

MORDOR

THE DEPTHS OF DEJENOL

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A Newcomers Guide

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Introduction

Welcome to the world of Mordor, where magic is known, adventure is expected, exploration is required and discovery is the goal.

At your fingertips is a vast underground world where no one has ventured before! With a selection of a dozen races and guilds to mold the characters that you wish to create, you will have the ability to explore this unforgiving place, and hopefully live to tell about it!

It is your task to create characters and parties that will explore and map this underground world. You may know your goals right from the start, or you'll make it up as you go along. However you like to play, you will find room after room of creatures, good & evil, their treasures, and items of magic. As you explore the hallways, you must keep your eyes open and be prepared, because you don't know what will be around the next corner.

Since little is known about the depths of Mordor, all that you will have to go on is rumors, general information, and the drive to explore and discover. You will be the one who will set the foundation for every character to follow and you will help establish the basis of knowledge for this place. By your efforts, the unknown will become known. Experience & knowledge will be your strongest allies.

Let the adventure begin!



The History of Mordor

"And when the darkness fell from the land, all was well" wrote the scholars. However, since anything that once existed can never cease to exist, this evil must still be out there to be found!"

"Torak", Historian of Mordor

Following the War of The Races, the land of Mordor, shrouded in darkness for hundreds of years, started to thrive and attract settlers and adventurers from far and wide. Trading posts became towns and towns flourished into cities. Today there are hundreds of cities in the land of Mordor. The largest of these cities is Marlith, which was built on the ruins of the ancient city of Rohin, known to historians as "Dejenol", which translates to "City of the Mines". It was at this location that vast Mines of Dejenol were built - over fifteen hundred years ago by the Dwarven inhabitants of Rohin. These Mines were created for the extraction of precious metals, including Platinum, Adamantite, Gold, and Mithril, as well as necessities like Iron and Copper.



The facts surrounding the sealing of the Mines and the fall of Rohin are shrouded in mystery, but are believed to be mostly accurate. Legends have it that Rohin was the most powerful and wealthy city in all of ancient Mordor, owing most of its wealth to the minerals and ores taken from the Mines. As the metals were depleted on the upper levels, the miners dug deeper to find new sources. Over a period of centuries, the Mines became so deep that it could take several days to descend and work the lower levels. As best as can be determined, somewhere on a lower level, a floor gave way. It was from this location that foul creatures began to appear, killing everything in sight. As word reached the city of this catastrophe, search parties were organized using only the best and most skilled miners. The few survivors recovered from the lower levels had glazed and terrified looks and referred to the Mines simply as "The Doorway to Hell". From that time on, most of the search parties that entered the Mines were never seen again. Those who did return told stories of creatures and happenings that were so mystical and magical as to be nearly unbelievable.

In a matter of days, strange events were occurring closer and closer to the entrance of the Mines and the city. It was then, that a decision to close the Mines was made and a massive door was fashioned from a combination of ElvenOak and Adamantite, the only combination believed strong enough to entomb the creatures and the magic of the Mines. Once the Mines were sealed, a lack of work and commerce caused the population of Dejenol to dwindle. It was during this period that an evil wizard accompanied by a band of thieves blew the door from its mounts and stole it for the valuable Adamantite.

The Wizard and his thieves were caught and the remains of the door returned, but the damage had been done. Creatures had escaped from the Mines and built up their numbers, hiding in the forests near the city. The city elders decided to punish the thieves and their master by locking them inside the Mines. This time the door was sealed with magic so strong that no-one would be able to open it without the secret knowledge of the spell used to seal it.

It was after the Mines were once again magically sealed that a great battle began between the inhabitants of Dejenol and the creatures that had escaped. Due to the lack of warriors in Dejenol, a summons was sent out to all of the lands. From this calling, the most skilled warriors and magicians came from all over Mordor and from foreign regions as well. Many of the creatures from the Mines were not susceptible to normal combat. The battles for Dejenol lasted 2 years, during which the city was destroyed and most of the inhabitants were killed or driven mad. A few strong souls did survive and lore has it that they guarded the entrance to the Mines until they died, spending their final days recording what they knew, thought they knew, or had heard about the Mines and the creatures within.

Over a thousand years passed before the entrance to the Mines was once again discovered. With this discovery, the elders of Marlith began making preparations to open the Mines and explore its depths. Scholars studied the manuscript remnants found near the Mines' entrance to glean what knowledge they could about the Mines from the ancient scribblings. Equipped with this knowledge, a limited number of explorers were permitted inside the Mines. At first, many who ventured into the Mines were killed instantly, despite being well equipped with the best weapons and magical skill. However, as the explorers' experiences of fighting, magic, and their knowledge of the Mines increased, so did their chances of survival. With exploration came newer knowledge, and with this new knowledge came a healthy respect for the long-lost Dwarves, who created this vast underground world, and for the creatures that still dominated the dark Mines. In the past year, more explorers have ventured into the Mines than ever, eradicating the creatures they've encountered, and forcing the nastier monsters deeper into the darkness.

It was around this time that a rumor began about a Prince of Devils, who was said to exist in the deepest depths of the mines. At first, many believed the creature to be a myth, used purely to instill fear into would-be explorers. Yet, those with magical powers swear that they sense the presence of a dark, evil, and powerful being.

Even though nothing more is known about this Prince of Devils, the guilds have decided to add the destruction of the dark being to their list of goals - and for those who accomplish this task, they will receive the greatest gift of all - Eternal life in the pages of history.

And now, having nearly run out of experienced explorers, a decision was made to train new adventurers to survive in the Mines, hence the city elders formed The Guilds. The Guilds train "students" in the skills and arts that are essential to surviving and prospering in the Mines. It is now up to these new Guild members to explore and return with information about the mines, which have taken on a new name to those who dare enter... *The Depths of Dejenol*.



The Races of the Lands

*"Let all come together and decide our fate, for only fortune and glory, misery and death exist in the depths below.
Is it risk or challenge that you seek?"
"Sh'lan", City Governess*

Races from lands both far and near come to Mordor to gain skills, explore the dungeon, and become wealthy. Some rely on immense strength and speed to survive, while others use magical abilities, and still others rely on their natural resistance to the elements.

Even though many of the races share the same ancestry, or are related in some other manner, all of the races have become self-sufficient and very independent. As such, all of the races have developed their own set of resistances to the elements, limitations of physical abilities, and the alignment of an individual's attitudes and mannerisms (either Good, Neutral, or Evil).

The race you choose for your character is very important because it affects quite a few things, including what guilds you can join, what alignment (either Good, Neutral or Evil) you can be, how fast you learn and what your maximum statistics can be. Below is a brief summary and description of each race available in the game.

The Humans

Humans are something you, as a player, can relate to. They have no natural resistances, but are the most versatile of all races and are allowed in every guild. They have the shortest life span, but are the quickest learners.



The Elves

Elves are the magic users of the game. Tall and slender, most Elves become either Mages, Sorcerers, Healers or Wizards. They are excellent spell casters and can live longer than any other race, but are not very good at fighting with weapons and have a low constitution. Elves also have a natural resistance to Magical and Mind attacks.



The Giants

Giants live for one thing slicing a monster in two with one blow. Known for their brutal ways and having the advantage of being over eight feet tall, they make the best Warriors. The only guilds to accept them are the Nomad, Seeker and Warrior guilds. Because of their size and bulk, Giants are resistant to most forms of attack, including Fire, Cold and Electrical. Poison and Disease don't seriously affect them either.



The Gnomes

Being very charismatic and possessing a slight resistance to Mind attacks, Gnomes make excellent Mages. Mostly good by nature, Gnomes are usually found in the Mage, Healer and Paladin guilds.



The Dwarves

Dwarves are very curious, always poking at chests, injured characters and dead carcasses. Neutral in nature and stockier than most races, Dwarves are found in a good number of guilds, ranging from Warriors to Wizards. They are also fairly resistant to the elements (fire, cold, etc.).



The Ogres

Somewhat dim-witted, Ogres are bulky and hairy, and make good Warriors and Scavengers. Since their constitution and resistances to such elements as Fire and Cold are so high, they are very hard to kill, but their low intelligence is quite often their downfall.



The Morlocs

Morlocs are huge masses of fur and muscle, possessing a great deal of natural magic, they typically make excellent magic users. However, because they are so ugly, they cannot easily charm some monsters, and their life span is almost as short as a human's. They also have good resistance to certain forms of monster attacks (i.e. poison, disease).



The Osiris

Osiris, which are distant relatives of the elves that have shifted to a more human-like race. They are extremely dexterous and are mostly found in the Thieves and Scavengers guilds. Also, they only make marginal spell casters and are almost completely resistant to Electrical and Mind attacks.



The Trolls

A cross between an Ogre and an Elf, Trolls are strong and swift creatures that possess a few natural resistances, such as poisons, disease, and other ailments. Making excellent Ninjas and Scavengers, they are quick to take up sides, either good or evil, so a few guilds will not allow them to join.



The Guilds of Skill

"Even strength in numbers cannot overcome the advanced teachings of a guild!"
"Bartow", Master of the Warrior's Guild

A guild is an organization of teachers and students dedicated to a specific way of life and special skills. These skills can include everything from fighting to thieving, the use of magic, and mapping the Mines.

When a character joins a guild, they must adhere to the restrictions specified by the guild. Restrictions sometimes affect what items a character can use or wear while they are acting as a member of a specified guild (e.g., Mage's guild does not allow its members to use swords). However, Guilds do not restrict their members from joining and acting as members of other guilds. Even though a character can be an active member of only one guild at a time, a character can belong to multiple guilds, causing all abilities, spells, and att/def modifications to be shared throughout all guilds (e.g., an experienced Ninja acting as a new Mage has the fighting abilities (s)he achieved as a Ninja. However, (s)he may not be able to use the Ninja-specific items while acting as a Mage because of item restrictions set by the Mage's guild).

