. Daggers, Swords, Axes, Maces, Flails, and Spears are hand-to-hand combat weapons.

Axes have the ability to break shields under some circumstances. Flail attacks ignore shields. The Spear is a ranged hand-to-hand combat weapon (can attack from two spaces away).

Bows and Crossbows are missile weapons which may be used to attack from a distance. Thrown Weapons can be used for either hand-to-hand combat or missile

attacks.

Fighters share with Rangers the skills of Spear and Bow.

Ranger: Rangers have the unique skills of Hunt and Track. They share with fighters the skills of Spear and Bow. They share with Thieves the skill of Stealth. They share with Priests the skill of First Aid.

SKILLS & ABILITIES

SKILL	CLASS (1)	EP (2)	GAIN (3)
Close Combat	All	3	1-8/1-4/1-2/1
Sword	F	4	"
Axe	F	6	"
Spear	F, R	4	"
Mace	F	3	"
Flail	F	6	"
Thrown	F	4	"
Bow	F, R	5	"
Crossbow	F	3	"
Shield	F	4	"
Combat Awareness	F	3	"
Scan	ALL	4	"
Stealth	R, T	5	"
Hunt	R	3	"
Track	R	4	"
First Aid	R, P	3	"
Search	T	4	"
Disarm Trap	T	5	"
Pick Lock	T	4	"
Treat Poison	P	4	"
Treat Disease	P	4	"
Turn Undead	P	4	"
Alchemy	S	5	"
Luck	P	6	"
Cast Spell	S	6	"
Karma	P	1	1
Power	S	3	1

(1) Class indicates which Professions possess the skill or ability: F = Fighter, R = Ranger, T = Thief, P = Priest, S = Sorcerer.

(2) EP indicates the amount of Experience Points required to improve the skill or ability.

(3) GAIN: Each time you spend Experience Points to increase a skill or ability, the skill or ability increases by a random amount (until it reaches 200). Up to 100, the increase is 1 - 8 points. Between 100 and 150, the increase is 1 - 4 points. Between 150 and 200, the increase is 1 - 2 points. Between 200 and 250, the increase is only 1 point. Over 250, the increase is 1 point and the Experience Point costs are double.

HUNT is the skill of finding food in the wilderness. The higher the skill, the greater the chance of a successful hunt.

TRACK is the ability to find and follow the signs that indicate the passage of other creatures. A high tracking skill will enable the Ranger to track a monster group back to its lair and recover more treasure. The higher the tracking skill, the more treasure a party will find.

STEALTH is the skill of moving without being observed. The higher the stealth, the greater the chance of successful sneaking. A Pointman with a high Stealth has a better chance of spotting an enemy before the enemy spots the party.

Thief: Thieves have the unique skills of Search, Disarm Trap, and Pick Lock. They share with Rangers the skill of Stealth.

SEARCH is the skill of finding hidden objects, secret doors, traps, etc. The higher the skill, the greater the chance of finding hidden things and loot on enemy bodies.

DISARM TRAP is the skill of rendering a trap harmless without being harmed in the process. The higher the skill, the better the chance of successfully disarming a trap.

PICK LOCK is the skill of opening locks without the benefit of a key. The higher the skill, the greater the chance a lock can be opened. *NOTE: To pick a lock, lock picks must be readied.*

Thieves share with Rangers the skill of stealth. Because of their unique skills, Thieves make the best Active characters in Dungeons. With Rangers, they make the best Pointmen.

The Pointman

The Pointman is the adventurer chosen to lead the party in the Outdoors. When moving Outdoors, the chances of your group being ambushed or ambushing depends on the skill of your Pointman. To select a Pointman, use the **P** key when in Camp or the Wizard's Tower. You will also have to select how far in front of the party you want the Pointman to lead. The further out you place the Pointman, the smaller the chance that your party will be ambushed, but the further the Pointman will be caught from the group if you are ambushed.

MAGIC

Magic covers all types of spells which can be cast. Magic spells may be cast by Sorcerers using their inherent skills and abilities or by any character who is using a readied, and enchanted, Wand, Scroll, Potion, or other item.

Enchanted items have the ability to cast one or more spells. The exception to this is Scrolls which can cast only one spell and which disappear after they are used. For other items, there is never any indication of how many spells they can cast.

The spells which can be cast in combat are:

Countermagic*: Halves enemy spell cast ability for one battle or until dispelled.

Foxfire*: In Dungeons provides light until exiting the Dungeon or until dispelled. In Outdoors, provides light for one battle or until dispelled.

Night Vision*: Allows the caster to see in the dark for one day or until dispelled.

Freeze: Does a minor cold-based attack.

Invisibility*: Turns the caster invisible for one battle or until a Dispel Magic is cast. Invisibility may not be cast while a Reveal Enemy is in affect. Invisible characters may be temporarily spotted while adjacent to an enemy or when making a physical attack.

Reveal Enemy*: Reveals any enemy who was sneaking or invisible, prevents enemy from going invisible, and adds 20 to the Scan and 30 to the Combat Awareness of all members of the caster's party.

Magic Protection*: Increases the resistance to magic attacks by 6 points for all members of the caster's party for one battle or until dispelled.

Paralyze*: Has a 1 in 8 chance of paralyzing all non-sorcerer members of the enemy party. Has a 1 in 32 chance of paralyzing enemy Sorcerers. Paralyzed enemy may not move or defend themselves. They are out of the battle unless one of their mages casts a Dispel Magic.

Disengage: Removes any engage restrictions from members of the caster's party that were in affect at the time it was cast.

Fear*: Reduces the chosen enemy's dexterity to a maximum of 7 for one battle or until dispelled.

Missile Protection*: This spell prevents any of the caster's party from being hit by a missile attack for one battle or until it is dispelled.

Change Terrain: In outdoor battles, permits the caster to change the terrain in one square to either clear, fill (a solid wall), or rubble. Lasts for one battle. This spell may not be used in Dungeons or in squares which contain characters or monsters.

Fumble: When successful, causes the selected enemy to drop any readied items in his hands. The lower the dexterity of the target, the more likely the spell will succeed. Some or all of the items will be dropped.

Regeneration*: This spell causes all injury (except death) done to a character to be healed. This spell acts slowly and it is normally more effective to save Regeneration until after combat.

Lightning: Does a powerful storm-based attack against a designated enemy.

Life Blast: Does a powerful life-based attack against a designated enemy.

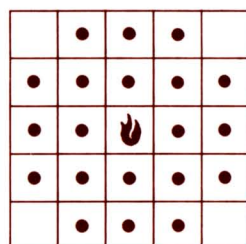
Dispel Magic: Eliminates any enemy combat spells that are currently in affect (excluding Bless).

Armor*: Increases the physical and magical armor defense of the caster's party by 6. Lasts for one battle or until dispelled.

Life Steal: Takes life force from the designated enemy and adds it to the spell caster.

Mass Invisibility*: As per the Invisibility spell, but for all members of the caster's party.

Fire Ball: Does a powerful flame-based attack on all enemy characters within the blast area (see diagram).



Area Effect for
Fire Ball and Magic Blast

Magic Blast: Does a powerful attack against the defender's weakest magical defense (excluding Holy). Affects all enemy characters within the blast area (see diagram).

Potion Defense (from potion only)*: Adds to the user's defensive rating for one battle.

* These spells are eliminated when a Dispel Magic is cast by the enemy.

Other spells which can be cast are:

Unlock: May be used to unlock a door, chest, etc. The probability of success is determined by comparing the caster's skill level with the lock's difficulty level. (Spells from items are always successful providing a special item is not required to unlock). Traps can be activated through use of this spell. This spell is a noncombat spell for use in Dungeons.

SPELLS

SPELL	POWER COST	DIFFICULTY
Countermagic (1,4)	1	10
Foxfire (4)	1	10
Night Vision (4)	1	10
Unlock (2)	1	Special
Freeze (1)	2	20
Invisibility (1,4)	2	20
Reveal Enemy (1, 4)	2	30
Magic Protection (1, 4)	3	20
Paralyze (1, 4)	3	100
Disengage (1)	3	30
Fear (1, 4)	2	50
Missile Protection (1, 4)	3	40
Change Terrain (1, 3)	4	20
Fumble (1)	4	30
Lightning Bolt (1)	4	60
Life Blast (1)	4	80
Dispel Magic (1)	5	10
Armor (1, 4)	5	70
Life Steal (1)	5	140
Mass Invisibility (1, 4)	8	100
Fireball (1)	8	100
Magic Blast (1)	8	120

(1) May be used in combat only.

(2) May not be used in combat.

(3) Will not work in dungeons.

(4) Combat Spell that is dispelled by an enemy cast of Dispel Magic.

CAMP



You enter Camp by pressing **M** for Make Camp when in the Outdoors on in a Dungeon. You will be automatically put into Camp at the end of a combat. You may not enter Camp when in a town.

When in Camp, you will see the Main Camp Menu which shows your party status (CAMPING), the date, and the time of day along the top line. Below this, your current Pointman is identified along with the distance he is leading the party (0 - 9).

The next section of the screen identifies each of your party members with a letter (A through H) that you will use in selecting options for that character.

The options are listed at the bottom portion of the screen. They are:

(D)ELAY: N (where N will be represented by a number that shows your current delay). The possible DELAY ranges from 1 (the shortest) to 9 (the longest). Selecting a short DELAY will speed the game by shortening the time that messages remain on the screen. To select a DELAY, press the **D** key. The number by DELAY will increase by one until 9 is reached when it will return to 1 and count up again. Continue pressing the **D** key until the DELAY is set at the number you want.

(I)NSPECT A CHARACTER. Pressing the **I** key will display the Party Status Screen which shows each character's Bleeding, Injury (Normal Bleeding and Injury are shown to the left of the / and Serious Bleeding and Injury are shown to the right), Life (Current Life Level is shown to the left of the /, Normal Life Level is shown to the right), and Status (OK, Tired, Diseased, Poisoned, Dead). Below this, the amount

To inspect a particular character, press the letter key (A – H) that is shown to the left of that character's name. After the letter key is pressed, you will be shown an Information Screen for that character as explained below.

(V)IEW ITEMS IN THE POOL. Pressing the **V** key will permit the designated character to examine items in the pool and select items from the pool to either carry or place in his backpack. This option is typically used when looting following a successful combat or when redistributing party items by first transferring them to the pool.

(T)ELL THE MINSTREL YOUR DEEDS. Pressing the **T** key will cause the computer to make a record of your party status at this time. If you should remove the game from the computer and turn your system off, you will resume your game with the situation that existed at the time you last Told the Minstrel Your Deeds (saved the game). When saving a game, be sure none of your characters are poisoned. This could cause them to die. NOTE: *Should a disaster befall your party, it is a common practice to turn off the game and resume from a save that occurred prior to the disaster. For this reason it is wise to save the game immediately following the occurrence of something "GOOD".*

SET THE (P)OINTMAN AND LEAD. Pressing the **P** key will permit you to select a new Pointman for your party and/or change the

INSPECTING A CHARACTER

The Eternal Dagger permits a detailed inspection of any character at almost any time. To inspect a character, press the **I** key until the Party Status Screen is displayed and then proceed as explained above. After calling up the screen for a particular character, pressing the **N** key will call up the Current Skills and Abilities Screen as explained below.

