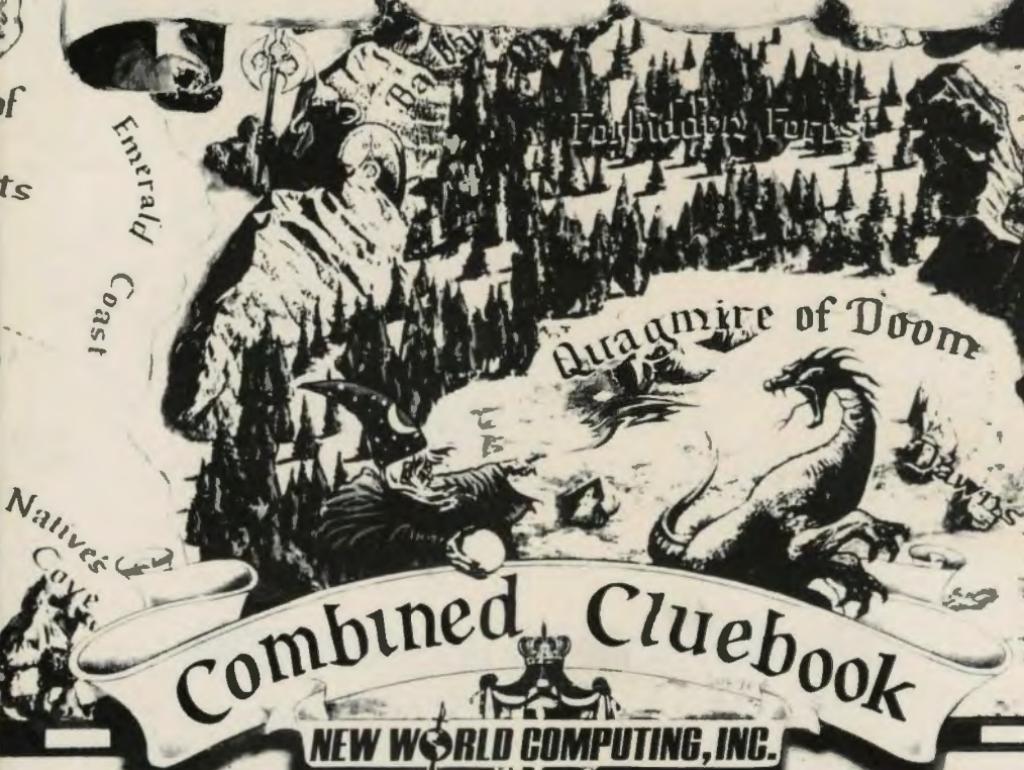


# Might I and Magic® II



Combined Cluebook



NEW WORLD COMPUTING, INC.

Combined Clue Book for

# Might and Magic®

Book One  
Secret of the Inner Sanctum

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# Might and Magic® II

Gates to Another World

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Fantasy Role-Playing Simulations  
By Jon Van Caneghem

**NEW WORLD COMPUTING, INC.**  
ENTERTAINMENT SOFTWARE

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## Welcome fellow travelers!

The object of Might and Magic is but a simple one... to discover the Secret of the Inner Sanctum. The road ahead is a long one, and most definitely an adventurous one.

Many travelers have set out before you. They've encountered demons, creatures and the like. Not all have known fruitful times. Sandstorms, tidal waves, and avalanches are but a few disasters that greeted them. Battles were won, but many were lost. They choose to ignore clues and left treasures unopened.

There remain plenty who have tasted the sweetness of success. It is they who, wishing only the same for your party, willingly share their findings and varied accounts. The writings herein include a variety of hints. All shall tempt your party with its aroma. Savor these pages, as they enhance the flavor of your travel.

There are a total of 55 surfaces you may journey. Each of these surfaces may be defined as 16 by 16 square grids; ranging from Towns, Natural Caverns, Outdoor Regions, Castles and Those Dimensions Remaining. While Might and Magic does acquaint you with mapping skills, you may opt to utilize those furnished in the first section of these writings. Supplied below each map find its legend, followed by said accounts from past travelers. These writings further introduce basic strategies and suggestions. Specific coordinates proving rich to your adventures are found. Certain riddles, quests and magic items are difficult to locate or understand. Find here their meaning. Those knowing success share their mystery herein.

From the start of your journey, begin to recognize the taste of success. Its flavor you'll find not only satisfying, but all consuming as it heightens your travels.

# Maps

Part of the mystique enjoyed while adventuring Might and Magic is the player's need to map 55 distinct 16 by 16 square grids. Those traveled before you, after long hours, have successfully mapped each grid. This led them to their Secret.

Some adventurers are anxious to begin their journey. In their eagerness they perhaps view mapping and its skill as time consuming. The following pages provide all maps needed to venture the Land of Varn. While all maps are provided, special events and encounters are left for your search. May your journeys flourish with great rewards!

## Towns

Once was a time that children frolicked through the Land of Varn. Happiness was known and felt by all. Though happiness still abounds, change has come. This change has driven the towns underground. Thus explaining the cavernous openings found on your map.

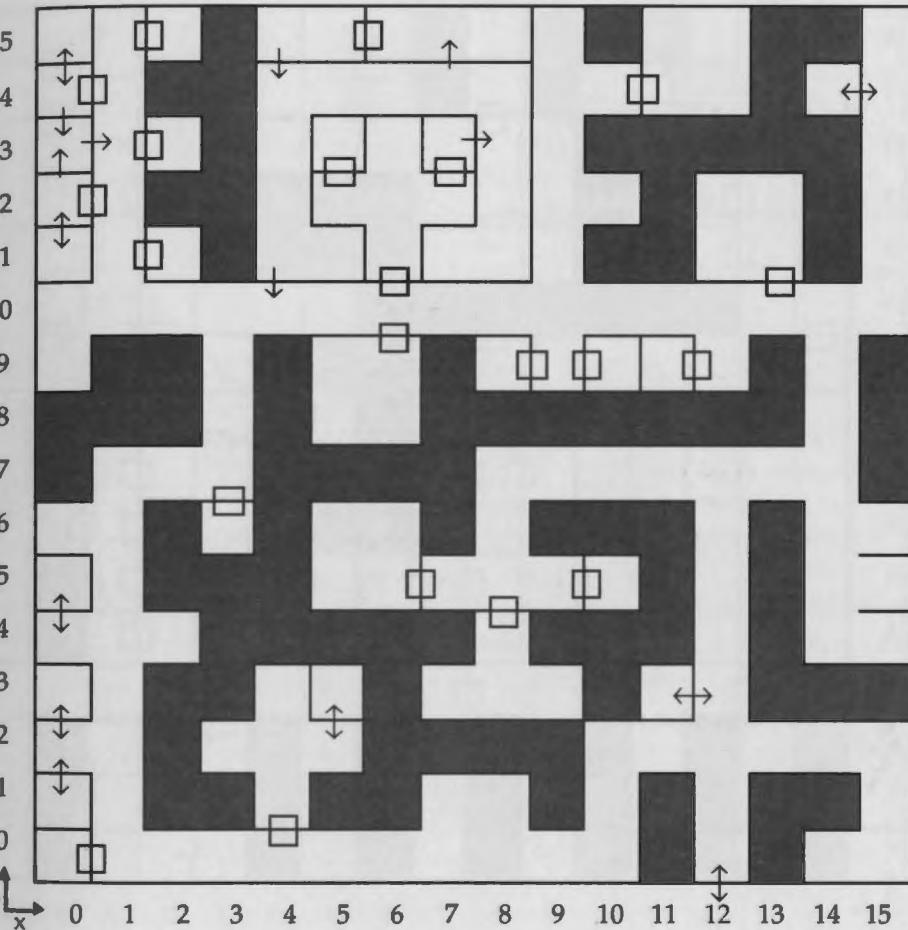
As you embark on your journey, take note to act wisely. When traveling the five towns, they become both familiar and unique. Once your party registers in the Inn, you're free to meet the townspeople and explore its sites. Charity pays on judgment day. Be sure to call on Blacksmiths, as they have supplies to aid in your journey. Since the journey promises to be a long one, shop for many culinary delights. Simple tipping gestures bestowed on bartenders prove worthwhile. Listen for rumors. Temples are to be visited to gain needed clerical guidance. Being that skill and experience are of great importance, perhaps your interest lies in training exercises. These are the familiar.

The closer to town you travel, the safer your journey. One of the towns is without natural caverns, while another gives you change in its pool. Each town need be shopped wisely. Purchases made vary in worth, cost, and of course in magic! Read on for the unique...