Every new character is a member of the Nomads guild when (s)he starts the game. A character may join one other guild free of charge (provided they meet the requirements), but thereafter they must pay to join a new guild. Guilds that cost the most to join usually provide either a high level or a wide range of spells and abilities. The price may quite often seem hefty, but it's worth it in the end.

Each guild has a spell book which determines which spells the guild member has access to. As a character joins other guilds, his personal spell collection will grow in size, giving access to all the spells that they have learned. If a character joins more than one guild that shares the same spell (e.g., Healer and Wizard both have a spell called 'Power'), the most powerful guild that has access to that specific spell will be default.

The Nomads Guild

Nomads are very quick learners, although their spectrum of learning can be somewhat limited. Being good fighters and moderately skilled at thieving, Nomads are often found roaming the upper levels of the dungeon.

The Warriors Guild

Warriors couldn't care less about spells, but are unmatched in brute fighting abilities. Being the quickest to learn how to Critically hit their opponents, they are very good at physical combat and they alone can use the best weapons found in the dungeon.

The Ninjas Guild

Ninjas are weapons masters and can use almost all weapons including their hands. Since Ninjas desire quickness, they are very specific about the items they use. Ninjas are not allowed to wear most types of armor and other items. However, having access to special weapons (that only they can use), Ninjas possess Critically hit and Backstabbing skills, along with moderate thieving abilities. Any magic abilities that they can muster are applied to their advanced entry and thieving skills.

The Thieves Guild

Thieves are the best at collecting treasure, although the guild takes it's fair share. Very devoted to stealing, Thieves often lack fighting skills, but make up for it with their treacherous Backstabbing. Thieves have also garnered the best magical abilities to open any type of sealed or locked container.

The Mages Guild

Though they lack the destructive powers of a Sorcerer, Mages make up for it by having the ability to control powerful monsters to act as companions. They are also fairly adept at killing monsters with a small blade and curing players, though putting a corpse back together is beyond their abilities.

The Sorcerers Guild

A Sorcerer lacks the fine mental control and deep concentration of a Mage while in combat, and therefore, their spells tend to blast monsters instead of charming them. Outside of combat, a Sorcerer can muster up some useful player protection spells, but lacks access to any types of healing spells. Their destructive tendencies make them powerful in open combat.

The Healers Guild

Healers are very good at putting characters and companions back together again after a rough day in the dungeon. The best at curing, they are also fairly adept at killing monsters with a wide variety of damage spells (the reversal of many healing spells). Healers are valued members of any party of explorers because of this.

The Wizards Guild

Wizards are very good at teleporting parties around the dungeon, although they cannot always tell where they are going to land. They also have damage spells equivalent to a Healer and protection spells on par with a Sorcerer. Wizards are able to perform some of the spells from the other magic-using Guilds.

The Scavengers Guild

A Scavenger is a cross between a Warrior and a Thief, fighting a little worse than the former and stealing a little worse than the latter. A Scavenger can backstab like a Thief, can be other than neutrally aligned, and can use a few more items than a Thief. They are also fairly good at collecting treasure and have access to some of the Thief's magical spells for opening containers.

The Seekers Guild

Seekers are very good at moving through the dungeon, being able to levitate, locate other characters, and teleport. They can't directly kill monsters with their magical abilities, but a Seeker does well with a weapon in hand. They are also the best at mapping the dungeon and detecting any types of 'anomalies' they may encounter in the depths.

The Paladins Guild

Paladins think of themselves as the heroes of the dungeon, blundering about killing monsters and somewhat successfully healing themselves. Possessing good fighting skills and the ability to critically hit their enemies (though not nearly at the level of a Warrior), one doesn't have to be too smart to be a Paladin, they just have to look good doing it. A few spells are available to a Paladin, namely healing and resistance types.

The Villains Guild

Villains are fallen Thieves, having strayed from the magical and equipment restrictions of the Thief's guild and gone their own way. While working on various poisons, the Villains learned or stole some of the secrets of healing. They also have the ability to Critically hit and Backstab their opponents and aren't bad at collecting treasure.

Individuals that have the abilities of the Spell Casting, Fighting and Thieving guilds are the most powerful in the land.

The Library of Knowledge

"The most powerful weapon of all is Knowledge."
"Minsak", Scribe for the Library

The library was created for the collection of information gathered from the Depths below. The Library is found within the Guilds, and provides information gathered about the creatures and items found in the mines. Since Exploration of the Mines has just begun, the library contains very little information. As you encounter new items and monsters in the Mines they will be added to the library.

The Library is extremely helpful if you have been quested to kill a creature or find and return with an item, or seek the best way to deal with a specific creature.



The City of Marlith

"Let the city be your haven, the store your provisioner, the bank your security, the guilds your ways, the morgue your commitment to life, and the seer your link to the uncertain."
"Crashland", Master of the Guilds

A haven for every adventurer, the city offers many services that can be useful to those who wish to make Marlith their home. In the city you can find items that make exploring the Mines safer and easier, and when you return from the Mines you can rest and let your wounds heal.



The Store

This is where all of the trading, buying and selling of things of worth takes place. Carrying a nice line of Bronze weapons, Leather armor, and goods that can be used for a rough day in the dungeon, the store is an ideal place for any adventurer to find what they need. Services such as Item Identification, Item Realignment, and Cursed Item Separation are also offered.

Be aware that the store clerks are very well known for charging hefty fees for item-related services. They're also notorious for buying items at half their value and selling the same items for full price when you need to buy it back. Adventurers who pay close attention can quite often tell the true nature of an unidentified item by the price that a clerk may offer to pay for the item.

Confinement & Holding

One of the most recent additions to the city is the Confinement & Holding center for the various creatures that are found in the depths. Here, an explorer can sell companions who joined the adventurer by choice, or were bound by a spell. Depending on the abilities and type of creature, keepers will pay a very gracious price for the right monster. The center also deals in the selling of creatures that are currently in confinement, allowing an explorer to choose a new companion.

And for those adventurers who have companions that are close to breaking their binding (or are just plain aggravated), there's always the option of increasing the companions bind level, which reinforces the creatures loyalty to the character by substantial amounts. Be warned that this feature can be very expensive if the monster is hard to control, and isn't always successful!

The Guilds

Headquarters to the local schools of training, an adventurer can learn any type of skill that they are need here. Whether it's magical abilities, thieving abilities, or fighting abilities, there's always a guild ready to teach an eager adventurer. The guilds also keep a common library of the items and creatures encountered in the dungeon. Each guild also keeps a log of its members' progress and achievements. From this log, the guild masters are able to periodically assign quests to check the skill of their students.

Burning Air

Base Level: 11 Guilds: Sor

Required Stats: 21 Int, 21 Wis, 18 Dex

COMBAT Spell, will cause 14 Monsters in 4 Groups to be Immolated.

The deadliest Fire spell of all, this hideous magic will cause the air to instantly turn white hot around one's opponents, killing almost anything that moves.

Cold

After mastering Fire, the Sorcerers guild sought to prevent rivals from having an equaling force and quickly moved to master the element of coldness so that both Fire and Cold were controlled by one group. The effectiveness of these spells depends on the experience of the caster and the Cold Resistance of the target.

Cold Blast

Base Level: 2 Guilds: Sor

Required Stats: 12 Int, 9 Wis, 9 Dex

COMBAT Spell, will cause 4 Monsters in 2 Groups to be Frozen.

This simple spell creates a blast of air that is cold enough to kill most small creatures.

Ice Spray

Base Level: 5 Guilds: Sor

Required Stats: 16 Int, 8 Wis, 9 Dex

COMBAT Spell, will cause 6 Monsters in 3 Groups to be Frozen.

This spell creates a wall of ice and blasts it towards the opponents. The wave of liquid ice will almost certainly freeze the victim instantly.

Hail Storm

Base Level: 8 Guilds: Sor

Required Stats: 19 Int, 18 Wis, 12 Dex

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Frozen.

A more advanced spell, casting this will create a storm of magical hail that crushes and smothers its victims, attempting to freeze and shatter them.

Arctic Storm

Base Level: 12 Guilds: Sor

Required Stats: 21 Int, 20 Wis, 18 Dex

COMBAT Spell, will cause 12 Monsters in 4 Groups to be Frozen.

The spell most feared by fire creatures, the storm that is invoked is a collection of all other cold spells, and is so intense that very few can survive.

Electrical

After discovering the destructive force of this element, the Sorcerer Masters went to work on controlling this strange element that they didn't understand. For decades, they worked to make spells of this class controllable, and in the end succeeded. The effectiveness of these spells depends on the experience of the caster and the Electrical Resistance of the target.

Shock

Base Level: 1 Guilds: Sor

Required Stats: 12 Int, 9 Dex

COMBAT Spell, will cause 2 Monsters in 2 Groups to be Shocked.

This basic spell creates an electrical arc from the casters hands to the designated targets, attempting to instantly electrify and kill them.

Lightning Bolt

Base Level: 3 Guilds: Sor

Required Stats: 14 Int, 9 Wis, 9 Dex

COMBAT Spell, will cause 4 Monsters in 2 Groups to be Electrocuted.

Summoning the power of the storm, this spell pulls electricity from the ground and blasts it into the midst of one's targets.

ThunderBolt

Base Level: 6 Guilds: Sor

Required Stats: 16 Int, 10 Wis, 12 Dex

COMBAT Spell, will cause 6 Monsters in 3 Groups to be Electrocuted.

A more advanced form of Lightning Bolt, this spell triples the damage and affects more targets.

Static Mesh

Base Level: 7 Guilds: Sor

Required Stats: 18 Int, 10 Wis, 12 Dex

COMBAT Spell, will cause 7 Monsters in 4 Groups to be Electrocuted.