[illegible]

Below these is displayed a list of all items, weapons, and armor the character is carrying. Those that the character is ready to use have the word YES to their far right. Those which are not ready to be used have the word NO to their far right. NOTE: *You may carry a maximum of 10 items at one time. You may carry no more than one large (L) and three medium (M) items (or four medium items) plus several small items.*

(N)EXT DISPLAY. Pressing the **N** key will display the Current Skills and Abilities Screen that gives additional information on the current character. This screen will be

(I)NSPECT A CHARACTER. Pressing the **I** key will return you to the Party Status Screen where you may choose to inspect another character.

(E)XAMINE. Pressing the **E** key will provide information on the item that is currently highlighted. This information will include: the value of the item (in copper pieces), the size of the item (S, M, or L for small, medium, or large), the number of hands required to use the item, the minimum strength (if any) required to use the item, the damage or defenses provided by the item, and any skill or ability enhancements and/or magic spells provided.

(R)EADY. Pressing the **R** key will affect the currently highlighted item only. If that item is readied, pressing the **R** key will unready it. If that item is not readied, pressing the **R** key will ready the item. Characters may only use items which are readied. Players only have two hands. They may not ready items which would require more than two hands. Characters may only ready items which they are strong enough to use. Only one weapon may be readied at a time.

(T)RANSFER. Items may be transferred between characters and from backpack to carried and vice versa. Items are transferred in an unready state. Pressing the **T** key will bring up the question "TRANSFER TO (B)ACKPACK, (P)OOL OR (C)ARRY?" If the **B** or **C** key is pressed, you will be asked "WHO SHALL CARRY IT (A-H)?" Press the key for the character you want to have the item. If the message "YOU CAN'T CARRY THAT MUCH!" appears, the character either has no room for the item or is not allowed to take another item of that size. In this case, you will have to move other items around to make room. One way to do this is to transfer items to the (P)OOL.

the **P** key. To have a character take an item from the pool, press the **V** key from the Main Camp Menu. The question "WHO SHALL VIEW THE ITEMS (A - H)?" will appear. Enter the letter of the character you want to give items to. You will see a screen which lists all items in the pool. The item which is highlighted is the one you can give a character. NOTE: *All items still in the Pool when the sustum is turned off will be lost.*

Use the keys indicated at the bottom of the screen to change which item is highlighted. To have a character carry an item, press the **T** key while that item is highlighted. To have a character put an item in his backpack, press the **P** key while that item is indicated. As with the other types of transfer, if a character is unable to take an item, the message "YOU CAN'T CARRY THAT MUCH!" will appear.

(U)SE. To activate a spell on a readied item, press the **U** key. This is most commonly done with Regeneration items (by injured characters) or with spells of seeing and light (by characters in dark dungeons or in a fight at night).

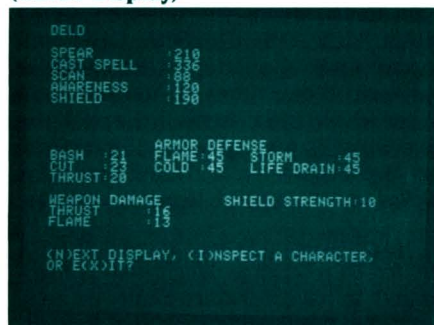
(D)ROP. To drop an item, press the **D** key. This is most commonly done in order to make room for a more valuable item or to be rid of a suddenly useless item (a magic wand which has exhausted all of its magic for example).

ADJUST THE CURSOR(<,>). Pressing the < or > keys will move the cursor up and down the screen. This enables you to select the item you want to Examine, Ready, Transfer, Use, or Drop.

E(X)IT. Pressing the **X** key will exit you back to the Main Camp Menu.

This screen shows all of a character's skills and abilities and his current rating in each. Pressing **N** from this screen will display the Current Combat Abilities Screen. Pressing **E** will permit the spending of Experience Points to buy up Attributes, Skills, and Abilities (Refer to the SKILLS & ABILITIES Table). Pressing **I** will return you to the Party Status Screen. Pressing **X** will return you to the Main Camp Screen.

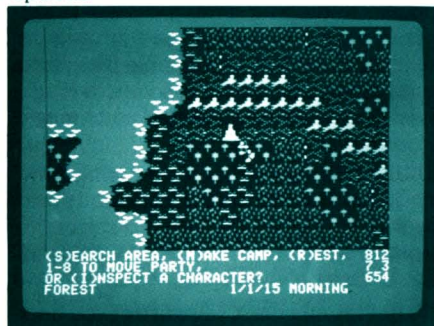
CURRENT COMBAT ABILITIES SCREEN (Battle Display)



This screen displays a character's current combat abilities taking into account skill and ability ratings, items readied, fatigue, magic, and blessings. It also shows a character's defenses against different types of attack and the maximum and types of damage the character's readied weapon can inflict. NOTE: *Injuries may subtract from skill ratings.*

THE OUTDOORS (Disk 1)

When in the Outdoors, you will see your party icon (two adventurers) on a large map. Below this will be displayed your options.



The letters inside the parentheses are your options.

NOTE: For the IBM, the cursor compass is:

7	8	9
4		6
1	2	3

SEARCH

Pressing **S** will cause a search of the square your group occupies. The chance of a successful search is based on the search rating of your best character. Searching will permit you to enter towns and temples not in towns. It will enable you to find Dungeons, lairs, and special encounters. NOTE: *When you FOLLOW THE TRACKS, you should*

Search the square to which the tracks lead you.

MAKE CAMP

Pressing **M** causes your party to enter CAMP mode as explained above.

REST

Pressing **R** allows your party to rest. Rest permits you to recover from fatigue, to regain lost magic power, and to heal wounds. Since fatigue subtracts from all of your abilities, it is a good idea to rest often enough to avoid becoming **TIRED**.

For every hour spent Resting, you lose one Fatigue point. Sorcerers regain Power equal to their Strength for every hour they rest. Adventurers automatically rest when Camp is made for the night. NOTE: *Injury recovery from rest occurs at dawn only.*

For every hour spent in movement or search, one fatigue point is gained (two are gained in winter months). When night falls, your party will automatically make camp and rest.

MOVEMENT

Use the number keys, **1 - 8** (**1 - 9** on the IBM), to move your party about the map. A cursor compass is shown to the right of the display. Pressing a number key will move your party in the direction that key lies from, the center of the compass. NOTE: *Some terrain, mountains and water for example, is impassable.*

INSPECT A CHARACTER

Pressing the **I** key permits you to inspect a character as explained above.

TERRAIN

The type of terrain your party currently occupies is explained at the bottom left of the display. If you notice an unusual terrain type here, it is a good idea to Search the square. The type of terrain will determine how many hours it takes to move through a square. The rougher the terrain, the longer it takes to get through it.

TIME OF YEAR

Middle World passes through a normal yearly cycle. As you enter the summer months, the days become longer and it is easy to overtire your party by having them travel all day long. You will need to periodically take time out to rest your party.

The day of the year is shown to the right of the terrain type. The time of year will determine how many hours of daylight there are in a turn.

TIME OF DAY

The time of day is shown to the right of the time of year.

TURNS

How many turns you get in a day depend on the time of year and what you do. Moving through certain types of terrain takes more time than moving through others. Searching and resting also take time. Each map square represents several miles.

By contrast, almost no time passes when you are in a Dungeon.

HUNTING

Each time you make camp for the night, your party will attempt to hunt for food. A very successful hunt means that you have enough food to meet today's needs and some to carry along for later. A successful hunt means you have enough food for today's needs only.

When the hunt is not successful, you must either use food left over from very successful hunts (this happens automatically), pray for food (which costs Karma), or go hungry. When you go hungry, you do not recover from fatigue by resting and none of your wounds are healed through resting.

ENCOUNTERS

You will encounter a number of groups of monsters, people, creatures, etc. in the game. In the Outdoor world (Disk 1), encounters are announced with the message "YOU SEE (name of what you see)" followed by a list of your reaction options. These are: (T)ALK, (R)UN OR HIDE, (S)URRENDER OR (F)IGHT. As always with The Eternal Dagger, to select an option, you type the letter inside the parentheses () for that option.

NOTE: *In night encounters, only the characters who were on watch at the time of the encounter will be wearing armor. If a fight should occur at night, remember to cast a Foxfire so your party can see the enemy.*

By pressing **T**, you will attempt to talk to the group encountered. This is the best way to discover if a group is friendly, hostile, or neutral. Friendly groups will attempt to provide you with some useful information. Hostile groups will refuse to

talk and attack you when you attempt to speak to them. Neutral groups will react in a variety of ways. They will not attack. They may offer to sell you information or they may refuse to talk to you at all.

It is important to remember that there are differences between the groups. For example, on the Elven Island, some groups of Moving Trees are friendly and some are hostile. If you attack every group you meet, even if you had earlier been attacked by the same type of group, you may not be able to get some of the information or help you need to win the game. Of course some types of creatures, undead and demons for example, are inherently evil and it is never any use talking with them. You will have to use your own judgement on when to talk and when to attack. As a general rule, in a normal encounter you are never penalized for attempting to talk.

By pressing **R**, you attempt to run away or hide from the group encountered. Friendly or neutral groups will never attempt to chase or find you. Hostile groups will. Whether or not you are caught or found is determined by the average dexterity of your group vs. the average dexterity of the other group compared with a randomly generated number (a die roll if you will).

By pressing **S**, you attempt to surrender to the group encountered. When you surrender to a friendly group, the group will leave you alone. When you surrender to a neutral group, the group will either leave you or rob you. When you surrender to a hostile group, you will either be robbed or killed. Sometimes your only hope of surviving an encounter with a fast (high dexterity) hostile group is to surrender and hope you are robbed rather than killed.

By pressing **F**, you will go into combat with the group. When you choose to fight, you will be shown a list of your visible opponents (invisible ones are not listed) and asked to choose between (T)ACTICAL and (Q)UICK combat.

Combat

There are two types of combat in The Eternal Dagger: Tactical and Quick.

Tactical Combat is an involved and somewhat time consuming procedure. It is also considered the best feature of this game system. In Tactical Combat, you see

each of your adventurers, the enemy, and the terrain on which they fight. You get to determine how each of your adventurers moves, what weapons and items each uses, what types of attacks and defenses they adopt, what spells they cast, and the tactics and strategy for the fight. Generally speaking, your group will perform best in Tactical Combat.

Quick Combat is a quick and simplified procedure in which the computer runs the combat for both sides. Unlike Tactical Combat, your characters will not be using any magical items (excluding weapons and armor). You will be able to follow the progress of the combat by watching the number of enemy you face decrease and the status of your characters change. Quick Combat gives your opponents a better chance of winning than they usually enjoy in Tactical Combat. Quick Combat is normally used to quickly move through the walk-over fights that are neither challenging nor interesting.