### Legend

-  = Door (may be locked, trapped, etc.)
-  = Magic Barrier
-  = Secret Door

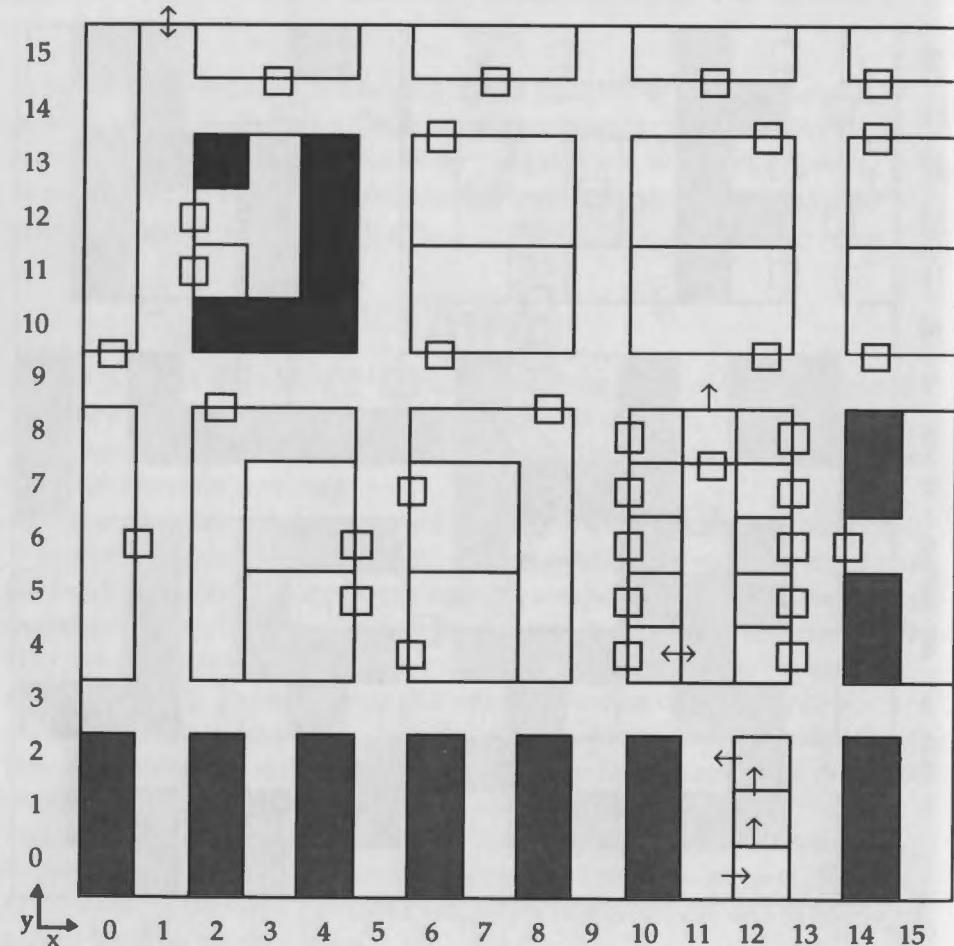
## Town of Sorpigal



Your adventure begins in the quaint Town of Sorpigal. It is written that here in Sorpigal you find seven of the eight statues\*. Search these statues, as they possess valuable insight on quests toward the Secret of the Inner Sanctum. The wise avoid jailings. Sorpigal, though a lovely town, is just the beginning. You will go beyond. If your party yearns for the outdoors, seek its passage. If you yearn to travel to another town, look for the Irish one. A mere gem makes him a fine travel agent.

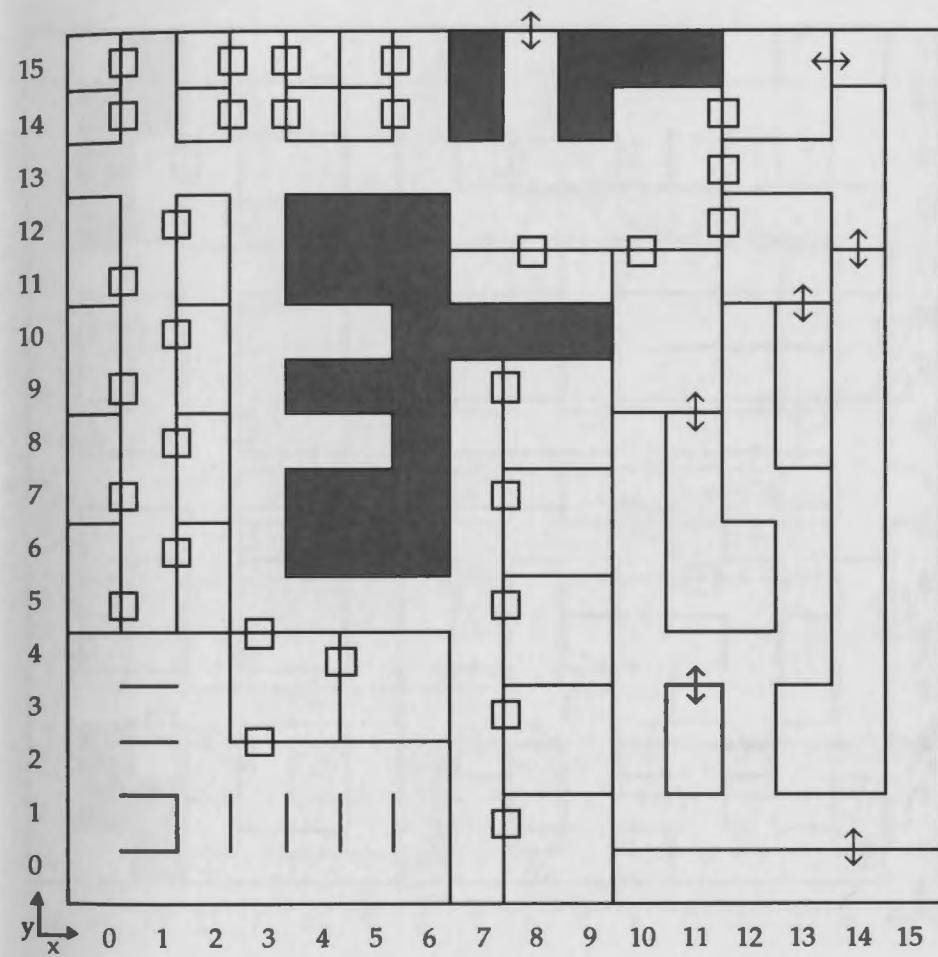
\*Further writings on the whereabouts of the eighth statue remain lost.

# Town of Portsmith



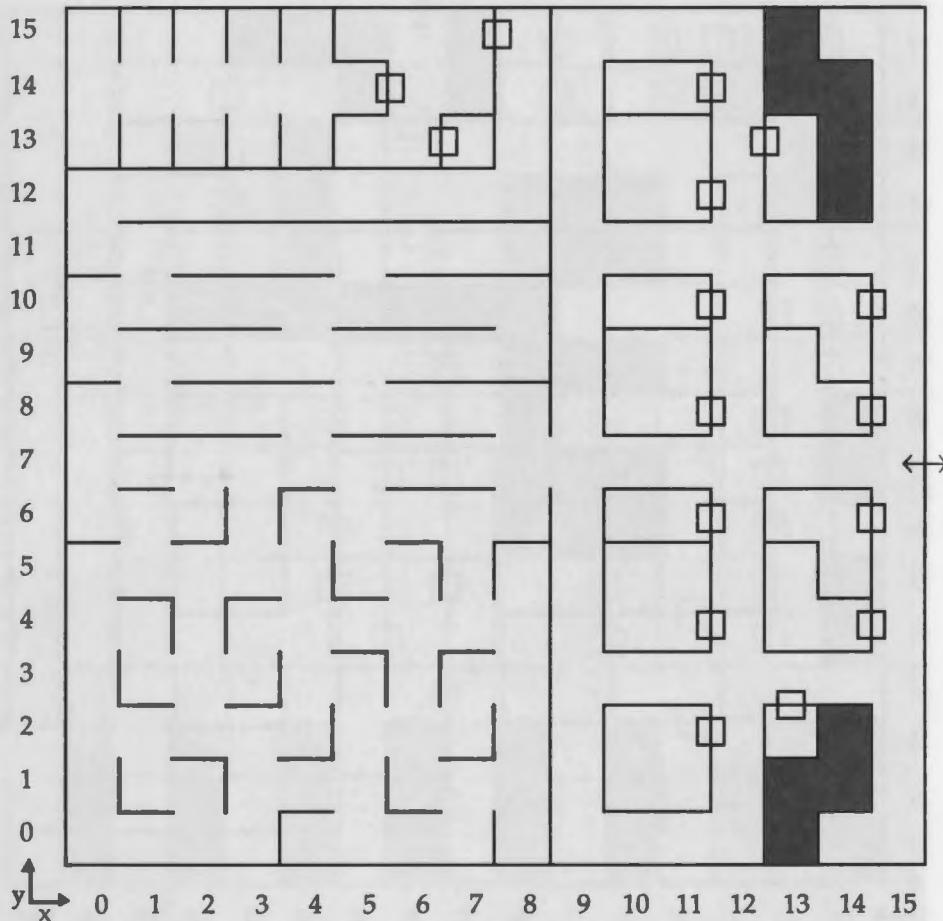
The Succubus Queen clearly holds reign in the Town of Portsmith, although her reign isn't conforming. Some yearn underneath for the contrary, as they find her exhausting. One waits for you here by secret passage. Once found, you'll not only unearth the understanding of Portsmith, but enhance your quest. Of demons and devils, a lesson is to be learned, perhaps even encountered.