Very little is understood about this spell, which creates an electrical mesh in the middle of one's targets and explodes into an electrocuting fury.

Electric Field

Base Level: 11 Guilds: Sor

Required Stats: 17 Int, 12 Wis, 12 Dex

COMBAT Spell, will cause 12 Monsters in 4 Groups to be Electrocuted.

The most devastating of electrical spells, very few creatures can withstand the shock delivered from this white-hot field of electricity.

Mind

As the Sorcerers were working on destructive elemental forces, two other guilds, the Mage and Wizards guilds, joined together in the study of the mind, and in the process, came up with many powerful defensive and aggressive spells. The effectiveness of these spells depends on the experience of the caster and the Mind Resistance of the monster.

Sleep

Base Level: 1 Guilds: Mag, Wiz

Required Stats: 12 Int, 11 Wis, 8 Dex

COMBAT Spell, will cause 2 Monsters in 2 Groups to be Slept.

When cast, this spell attempts to take over the mind and put the designated targets to sleep so that they may be killed without a struggle.

Light Spray

Base Level: 4 Guilds: Mag, Wiz

Required Stats: 15 Int, 9 Wis, 9 Dex

COMBAT Spell, will cause 6 Monsters in 4 Groups to be Dazzled.

When invoked, this spell creates a mentally projected and amplified light so bright that many are instantly killed.

Summon Shade

Base Level: 6 Guilds: Mag, Wiz

Required Stats: 14 Int, 12 Wis, 10 Cha, 8 Dex

COMBAT Spell, will cause 7 Monsters in 4 Groups to be Scared.

A ghastly spell that creates a mental demon so terrifying that it scares most creatures to death.

Precognitive Death

Base Level: 12 Guilds: Mag, Wiz

Required Stats: 18 Int, 15 Wis, 10 Con, 14 Dex

COMBAT Spell, will cause 14 Monsters in 4 Groups to be Killed.

The most powerful of all Mind spells, this dark form of magic convinces the targets that they have died, causing their bodily functions to stop - effectively killing them from inside.

Damage

The creation of these spells came about by accident as one Healer realized that their healing magic could be turned to inflict harm. Spells of this type are excellent combative/defensive spells that can instantly kill victims just as easily as the originals can be used to heal. The effectiveness of these spells depends on the experience level of the caster and the Magic Resistance of the target.

Cause Wounds

Base Level: 2 Guilds: Wiz, Hea
Required Stats: 11 Int, 11 Wis, 8 Con, 11 Dex

COMBAT Spell, will cause 4 Monsters in 2 Groups to be Killed.

When cast, this spell attempts to rupture the internal and external tissues of the target(s) and kill them.

Cause Heavy Wounds

Base Level: 4 Guilds: Wiz, Hea
Required Stats: 12 Int, 13 Wis, 10 Con, 12 Dex

COMBAT Spell, will cause 6 Monsters in 4 Groups to be Killed.

An advanced form of Cause Wounds, this spell not only attempts to rupture the tissues of the designated targets with more force, it also attempts to implode the victim as well by bursting the organs.

Power

Base Level: 5 Guilds: Wiz, Hea
Required Stats: 15 Int, 15 Wis, 12 Con, 15 Dex

COMBAT Spell, will cause 6 Monsters in 4 Groups to be Killed.

Not much is known about how this spell functions, but it causes the life force of the targets to be yanked from their bodies.

Harm

Base Level: 6 Guilds: Wiz, Hea
Required Stats: 17 Int, 16 Wis, 13 Con, 16 Dex

COMBAT Spell, will cause 7 Monsters in 4 Groups to be Killed.

A more devastating form of Power that functions slightly differently; this spell drains the life force of its victims and feeds it to the earth.

Draining Touch

Base Level: 6 Guilds: Wiz, Hea
Required Stats: 17 Int, 17 Wis, 12 Con, 14 Dex

COMBAT Spell, will cause 1 Monsters in 1 Groups to be Drained.

A deadly spell, when invoked and the caster touches the designated target, their life force is usually drained into the ground, leaving a lifeless shell.

Cause Fatal Wounds

Base Level: 7 Guilds: Wiz, Hea
Required Stats: 17 Int, 17 Wis, 14 Con, 16 Dex

COMBAT Spell, will cause 9 Monsters in 4 Groups to be Killed.

This hideous spell causes the bones of the designated targets to explode, causing instant death.

Word of Death

Base Level: 12 Guilds: Wiz, Hea
Required Stats: 21 Int, 21 Wis, 18 Con, 21 Dex

COMBAT Spell, will cause 14 Monsters in 4 Groups to be Killed.

One of the most feared magic spells in the world since there are few known resistances, Word of Death, which is known by only the most advanced spell casters, calls upon the wrath of Nardun, the God of Pain, and asks him to dispose of the caster's targets. When summoned in full, it is said that Nardun can never be overcome.

Element

In the Sorcerer's continued study of destruction, which included the study of Acid, Disease and Poisons, birthed spells of the Element type. Deadly in nature, these spells affect many monsters that other magic's cannot affect. The type of resistance associated with these spells can also vary depending on the spell.

Poison

Base Level: 2 Guilds: Vil, Sor, Hea
Required Stats: 10 Int, 10 Wis, 9 Con, 14 Dex

COMBAT Spell, will cause 4 Monsters in 2 Groups to be Choked.

This useful spell introduces a deadly poison into the system of the casters targets. This fast-acting toxin causes paralysis of the respiratory system, asphyxiating even the strongest creatures.

Leprosy

Base Level: 4 Guilds: Vil, Sor, Hea
Required Stats: 12 Int, 12 Wis, 12 Con, 12 Dex

COMBAT Spell, will cause 4 Monsters in 3 Groups to be Rotted.

When invoked, this spell causes the target to become infected with such an advanced case of Leprosy, that quite often, the victim falls apart and dies horribly.

Acidic Spray

Base Level: 6 Guilds: Sor
Required Stats: 10 Str, 10 Int, 12 Wis, 10 Con, 15 Dex
COMBAT Spell, will cause 6 Monsters in 3 Groups to be dissolved.
Causes an acidic wall to fly at ones attackers corroding them upon contact.

Flesh to Stone

Base Level: 8 Guilds: Sor
Required Stats: 15 Str, 16 Int, 18 Wis, 16 Con, 14 Dex
COMBAT Spell, will cause 1 Monster in 1 Group to be Stoned.
A chilling, deadly spell derived from creatures capable of turning flesh to stone, the caster simply needs to touch its target to turn them into a bird perch for eternity.

Paralyzing Death

Base Level: 10 Guilds: Sor
Required Stats: 18 Str, 20 Int, 18 Wis, 16 Con, 14 Dex
COMBAT Spell, will cause 8 Monsters in 4 Groups to be Killed.
This spell has the ability of the caster to nullify the target's nerves, stopping them in their tracks and ceasing all life functions.



Kill

Created in a parallel study by the Mages and Wizards guilds as they crafted the Mind spells; the Kill spells, which revolved around direct mental and spiritual forms of attack, would either kill the victim outright or have absolutely no affect. The effectiveness of these spells depends on the experience of the caster and the Magic Resistance of the target.

Nerve Blank

Base Level: 1 Guilds: Mag, Wiz

Required Stats: 11 Int, 7 Wis

COMBAT Spell, will cause 2 Monsters in 2 Groups to be Killed.

This spell causes all nerves in the designated targets to stop functioning, causing death. Similar to the Paralyzing Death spell, but requires less ability to master.

Dazzle

Base Level: 3 Guilds: Mag, Wiz

Required Stats: 13 Int, 8 Wis, 8 Dex

COMBAT Spell, will cause 6 Monsters in 4 Groups to be Dazzled.

An form of Nerve Blank, this spell affects the spirit as well, attempting to extinguish it.

Flickering Doom

Base Level: 5 Guilds: Mag, Wiz

Required Stats: 16 Int, 13 Wis, 12 Dex

COMBAT Spell, will cause 7 Monsters in 4 Groups to be Killed.

When invoked, this spell paralyzes the victims with a blinding light then sucks their life force from their helpless bodies.

Cause Death

Base Level: 8 Guilds: Mag, Wiz

Required Stats: 18 Int, 16 Wis, 14 Con, 12 Dex

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Killed.

A simple spell which drives the spirit from the flesh and attempts to shut down the mind and body.

Piercing Darkness

Base Level: 10 Guilds: Mag, Wiz

Required Stats: 17 Int, 18 Wis, 10 Cha, 12 Dex

COMBAT Spell, will cause 10 Monsters in 4 Groups to be Scared.

It is said that this spell invokes a dark form from the spiritual world which penetrates its victims and consumes their life force.

Field of Death

Base Level: 14 Guilds: Mag

Required Stats: 22 Int, 22 Wis, 18 Con, 21 Dex

COMBAT Spell, will cause 20 Monsters in 4 Groups to be Immolated.

A more powerful and flexible form of Cause Death, this spell attacks the spirit with such power that the body is enveloped in flames and turned to ash.

Charm

The pride of the Mages guild, these types of spells have the ability of controlling certain types of creatures ranging from Humanoids to Dragons and causing them to befriend the spellcaster, becoming their companion. It is said that none can resist a Mage who has mastered this class of magical spells. The effectiveness of these spells depends on the casters experience and the Magic and Charm Resistance of the monster.

Control Insect

Base Level: 1 Guilds: Mag

Required Stats: 12 Int, 12 Wis

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

This spell will bind one or more insects to the caster, causing them to become companions.

Control Animal

Base Level: 2 Guilds: Mag

Required Stats: 12 Int, 12 Wis, 14 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

An excellent spell for charming vicious animals, causing them to befriend the caster.

Control Elemental

Base Level: 3 Guilds: Mag

Required Stats: 13 Int, 13 Wis, 15 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

Much like Control Animal spell, this spell will cause a group of Elementals to join the caster.