QUICK COMBAT

When you choose Quick Combat, you will be shown a screen that displays your current party status. Beneath this are listed the type and number of enemy you are facing. At the bottom of the screen are your three options: (P)AUSE, (F)LEE, OR (M)AGIC.

To start combat, press **P**. **P** may also be pressed to halt combat and then pressed to start it again.

To attempt to run away from the enemy, press **F**.

To toggle magic on and off, press the **M** key. The game is preset for your characters to not use magic. If you want them to cast spells, you must press the **M** key. Pressing the **M** key will also cause combat to begin. This feature permits you to preserve your magic power for tough fights.

TACTICAL COMBAT

Setting Up for Combat

Tactical Combat begins with you setting up (deploying) your adventurers. The bottom line of the display will show your setup options as follows:

(1-8) TO MOVE CHARACTER, (<,>) TO ADJUST FACING, (P)UT DOWN, (N)EXT OR (I)NSPECT A CHARACTER,	8 1 2
(Name of Character You are Currently Setting Up)	7 3
	6 5 4

Use the number keys **1 - 8** (**1 - 9** on the IBM) to move your characters. The cursor compass on the display's right will have highlighted those directions in which you may move. The arrow at the center of the compass shows your character's current facing.

Use the **<** key to change your character's facing with a 90 degree turn to the left. Use the **>** key to change facing with a 90 degree turn to the right. NOTE: *Characters can only execute physical attacks or direct fire spells (Fear, Lighting, Life Blast, etc.) to their front and sides.*

Use the **P** key to put the character down (stop controlling that character and enter the Pre-Battle Menu). NOTE: *Characters may not be put down on top of other characters.*

Use the **N** key to advance control to the next character.

Use the **I** key to inspect a character as explained above. When inspecting a character prior to combat in the Outdoors, you may ready and unready items (except armor). You may not transfer items to or from a backpack, between characters, or to the Pool.

The Pre-Battle Menu

You will see this menu when you use the **P** key as explained above to put a character down. In this menu, your options are to use the numeric keys to move the cursor over a character and then pick him up (control him and return to the deployment options as explained above) by pressing the **P** key, or to use the **X** key to exit to combat.

When the cursor is over a character, the name of that character will be shown at the bottom of the screen and the cursor compass will show that character's facing and the directions in which he could move.

When you press the **X** key to exit the combat, the message "DO YOU REALLY WANT TO PROCEED TO COMBAT (Y/N)?" will appear. To advance to combat press **Y**. To return to your deployment options, press **N**.

Ambushes

Normally, the enemy will appear to the right of your characters. In normal combat, you will not see how the enemy is positioned until after you have exited to combat. In the case of ambushes, the enemy will appear to your party's left and you will see them immediately.

When you have been ambushed, you will not be given the opportunity to position your characters prior to the start of combat.

When you ambush your opponents, you will be given the opportunity to position your characters anywhere on the screen (except in impassible terrain or in a square occupied by an enemy or a friendly character).

During Tactical Combat, a special display will appear at the bottom of the screen when one of your characters can perform an action. This display appears as follows:

(Name of Character)	8 1 2
INJURY: N BLEEDING: N LIFE: (Current Level)	7 3
TYPE ORDER (<,>,>, A,C,D,G,I,K,L,M,N,O,P,Q,R, S,T,U,V,W,X,Z)	6 5 4

On this display, the name of the character who can act is given in the upper left. When a character is injured or is bleeding, the amount of injury or bleeding will appear where the **N** is in the above display.

The directions in which the character can move are highlighted in the cursor compass to the right of the display. The character's facing is indicated by the arrow in the center of the compass. When a character moves, he will face the direction in which he moved. Where this requires a facing change, he will perform the minimum facing change required by the move.

The maximum a character can move is six squares in a straight line. Diagonal moves and moving over terrain features (bodies, slopes, rubble, etc.) will reduce the maximum moves a character can make.

In the list of options given below, the maximum moves a character can make before performing an action are shown in parentheses. Where the action is not movement related, an asterisk * is shown. In some circumstances (Engaged, diagonal moves, terrain restrictions, etc), a character may not be able to make the maximum moves and still perform the action.

NOTE: *Where an E appears in parentheses () next to one of the options, choosing that option will end the character's turn.*

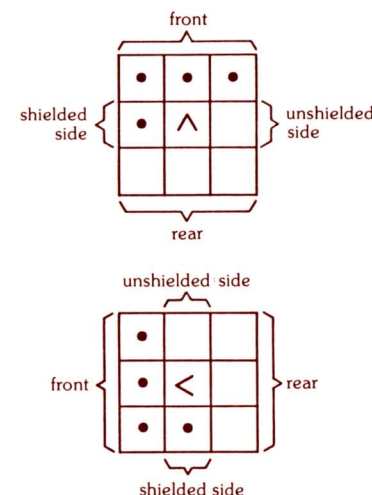
Prior to moving or after moving only one square, a character may make an unlimited number of facing changes in the square he occupies. A character who moves

two or three squares may make a maximum of one facing change. A character who moves four or more squares may make no facing changes. NOTE: *When a moving character is attacked by an enemy, that character's movement ends immediately.*

Those actions which the character can take are listed inside the parentheses to the right of TYPE ORDER. These options are:

<:- TURN LEFT. Pressing this key will cause the character to make a 90 degree turn to the left.

-> TURN RIGHT. Pressing this key will cause the character to make a 90 degree turn to the right.



A (1, E): AIMED ATTACK. Aimed attacks hit much less often than other types of attacks, but when they hit, they do more damage. Aimed attacks are considered to be directed at small, vulnerable, and hard to hit areas of the enemy.

C (I): CAST A SPELL. Permits a Sorcerer to attempt to cast a spell. Normal cast spell ability is used and normal power cost is paid whether or not the attempt is successful.

Spells may be cast instantaneously, in which case the caster will be able to perform another action, or may require all of one turn or two turns to be cast. Spells may also be miscast (fail). Whether or not a spell is successful and how long it takes to cast is determined by the Sorcerer's adjusted Cast Spell (halved when Counter Magic is in effect, doubled when Quick cast

is used) compared with the spell's difficulty level and adjusted by a randomly generated number from 0 to 99 (If Difficulty is > adjusted Skill, spell fails. If Difficulty is > 1/2 Skill, spell takes two turns. If Difficulty is > 1/5 Skill, spell takes entire turn. If Difficulty is ≤ 1/5 Skill, spell is instantaneous).

D (1, E): DEFENSIVE ATTACK. This type of attack adds to the attacker's defense while it lessens the chance that he will hit his target. Defensive attacks are often used by attackers with enemy on their sides (flanks) and/or rear.

G (1, E): STAND ON GUARD. The character will stand ready and wait for an enemy to move next to him (on one of his three front sides). When this occurs, the character will attack before the enemy gets a chance to attack.

I *: INSPECT A CHARACTER. Pressing **I** once will display the character's Information Screen. Pressing **I** again will display the Party Status Screen.

K *: (E): KILLING ATTACK. The character launches an all-out attack. This increases the maximum damage of a hit, but decreases the character's defense vs. future enemy attacks.

L (0, E): LOAD A BOW OR CROSSBOW. These weapons must be loaded before they can be used. If a character starts combat with one of these weapons readied, that weapon is loaded. If a bow or crossbow is readied during combat, it must be loaded before it can be used. Once loaded, a bow will not have to be loaded again during a battle. A crossbow must be loaded each time it fires in order for it to be able to fire again.

M *: (E): USE MAGIC. The character may cast a magic spell from one of the items he has ready. Pressing **M** will show a screen which displays those readied items which may be used to cast a spell. To examine what spells are available, highlight each item and press the **E** key. To cast a spell, highlight the desired item and press the **S** key.

N (1, E): NORMAL ATTACK. Pressing the **N** key will launch a normal attack. **N** may be used for hand-to-hand and missile weapons.

O (2, E): OPEN. Character may open a closed, unlocked door he is facing or close an open door he is facing.

P (0, E): PRAY. Characters with Karma available may pray. Prayers which may be used in combat are Bless and various heals. Raise Dead may not be used in combat.

Bless gives all members of the party a Luck advantage. This advantage lasts for one battle and cannot be dispelled. For every Blessing cast, the party receives the equivalent of 40 in Luck. The maximum benefits of combined Luck and Blessing is 200. Bless, Stop Normal Bleeding, and Heal Normal Injuries are cast in one turn. Stop Serious Bleeding, Heal All Injury, and Restore Life Forces require two turns to cast. NOTE: *Bleeding reduces a character's life. When Life is 0, the character is dead.*

Q (1): QUICK CAST A MAGIC SPELL. This option is similar to a normal Cast except the caster operates with twice his normal Spell Cast ability and pays twice the normal Power costs for spells. This option generally permits Sorcerers to get off twice as many spells within a given period of time.

R *: READY AN ITEM. Pressing **R** permits the character to change the items he has readied (except for armor). An item may be readied and used in the same combat round.

S *: (E): SNEAK. Pressing the **S** key will permit characters with Stealth skills to attempt to hide from the enemy. You will not know when this attempt has been successful. Characters who are Engaged and Sorcerers who have cast a spell that round will not be able to Sneak.

T (1, E): THROW. This option is used to launch a thrown weapon at an enemy. It permits thrown weapons to be used as missile weapons. Once a weapon is thrown, it may not be recovered until after combat is concluded. The one exception to this is Dwarven Hammers which return to their owners after they are thrown.

U (0, E): TURN UNDEAD. Use of this option permits characters with the Turn Undead ability to attempt to destroy a visible undead. The option may also be used when there are no undead in the character's sight. When used in this manner, it increases the user's defense against undead attacks.

V (2, E): LOOK FOR ENEMY. Pressing the **V** key uses the character's Scan ability to search for hidden enemy.

W *: VIEW ENEMY. Using this key will permit the character to examine all enemy he can see. Information provided is the type of enemy and the direction in which he is facing. Pressing the **S** key also gives the enemy's status, dexterity and facing and, where the enemy is using weapons or wearing armor, the type of weapon, armor, and shield in use. The **N** is pressed to move from enemy to enemy. The **X** key is used to exit the option.

X *: (E): EXIT. This key is used to end a character's phase and permit the game to advance to the next character's phase.

Z *: DODGE. Pressing the **Z** key causes the character to dodge which makes him harder to hit.

Engaged

When an enemy's last action was to direct a hand-to-hand attack against a character, that character is Engaged. Engaged characters may only move one square and may not Sneak. Characters may place the same restrictions on most enemy characters by engaging them in hand-to-hand combat.

Physical Attacks

When an attack is attempted, a message will appear telling you who is attacking and whether the attack hits or misses. If the message "THE DEFENDER'S SHIELD DEFLECTS THE BLOW" appears, it indicates the defender was successful in maneuvering his shield to block the attack.

NOTE: *Some attacks will break through shields. It is possible for a character to take damage from an attack that has been deflected by a shield.*

Whether or not an attack results in a hit is determined by comparing the attacker's adjusted attack rating with the defender's adjusted defense modified by a randomly generated number (think of it as a die roll). Where Luck and/or Bless are present, the defending character will get a "Saving Throw" which can turn an otherwise successful hit into a miss. Attacks by undead against characters who have used the Turn Undead (**U**) option in that battle are also subject to a saving throw vs. a successful hit.