# Town of Algary



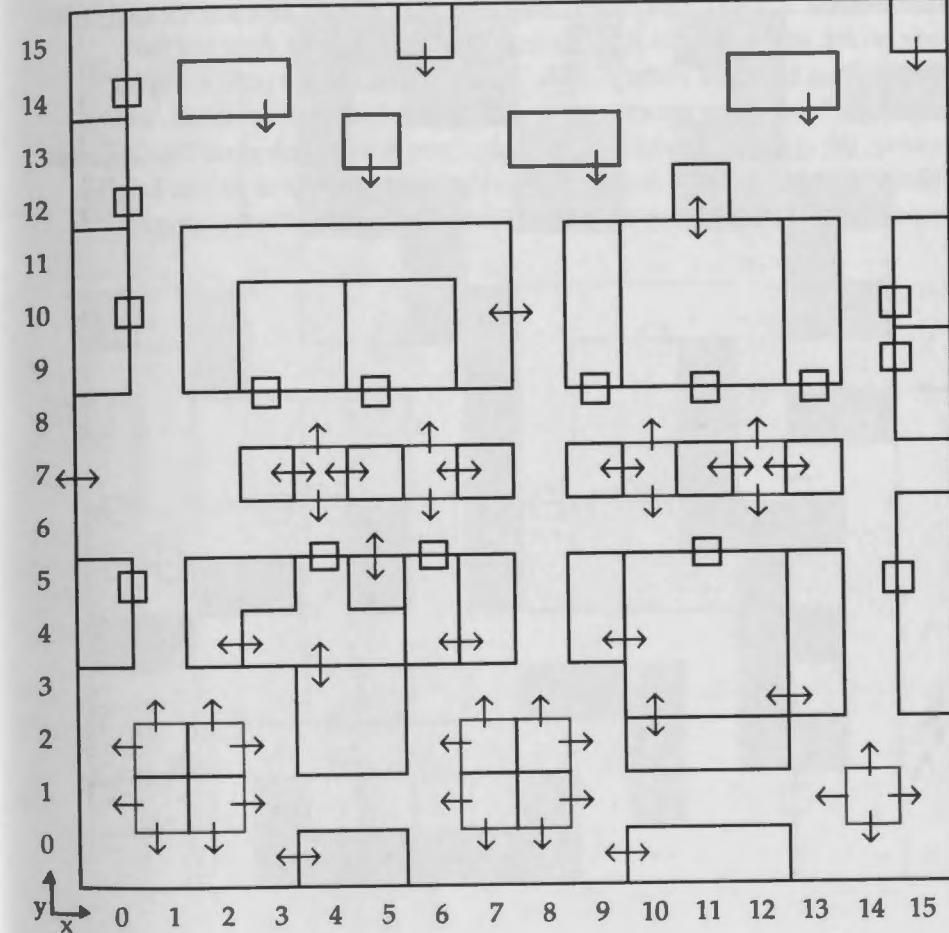
One waits for you in the Town of Algary, proving that clues do add up. Resembling a tailor, the Mystic takes your measure. If it's treasures you seek, you'll find plenty. And plenty of encounters too! This town is mid-range in worth. Its flooring has found anchor in the Marsh. Travel from here is most unusual.

# Town of Dusk



The Town of Dusk appears to be a confusing network, but that's just the half of it. While appearing so life-like, it's surely a different world than you've known. Don't let this illusion alarm you. One will accept your delivery and further share secrets. Plenty of, shall we say, chance meetings await you?

# Town of Erliquin



Ah Erliquin! Truly a magical town. And lucky for your party, a wealthy one too! The town treasure is surely generous. Use caution if you intend to hoard. Town guards are known for their stern disciplinary actions. Your delivery is appreciated. Expect further instructions divulged.

# Natural Caverns

Nine natural caverns await you. Caverns, as the name suggests, are underground chambers. They are ideal for adventure and gathering information. Though a bit more dangerous than towns, they are viewed fairly safe on the whole. Travel from cavern-to-cavern may be done via the shimmering blue and white portals. Thus eliminating the need to travel outdoors. Journeying the caverns reveals that which appears usual, and of course, the unusual. Levitation skills save you from much peril. Statistics are relative. Your party will long for more challenging caverns as you gain in experience. Discover easy the usual. Hunt aggressively for the unusual.

## Legend

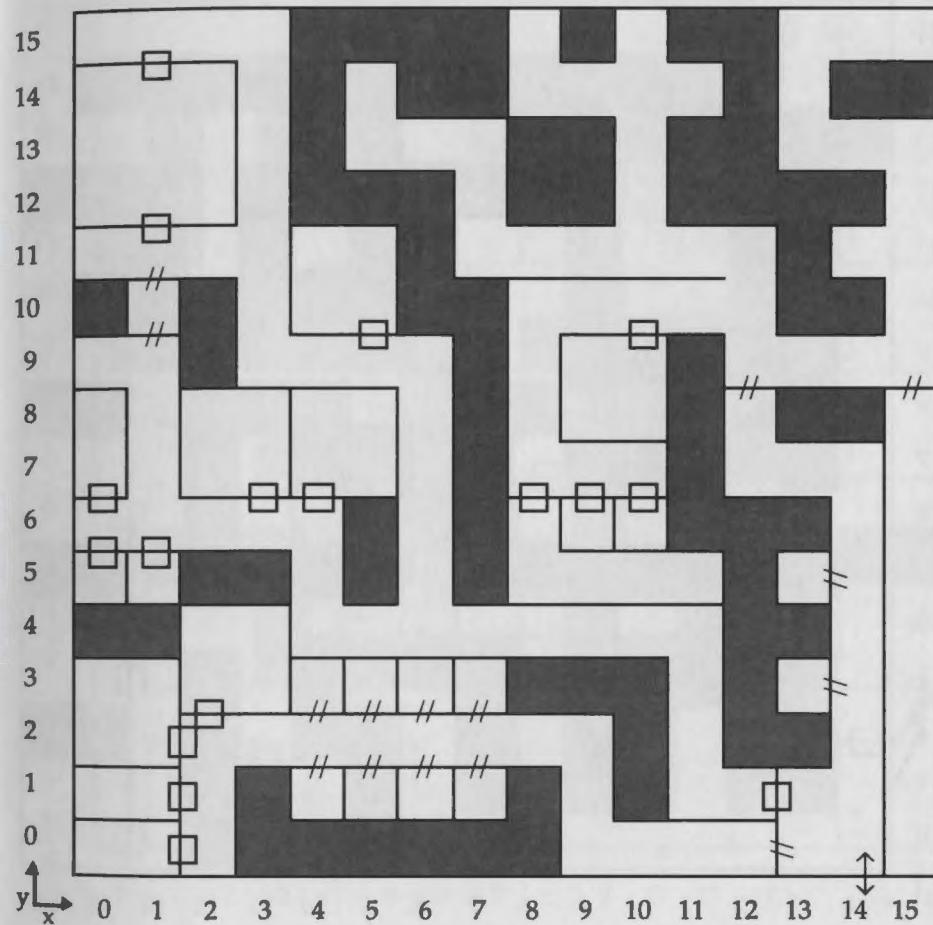
□ = Door (may be locked, trapped, etc.)

| = Magic Barrier

→ = Secret Door

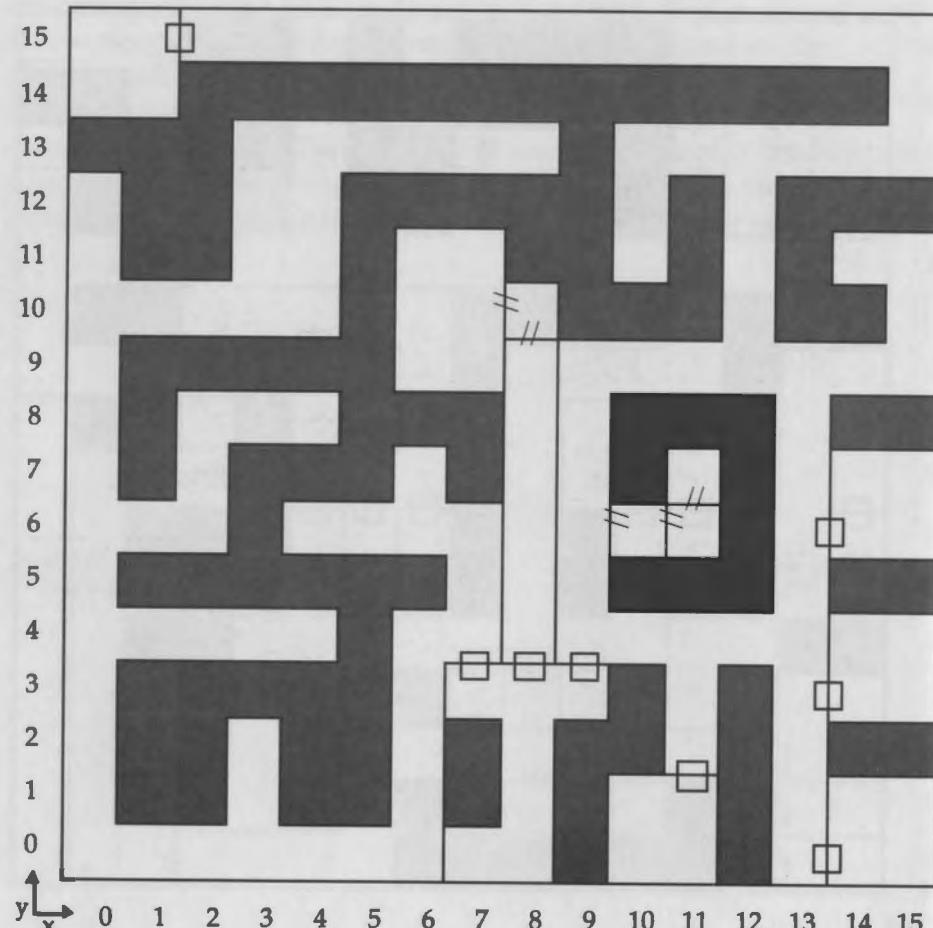
† = Grate (may be locked, trapped, etc.)