Control Humanoid

Base Level: 4 Guilds: Mag

Required Stats: 16 Int, 16 Wis, 18 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

One of the most useful binding spells, depending on the power of the caster and the resistance of the target, one can befriend almost any humanoid with this magic.

Control Undead

Base Level: 5 Guilds: Mag

Required Stats: 15 Int, 17 Wis, 10 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

Unlike the other charm spells that affect the living, this spell affects the Undead and attempts to magically bind them to the caster.

Control Giant

Base Level: 5 Guilds: Mag

Required Stats: 15 Int, 15 Wis, 16 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

A more advanced version of Control Humanoid, this spell will affect only Giants and attempt to bind them to the caster.

Bind Animal

Base Level: 5 Guilds: Mag

Required Stats: 13 Int, 17 Wis, 10 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

A more advanced version of Control Animal. Depending on the power of the caster and the resistance of the target, one can befriend almost any animal with this magic.

Control Monster

Base Level: 6 Guilds: Mag

Required Stats: 12 Int, 17 Wis, 10 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

This spell attempts to control creatures that no other charm specific spell will work on.

Bind Elemental

Base Level: 6 Guilds: Mag

Required Stats: 15 Int, 15 Wis, 12 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

This spell is a more advanced version of Control Elemental, Binding the more powerful these creatures to the caster.

Control Dragon

Base Level: 7 Guilds: Mag

Required Stats: 18 Int, 18 Wis, 18 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

Requiring strict concentration, this spell will attempt to bind one or more dragons to the caster. Be warned that if the spell fails, the targets tend to respond adversely.

Dominate Demon

Base Level: 8 Guilds: Mag

Required Stats: 15 Int, 17 Wis, 12 Con, 17 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

Old magic derived from Demonology, this spell uses the powers of the earth to bind a Demon to the caster for an unknown period of time.

Dominate Devil

Base Level: 8 Guilds: Mag

Required Stats: 15 Int, 18 Wis, 12 Con, 18 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

The more advanced magic of control, this spell attempts to bind one or more devils and keep them with the caster by using the powers from the dark elements

Dominate Humanoid

Base Level: 8 Guilds: Mag

Required Stats: 16 Int, 16 Wis, 16 Cha

COMBAT Spell, will cause 4 humanoids in 1 Group to be Charmed.

This will put humanoids well under the control of the caster. Like other Dominate spells, it is among the most difficult to break.

Dominate Giant

Base Level: 10 Guilds: Mag

Required Stats: 18 Int, 18 Wis, 18 Cha

COMBAT Spell, will cause 4 giants in 1 Group to be Charmed.

This will affect giants with the same potency of advanced Control that constitutes the Dominate class of spells.

Soul Entrapment

Base Level: 12 Guilds: Mag

Required Stats: 18 Int, 21 Wis, 18 Con, 22 Cha

COMBAT Spell, will cause 4 Monsters in 1 Group to be Charmed.

The most advanced of all charm spells, only a master Mage has the ability to cast this magic and control any creature, living or not.

Bind

Once the Charm spells were mastered, the Mages guild then realized that once a creature had been befriending or dominated that a way to keep the creature under control was required. It was for this reason that the Bind class of spells was introduced - to reinforce a companions 'binding' to make it harder for them to break away from their master. Bind spells will not work on companions that have joined an adventurer free of will.

Control

Base Level: 3 Guilds: Mag

Required Stats: 12 Int, 12 Wis, 10 Cha

NON-COMBAT Spell, will increase the Bind level of a companion.

This spell can be used to reinforce the Bind that is already imposed on a companion. Note:

This spell will not function on companions that have joined you of their own free will.

Bind

Base Level: 6 Guilds: Mag

Required Stats: 14 Int, 14 Wis, 16 Cha

NON-COMBAT Spell, will increase the binding level of a bound companion..

This spell is a more powerful version of Control that will renew the Bind on a companion when it begins to fade.

Domination

Base Level: 12 Guilds: Mag

Required Stats: 18 Int, 18 Wis, 18 Con, 18 Cha

COMBAT Spell, will cause 4 creatures in 1 Group to be Charmed.

This is the most powerful of the Binding spells.; and in the hands of a master Mage, almost no creature can resist it. It will renew the Bind level of a companion.

Heal

The first of all spell classes to exist, the Healers guild built the foundation for spells that had the ability to heal, take away disease, poisons and other ailments. Shared with the Mages guild in good faith, a spell caster with these types of spells is a definite asset to any party of characters. Spells of this class either Heal or Raise the dead.

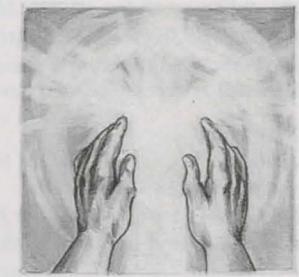
Minor Heal

Base Level: 2 Guilds: Pal, Vil, Mag, Hea

Required Stats: 13 Int, 13 Wis

NON-COMBAT Spell, will heal hits.

This general heal spell is useful for removing small wounds only, so it will not help any other type of injury.



Cure Poison

Base Level: 3 Guilds: Pal, Vil, Mag, Hea

Required Stats: 13 Int, 13 Wis, 13 Cha

NON-COMBAT Spell, will remove Poison.

Very useful to any adventurer, this spell will remove any form of poison that has been inflicted on a victim.

Heal

Base Level: 4 Guilds: Pal, Vil, Mag, Hea

Required Stats: 15 Int, 15 Wis

NON-COMBAT Spell, will heal hits.

A more powerful heal spell, this magic is used to repair both small and large wounds. However, just as Minor Heal, other ailments are not affected.

Cure Paralysis

Base Level: 4 Guilds: Pal, Vil, Mag, Hea

Required Stats: 6 Str, 11 Int, 11 Wis, 10 Con, 6 Dex

COMBAT Spell, will remove Paralysis.

This spell will remove any type of paralysis from the receiving character.

Cure Disease

Base Level: 5 Guilds: Pal, Mag, Hea

Required Stats: 15 Int, 15 Wis, 12 Cha

NON-COMBAT Spell, will remove Disease.

Another useful spell, invoking this magic will remove any type of disease that the receiving character may be suffering from.

Raise Dead

Base Level: 7 Guilds: Hea

Required Stats: 13 Str, 16 Int, 16 Wis, 13 Con

NON-COMBAT Spell, will raise the dead.

This spell recalls the spirit of the receiving characters body and attempts to reunite the two. Be aware that this spell will only bring the recipient to life, not heal them.

Restoration

Base Level: 7 Guilds: Hea

Required Stats: 17 Int, 17 Wis, 12 Cha

NON-COMBAT Spell, will heal hits.

Restoration is the most advanced Heal spell. It usually renews a character to full health after only one casting.

Cure

Base Level: 8 Guilds: Hea

Required Stats: 12 Str, 18 Int, 18 Wis, 12 Con

NON-COMBAT Spell, will heal hits and remove Poison and Disease.

This spell will both heal the receiving character's wounds and remove any ailments that the character may be suffering from, such as poisons and disease.

Restore Flesh

Base Level: 8 Guilds: Hea

Required Stats: 18 Int, 18 Wis, 16 Con, 15 Dex

NON-COMBAT Spell, will raise a stoned character.

Specifically used to return a stoned character to flesh, this spell is the only resurrection spell which will restore those who have suffered such a fate.

Mass Heal

Base Level: 8 Guilds: Hea

Required Stats: 16 Int, 16 Wis

NON-COMBAT Spell, will heal hits for every member of party.

An advanced heal spell that heals the entire party.

Resurrect

Base Level: 12 Guilds: Hea

Required Stats: 21 Int, 21 Wis, 14 Con, 18 Dex

NON-COMBAT Spell, will raise the dead and restore recipient to full health.

A more powerful version of Raise Dead, this magic also brings the receiving character back to full health.

Movement

In an effort to control one's surroundings, the Wizard's guild focused their study towards the ability of traveling and moving by the use of magic. Ranging from the ability to walk through walls to teleporting long distances these spells are very handy in moving around the dungeon.

Detect Rock

Base Level: 1 Guilds: See, Mag, Wiz

Required Stats: 14 Int, 14 Wis, 12 Con

NON-COMBAT Spell, will inform caster of Rock.

This spell allows the caster to detect whether rock exists behind the wall in front of them or not. Very useful for mapping and finding secret rooms.

Feather Essence

Base Level: 3 Guilds: See, Mag, Wiz

Required Stats: 14 Int, 14 Wis, 14 Con

NON-COMBAT Spell, will levitate recipient.

This will cause the recipient to hover in the air, avoiding pits, chutes, water and other dangerous areas. There is always the slight chance that levitation over a space will fail.

Ethereal Portal

Base Level: 5 Guilds: See, Mag, Wiz

Required Stats: 14 Str, 18 Int, 18 Wis, 18 Dex

NON-COMBAT Spell, will move a character or party.

When cast, the character, and all members of the party, will move through the solid wall in front of the caster and appear on the other side. If the square behind the wall is rock, all members of the party will die.

Displacement

Base Level: 8 Guilds: See, Wiz

Required Stats: 14 Int, 10 Wis, 14 Dex

NON-COMBAT Spell, will teleport a character or party on the same level.

A useful spell for teleporting around in the dungeon on the current level. Be warned that if the caster teleports outside the bounds of the dungeon or into rock, the caster (and entire party) will die.

Mass Levitate

Base Level: 8 Guilds: See, Wiz

Required Stats: 12 Str, 16 Int, 16 Wis, 14 Con, 12 Dex

NON-COMBAT Spell, will Levitate entire party.

This spell accomplishes the same as Levitate, except it affects an entire party.

