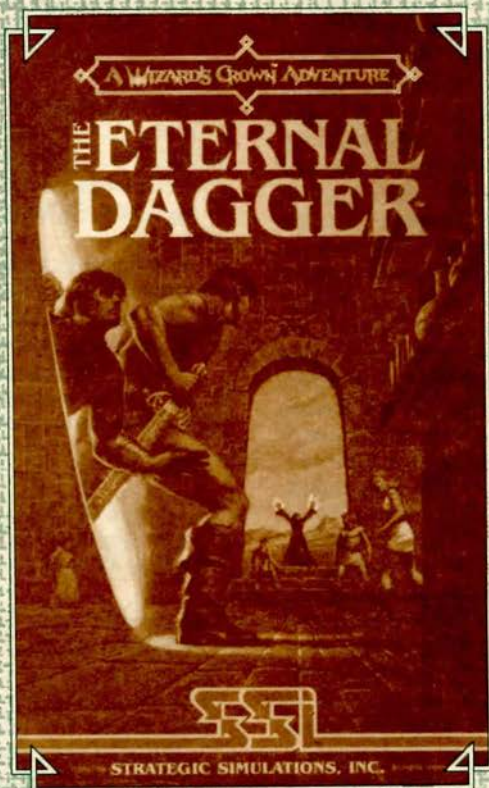


THE ART OF ADVENTURING IN MIDDLE WORLD



*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.

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