The attacker's adjusted attack rating is his readied weapon skill as adjusted by any bonuses conferred by items, minus his

fatigue, minus any movement penalties (and minus his injuries in some instances), plus any benefits for attacking the side or rear of his target, adjusted by the type of attack (A, D, N, or K) he chooses.

The defender's adjusted defense is one-half his readied weapon skill as adjusted by any bonuses conferred by items or spells, minus his fatigue (and sometimes minus his injuries), plus his shield skill if the attack is through a shielded side, plus benefits if his last attack was a D attack, and minus penalties if his last attack was a K attack. If the defending character moved over half his total movement allowance during his previous turn, his defense is further halved vs. hand-to-hand attacks but doubled vs. missile attacks.

Damage From Physical Attacks

After a hit is scored, the Weapon Damage rating(s) of the attacking weapon is compared with the Armor Defense of the defender for that type of attack(s) and a random number is generated to determine how much damage is done. It is possible for a successful hit to do no damage to a defender because it failed to effectively get through the defender's armor.

When a defender is damaged by an attack, a message will appear which gives the type of injury the defender sustained.

Magic Attacks

When a spell is cast (whether by a Sorcerer or an item), a message will appear which describes the type of injury inflicted on a defender. If no message appears, no damage was inflicted. NOTE: *If an injury message is already on the screen, a spell attack which does no injury will not cause it to disappear. This may make it appear that damage was done when, in fact, it was not. If injury is done by the magic attack, there will be a pause before the computer advances to the next attack.*

In determining if a magical attack does damage, the spell's attack strength is compared with the defender's Armor Defense vs. that type of attack and a random number is generated to determine how much, if any, damage is done. NOTE: *When the message "THE DEFENDER FEELS A SUDDEN DIZZINESS" appears, the defender has been subjected to a Life Drain type of attack which has reduced his current Life Level.*

NOTE: *Some magic attacks (Paralyze, Fire Ball and Magic Blast) are area effect attacks. The*

caster does not have to see the defenders in order to use these spells against them.

After Combat

When the party has successfully defeated a group, a screen will be displayed showing which party members found money. This screen will be blank in instances where the defeated foe had no money. Following this, the game will immediately go into Camp mode.

HEALTH



The first thing that should be done is to check the party's health status by pressing the **H** key (NOTE: you may want to View the loot first to check for bandages or Regeneration items). This will display the Party Status Screen. Where characters are suffering from Injuries (I:), Bleeding (B:), or Life Level Loss, these problems will be highlighted on the screen. NOTE: Bleeding reduces a character's Life. When Life is 0, the character is dead.

Normal Bleeding and Injuries which may be cured with First Aid have an asterisk * by them. Adventurers which have the skills of Treat Disease, Treat Poison, and First Aid may use them to help party members.

DISEASE

The **C** key is used to cure disease. It should be noted that some diseases are incurable by this method and may be cured only through rest.

NOTE: While diseased, an adventurer will be unable to recover from Fatigue and will not be able to recover from Injuries through the passage of time.

POISON

The **U** key is used to eliminate poison. NOTE: Saving a game or exiting camp with an adventurer still poisoned will cause that adventurer to take additional damage from poison up to and including death.

FIRST AID

The **F** key is used to administer First Aid. The affect of First Aid ranges from healing all normal bleeding and injuries to healing no injuries or bleeding. Only one First Aid attempt per adventurer may be made per encampment. NOTE: To use First Aid, the healer must have bandages in his possession.

PRAY FOR HEALING

The **P** key is used to pray for healing. A screen will appear which lists the healing options available. The further down the screen the options appear, the more Karma required for the prayer. Only those prayers for which the Priest has sufficient Current Karma are shown.

The possible prayers are:
STOP NORMAL BLEEDING. Will heal normal bleeding. Normal Bleeding is indicated on the Party Status Screen by numbers to the left of the / on the B: line.
HEAL NORMAL INJURIES. Will heal normal injuries (those indicated by numbers to the left of the / on the I: line) as well as Normal Bleeding.

STOP SERIOUS BLEEDING. Will heal all Serious and Normal Bleeding.

HEAL ALL INJURIES. Will heal all Serious and Normal Injuries and all Serious and Normal Bleeding.

RESTORE LIFE FORCES. Will restore LIFE to its MAX(imum) level and cure all Serious and Normal Bleeding and Injuries.

RAISE DEAD. Will bring a dead character back to life, restoring LIFE to its MAX(imum) level and curing all Serious and Normal Bleeding and Injuries.

NOTE: A healer's ability to use the Treat Poison, Treat Disease, and First Aid skills may be decreased as a result of injuries. For this reason, it is a good idea to heal a healer's injuries before he attempts to use these skills.

KARMA AND PRAYER	
PRAYER	KARMA COST
Stop Normal Bleeding	4
Heal Normal Injuries	8
Bless	10
Stop Serious Bleeding	15
Heal All Injuries	20
Create Food and Water	20
Restore Life Forces	30
Raise Dead	45

LOOTING

After defeating an enemy, be sure to use the **V** option from the Main Camp Menu to view the loot. Most of the valuable items you will find in the game will come through looting your fallen foes.

DUNGEONS

Dungeons is the generic name given to all situations which occur on Play Disks other than Disk I (EXCEPTION: IBM). The game mechanics for Dungeons are slightly different from those for the outdoors.

OPTIONS

When in a Dungeon, your party will be represented by the figure for your Active Character. You will see a map of that portion of the Dungeon your Active Character can currently see or which you have previously explored. Below this is your option display as follows:

(NAME OF ACTIVE CHARACTER)	
VISIBILITY: (GOOD OR POOR)	8 1 2
TYPE ORDER (<-> .C.E.F.I.M.N.O.S.T.	7 3
? FOR HELP)	6 5 4

NOTE: For the IBM, the
cursor compass is:

Only those options which your current Active Character can do will be shown in this display. For this reason, it is very important to keep an eye on this display. When a new option appears, something has changed.

In Dungeons, the cursor compass provides more information than it does outdoors. In the center of the compass is an arrow that points in the direction the active character is facing. The numbers for the directions in which the Active Character can move are highlighted. Be sure to keep an eye on this. It will sometimes give you clues as to when you can pass through what appears to be impassable terrain.

Note your visibility status. Many Dungeons are dark and visibility will be poor until a Foxfire or Night Vision spell is cast. After combat in which the enemy casts Dispel Magic, it may be necessary to again cast a spell to improve your vision. When vision is poor, your party's range of vision is reduced. It is also harder to find traps, secret doors, and other hidden things.

The options which you can execute in a Dungeon are:

<-: Pressing this arrow key causes your Active Character to make a 90 degree turn to the left.

->: Pressing this arrow key causes your Active Character to make a 90 degree turn to the right.

C: Pressing the **C** key permits you to change the Active Character. When in normal Dungeon mode, all commands you give will be carried out by the Active Character. In most instances you will want a Thief with a good Search rating to be the Active Character. You may want to change characters to have a spell cast, a trap disarmed, or if you know you are going into a fight.

E: Pressing the **E** key causes the Active Character to examine (Search) the adjacent square that he is facing.

F: Pressing the **F** key starts a fight with whatever is in the adjacent square the Active Character is facing.

I: Pressing the **I** key permits you to inspect a character as explained above.

M: Pressing the **M** key causes the party to make camp as explained above.

N: Pressing the **N** key causes the next character (in order) to become the Active Character.

O: Pressing the **O** key causes the Active Character to attempt to open whatever is in the adjacent square that he is facing. Whether or not the attempt is successful depends on the open difficulty level and the method the Active Character is using. Sorcerers and characters with enchanted items may use Unlock Spells. Thieves with readied lock picks may attempt to pick the lock. Regular characters may attempt to force the lock (using a crowbar multiplies the character's strength by 4).

S: Pressing the **S** key gives the Active Character the option to cast a Foxfire or Night Vision spell.

T: Pressing the **T** key permits the Active Character to talk to whatever is in the adjacent square that he is facing. NOTE: When this option appears, it is a clue that there is something here you can talk to.

?: Pressing the **?** key provides an explanation of your current options. This ex-

planation temporarily replaces the normal display.

DIFFERENCES FROM OUTDOORS

Resting, Hunting, and Ambushes do not occur in Dungeons. The (T)ALK option is not available for most encounters. Fatigue and time passage occur at a much reduced rate.

COMBAT

Combat in Dungeons is similar to combat Outdoors with the following exceptions.

For single disk drive systems (EXCEPTION: IBM), to enter combat, you will have to pull your Dungeon disk and replace it with Disk 1. Whichever character was Active when the combat was encountered will not be able to move in the setup phase (although facing changes are permitted).

Characters may not ready or unready items when setting up for combat in Dungeons.

The Change Terrain spell may not be used in Dungeon combat.

There is no default formation. Characters will have to be deployed for each combat.

When combat is concluded in single disk drive systems (EXCEPTION: IBM), you will have to remove Disk 1 and reinsert the Dungeon disk as prompted.

Refer to the COMBAT section above for more details.

TOWNS

Towns are represented by a special menu. To enter a town, you must go to a town square and press the **S** key. You will be asked if you want to enter the (name) town. To enter press **Y**. An exception to this are the towns on the Elven Isle where you enter by accepting the young elf's offer to tour his town.

When in a town you have several options. These are displayed on the town menu. To choose an option, use the keys as explained at the bottom of the screen to highlight the desired option and press the **S** key.

Town menus are always shown in the following order:

THE MARKET PLACE. Where items may be bought and sold.

THE TEMPLE. Where your characters may pray to restore their Karma.

THE (Name of the Local Inn). Where you may rest, have a good time (and overhear clues which may aid you in your quest), or Tell the Minstrel Your Deeds (save the game).

THE ENCHANTER'S SHOP. Where you may buy magic items or pay to have items enchanted (up to a maximum of +6). Each time a weapon is enchanted, its maximum damage will increase by 2 (in all its attack categories). Each time a shield, armor, or other item is enchanted, its defense will increase by 3 (in all its defensive categories).

THE MONEY CHANGER'S. Where your less valuable coins will be exchanged for gold. Normal cost for this service is one silver piece.

THE ALCHEMIST'S LAB. Where your Sorcerers may pay a fee in copper pieces to attempt to create magic potions.

THE DOCKS. Where your party may catch a ship to another island.

LEAVE (Name of the Town). Which exits you from the town menu and returns you to normal play, but in the same square as the town.

MONEY

The party's money is listed at the bottom of the Party Status Screen. The exchange rate is as follows: 10 copper pieces equal one silver piece, 10 silver pieces equal 1 electrum piece, and 10 electrum pieces equal 1 gold piece. Except where otherwise stated, prices in The Eternal Dagger are always given in copper pieces.

Money is most useful in town where it is used to buy items, rest in the inn, have a good time (and gather information), attempt to make potions, purchase passage on ships, enchant items, and buy magic items. Money can also be used to bribe characters met in encounters for information.