Teleport

Base Level: 12 Guilds: See, Wiz

Required Stats: 17 Int, 14 Wis, 11 Con, 17 Dex

NON-COMBAT Spell, will teleport a character or party on multiple levels.

One of the Seeker's and Wizard's most useful spells that can move the caster and any party up or down and around the dungeon a maximum of three levels. This spell can also be used in Combat to transport attacking enemies into solid rock! The effectiveness of this spell in Combat is based on the creatures magical resistance.

Sanctuary

Base Level: 12 Guilds: See, Wiz

Required Stats: 16 Int, 20 Wis, 15 Con

NON-COMBAT Spell, returns the caster or party to the Set Sanctuary location.

When invoked, this spell will instantly transport the caster and any party members to the location that 'Set Sanctuary' was cast last. If 'Set Sanctuary' has not been cast, nothing will happen. Be warned that throwing this spell takes great energy and ages the caster approximately one year.

Banish

Taken from the art of demonology, spells of this kind are of ancient magic, of which little is known. Used to banish demons and devils back to the planes of Hell from whence they came, the amount of damage inflicted by these spells can sometimes be extensive. The effectiveness of these spells depends on the caster's experience and the Magic Resistance of the monster.

Banish Devil

Base Level: 5 Guilds: Wiz, Hea

Required Stats: 13 Int, 15 Wis, 10 Con

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Banished.

An ancient spell that invokes the fury of Hell to yank the specified target(s) back to the plane from whence they came.

Banish Demon

Base Level: 6 Guilds: Wiz, Hea

Required Stats: 12 Int, 14 Wis, 10 Con

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Banished.

A dark spell of old, much like Banish Devil, this spell calls upon Hades to take back those who have escaped.

Dispell

These types of spells were actually created in the beginning by the Healer's guild to banish any poor soul that a resurrect failed upon, turning the victim into the walking dead. Now since the Resurrect spells have been mastered and no longer produce these results, the study of this class turned towards defending one's self from any undead creatures that posed a threat. The effectiveness of these spells depends on the casters experience and the Magic Resistance of the monster.

Dispel Undead

Base Level: 3 Guilds: Wiz, Hea

Required Stats: 9 Int, 12 Wis, 6 Con

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Dispelled.

A useful spell when attacked by undead, any targets affected by this spell will instantly break down and become dust .

Dispel Elemental

Base Level: 4 Guilds: Wiz, Hea

Required Stats: 15 Int, 15 Wis, 15 Con, 17 Cha

COMBAT Spell, will cause 8 Monsters in 4 Groups to be Dispelled.

Even though the true nature of most Elemental creatures is unknown, this spell is said to act much like Dispel Undead whereas it breaks apart the Elemental targets and turns them to back into the elements from which they were formed.

Abolish Undead

Base Level: 8 Guilds: Wiz, Hea

Required Stats: 16 Int, 18 Wis, 18 Con, 12 Dex

COMBAT Spell, will cause 4 Monsters in 2 Groups to be Dispelled.

The most advanced Dispell spell ever devised, the magic induced when invoked is so great that it usually annihilates all targets. The only drawback is that the magic is usually too focused to affect a large number of targets.

Resistant

Initially created by the Sorcerers guild to protect themselves from their own destructive forces, these spells are very useful in increasing the resistance of a character from many forms of attack. The Healers guild also helped in this study and created spells to increase ones resistance to Poison and Disease.

Resist Fire

Base Level: 3 Guilds: See, Sor, Wiz, Hea

Required Stats: 13 Int, 13 Wis, 13 Cha

NON-COMBAT Spell, will raise the recipient's Fire Resistance to 95%.

Resist Draining

Base Level: 3 Guilds: See, Sor, Wiz, Hea

Required Stats: 13 Int, 13 Wis, 10 Con, 13 Cha

NON-COMBAT Spell, will raise the recipient's Drain Resistance to 95%.

Resist Cold

Base Level: 3 Guilds: See, Sor, Wiz, Hea

Required Stats: 14 Int, 14 Wis, 10 Con, 12 Cha

NON-COMBAT Spell, will raise the recipient's Cold Resistance to 95%.

Resist Poison

Base Level: 4 Guilds: See, Sor, Wiz, Hea

Required Stats: 10 Int, 12 Wis, 10 Con, 10 Cha

NON-COMBAT Spell, will raise the recipient's Poison Resistance to 95%.

Resist Disease

Base Level: 4

Guilds: See, Sor, Wiz, Hea

Required Stats: 12 Int, 12 Wis, 10 Con, 12 Cha

NON-COMBAT Spell, will raise the recipient's Disease Resistance to 95%.

Resist Paralysis

Base Level: 4

Guilds: See, Sor, Wiz, Hea

Required Stats: 14 Int, 16 Wis, 8 Con, 12 Dex

NON-COMBAT Spell, will raise the recipient's Paralysis Resistance to 95%.

Resist Stoning

Base Level: 4

Guilds: See, Sor, Wiz, Hea

Required Stats: 12 Int, 13 Wis, 12 Con, 10 Cha

NON-COMBAT Spell, will raise the recipient's Stone Resistance to 95%.

Resist Magic

Base Level: 5

Guilds: See, Sor, Wiz, Hea

Required Stats: 14 Int, 12 Wis, 12 Con, 12 Cha

NON-COMBAT Spell, will raise the recipient's Magic Resistance to 95%.

Mental Resistance

Base Level: 6

Guilds: Sor, Wiz

Required Stats: 18 Int, 14 Wis, 12 Con, 10 Cha

NON-COMBAT Spell, will raise the recipient's Mental Resistance to 95%.

Electrical Resistance

Base Level: 6

Guilds: Sor, Wiz

Required Stats: 12 Str, 12 Int, 16 Wis, 12 Con

NON-COMBAT Spell, will raise the recipient's Electrical Resistance to 95%.

Resist Acidity

Base Level: 6

Guilds: Sor, Wiz

Required Stats: 10 Str, 13 Int, 10 Wis, 15 Con

NON-COMBAT Spell, will raise the recipient's Acidity Resistance to 95%.

Visual

In a collected effort, the Sorcerer's and Wizard's guilds managed to create spells that allowed one to turn invisible to the naked eye, and allowed one to see those who were invisible as well.

Sight Veil

Base Level: 2

Guilds: See, Mag, Sor, Wiz

Required Stats: 12 Int, 12 Wis, 12 Cha

NON-COMBAT Spell, will cause the receiving character to become Invisible.

This spell is very useful defensive spell. When cast the recipient becomes invisible to the naked eye, only those with special abilities will be able to see the character.

See Invisible

Base Level: 2

Guilds: See, Mag, Sor, Wiz

Required Stats: 12 Int, 12 Wis, 12 Cha

NON-COMBAT Spell, will cause the receiving character to see Invisible.

This spell will enable a character to see those who are invisible to the naked eye.

Mass Sight Veil

Base Level: 8

Guilds: Sor

Required Stats: 10 Str, 12 Int, 16 Wis, 10 Cha, 10 Dex

NON-COMBAT Spell, will cause the entire party to become Invisible.

This spell is the same as Sight Veil except that it affects the entire party.

Magical

Spells of this nature vary depending on type. Being purely magical and created by various guilds, spells of this type usually revolve around some affect that is not supported by any of the other classes.

Charm of Opening

Base Level: 1 Guilds: Nom, Nin, Thi, Sca

Required Stats: 12 Str, 13 Int, 13 Wis, 13 Dex

NON-COMBAT Spell, will open Magically Locked chests.

Casting this spell will unlock a magically locked chest.

Location

Created by the Mage's guild for failed attempts at movement, spells of this nature are able to locate other specified characters or objects, and aid the caster in orientation when lost.

Set Sanctuary

Base Level: 1 Guilds: Nom, War, Pal, Nin, Vil, See, Thi, Sca, Mag, Sor, Wiz, Hea

Required Stats: NONE

NON-COMBAT Spell, will set the "Sanctuary" return location.

Casting this spell will set the caster's "Sanctuary" location. This means that when the caster casts Sanctuary, he or she will then be returned to the exact location where Set Sanctuary was last cast.

Depth Perception

Base Level: 3 Guilds: See, Mag, Wiz

Required Stats: 13 Int, 13 Wis, 13 Con

NON-COMBAT Spell, informs the caster of what level they are on.

Useful in helping lost explorers 'find themselves'.

Soul Search

Base Level: 6 Guilds: See, Mag, Wiz

Required Stats: 15 Int, 14 Wis, 12 Dex

NON-COMBAT Spell, will seek out and return the location of another character.

This spell allows the caster to search for another character. The caster will receive the offset coordinates, relative to the spell caster, of where the searched soul is (if they are on the same level). If the character being searched for is not on the same level as the caster, an up or down value will be returned.

Find Direction

Base Level: 6 Guilds: See, Mag, Wiz

Required Stats: 14 Int, 14 Wis, 14 Con

NON-COMBAT Spell, informs the caster of what direction they are facing.

Also useful in helping lost explorers 'find themselves'.

Retrieve Soul

Base Level: 14 Guilds: See, Mag

Required Stats: 18 Int, 18 Wis, 16 Con, 18 Dex

NON-COMBAT Spell, removes a character from Rock.

For the times that an unlucky character teleports or walks into solid rock, the only way to retrieve them is with this spell. The caster of the spell must be on the same level that the Rocked character is, or as close as they can get. If the spell is successful, the retrieved character's body will appear at the feet of the caster ready to be carried or resurrected.

Protection

Created by the Sorcerer's guild, spells of this type cause the caster, or character receiving the spell, to be protected by an invisible field. The power of these fields depends on the skill level of the caster.

Protection

Base Level: 3 Guilds: Sor, Wiz

Required Stats: 11 Int, 11 Wis, 11 Cha

NON-COMBAT Spell, creates a protective field around the receiving character.

This spell will create a protective field around the receiving character, making it harder for attacking creatures to do damage.