# Cavern under Sorpigal



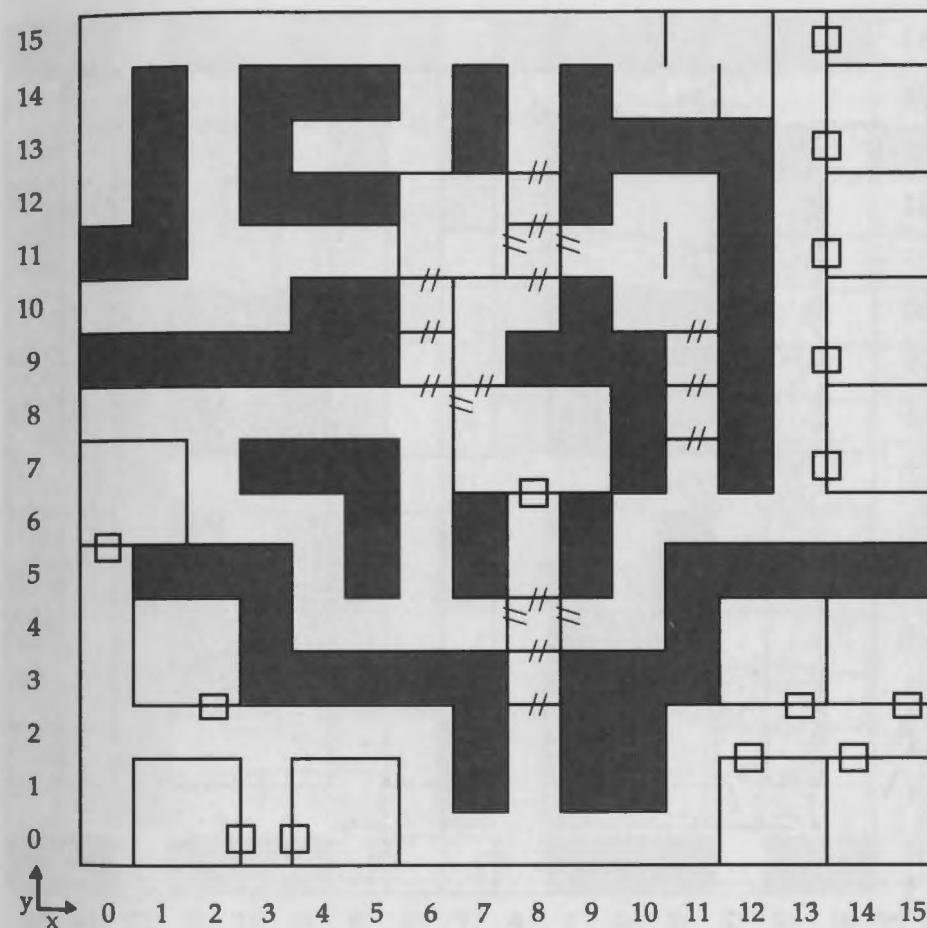
It is here a man in robes grants you your first quest. This chamber is ventured generally by those with lesser experience. Encounters here are relatively safe. The Arena will serve as good proving grounds for your skills, but rewards appear trite.

# Cavern in the Northern Barrier



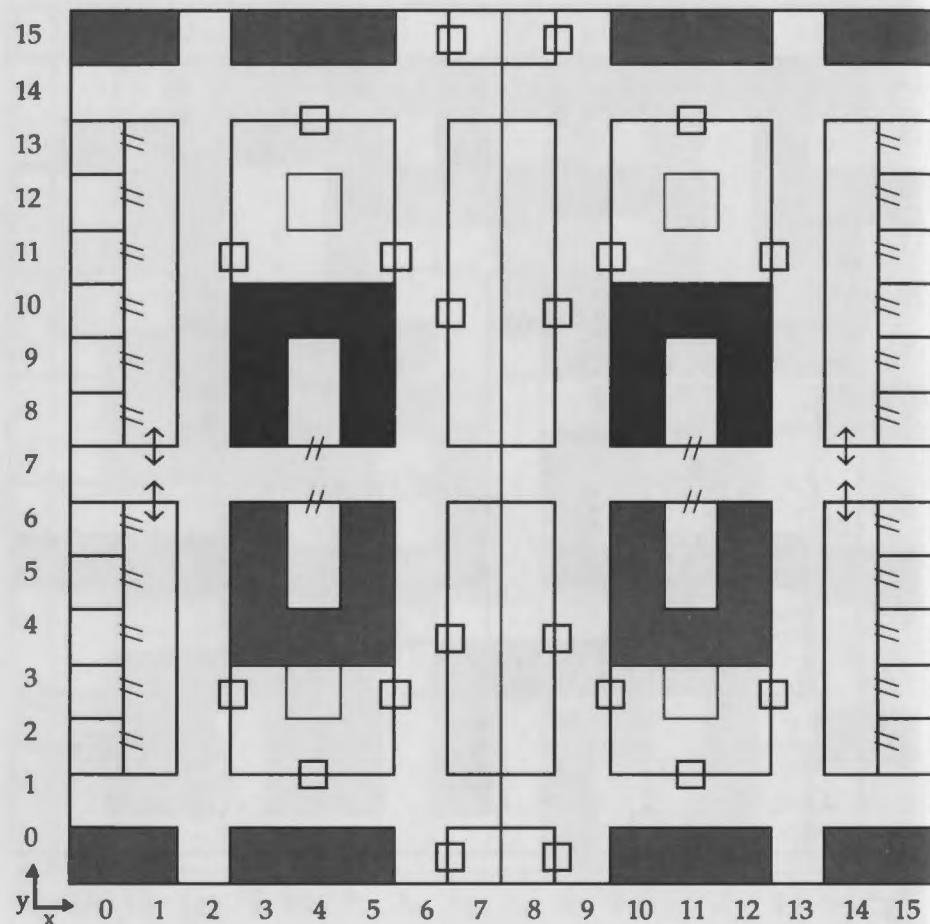
Learn the value of your jump spell. Search the button that turns the slide off, as continual acid pool bathing seems unwise. While in this chamber, battle the thirteen specific encounters to their entirety and you'll obtain the bronze key. Take heed of the Banner's warning.

# Cavern under Portsmith



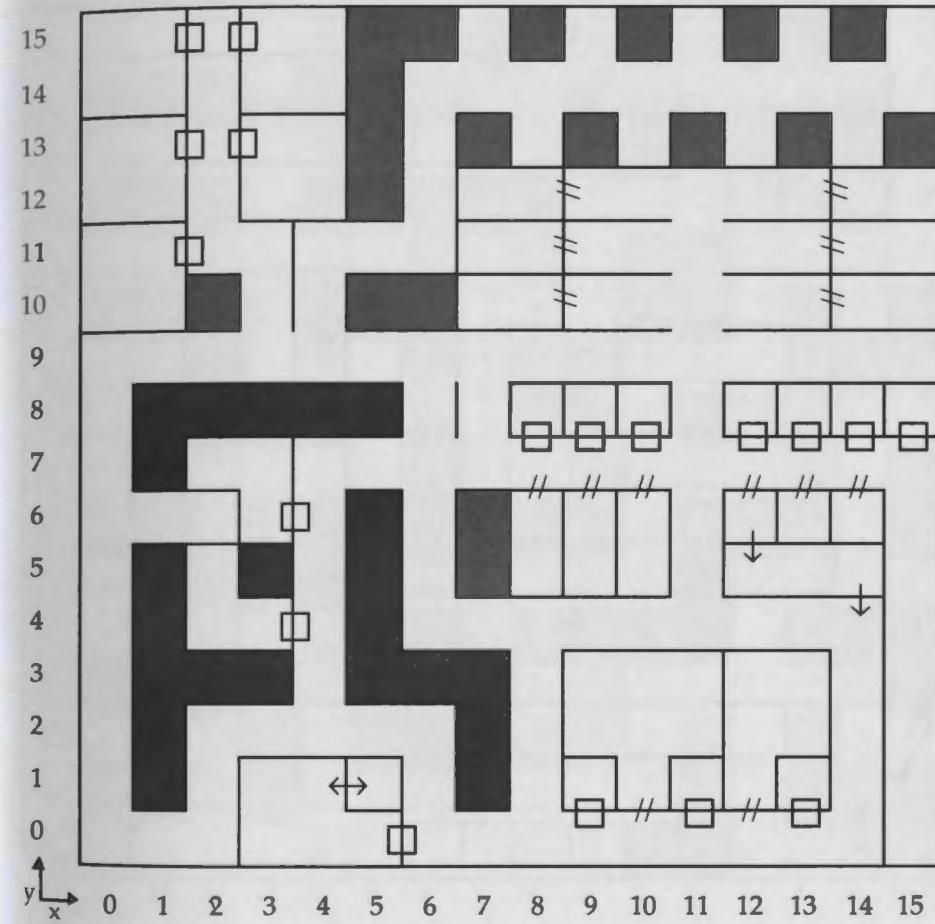
This is a popular place for here lies the Pool of Reversal. Beware, for there are other pools here as well. This chamber is full of demons, orcs, goblins and such. Disturbing them may bring your death. With the appropriate key, you'll open the door.