Money is extremely important in the game. Most money comes from selling in the town market items looted from defeated opponents.

POTIONS

Potions permit any character to cast spells like a Sorcerer. Potions may be either found through looting or made by a Sorcerer in the ALCHEMIST'S LAB in a town.

To make a potion, the Sorcerer high-

lights the type of potion desired and presses the **S** key. The cost of the potion, in copper pieces, is subtracted from the party's money. Whether or not a potion is actually made is determined by comparing the Sorcerer's ALCHEMY rating against the difficulty rating of the potion as modified by a random number. If the final skill number is less than the final difficulty rating, no potion is made.

Potions may be used by any character who has them readied and by pressing the **M** key (when it is that character's turn in Combat) or the **U** key (when viewing the character's Information Screen in Camp).

Potions which may be made are:

NIGHT VISION*

FREEZE

INVISIBILITY*

PARALYZE

FEAR

CHANGE TERRAIN

FUMBLE

LIGHTNING

LIFE BLAST

DISPEL MAGIC

FIRE BALL

MAGIC BLAST

REGENERATION*

DEFENSE POTION*

* These potions may receive an added bonus from a particularly high skill roll.

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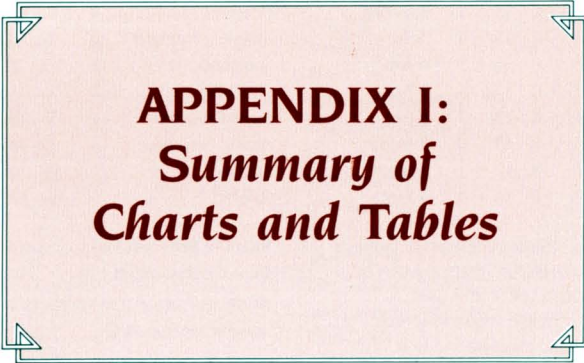
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APPENDIX I: *Summary of Charts and Tables*

WEAPON TABLE

WEAPON	DAM	MIN STR	TYPE	HANDS	EPSKILL	WEAPON	DAM	MIN STR	TYPE	HANDS	EPSKILL
Fist	STR/4	B	5	1	3 CC	Staff	8	B	7	2	3 Mace
Dagger	4	T	5	1	3 CC	Maul	11	B	13	2	3 Mace
Rapier	6	T	6	1	4 Sword	Flail	8	B	12	1	6 Flail
Shortsword	7	T	8	1	4 Sword	Large Flail	12	B	13	2	6 Flail
Scimitar	8	C	10	1	4 Sword	Spear	8	T	10	1	4 Spear
Broadsword	7	C	12	1	4 Sword	Heavy Spear	10	T	8	2	4 Spear
Longsword	10	C	16	1	4 Sword	Javelin	6	T	10	1	4 Thrown
Claymore	12	C	12	2	4 Sword	Hammer	7	B	10	1	4 Thrown
Greatsword	14	C	15	2	4 Sword	Dwarven Hammer	9	B	10	1	4 Thrown
Hand Axe	7	C	8	1	6 Axe	Shortbow	8	T	8	2	5 Bow
Battle Axe	9	C	12	1	6 Axe	Longbow	10	T	12	2	5 Bow
Great Axe	13	C	13	2	6 Axe	Light Crossbow	11	T	10	2	3 Crossbow
Crowbar	7	B	10	2	3 Mace	Heavy Crossbow	15	T	16	2	3 Crossbow
Mace	7	B	10	1	3 Mace	Buckler	*	4A	6	1	4 Shield
Morningstar	9	B	16	1	3 Mace	Shield	*	6A	10	1	4 Shield

DAM = Damage Rating. *Shields do not do damage.

TYPE = Damage Type (THRUST, (C)UT, (B)ASH, A is the basic defense rating of the shield type.

MIN STR = Minimum strength required to use.

HANDS = Number of hands required to use.

EP = Basic Experience Points Cost to improve skill.

STR = Character's strength.

SKILL = Skill required to use weapon.

CC = Close Combat.

NOTE: For each plus (+) a weapon is enchanted, its damage rating is increased by 2.

NOTE: For each plus (+) a shield is enchanted, its defense rating (A) is increased by 3.

ARMOR DEFENSE RATINGS

ARMOR	BASH	CUT	THRUST	FLAME	COLD	STORM	LIFE MIN DRAIN	STR
Leather	3	2	2	0	0	0	0	5
Cuirbolli	5	4	3	0	0	0	0	6
Ring	4	6	3	0	0	0	0	8
Brigandine	6	8	5	0	0	0	0	9
Chain	5	10	6	0	0	0	0	12
Scale	6	10	7	0	0	0	0	15
Plate	8	12	9	0	0	0	0	16
Reinforcing	+30	*	*	*	*	*	*	*
Dwarven	*	+30	*	*	*	*	*	*
Elven	*	*	+30	*	*	*	*	*
Wizard's	*	*	*	+30	+30	+30	+30	*
Flame Proof	*	*	*	+30	*	*	*	*
Cold Proof	*	*	*	*	+30	*	*	*
Storm Proof	*	*	*	*	*	+30	*	*
Drain Proof	*	*	*	*	*	*	+30	*

MIN STR = Minimum strength required to use armor type.

* = Normal rating for regular armor type and a minimum of 2 for magical defenses.

NOTE: For each plus (+) the armor or item is enchanted, its defense ratings increase by 3.

SKILLS & ABILITIES

SKILL	CLASS (1)	EP (2)	GAIN (3)
Close Combat	All	3	1-8/1-4/1-2/1
Sword	F	4	"
Axe	F	6	"
Spear	F, R	4	"
Mace	F	3	"
Flail	F	6	"
Thrown	F	4	"
Bow	F, R	5	"
Crossbow	F	3	"
Shield	F	4	"
Combat Awareness	F	3	"
Scan	ALL	4	"
Stealth	R, T	5	"
Hunt	R	3	"
Track	R	4	"
First Aid	R, P	3	"
Search	T	4	"
Disarm Trap	T	5	"
Pick Lock	T	4	"
Treat Poison	P	4	"
Treat Disease	P	4	"
Turn Undead	P	4	"
Alchemy	S	5	"
Luck	P	6	"
Cast Spell	S	6	"
Karma	P	1	1
Power	S	3	1

(1) Class indicates which Professions possess the skill or ability: F = Fighter, R = Ranger, T = Thief, P = Priest, S = Sorcerer.

(2) EP indicates the amount of Experience Points required to improve the skill or ability.

(3) GAIN: Each time you spend Experience Points to increase a skill or ability, the skill or ability increases by a random amount (until it reaches 200). Up to 100, the increase is 1 - 8 points. Between 100 and 150, the increase is 1 - 4 points. Between 150 and 200, the increase is 1 - 2 points. Between 200 and 250, the increase is only 1 point. Over 250, the increase is 1 point and the Experience Point costs are double.

SPELLS

SPELL	POWER COST	DIFFICULTY
Counternagic (1,4)	1	10
Foxfire (4)	1	10
Night Vision (4)	1	10
Unlock (2)	1	Special
Freeze (1)	2	20
Invisibility (1,4)	2	20
Reveal Enemy (1, 4)	2	30
Magic Protection (1, 4)	3	20
Paralyze (1, 4)	3	100
Disengage (1)	3	30
Fear (1, 4)	2	50
Missile Protection (1, 4)	3	40
Change Terrain (1, 3)	4	20
Fumble (1)	4	30
Lightning Bolt (1)	4	60
Life Blast (1)	4	80
Dispel Magic (1)	5	10
Armor (1, 4)	5	70
Life Steal (1)	5	140
Mass Invisibility (1, 4)	8	100
Fireball (1)	8	100
Magic Blast (1)	8	120

(1) May be used in combat only.

(2) May not be used in combat.

(3) Will not work in dungeons.

(4) Combat Spell that is dispelled by an enemy cast of Dispel Magic.

KARMA AND PRAYER

PRAYER	KARMA COST
Stop Normal Bleeding	4
Heal Normal Injuries	8
Bless	10
Stop Serious Bleeding	15
Heal All Injuries	20
Create Food and Water	20
Restore Life Forces	30
Raise Dead	45

QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353.

We also have a Technical Support Hot-line number: (415) 964-1200, which you

can call if you have problems with your disk or need a clarification of the game and/or rules.

Both numbers can be called every weekday, 9 to 5 Pacific Time.

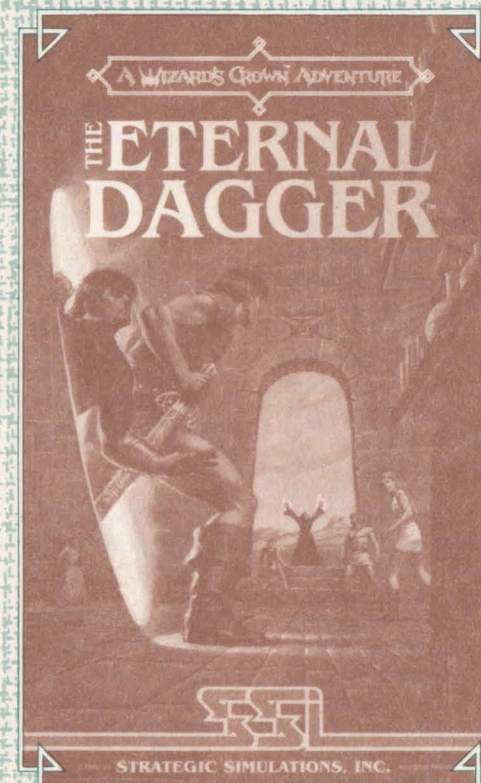
QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353.

We also have a Technical Support Hot-line number, (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game and/or rules.

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THE ART OF ADVENTURING IN MIDDLE WORLD



*Being a Compendium of
Strategy, Tactics, Tips, and Sly Maneuvers*

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DUNGEONS

When exploring Dungeons, be suspicious of large areas with no apparent access. Such areas can usually be entered through secret doors or some other device.

Always examine Dungeons as thoroughly as possible. Examine all tables, bookshelves, beds, fireplaces, etc. Talk to anything you are given a chance to talk to. Leave no stone unturned and trust no one.

Keep an eye on your command options at the bottom of the screen, when a new option suddenly appears, give serious consideration to using it. Check your cursor compass; this will show where you can move. Some Dungeon areas are only entered through unusual routes.

HEALING

Hoard your Karma. Unlike Power, it cannot be regained through Rest. You may not always have a temple nearby when you need one.

Use Regeneration items judiciously. It may be worthwhile to make a Regeneration Potion or two when in town. When a character is injured, use First Aid to cure Normal Bleeding and Injuries. Any such damage left over after First Aid should be left for time to cure. Don't waste Karma or Regeneration items on it.

Use Karma to cure Serious Bleeding and Injuries. Serious Bleeding can kill a character. One charge from a Regeneration item can do anything from Stop Normal Bleeding to Restore Life Levels. Since there is a BIG difference in the Karma cost for these heals, save the Regeneration items for Restoring Life Levels and treat the lesser problems as outlined above.