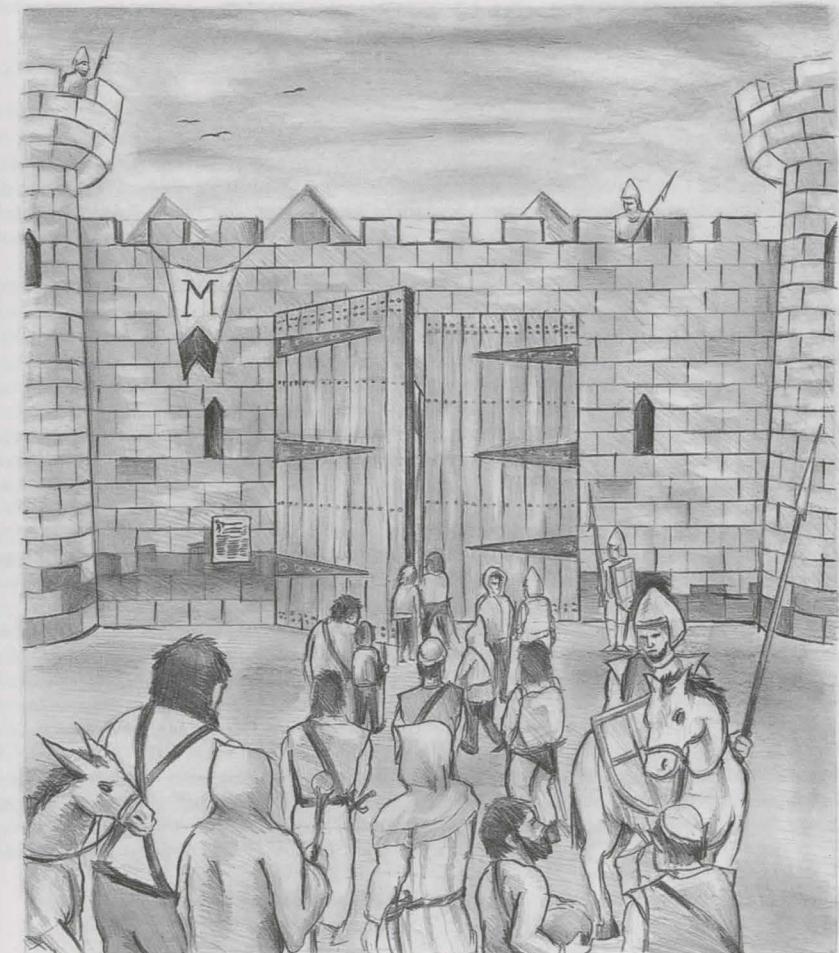
Mass Protection

Base Level: 8 Guilds: Sor

Required Stats: 14 Str, 18 Int, 18 Wis, 12 Con, 12 Cha

NON-COMBAT Spell, creates a protective field around every character in a party.

This spell does exactly what Protection does, except that it affects the entire party.



The Depths of Mordor

"Let he who ventures into the mines know that without skills, death is certain, and with skills, riches are vast and never-ending but death will still hover over you."
"Maxx", Master of the Villain's Guild

It is said that creatures of unknown origins, grotesque in appearance, and possessing vast powers roam the dark depths of the Mines. It is also rumored that vast treasure, magical items and wonderful adventure exist there as well. The whole foundation for exploration is based on the above information - to learn more about what exists in the depths, and what ancient magical items might still be contained within the mines. That is why

you are here today. To map the mines, discover the creatures (and how to defeat them), and find the magical and valuable items. Little information is currently known about the mines. What does exist comes from ancient manuscripts, folklore, and reports from those who have ventured in and lived to return. What information does exist about the mines has been condensed into the following paragraphs.

"Let it be known that within the depths of the mines exist that which has never been seen before! I have seen many creatures and been able to defeat only a few. Dark goblins, strange abominations, and Devils were but a few of my encounters - almost all were hostile and violent. I also encountered creatures which may have once been human, but I cannot say for certain. These creatures were thieves and cutthroats.

Sometimes, when I am very still, I can hear the chanting of dark rituals that emanate from the lower levels. I can only guess who makes them or what they are. However, on one of my ventures, I saw a dark creature so vile that I must assume someone is summoning demons from Hades. More than once, I've encountered cloaked figures that seem to be disciples of some evil cult. Escaping with my life, I dared not challenge these insane humanoids.

*I hope that anyone who dares enter these mines discovers th..."
Taken from a torn parchment found on the upper level - no signature or body*

"For months we explored the mines, working our way back and forth up and down on the upper levels. It was on the third level down that I first realized that my life was in great danger. Without magic and my friends, I would have died. It's too bad they didn't return with me."

*"We found many items, swords and potions, strange artifacts, and even items that possessed magic abilities that could be used against the creatures we encountered. Unfortunately, all of the items that we found were confiscated by the guild master when I announced my retirement.
That is all I care to remember..."*

Interview with "Michael", old Healer Master before he died

*"Our reports indicate that the rooms around the entrance of the mines are inhabited mostly by goblins, footpads, giant centipedes, and rogues. The real threats to life and valuables exist when one ventures far from the mines entrance."
"Che'kal", Master of the Seeker's Guild*

We hope that this information proves useful to explorers who dare enter the mines.



Things to be known about the Depths

There are many traps, tricks and objects in the mines that one needs to be aware of to survive and prosper. We are sure that this list is NOT complete, but it contains information that should prove helpful.

Stairs

Go up or down one level. Stairs are the easiest way to go down, or come back up from the depths.

Pits & Chutes

Spiked pits and deep chutes are said to exist in vast numbers in the mines. On the upper levels, pits inflict substantial damage on those who are unfortunate enough to fall in. However, on deeper levels we are sure that the bottoms of these pits are filled with the bones of hapless adventurers

Chutes are much like pits, except they will drop you from one level to another. Even though the chutes are not trapped or spiked, the long fall can quite often result in death. If you are lucky enough to survive the fall, you frequently find yourself confronted by bands of violent creatures, who seem to congregate around the bottom of these chutes.

It is for these reasons that the use of Levitation by an explorer is very important and recommended.



Teleporters

Little is known about these magical anomalies. It is said that some of these can transport an individual through the walls and into another location in the dungeon. Most reports have it that these anomalies land an individual in a different place each time. A few explorers claim that some Teleporters move them to the same place every time. If this were true it would make travel through the mines much quicker and safer.

Fog, Water and Quicksand

We have received reports of thick fog, deep waters and deadly quicksand that have claimed many explorers. Of course one can attempt to swim through the water or the quicksand, however, it's highly recommended that one use Levitation, induced by either a spell or an item. It is believed that certain creatures can only be found in water, and that one can lose valuable items in quicksand. The fog is sometimes so thick that one cannot properly see the creatures that are attacking. Also be warned, that these areas are rumored to contain creatures that strike without warning!

Lairs

It is rumored that the depths below are home to many special creatures who tend to stay in the same place all the time. These areas that are chosen by certain monsters to inhabit are known as 'Lairs'. Creatures who are found in their Lairs tend to carry more treasure, special items, and are generally more dangerous than wandering creatures. It is said that one can find a Goblin and a Dwarf lair in the upper levels of the mines, but nobody knows exactly where. There have been rumors of other lairs existing deeper in the depths, containing creatures such as undeads, giants and demons, but the stories are sketchy. It is also heard that some Lair creatures carry items that cannot be found anywhere else in the dungeon.

Other Unknowns

There have been reports of other strange happenings within the depths. Rooms that drain the magic from a character, places that disorient one's direction, and more. Even though such unknowns still have yet to be clarified, it's recommended that one keep in mind that almost anything is possible in the mines.

Creatures of the Dark

"Fear is the unknown, and the unknown is all that exists below!"
"Charnal", Apprentice to the Master Seeker

Very little is really known about the creatures that roam the upper levels and less is known about the those on the lower levels. Goblins are said to be small green humanoids who use claws and sometimes swords to attack. Footpads are small human-like creatures who would rather steal and run than stay and fight. The Rogues are humanoid, left from the previous time when the mines were open, but now they are evil and twisted beings. Giant Centipedes aren't too dangerous, but their poison can slowly kill those unlucky enough to get stung.

Even though this information appears to be correct, the origins of the creatures and other specific information about them is still unknown. It is true that similar creatures live on the surface of the lands, and in other explored dark places, but each species is almost always different.

It is known that on the upper levels of the dungeon most monsters can fall to a sharp bronze blade, but on deeper levels an adventurer will need weapons of harder metals or magical abilities to prevail.

In addition to the fact that some monsters may only be struck by more powerful or magical items, some creatures also posses resistances to certain spells and elements, sometimes making them completely unaffected by certain forms of attack. Unfortunately, an adventurer usually learns this only through trial and error.

Poison, Disease & other forms of Attack

Besides using blades, claws, and teeth, a creature may inflict damage in a number of ways which are not readily apparent. Traps and dungeon slimes can also inflict damage or infect an adventurer. Here are some things to be prepared for.

Poison

This nasty ailment can come from something as small as a spider or as large as a dragon. Varying in potency depending on the type of poison and the creature that inflicted it, this ailment can quite often be endured by a victim, but only if they have a high constitution. Poison is also used as a trap to protect treasure chests. Magical cures will remove this infliction.

Disease

Similar to Poison, disease can also kill a character, although more slowly than poison. Unfortunately disease also takes much longer to wear off. Disease is usually inflicted by undead creatures, traps, or slimes.

Paralysis

One of the deadlier attacks, paralysis will leave a character immobilized until either it wears off, or another character casts a spell to remove it. Paralyzed characters lose all defensive abilities based on movement, making them easy targets for attackers. Once paralyzed, few adventurers can survive combat. Creatures that can paralyze are primarily slimes, according to reports.