# Cavern under Erliquin



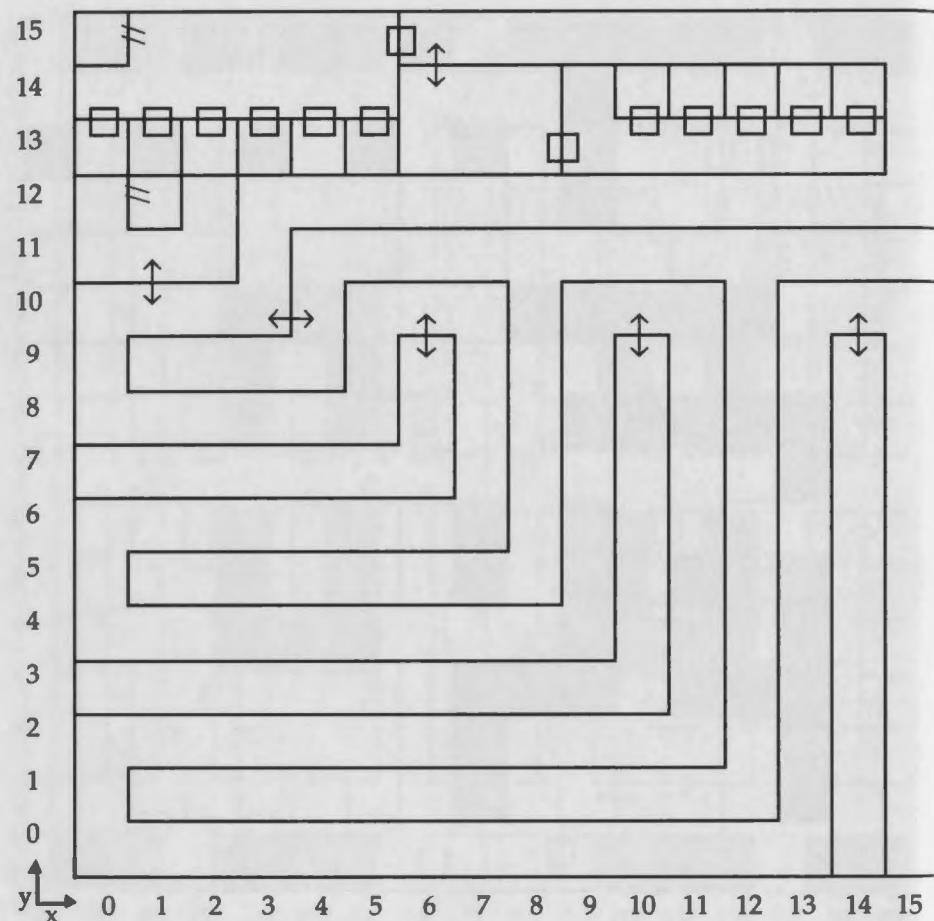
This chamber gives a mirror-like illusion. Be guided by careful mapping and location skills. In the cavern below Dusk, Corak gave clues. There sits the access code and message now required. Treasure you will reap, but none before deactivation. Passage leads to the Quivering Forest.

# Cavern under Dusk



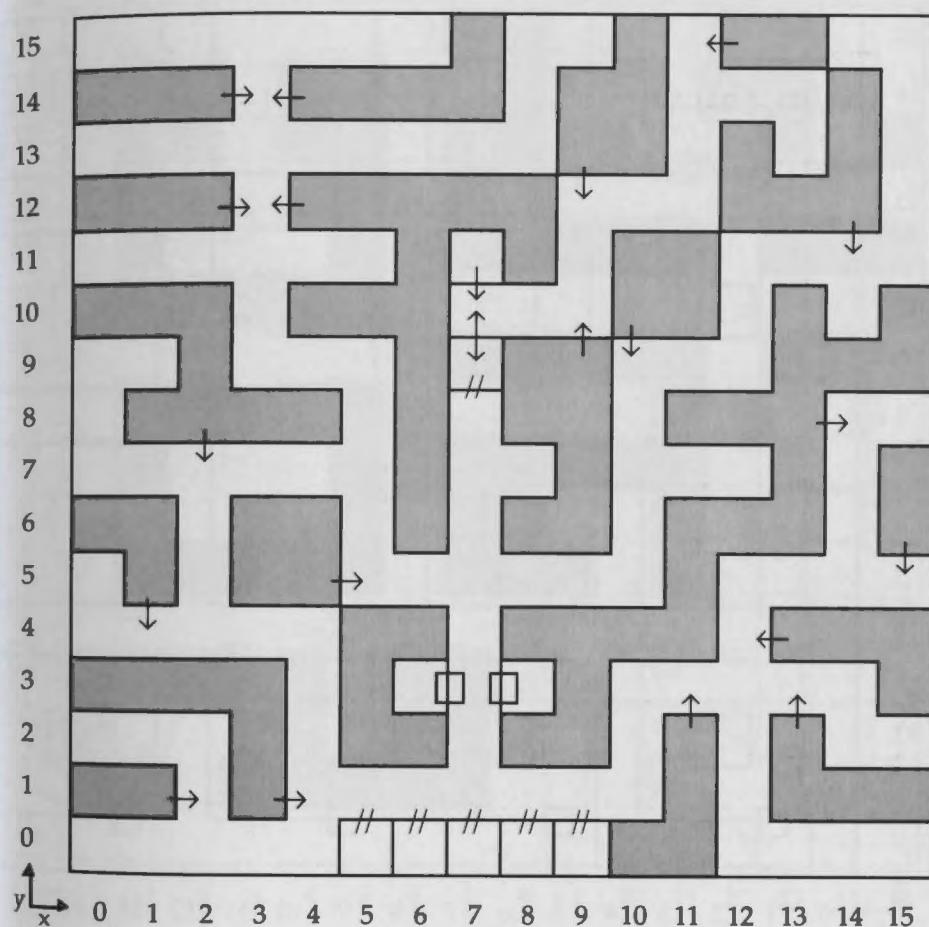
This chamber appears most difficult. Passages and portals abound. Protection spells save you. Take drink from the Prism of Precision and the Flame of Agility. Visit the Shrine of Okzar, his rewards prove magical. Traps are plentiful. Take note of the etched message.