The only way to bring back a dead character is to use Karma for a Raise Dead. Spread the prayer activity among

your Priests so each has enough Karma remaining for a Raise Dead. It is a sad situation when the only Priest to survive a fight doesn't have the Karma to Raise the two who were killed.

EQUIPPING THE CHARACTERS

Arm your characters with weapons that do more than one type of damage. This will virtually double your chance of taking out your opponents. Train your fighters to use more than one type of weapon. When in combat, ready the weapon that will do the most damage to the enemy you are fighting.

The well-equipped fighter has armor, three different weapons, a buckler (a small item; shields are medium and reduce the number of weapons carried), items which increase his defense (handy when attacked at night and not wearing armor), and some items with offensive magic spells.

Ideally, all of these items are enchanted. Enchantments which increase weapon skills can go a long way toward offsetting the skill penalty that comes from training with a range of weapons instead of specializing in one.

Use your money to enchant your armor and other defensive items first. A living character with a moderately powerful weapon is a more effective fighter than a dead character with an extremely potent weapon.

Remember that unlike items which give defensive bonuses, items which give skill bonuses have a cumulative effect. Unlike weapons, more than one item can be readied at a time. Many Sorcerers operate with a wand in each hand that increases their Cast Spell skill. This

increased skill level and the Quick Cast option multiplies the combat value of Sorcerers.

ECONOMICS

When you begin to fill up with loot, head back to town, sell the loot, and use the money to enchant your items or buy magic items. It is much cheaper to buy a +6 item than to pay the local wizards to enchant an item up for you.

Don't stay out adventuring so long that you can't bring back all the goodies you find. It can be a real heart-breaker to leave a particularly nasty weapon behind because you just don't have room for it.

When on the Dwarven Island, never buy anything you don't have to, never believe anything you hear, and only believe half of what you see. Keep your hand on your wallet at all times.

Money is used in this game to buy information and to make your characters more powerful.

ENCOUNTERS

Always start out being nice. Nothing really bad ever happens to you for attempting to talk with someone rather than attempting to kill him. There are a limited number of living (and undead) creatures in this world. Anything you don't kill the first time around you can always come back to later. But once you kill something, it is gone for good (although it can take a while to go through some of the larger groups).

It is usually a mistake to attack creatures who are not hostile toward you even if this is not apparent at the time. The innocent creature you slaughter today may possess the vital clue you'll wish you had tomorrow.

COMBAT

Use Tactical Combat when you fight a new opponent for the first time. You have a much better chance of winning in Tactical Combat than in Quick Combat. Be careful. Many monster groups will

appear exactly the same to you. Until the fighting starts, the differences between regular wolves and werewolves will not be apparent to you.

Be certain you are ready for combat at all times. Have your defensive items and weapons readied. It can be embarrassing to find out you've been attempting to beat a dragon over the head with the wand of regeneration you had readied after your last fight. Check your characters before going into combat and see they ready their most effective weapon and defensive items (vs. these monsters) as soon as possible.

Watch out for enemy magic users. Magic is very potent in this game. You may have to send your fighters on a bold charge through the enemy lines to take them out. In general, you want to take out the opposing magic users as soon as possible. Once an enemy's magic capability is gone, it is just a matter of time until you defeat him.

The same can generally be said of you, so protect your magic users as much as possible.

Generally speaking, the first magic spells you cast should be defensive in nature. Cast the least difficult spells before going to the harder ones to get up as much protection as soon as possible.

When facing enemy magic users, put up Counter Magic and Magic Protection. If you face an opponent who is good at sneaking, or who can turn invisible, cast Reveal Enemy. If you face an enemy who uses missile weapons, cast Missile Protection.

If you want to form a battle line, but can't anchor both your flanks on an impassible terrain feature, use the Change Terrain spell to create the terrain you need.

Use the Dispel Magic spell if an enemy Sorcerer puts up a spell you don't like. If the enemy casts a Paralyze or Fear spell, Inspect your party members to see if they were affected. If they were, use the Dispel quickly. Paralyzed characters are helpless and Afraid characters are nearly useless.

Unless you are facing powerful magic using opponents, form a battle line and

make the enemy come to you. Use the Guard option to give your side the first hit. Your opponents will have their defenses reduced if they use half or more of their movement points to reach you.

Keep your magic users behind the battle line. If the enemy is using spears, keep them at least two squares behind.

If the enemy is accommodating enough to gather in a tight group, drop a Magic Blast or Fire Ball on the group. On the other hand, if the enemy is dropping these area effect spells, spread your people out.

When your Sorcerers don't have a tight group to aim at, use the less expensive spells. Paralyze can affect several members of the opposing group. Because of their low costs, most magic users can cast several Freeze or Lighting spells in a turn. Against some monsters, it is more effective to take them out individually with a series of lighting bolts than it is to drop a couple of Magic Blasts on a group.

You will find that your opponents prefer to attack unshielded characters over shielded characters and flank and rear facings over front facings.

When forming a line of battle, put your fighters up front. Use a fighter with a shield to anchor your left side. Characters with spears can be placed immediately behind this line and still be able to reach the enemy. Characters with missile weapons can be placed even further back.

When fighting opponents with good physical attacks, have your Priests bless the party. With an effective blessing equal to Luck of 200, 80 percent of the attacks that would otherwise hit you will miss.

The enemy has an uncanny way of finding you when you use mass invisibility. It is sometimes a good idea for Sorcerers and Priests who aren't going to do any physical attacking (the Priest can bless and heal) to turn themselves invisible and find a safe, out of the way place to watch the battle.

In really tough attacks, have your fighters ready a wand or other item with an area effect spell and use them as substitute Sorcerers. It can often be very useful to have an item that permits the casting of Dispel Magic.

If a fight gets to be too tough, don't forget that you can run away from Tactical Combat by moving your character out of the area of play.

GENERAL TIPS

One of the most commonly made mistakes is to let fatigue build up. Remember that fatigue subtracts directly from most of your characters' abilities and it can make them fairly useless in a short period of time. Keep an eye on your characters' fatigue and rest them as needed.

When you see the FOLLOW THE TRACKS option in your display, there is something at the end worth finding. The problem is that the tracks frequently lead through many monster groups before they take you to the good stuff. If you don't feel strong enough to take on the monsters at the time, remember where you found the tracks and return later. The monsters and the good stuff will still be there. If you follow the tracks and the message disappears before you are led to something, search the area. There is something worth finding nearby.

A TRAVELER'S GUIDE TO MIDDLE WORLD AND ENVIRONS

This section will provide the gamer with much of the information he could expect to find readily available on Middle World. It does not provide the gamer with all needed information. The information provided herein is more general in nature than that discovered by playing the game. The information given here is background-type information the gamer could reasonably expect to get by questioning, for example, Ssur in his tower or people met in a town.

In keeping with spirit of the game, the book is divided into sections. Each of the sections is identified with the name of the location at which the gamer could expect to gather this information. The gamer should not read any section of the booklet until he has reached, in the game, the location which identifies it.

Ssur's Tower

Prior to the disaster, the island around the tower was devoted to small farms. The island boasted one town, Greenbay, which was located on the eastern edge of the southern bay. The northwestern area of the island had come under attack by armies of undead. Using the Holy Morning Star that was normally kept in the temple at Greenbay, the islanders had been able to defeat these armies which were directed by an evil sorcerer known as the Necromancer.

One night, without warning, a fierce dragon attacked Greenbay. It trampled and burned the town and carried off the Holy Morning Star from the temple. Immediately following this, the Necromancer launched a new attack. Without the Holy item, the islanders were quickly overrun.

Most of the islanders disappeared after the conquest. Ssur believes the Necromancer has turned them into undead monsters. The island itself has changed. Much farmland has been turned into dismal swamps. Travel is difficult and dangerous. Hordes of undead roam the land. The dragon has taken up residence in a wood in the southeastern section of the island. From here he hunts in a wide circle, robbing or killing everyone he comes across.

Except for Ssur in his magically-protected tower and a small band of rebels who operate just north of the mountains which divide the island, all of the island is under the control of the Necromancer.

The monsters the party can expect to encounter on the island are:

THE UNDEAD

Undead include Skeletons, Zombies, Ghouls, Spirits, Undead Warriors, Ghosts, Liches, and others. All undead are evil and all can be turned using the Priestly ability of Turn Undead. The more powerful the undead monster, the harder it will be to turn it.

Having no Life, the undead are virtually immune to Life Blasts, Life Drains, and similar attacks. As a general rule, undead are very resistant to Cold attacks but less resistant to Flame attacks.

Skeletons are the easiest undead to defeat. They have limited combat ability. Their lack of flesh gives them a good defense against Thrust type attacks. Skeletons fight with weapons.

Zombies are a little tougher than skeletons. Their soft, puffy flesh provides them with good protection against Bash and Thrust attacks. Zombies fight with weapons.

Ghouls are nasty little monsters that fight with their filthy claws. Ghouls have the ability to cause fear in their

enemies. Their claws can strike to poison or disease an enemy.

Spirits are insubstantial and often invisible creatures who drain the life force of their victims. They are virtually immune to all types of physical attacks (Bash, Cut, and Thrust).

Undead Warriors are skilled fighters who wield normal weapons. They wear armor and have normal protection against physical attacks.

Ghosts are perhaps the deadliest of all the undead. They are mighty sorcerers of insubstantial form with the power of invisibility. They drain the Life Force of their opponents. Their magic powers have given them good defense against both Holy attacks and Turn Undead attempts.

Liches are undead magic users of great power. They have good protection against all types of attacks and are hard to turn.

HUMANOIDS

Most of the humanoid monsters were present on the island prior to the Necromancer's invasion. Since the invasion, they have increased in both number and viciousness. Many of the humanoid bands are led by evil human sorcerers. Most humanoid groups operate out of a lair. These lairs are believed to contain the wealth of their victims.

Trolls are very strong with a thick skin that provides great protection against Bash attacks. They attack with their claws.

Goblins are the weakest monsters on the island. They wear armor and attack with weapons.

Ogres are very strong monsters who attack with their fists. Their tough hide gives them a reasonable defense against all physical attacks.

Giants are huge creatures who pound with their fists or throw rocks at their enemies. Their long reach permits them to hit from a distance. They are strong enough to break shields. They have excellent defense against all physical attacks and will withstand a lot of

punishment before falling over. Fortunately they are rather slow.

Lizardmen are new to the island and are believed to be part of the Necromancer's forces. They are excellent fighters and use both weapons and armor. Some of them are said to have magic powers.

ANIMALS

Giant Spiders are native to the island. They are very fast and good at ambushes. They bite with a powerful poison.

Wolves are native to the island. They generally run in large packs, but are not particularly to be feared.

Giant Scorpions appeared when the Necromancer conquered the island. They are heavily armored and attack with poisonous stingers.

PLANTS

Swamp Things are particularly vile creatures which lurk in the muck. They resemble loose mounds of putrid vegetation and are very skilled at ambush. Swamp Things are feared because they are hard to kill and inflict a serious disease on those of their victims who survive their other attacks.