Fire & Cold Breath

Some monsters, mostly Dragons, are notorious for breathing fire on a party of characters. It's even been rumored that dragons of ice exist, which breathe air so cold that characters freeze to death instantly. Both of these attacks are very deadly and affect everyone in a party. It is highly recommended that one have a high resistance to these elements when venturing into the depths.



Acid

One of the nastier attacks reported is that of creatures who are able to spit acid on their victims, which instantly eats through armor and into their flesh. Slimes are one of the creatures reported to possess this form of attack.

Electrocute

Not much is known about this form of attack, but the Sorcerer's guild believes that it's Electrical Resistance spell will protect against this form of attack. Water-dwelling creatures are rumored to possess the ability to electrocute their victims.

Stone

The Sorcerers guild claims that it's deadly Flesh to Stone spell was originally conceived when a creature capable of turning flesh to stone was discovered in the mines. They strongly advise all explorers to be on the lookout for such creatures - and avoid contact with them!

Age

More than one young adventurer has returned from the mines having aged twenty years during an encounter with a demon! Little is known about the demon or it's attack, and there is no known defense against this affliction.

Drain

After encounters with undead creatures, adventurers report feeling drained of strength, intelligence and even life. The spell of Drain Resistance was created to protect characters from being drained.

Stealing

Thieving creatures, which are usually humanoids, are infamous for stealing gold and items from adventurers who are too slow to stop them. Quite often, if they steal enough they will run away!

Critical Hit, Backstab & Spells

Guild Members aren't the only ones who know advanced forms of combat and magic. Since little is known about the creatures locked in the Mines, it can only be assumed that they have developed the abilities to score critical hits, backstab, and cast spells against a character or a party!

Destroy Item

This form of attack is most frequently associated with encounters of slimes. This can be a devastating form of attack, because it can destroy valuable items that are critical to your survival. Apparently some slimes can throw their goo at a character. This goo has the ability to dissolve any item it comes in contact with. On the upper levels these creatures have trouble destroying magical items, but as you go deeper they can destroy any item, magical or not!



Surviving Combat

"He who flees and runs away, lives to fight another day!"
"Kodan", Master of the Paladin's Guild

Dealing with the monsters that dwell in the Mines can be overwhelming to a beginning adventurer. For this reason, the Guild Masters have created a general summary of survival techniques and information on known monsters, attacks, and defenses.

"An explorer's first few encounters are the hardest. Being inexperienced, these attacks seem too fast and furious to handle, and there seems to be nowhere to hide. But take heart; even with the novice skills of a Nomad, you will still outmatch most of the monsters you will encounter near the entrance of the Mines, that is unless there are more than one of them."
"Che'kal", Master of the Seeker's Guild

"If you are critically injured when attacked, be sure to run. You can always go to the city, heal, then return to the same place. Quite often, you will find the same creatures there, and their wounds will not have healed!"
"Nimblefingers", Master of the Thief's Guild

"As you gain experience and advance in the guilds, you will become stronger than you ever imagined. If our teachings work as planned, within a matter of months the upper levels of the dungeon will be child's play for you."
"Ordin", Training Master for the Guilds

"As you begin to venture farther into the depths, be sure to keep healing and curing potions with you at all times. I guarantee that they will save your life more than once. Also be sure to strengthen your resistances to the dangers of the dungeons. For example Resist Fire is essential when fighting a dragon."
"Michella", Master of the Mage's Guild



Treasure, Items and You

"Go down there?! I would rather burn in hell than enter that dark place! What? How much gold did you say? Well, since you put it that way..."
Anonymous

One fact is known about the dungeon. Every adventurer who enters and is fortunate or skilled enough to return usually comes back with much more gold than they imagined. It is said that almost every creature in this dark place hides a certain amount of gold. Especially Dragons, who are rumored to keep vast treasures. But be warned, a Dragon can usually finish off a party in a few quick rounds of combat.



Chests & Containers

Quite often, creatures will be found with containers with which to hold their gold and items. These containers usually vary in size, but fall within two categories: a Chest, or a Container. Chests are the larger of the two, usually holding more gold and items, while a Container is a standard encasement for anything a group of monsters may find valuable.

Many of the creatures are able to trap the containers in which they store their valuables. These traps can be dangerous, and even deadly to an explorer who is not experienced in disarming such hazards.

When triggered, some traps will affect all characters in the party while others will only affect the opener. Below is a list of the known traps that can be found on chests and their affects.

Disease Spores

This trap releases clouds of spores into the air that will inflict Disease upon the opener and any other party members.

Poison Gas

A burst of poisonous gas that shoots out and poisons all of the characters in the vicinity of the chest.

Exploding Box

Explodes upon contact, inflicting damage on all characters in the group.

Fire Trap

A huge ball of fire that envelopes the opener and any other characters in the area, inflicting a good amount of damage.

Fate

Sometimes good, sometimes bad. Never predictable.

Teleporter

These traps will teleport the opener to a random location on the same level. Once a teleporter trap is triggered, the chest then becomes untrapped.

Slime

A disgusting and corrosive goo that instantly attaches itself to one of the items belonging to the opener and eats it away.

Fear

Will scare away all companions of the opener by using discordant psychic frequencies.

Withering

Will age the opener four weeks.

Blackout

A pulse of Anti-Magic that will remove all resistances and modifiers (i.e. Levitation) from a character unless the resistances or abilities come from an equipped item or natural resistances.

Items

Even though gold is a major attraction, it is not the only wealth to be found below. The true treasure is in the useful and magical items that exist within the dungeon. The city's general store trades in these items and will pay a great deal for some artifacts and weapons.

Quite often, "aligned" items are found. These are items that have the vibrations of a specific alignment, being either Good, Neutral or Evil. Adventurers should be warned never to use an item that is oppositely aligned to themselves. If this happens, depending on whether the item was used or equipped, a trip to the store's Uncurse department may be necessary. Items that modify the user's stats but have opposite alignment will reduce the user's stats and can not be reversed or uncursed.

Also be aware that one can only know for sure if an item is aligned by having the item fully identified. It is recommended that a character not equip or use an item that has not been fully identified, since the item may be oppositely aligned or cursed. If a Neutral character uses either a Good or Evil item, the character will only benefit from part of the items abilities. If the item modifies the user's stats, nothing will happen.

Some of the most valuable items in Mordor are those that allow the user of the item to cast a spell. In general, spell casting items fall into two categories: items that cast a spell based on the 'spell level' of the item, and items that cast spells based on the 'spell level' of the caster. The advantages of items that cast spells based on the fixed spell level of the item can be very useful if the spell level of the item is higher than that of the user. At the same time, items that draw their power from the casters spell level are guaranteed never to be less powerful than the casters abilities.

Below is a sampling of some items found in the upper levels of the Mines.

Weapons & Armor

A wide variety of weapons and armor have known to be found in the mines. Everything from normal hard-metal cutting blades to magical armor that resists the elements. Magical Weapons and Armor are of great interest to the Guilds, as are artifacts.

Basic Attire

Besides weapons and armor, one can quite often find a pair of boots with the ability to make the wearer quicker in combat, and girdles that increase the strength of the wearer.

Potions

There are many different types of potions to be found. Most of them are quite useful, casting resistance spells for a character, healing lost health, and removing poison and disease. There are also potions that will permanently raise a characters statistics (e.g., Strength, etc.). Potions of these types are in high demand and worth more than their weight in gold.

Tomes

These ancient objects are most commonly capable of raising a characters statistics. They are also worth a great deal of gold. The only downfall is that the tomes that raise stats will generally age a character by a month when used. Be aware that these items are generally aligned, which means that only a character with the same alignment as the item will benefit from its use.

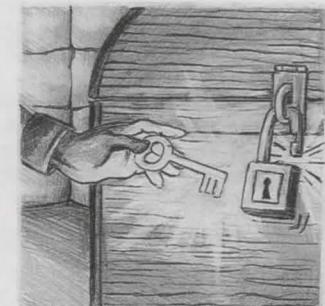
Scrolls

Wonderful for allowing non-magic users to cast spells. Scrolls found on the upper levels are usually for charming monsters or raising the amount of spell points during one journey into the dungeon.

Artifacts

Not much is known about these types of items. However, it is rumored that items such as the Key of Opening, which can open magically locked chests, and the Unicorn Horn, which cures poison and disease, can be found on the upper levels. Nobody is really sure what other types of Artifacts will be found on the lower levels.

Of course many other types of items can be found, but the above describes the most commonly encountered ones.



Death, Rescue & Life After Death

"If an individual can be found in one piece and services can be paid, Death is only an inconvenience."
"Marlow", Local Morgueworker

Five decades ago, Death was usually a permanent problem. Then the Magical abilities of the Healers and Guilds wasn't even half of what it is today, and resurrections usually resulted in half living and half dead creatures. Now, with better knowledge of healing and resurrection, almost anyone can return from death and live again. However, in the case of death by age, it's pointless to raise the individual since they will probably die of old age over and over again. For general types of death, which include death by sword, spell, or magical attacks, the city's morgue workers are very good at putting a character back together after a fatal day in the dungeon.

When an adventurer dies in the dungeon, (s)he can be resurrected on the spot by a character with the skills to do so, or a magical item that casts Resurrection. Another character can carry them back to the city to be raised by the morgue, or a character can hire the city's morgue workers to go into the dungeon and bring the body back.

Be warned that the simpler resurrect spells only breathe life back into a character, but do not heal them! So it is highly recommended before resurrecting a character in the dungeon that you have both the ability to raise and heal the character, lest they die again before returning to the city.