# Cavern in the Korin Bluffs



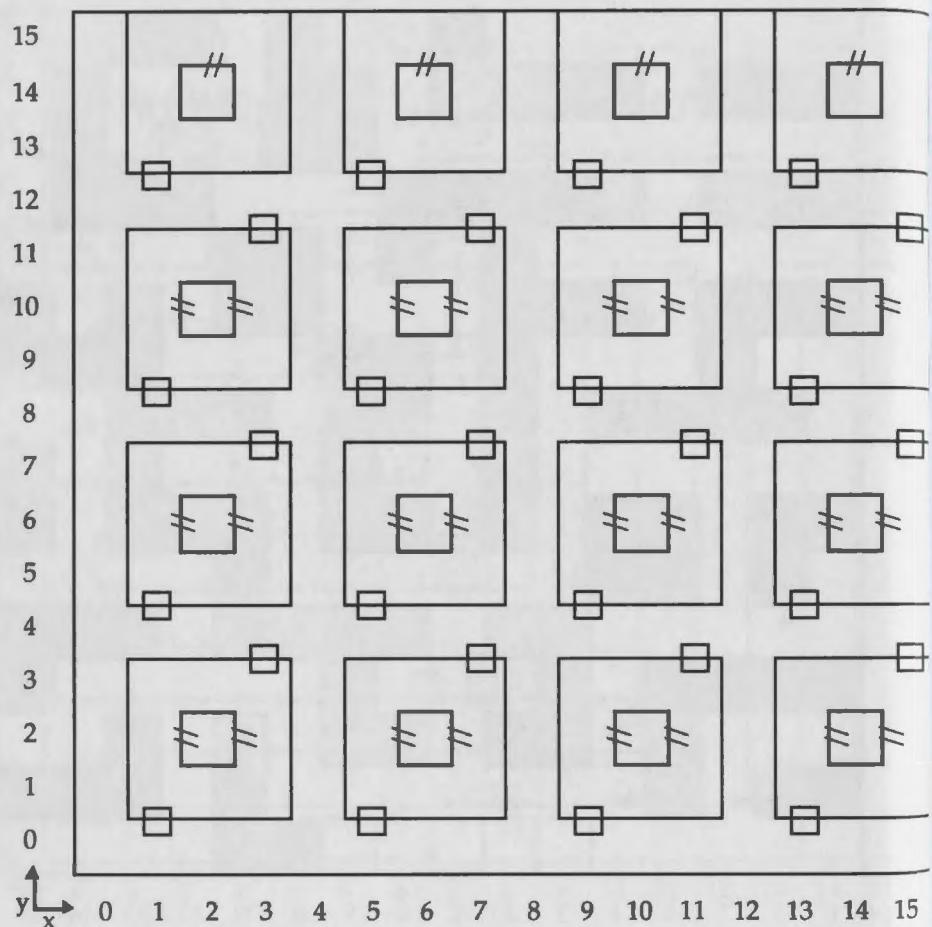
Wizard Ranalou describes your quest. Portal transport remains simple and bountiful. Levitation and jump skills save you. Don't hesitate to jump more than once. The presence of creatures and aliens are felt, yet not often seen. Power you seek? Find the wondrous Thundranium.

# Cavern in the Volcanic Isles



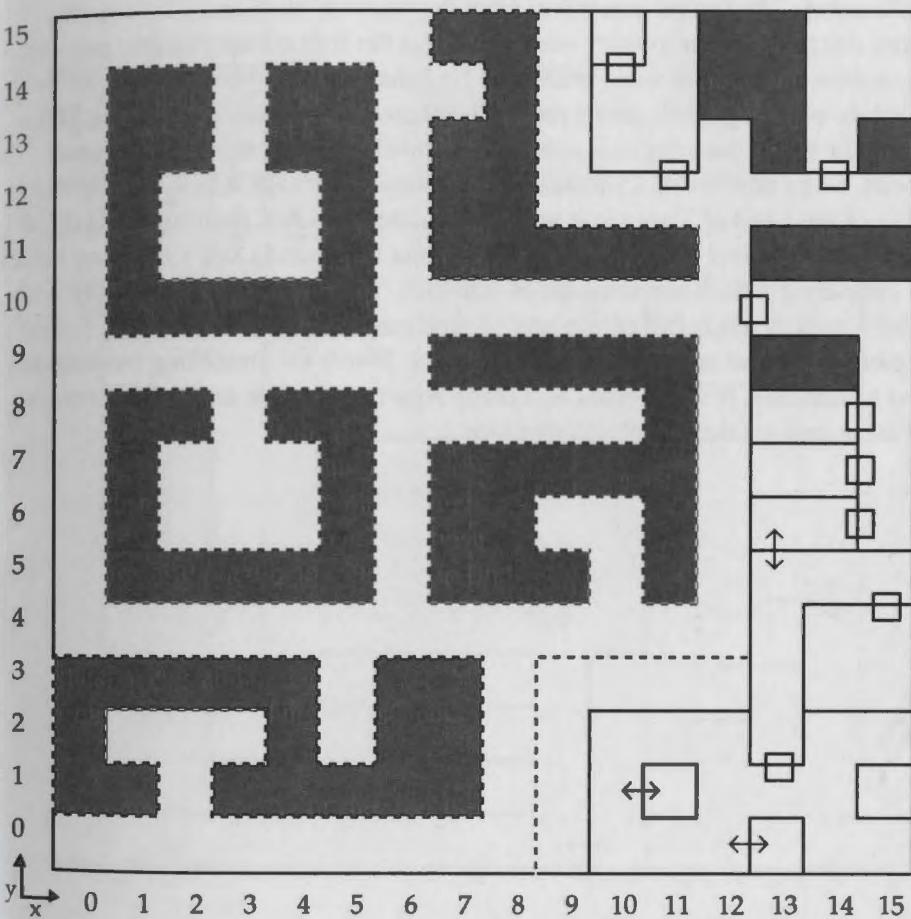
Sweetly kiss the one known as Virgin. On meeting the Volcano God, answer his riddle for it is he who holds your key card. A statue from Sorpigal gives part of your clue. This key furthers your quests to the Secret of the Inner Sanctum. A clue other than color is found. Teleport you'll find random until dials are set.

# Cavern in the Hawkseye Hills



This chamber is known as the Cave of Square Magic. The solution you'll find mystifyingly mathematical. Your sum equals 34 in all directions. Take note the solution is classic and 10 plus are preset. Then, and only then, pull its lever.

# Cavern North of White Wolf

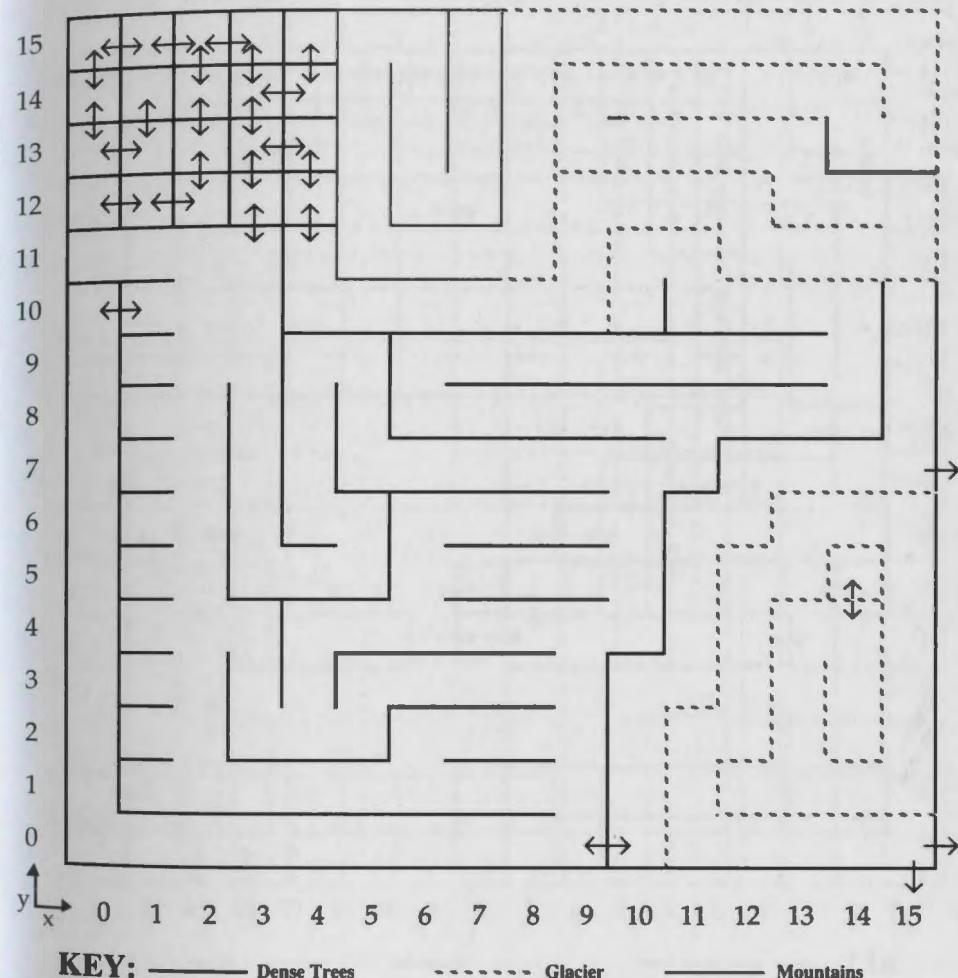


Save for Dusk, this will be near toughest. Dungeon walls invade this chamber. You'll see dragon types and poison spikes. Note the message you find. The unfortunate adventurers before you still remain. Though now you'll see them statue-like and shattered. Find the head of your search, as this encounter turns them to stone.