Moving Trees are extremely strong tree-like creatures which live in the forest. They do great damage, swinging their limbs like clubs. They have good all-around armor (excellent vs. Thrust attacks) and are difficult to kill.

THE DRAGON

The dragon is a special monster believed to be the Necromancer's ally if not his servant. The dragon is a potent magic user with excellent physical attack and fiery breath.

The dragon has very good all around defense. The dragon typically hunts around a large woods in the southeast section of the island. When it confronts a party, it frequently offers the choice of

paying tribute or fighting. Weak parties are generally better off paying the tribute.

The rebels on the northern side of the mountains have a special Dragon Slaying sword which should be a great help in defeating the dragon. The dragon is believed to have a lair in the forest. The lair is believed to contain the Holy Morning Star and many other valuable items.

THE NECROMANCER

The Necromancer "lives" on a small isle off the northwest coast of the island. This isle had been a peninsula before the Necromancer's conquest. In the upheaval that followed his victory, the land was changed and the peninsula broken off into an island. Since no one has ever made a trip to the Necromancer's Isle and lived to tell of it, virtually nothing is known about it.

Ssur believes that when the Necromancer is defeated, the island will return to its former state and its people will be freed from their undead slavery. Once this is done, it should be possible to find a ship at Greenbay to take the party to the Elven Isle.

Knowledge of ancient times was stored on the Elven Isle and Ssur believes this may provide a clue to the otherworld invaders.

Greenbay

Prior to its total ruin, this city boasted a thriving market, a temple, a fine inn, an enchanter's shop, a money changer's, an alchemist's lab, and a busy wharf area.

Ships visited the docks on a regular basis as part of an on-going trade with the Elven Isle. Through this trade, tidbits of information about the Elven Isle could often be overheard while having a good time at The Lonely Mermaid. Just prior to the city's fall, rumors of sudden war on the Elven Isle had reached Greenbay.

Elven Isle

The Elven Isle is the primary home of Middle World's Elven population. They are a polite, if somewhat aloof, race of great natural magic powers. Elves are long lived and know much of the history of Middle World. The island is covered by large expanses of grasslands and great forests. Elven cities are built among stands of large beautiful trees.

There are three towns on the island, the largest of which is Koruy. All of the cities are built around natural harbors. Ships go from Koruy to all parts of Middle World. Koruy is located in the center of the northern tip of the island. The smaller town of Sea Haven is located on the northwest of the island's southern section. Ships from here trade regularly with Greenbay. The town of Lotharia is located on the southwest coast of the island's southern section. A brisk trade with the dwarves passes through here.

There are many animals on the island who are intelligent and who have lived a peaceful existence with the elves. Chief among these are the eagles, turtles, and foxes. In addition, the elves have been able to make friends with some of the moving trees on the island. Many a first time visitor to the island is startled to witness an elf engaged in a friendly conversation with a turtle or walking with a tree.

The elves are largely inclined to leave their neighbors alone and there are some areas of the island which have never been tamed. The chief among these are:

The Haunted Woods, located along the southern shoreline, east of Lotharia. These woods are the home of the dark trees who operate under the fell leadership of Magoomba, the vampire tree.

The area around Avlis' Tower to the west of Sea Haven is also quite dangerous. Avlis is known as an evil, insane, and extraordinarily mean creature who likes to torment its victims in a number of creative ways.

The following creatures are known to inhabit the island:

Undead are found in the Haunted Woods and near Avlis Tower. They are occasionally reported in other areas.

HUMANOIDS

Giants are similar to the normal ones from the previous island except that some have magic powers.

Hill Folk are powerful and very clannish sorcerers who don't cotton to strangers. They are always found in the company of Giant Mountain Goats. Hill Folk live in the hills.

Trolls, Goblins, and Ogres are also known to live on the island.

Elves typically are met while they are on patrol. Patrols consist of bowmen, spearmen, and magic users. Elves are excellent fighters with good magic resistance. They are virtually immune to Thrust attacks. Elven patrols will often be the source of valuable information.

Demons are the most evil and powerful creatures which exist in any appreciable number on the island. Demons often travel in packs and have both great magic and physical combat abilities. Demons are vulnerable to Holy weapons. A demon attack will often poison the victim. Demons are most common in the area around Avlis Tower.

ANIMALS

Werewolves are evil shapechangers that are vulnerable to holy fire and silver weapons. They are generally indistinguishable from normal wolves. Their bites cause disease.

Eagles are large, intelligent birds who can greatly aid travellers. They tend to have little to do with any humanoids except for elves. They are led by the great sage, Gray Eagle. Eagles live in the hills near the mountains.

Turtles are slow, but remarkably tough animals. They are intelligent and can talk, but it takes them a long time to work through a conversation. They are virtually immune to all physical attacks. Turtles enjoy the special protection of the medicineman Waddling Turtle. Turtles

are found in rivers, lakes, streams, and swamps.

Giant Mountain Goats are large dumb animals found in the company of Hill Folk. In fights, they butt for powerful bash attacks.

Wolves are also found on the island.

Giant Spiders are also found on the island.

Flits are rarely encountered creatures from the island's distant past. They are extremely quick and are reported to be able to draw life out of their opponents from a distance. They are susceptible to Bash and magic attacks. According to legend, Flits live in colonies which are ruled by even more powerful versions of themselves.

PLANTS

Swamp Things are found in the swamps.

Razor Grass is particularly annoying vegetation that will strike without warning and for no apparent reason. There is no record of anyone ever dying from a Razor Grass attack but much Karma has been spent on healing their victims. For some reason, such attacks only result in injuries to the victims. There is never any bleeding or Life Level lost. Razor Grass has been known to permit unsuspecting parties to pitch camp in its midst prior to attacking.

Moving Trees are as those on the first island except that some are friendly. The friendly ones keep away from the Haunted Woods.

Black Trees use magic and are faster and stronger than Moving Trees. They cannot take as much punishment. Although they possess good defense in all categories, they are most vulnerable to Cut and Flame attacks.

Magoomba is known as "The Tree Who Walks Like A Man and in Search — of Human — Blood!" It is believed to be the spirit of an ancient medicineman projected into a tree to prolong its life. In the years that passed before its magic could animate the tree, the spirit grew in evil and hatred. It possesses powerful

magic and is guarded by a number of Black Trees at all times. A great treasure is believed to have fallen into its grasp. Magoomba has no weaknesses, as such, and is known to drain the life of its victims.

WADDLING TURTLE

Waddling Turtle is a powerful medicine-man. He originally appeared on the Elven Isle in its distant past. A very long time ago, Waddling Turtle married the daughter of the Elven hero Elharra. In the ancient Demon wars, Elharra and his daughter disappeared.

Waddling Turtle now lives deep in a mountain valley. The elves believe he sends his will to walk the Otherworlds in search of his lost bride. Waddling Turtle and his elven wife had two children: the Princess Rainbow and the shapeshifter Swift Eagle.

Rainbow is a powerful magic user in her own right. She is totally devoted to her elven ancestry. Tall and golden haired, she has spent most of her life studying ancient lore in the Temples. Before he retired to his valley, Waddling Turtle created great magic which prevents Rainbow from coming to any harm in Middle World.

Swift Eagle turned his back on the elves and they on him. They do not count him as kin. Swift Eagle prefers to soar on the winds with the birds that are his namesake. He spends much time at the feet of the great teacher, Gray Eagle, learning wisdom. Waddling Turtle has granted his son a special gift. Anytime Swift Eagle falls in battle, he is turned into an indestructible statue of an eagle until his life force is magically restored.

Sea Haven

Sea Haven is in a near state of panic. The east has fallen! An army of vile creatures, led by reptilian dragonmen have conquered Koruy and razed it to the ground. There is some hope that the

temples, and their irreplaceable tomes, have managed to hold out.

The enemy has managed to steal all moisture from the eastern section of the island and turn it into a deep desert. Fierce creatures are said to move beneath the sands as ocean predators swim beneath the waves. Many elves have been sucked beneath the desert surface never to reappear.

Dragonmen are said to have armies of skilled fighters which are led by magic users. They are said to be masters of illusion and able to walk through walls.

All the conquering armies are said to share an affection for fire. They are thought to be vulnerable to cold based attacks. Many of the invaders use fire as a weapon.

Rescue sorties have returned with tales of giant, moving cacti that shoot poison needles. Giant fire ants, led by magic using antmen are also reported.

Some sightings of actual dragons have been reported. Lizardmen have been seen on the island for the first time.

In the western section of the island, Dark Trees are reported to have spread out from the Haunted Woods. Large numbers of evil creatures are rumored to be pouring from Avlis Tower. Some bent and broken former prisoners of Avlis have been released so others can view the torment in store for them.

Runners have been sent into the mountains to find Waddling Turtle and beg for his help. He has not been found and many of the runners have failed to return.

The elves are being attacked from all sides and it is all they can do to keep the lands between Sea Haven and Lotharia free from the most vile monsters.

Lotharia

The survivors of a rescue troop sent to the desert area has reported that the Princess Rainbow was in Koruy when it fell to the enemy. Great wyrms, capable of swallowing entire buildings are said to patrol the desert. Some report that dragonmen have been seen riding the wyrms.

The dragonmen are said to be led by a queen from the Demon World. Shocked survivors of the fall of Koruy have reported she can conjure up dragonman warriors at will. A great army is said to be preparing in the desert for the overthrow of the rest of the island.

Travelers from the Dwarven Island report the dwarves are openly trading with the demons. Many of the invaders have been armed with fine dwarven weapons and armor. The natural dislike of the elves for the dwarves has been fanned by these reports.

There is speculation that the invaders are arriving somewhere on the dwarven island and it using as a base to take over the world. The dwarves are said to have suddenly acquired an abundance of money which has inflamed their natural avarice.

All prices are said to have doubled and high fees are being charged any nondwarf for the most trivial of services.

Demons are said to openly walk the streets of Dwarf Hold.

The Temples

The temples are located in the northern section of the island. They are the traditional centers of learning and the depository of much knowledge about ancient times. Possessing a highly trained fighting force, the temples have been able to temporarily fend off the attackers. Their patrols have gained much information about the new monsters the hunt in the newly created desert.

A major problem for the temples has been the Flit and Flitter lairs which have been placed to isolate the temples from all contact with the outside. Flits have already been discussed, but the Flitters are much more powerful. The elves think of them as spirits that can't be turned.

Their power of flight allows them to move in three dimensions and avoid the normal penalties of engagement. They often appear behind the most carefully drawn battle lines. The most insidious power of Flits and Flitters is their ability to drain their opponent's life force from

a distance. The elves report that casting missile protection provides some defense against this.

The Flitters are reported to use magic themselves and to possess a greater life force and stronger defenses than do the Flits. Flitters are among the quickest creatures on the island.

All of the desert creatures are reported to have high resistance to flame-based attacks. Most are vulnerable to Cold-based attacks. Reports are available on the following:

UNDEAD

The ruins of Koruy are said to be patrolled by bands of the most powerful undead. These patrols are most often found on the side of the ruins nearest the Abbot's temple.

Weaker undead patrols are sometimes encountered in the desert and along the coast below it.