Some Final Words of Advice

"You are now an explorer and soon will be a keeper of knowledge. Use this time to educate yourself, and then educate others as they arrive. Prepare to be a teacher."
"Crashland", Master of the Guilds

Knowing when to join another guild

It is highly recommended that a beginning character take advantage of the quick learning curve in the Nomad's guild. Remain a Nomad and learn to fight, thief and be perceptive. It is recommended that you stay in the Nomad's guild until reaching level 30 or greater. This gives a character time to find items that raise stats enough to join other guilds, and allows the character to build up general skills to better prepare them for dealing with the dark creatures below.

The main disadvantage to joining a Guild other than the Nomad's is that other Guilds require more experience to advance and don't teach skills as quickly as the Nomad Guild. This means that a character joining another guild will toil longer, work harder, risk death more frequently, and learn less than a member of the Nomad's guild. In the long run, however, other guilds teach much more than the Nomad's guild. However, if one can create a character from scratch that is powerful enough to join one or more guilds of choice and survive, then it is recommended that they do so. This is usually only possible when a new character receives help from older, more experienced characters.

Keeping track of your Finances

Exploring isn't just wandering around, finding magical items and killing monsters. If one wishes to advance quickly, strict management of gold and items is required. In the beginning, every individual is automatically given 1,500 pieces of gold to purchase supplies.

The best thing to do when starting out is to sell the valuable items you find rather than stashing them away in hopes of identifying them when you have more gold. If you stash items away that you can't identify, you may never acquire enough gold to identify the more powerful items.

Instead, identify items as much as your gold allows, and then sell them! With this money, you can then identify and sell other items and create a base of gold for yourself, which will come in handy. Once you get the system down, finances usually don't present a problem.

Don't overwhelm your Character

Quite often, a player will get a character that advances rapidly and seems to have great luck. In the midst of this excitement, they decide "I want this character to be a Fighting, Magic-Using, Thieving Villain -Seeker!" What ends up happening is the character joins many guilds, but never really masters any of them. This leaves the character with weak skills and spells from many guilds, but no strong spells or skills, and in the long run this hampers the character's advancement.

It's recommended that a character focus on only one or two guilds (other than Nomad). There's nothing wrong with having a party of three characters to provide the needed skills of Fighting, Magic and Thieving. Remember, a party of four is four times harder to kill than is a party of one.

Keep good notes

Many of the events of Mordor are random. However, monsters and items tend to be less random and more predictable. You will soon begin to notice a pattern in where certain monsters hang out (lairs), and even some consistency as to what items they carry. Keep track of this. Also keep track of nasty monsters to avoid, and abundant populations of monsters who are easy to kill and build experience points from. It's guaranteed that your life can be saved more than once with this knowledge.

Form a Party

Exploring the dungeon alone is both dangerous and lonely. It is recommended that you create multiple characters to travel with. This will also allow characters to become specialists within different guilds, giving the party access to fighting, thieving, magic, and other essential skills for surviving and thriving in the dungeon. It is also helpful if a character dies in the dungeon. Another member of the party might be able to resurrect them on the spot, or carry the corpse out and let the city morgue worker bring them back from the other side.

Make Friends... And enemies!

Companions can help round out a party. Companions also come in handy when you need someone to push in front of an extremely nasty monster during combat. Creatures that become companions retain all of their special abilities (spell casting, stoning, etc.) which they can then use against your opponents. Some of the most helpful companions include Spell Casters, who can turn their attacking magic against the monsters that you face, and Dragons, who can flame whoever gets in your way.

Be warned that charming (or binding) companions is only the first step in regulating them. Once a companion is bound against their will, it's the job of the character to make sure that the companion doesn't break free and turn on the character and/or party. Mages automatically have access to spells that reinforce a companion's bindings, but other guilds must rely on items and the Confinement & Holding centers re-binding facilities. Keep in mind that Companions that join a character by choice cannot be bound or re-bound.



For Newbies

If you are new to the Fantasy Role Playing game format, a "Newbie", here are some thoughts that you might find helpful or at least reassuring. Like all good FRP games Mordor takes a little time to get used to. It is impossible to grasp the size and depth of Mordor in just a day or two. The game was built to be played for months and even years. So, allow yourself a week or two to "get into" the game.

It is HIGHLY recommended that you read the HelpLesson before you start. Okay, well, at least a little of it. Mordor can be quite overwhelming to new players and having your characters die repeatedly is not only discouraging, it can also have negative side effects that cripple your characters for life. The good news is that you can always create new characters, in fact half of the fun advanced players have is creating characters in different races and guilds and see how they perform. Reading the Beginners Hints & Tips section should prove very useful.

If you have trouble surviving, create the Giant that the HelpLesson's Beginner Hints & Tips section recommends. If, after that, you can't survive for more than a few trips to the dungeon, please let us know. Remember it is better to fight and run away than to fight and die.

Reality

Mordor isn't for everybody. It isn't for a specific group of people, either. It's for those of you who like to dig into an adventure and explore. The game was built to be played for months and even years. The maximum guild level for a character is level 999, and considering your characters can be members of multiple guilds, the fun can go on forever.

The hardest thing to do in Mordor was create a game balance where low level characters could survive the lower levels and high level characters could sometimes get killed. After two years of programming, fine tuning, and testing we think that we have reached a nice balance.

We hope you enjoy playing Mordor. If you have comments please direct them to us at the street and e-mail addresses shown in the help lesson.

3.5 Disk Upgrade

Thank you for purchasing Mordor. If you need 3.5 floppy disks you have two options.

Option One: Provides you with the Full Mordor game including all music and sound FX. This comes on 2 - 3.5 HD disks and costs \$2.00 + your choice of shipping (below).

Option Two: Provides you with the Full Mordor game, music, and the Mordor Screen Saver. The screen saver is a wonderful addition to the game. The screen saver blanks your screen and displays high resolution pictures of the monsters you have discovered in the dungeon. While the monster pictures are displayed you can opt to display information about the monster and play the Mordor music files.

This comes on 5 - 3.5 HD disks and costs \$5.00 plus your choice of shipping.

To order your disk upgrade call 800/624-2101 and tell the operator that you own Mordor and wish to order a floppy disk upgrade. Please be prepared with the following information.

❑ Your Mordor Serial number - found on the Registration Card.

❑ Your Name

❑ Shipping Address

❑ Phone Number

❑ VISA/MasterCard Number and expiration date

❑ Your choice of Option One or Two (with or without Screen Saver)

❑ Your choice of shipping.

US Priority Mail (US) \$3.00

Federal Express 2 day service (US) \$8.00

Federal Express overnight service (US) \$15.00

If you are outside the United States call 206/742-4145.

Shipping outside the US is \$16.00 and goes Air Mail.

We can also ship outside the United States using your Federal Express Number (please have your account number ready when you call)

Our Guarantee

We believe that Mordor is easily one of the most enjoyable and addicting games to ever hit the market. We believe so strongly in its playability that we are offering this money back guarantee - "If you have mastered Mordor in less than 200 hours of play and are bored with the game - we'll refund your purchase price".

Our thought is that you enjoy Mordor for 200 hours - you paid less than 0.27 cents an hour for good fun entertainment. Think about it, at that rate a good movie would cost 0.55 cents.

We think that you'll agree it's pretty hard to have this much fun for 0.27 cents an hour. However, if you disagree just follow the directions below and we'll refund your money.

Check that you have played less than 200 hours - Start Mordor, load & run the character you play most often, and Press F6 this will display the Character Statistics - Check the PLAY TIME - if it is less than 200 hours then proceed.

To submit your Refund Request please return the following items:

The Mordor Box

The Mordor Manual, PlayGuide, & Installation Guide

The media - CD ROM, 3.5 disk or both if you have them

Complete and sign the statement below

Send us a copy of your Mordor data files on a floppy disk.

Use Windows File Manager to copy the *_mdr data files from the
\\mordor\\data\\ directory on your hard disk to a floppy disk.

I mastered Mordor in only _____ hours, I'm bored silly with it, I have removed Mordor from my hard disk, and I promise I will never play Mordor again.

Signature _____

Name _____

Address _____

Address _____

City _____

State _____ ZIP _____

Country _____

Phone _____

Why I didn't like the game _____

Send the above to

TDA

720 132 Street SW #202

Everett, WA 98204

To process your request we must receive all of the above items, especially the data files from your hard disk. Please allow 5 weeks for us to inspect your data files, process your refund request, and for the mail to get back to you.

Technical Support

If you encounter a problem that you cannot resolve by reading the manual or the On-Line Help lessons, then contact our Technical Support representatives directly. You may call, write, or fax us with your questions, or contact via Compuserve E-mail (102033,242).

If you choose to write, fax, or e-mail us with your problem, please include detailed information about your computer system, the version of Mordor you are running (found in the About dialog box inside Mordor), and a detailed explanation of your problem. Please include your address and day & night telephone numbers should we need to provide you with additional information or direct technical support.

Regardless of whether you are calling, writing, faxing, or e-mailing there is a technical support form included with the game to help you gather the needed information. SUPPORT.WRI was installed in the Mordor directory and can be accessed using Windows Write or other Windows word processors that can read Write (wri) files. This file allows you to fill in the blanks so that you have the information ready when you call, or you can print out the completed form and mail, fax, or e-mail it to us.

This is the basic information we will need when you contact us.

Name

Phone (Day)

Phone (Night - Ok to call until - time zone)

Address

City, State,Zip

Version of DOS

Version of WIndows

Version and Date of Mordor (found in About dialog box)

Mordor Serial Number (off registration card)

CPU

RAM memory

Hard Disk Space

Video Board - make and model

Screen Resolution

Number of Screen Colors

Sound Card

A detailed description of the problem and what preceeded the problem.

Does the problem occur every time?

Telephone Technical Support is open 9 - 4 PST Monday - Friday.

206/742-4145

Fax Technical Support is available 24 hours a day.

206/742-3666

Mail Address is

TDA

Mordor Tech Support

720 - 132 Street SW, #202

Everett, WA 98204 USA