# Outdoor Regions

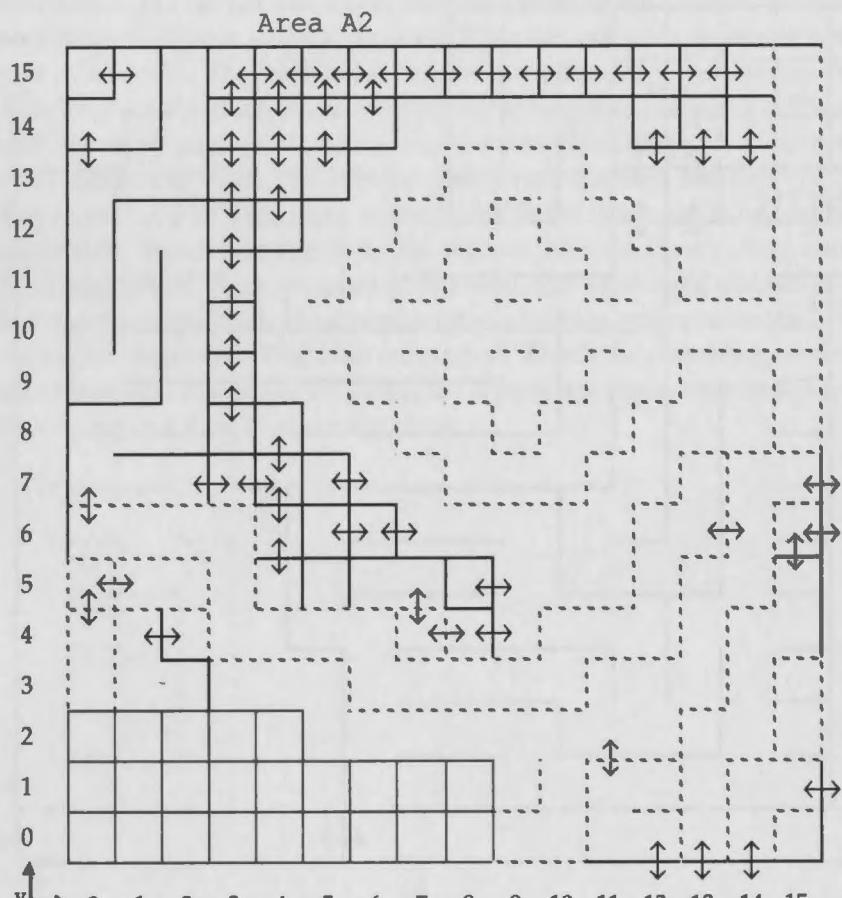
While on your journey you're free to travel all 20 geographic regions. From the onset these regions appear near identical. It is later you observe the distinct differences. The farther you travel from the center of the Land of Varn, the more dangerous your journey becomes. Thus the four corners clearly become most treacherous. The same holds true for inner depths. When moving from place-to-place fly spells prove more advantageous than merely strolling about. Look for secret passage, as it aids in safe travel. Read all signs. Study your spells, many now work. Climates are indigenous. Perhaps it best to keep the Map of the Land of Varn close at hand. The desert is hot, draining and full of whirlwinds. Travel here is impossible without the exiled Lord's map and plenty of culinary goods. Keep measure of statistics. The sea is wild and woolly with tidal waves. It too is full of wet and wicked creatures unknown to you. Forest regions are dense and filled with encounters. Watch for crumbling mountains and avalanches. It's suspected that many a party has made each and every one of these regions their final resting place.

## Region A-1



This is the first of four corners. Consider yourself warned! You'll find why the Forest is called Dark. The One by Land, known as Dark Rider, roams the underbrush. Quench your thirst in the pool of health. Though difficult travel on foot unravels the concealed.

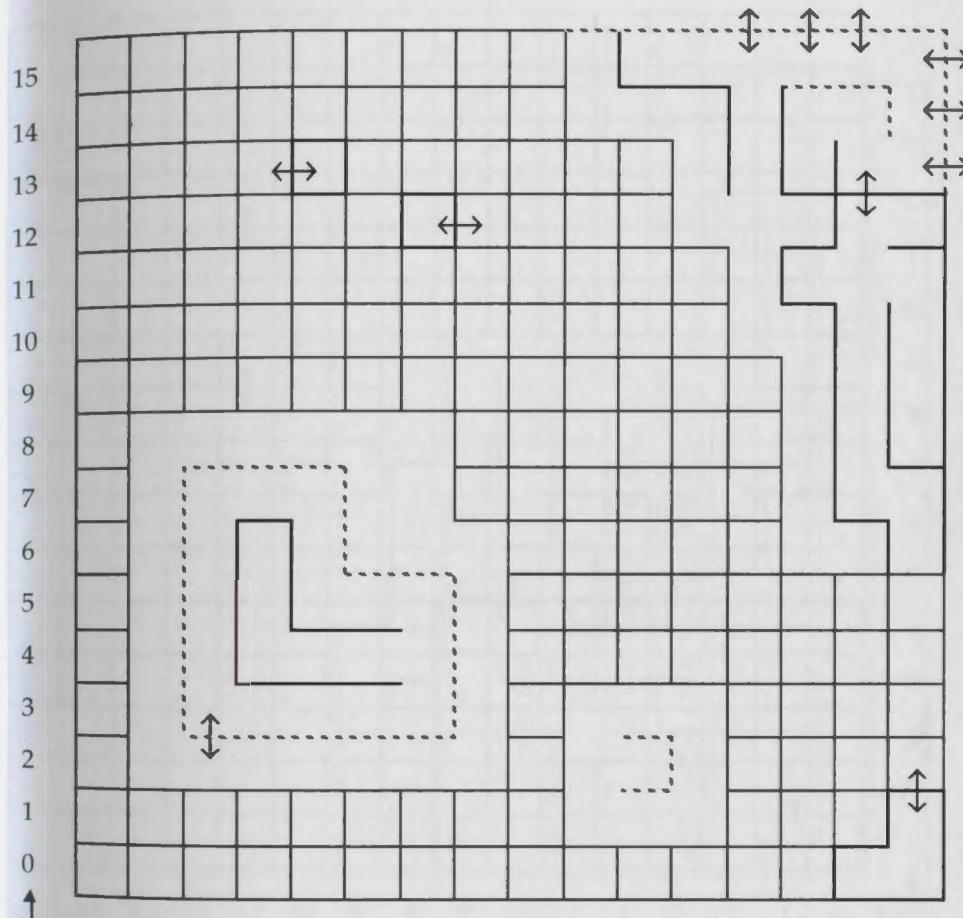
## Region A-2



**KEY:** — Dense Trees    - - - Mountains    — Water

The Valley of Fire appears steamy, while the Lava Beasts hunger. Fire Spells save you. The waters are rich. Look for the Druid, her treasures are regal. A battle with the Red Dragons appears tooth and nail.

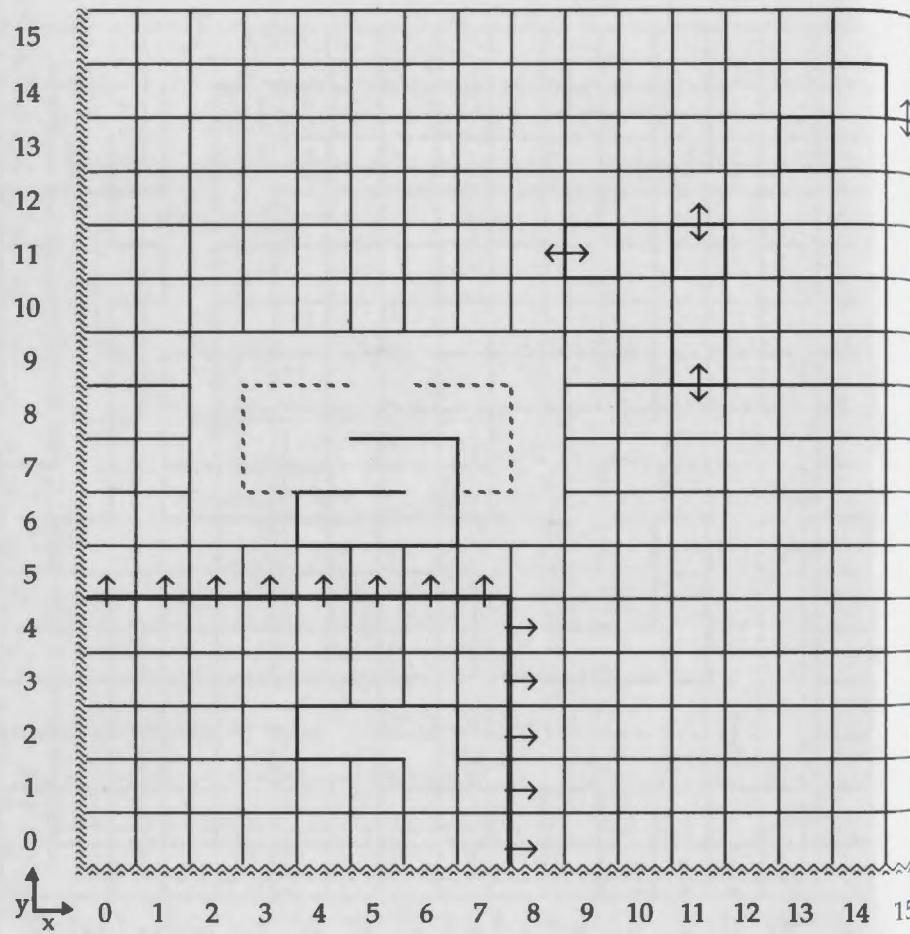
## Region A-3



**KEY:** — Mountains    - - - Dense Trees    — Water

Find here the One by Water. His roar roughens and rocks the sea. A past conquest with one of the four proves you have skill. Here at Luck Island that soon becomes your reward.