HUMANOIDS

Dragonmen appear in large numbers within in the ruined city. They travel in military formations. Typically two or three magic users will be accompanied by a dozen or so fighters. The patrols are the most active around the northeastern section of the ruins and it is thought their main base is located in this area.

Some dragonmen mages have been found directing the attacks of Great Wyrms which swim through the desert sands. It appears that these regularly patrol the sections of desert which lie just outside of the ruins.

Dragonman patrols are often encountered in the desert itself.

Lizardmen are operating closely with the dragonmen. The lizardmen Shaman have been found to possess a life drain attack they launched from a distance. Many elves died from such attacks before it was discovered that the Missile Protection spell limited their effectiveness. Lizardmen are encountered in both the desert and the ruins.

Antmen are the sorcerer leaders of the Fire Ants which have appeared in some sections of the desert. Antmen always appear in the company of Warrior Ants and direct their attacks.

It is thought the Antmen operate out of colonies ruled by Queen Ants. Items carried by those defeated by the ants should be found in and around their colonies.

Demons have been reported along the southern coastline in the area below the desert.

ANIMALS

Fire Ants have appeared in some parts of the desert. They are not particularly aggressive but they have a flame based attack that can cause a great deal of damage.

Warrior Ants are the tougher version of Fire Ants. They are aggressive and very capable fighters. They also breathe fire.

Fireflies have been found both in and around the desert. Relatively easy to kill, these insects are very fast and have a natural flame attack.

Sand Eels appear to be a magically-mutated relative of electric eels. They swim beneath the sand and surface to deliver storm-based attacks. Because they can disappear beneath the sand at will, they are not subject to normal engagement restrictions.

Sand Eels have good protection against Storm and Bash attacks. The elves have been very successful using Thrust attacks against them.

Sand Sharks are often found accompanying Sand Eels. The sand sharks also appear to have been magically mutated from the water variety. They attack with a powerful bite. Their tough skin gives them good protection against all physical attacks. Their weakest physical defense is against Thrust attacks.

The magic attacks which have been the most successful against them are Lightning and Life Blast.

Giant Cockroaches appear in great numbers within the ruins of Koruy. They

are filthy creatures which are almost impossible to kill. Those who survive their attacks often find themselves infected with a variety of dreadful diseases.

The Giant Cockroaches are most common at night when they often ambush parties that have been foolish enough to make camp in the ruins. They have no known weaknesses.

Wyrms are the gigantic steeds of powerful Dragonman sorcerers. Their enormous mouths are filled with huge teeth which do tremendous damage when they bite.

Like the Sand Eels and Sand Sharks, the Wyrms swim beneath the sand and can break off engagement at will. Entire elven patrols have been swallowed at one time by the Wyrms which have suddenly appeared from beneath the desert.

The Wyrms' scaly body gives them excellent defense against all types of physical attacks. Magic resistance is also high although Cold based attacks have been successful.

PLANTS

Giant Cacti have been found to roam the desert. They often join other creatures in attacking a party. The Giant Cacti attack by either shooting their poison-tipped needles or swinging their massive limbs in a club-like manner.

They are vulnerable to Cut attacks.

THE ABBOT

The abbot is a revered scholar who has charge of the temple on the west coast. He believes the current invasion is an extension of the Demon Wars which devastated the elves centuries before.

At that time, the great city of Enolho was the center of elven life. Great magic users study there, seeking to unlock the secrets of this and other worlds. It was these magic users who discovered the secrets of the gates and travel between the worlds. At first all elves were delighted by the marvels discovered in such travel. Then a gate was opened into the Demon World.

One of the properties of the gates is that they permit the passage of only living things. For this reason, the elven

magic users always went unarmed and unarmored through them. In the Demons, the elves found evil creatures at least their equal in magic, but possessing natural arms and armor that made them superior to the best elven fighters.

The Demons cruelly slew the first elven travelers and seized control of the gate. They passed through the gate in great numbers and wreaked havoc throughout Middle World. Victims of Demon attack were often carried alive through the gates only to return as undead monsters under their masters' control.

The gate to the Demon World was kept open by a source of power that the first elven travelers took with them. With this source located in the Demon World, it seemed there was no way to stop the invaders.

The elves were led in the fight by the great hero Elharra. To defeat the Demons, Elharra created two special daggers which were actually living creatures. Elharra and his companions fought their way to the portal. Taking one of the daggers with him, Elharra passed through the portal and from the elves forever.

Shortly after Elharra entered the portal, a great blast of energy shot from it. This energy destroyed the very foundations of Enolho and the city sank beneath the seas. The Demon invasion was stopped.

Elharra is believed to have perished in battle with the Demon Overlord Anawt. For centuries, the elves had thought themselves safe from further attacks from the Demon World. It now appears such thoughts were in error.

The Abbot believes Anawt has been able to reactivate the portal and has resumed his conquest. The mightiest elven magic users were slain in the first battles. Elven heroes of Elharra's power have not been seen in centuries.

For these reasons, the Abbot believes that his world is doomed.

THE ABBESS

The Abbess is a renowned teacher who has charge of the temple in the eastern mountain valley. The temple staff has been seeking for a way to close the

invasion gate. The Princess Rainbow was studying here before the invasion. She had made a trip to Koruy just before it fell to the invaders. The Abbess believes she is a prisoner somewhere inside the ruins.

The Abbess believes the invaders can only be stopped with the help of the one dagger Elharra left behind. The temple research has revealed that the work on this dagger was incomplete and further enchantment will be required before it is rendered capable of closing off the invaders portal.

This enchantment can only be done by a magic user of Elharra's line. The only such magic user is the Princess Rainbow.

The Abbess fears the closing of the invasion route will prove to be an impossible task. Even if the dagger is found and enchanted, it would have to be taken through the portal which is thought to lie far beneath the sea.

Since the portals will only pass living creatures, any who would cross through would have to rid themselves of all arms, armor, and other items and brave the dangers of the Demon World virtually defenseless.

Dwarven Island

DWARF HOLD

The dwarves are sullen and unfriendly. They do not care to talk to strangers and particularly do not care for nondwarven strangers. It takes many bribes and much ale bought at the local inn to loosen their tongues to any degree. Even here, much of the information gathered is suspect. The dwarves are thought to delight in making people pay for false information.

The Dwarven Island is cold, hard, and rocky. Many monsters dwell here who use cold based attacks and who are immune to the effects of cold.

On the island there are reported to be:

THE HUMANIDS

Dwarves are short, stocky, largely humorless creatures who don't like anyone but themselves and are believed to be

willing to sell anything if the price is right. They are extremely tough and wear armor which makes them practically invulnerable to Cut attacks.

Dwarves exhibit great skill in throwing hammers and have developed magical hammers which return to them when thrown. When fighting Dwarves, a Missile Protection spell should be put up immediately.

Demons exist on the island in great numbers.

High Demons are much tougher and more powerful versions of Demons. They are better fighters and magic users and have better defenses against all types of attacks. They are much harder to kill than regular Demons.

Yeti are large, hairy humanoids who live in the frozen hills. They strike with frozen claws which often leave their victims diseased. Yeti are very strong and their Cold based attacks do great damage. Their pelt gives them reasonable defense against physical attacks, but they are known to fear fire.

Ice Men are skilled magic users who often accompany the Yeti. They are able to cause frost blast damage from a distance. They have excellent defense against all types of attacks except for fire.

Ice Giants are slow, clumsy creatures who live in the hills. They are similar to regular giants except that their attacks are Cold based. They are very tough, but easily harmed by fire.

Giant Mages often accompany the Ice Giants.

Ice Queen is the name given to a powerful female magic user who dwells in an invisible castle in the hills. She frequently appears to travellers as an innocent woman in distress. She will often lure heroes to her castle with tales of great wrongs that need righting. None who have visited the castle have returned.

She is known to have possession of a teleportation item that is believed to allow interworld travel. She is known to

deliver fierce icy blasts. She will teleport out of a fight at the first sign of a Flame based attack.

ANIMALS

Winter Wolves are fierce versions of the regular wolves found on the other islands. They are known to be particularly vulnerable to Flame based attacks.

Polar Bears are perhaps the most feared animals in all of Middle World. A Polar Bear attack will typically do more damage than the physical attack of a dragon. Polar Bear attacks are cold based. Polar Bears are often found in the company of Demons and there are rumors of a Great Demon Bear.

Polar Bears have good physical defenses but are vulnerable to a variety of magic attacks.

Werewolves exist on the island in great numbers. Demons will often ride werewolves into battle.

Giant Spiders are sometimes encountered in the forested areas of the island.

Ice Dragons are similar to their fiery cousins, but breathe frost instead of fire. Ice Dragons are often found with giants. They have excellent physical defenses, but are vulnerable to Flame based attacks. Ice Dragons deliver powerful Cold based attacks and are skilled magic users.

Snow Bunnies are cuddly-looking creatures possessed of a totally evil nature. Snow Bunnies have the ability to blend in perfectly with the snow and are very skilled at ambushing the unwary. Snow Bunnies attack with sharp, frozen teeth. They are very quick and do both Cut and Cold based attacks.

Snow Bunnies are unusual in that they are immune to Flame based attacks.

PLANTS

Ice Plants are long, creeping vines that resemble ribbons of frost. They are believed to be planted by Ice Giants and will often join the giants in attacking a party. Ice Plants do fierce Cold based attacks. They have good defense against physical attacks, but are vulnerable to a variety of magic attacks. They have the ability to move quickly.

SRI

SRI is a monster from the Before Times. It lives deep inside the mountains. SRI is known to be both vicious and greedy. SRI seeks to gather to it all the world's wealth. It often sends out special raiding parties to seize items of special value.

If SRI is unable to take a valuable item for itself, it will seek to arrange things so that no one else will be able to have it either.

SRI is known to use powerful Life Drain attacks.

Underwater

Little is known about the underwater world because no one living has ever journeyed there. Speculation is that the water itself will prove to be a major obstacle to any party. It is believed that water will serve to cushion all physical attacks. This cushioning effect should be greatest for Bash attacks and least for Thrust attacks.

The effects that water will have on magic attacks is also unknown. It is believed it will modify Cold, Flame, and Storm based attacks. Holy and Life Drain Attacks should not be affected.

It is expected that the party will be at a disadvantage in moving underwater.

The creatures it confronts will be skilled in moving in three dimensions. The party will be clumsy. The effect of this should be to increase the relative speed of the party's opponents.

Underwater, the party may be attacked by Sharks, Electric Eels, Sea Serpents, Scorpion Fish, Sea Weed, Killer Whales, and Leviathan.

The Demon World

Nothing is known of this world. An examination of the Demons and Undead who have come from it make it appear that it will be extremely inhospitable to normal life forms.

The party should expect to encounter very tough creatures with strong natural magic and weaponry. If the inhabitants of this world have a weakness, it will probably be to Holy attacks.

There is some speculation that the party will be able to survive only a short time in the Demon world. Just being there may prove deadly, regardless of what else happens.

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A Wizard's Crown Adventure

THE ETERNAL DAGGER

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