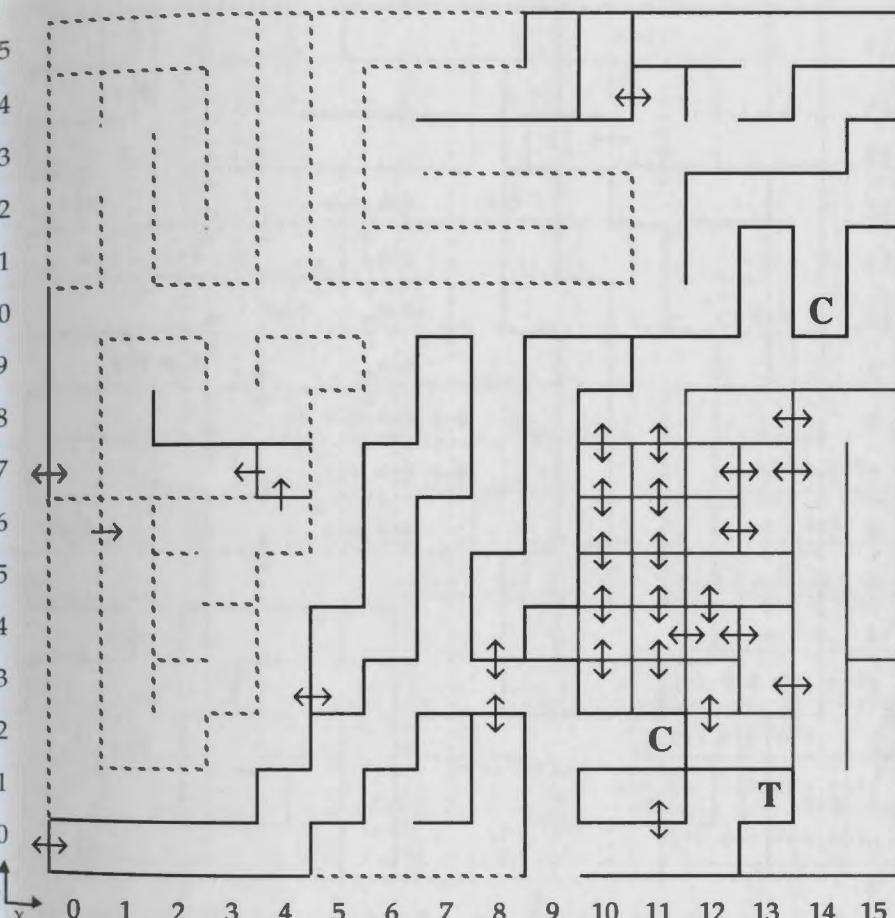
# Region A-4



**KEY:** — Mountains    - - - Dense Trees    — Water

Again this is one of the corners, though calm it appears on your map. Luck will be tempted, yet one in three reaps the reward. When you cross the bridge, a word to the wise, remember your color. This key is of deep pink color.

# Region B-1

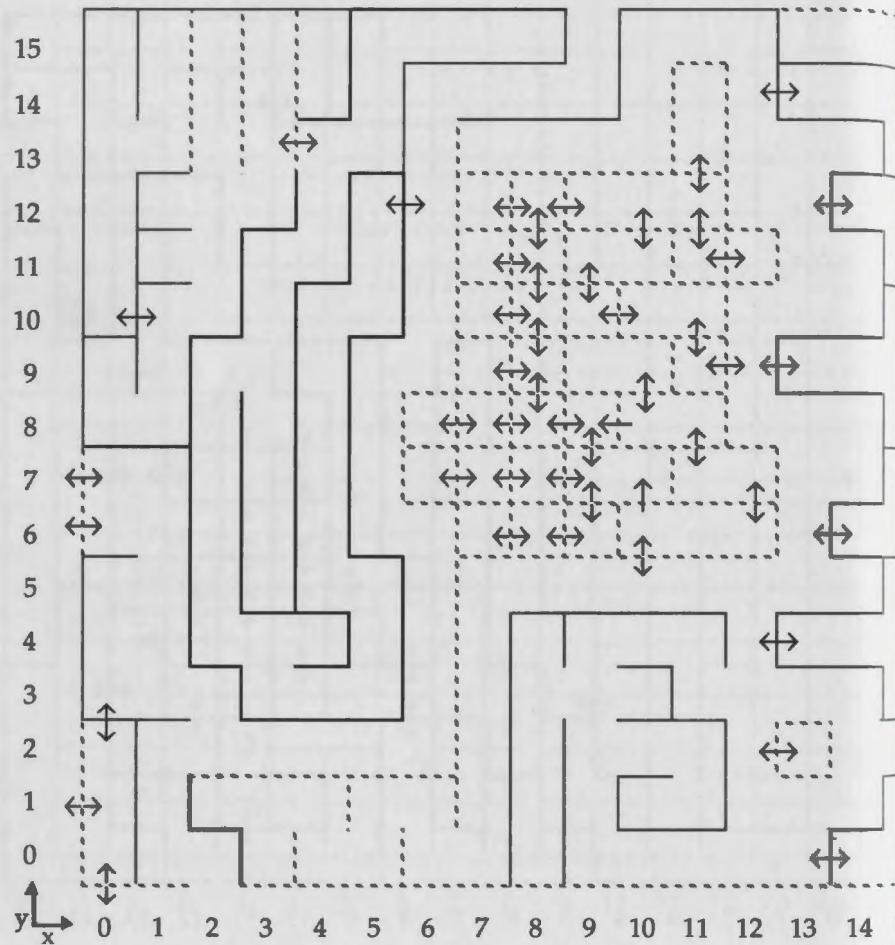


**KEY:** — Mountains    - - - Glacier    — Dense Trees

The Ancient Glacier's coldness is biting. Watch for avalanches. Here wait two castles, caves, a town and the Mountains of Despair. The Quivering Forest provides a shooting experience. After many traps, you'll find the key of grayish white.

Those who have mastered their destiny can further their good fortune! It is here you'll find the Gates to Another World. Till this book is read, that book shall remain unopened.

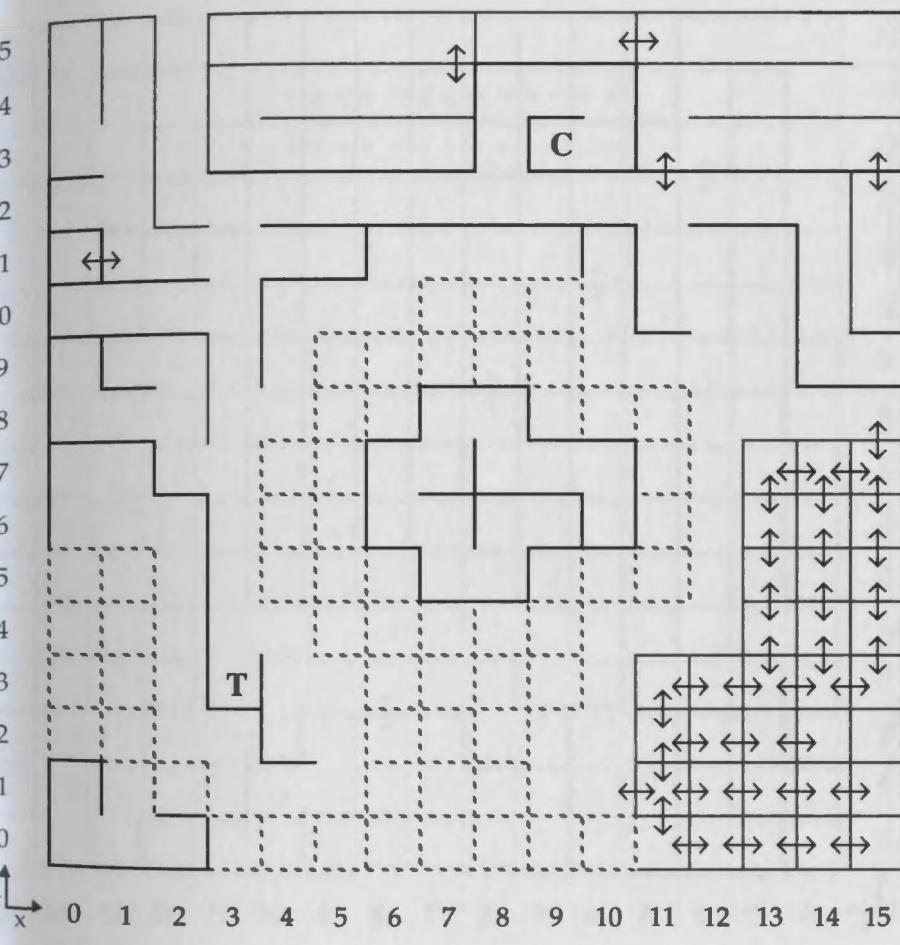
## Region B-2



KEY: — Glacier    - - - Dense Trees    — Mountains

Find secret passage through New Glacier. The one who calls herself Ice holds your keys. First diamond, and the second brings bronze. She's cold to the touch, but warm with emotion. What's a few battles, when the treasure's abundant? There's a dungeon and cave. The cave has been known to have powers of stone.

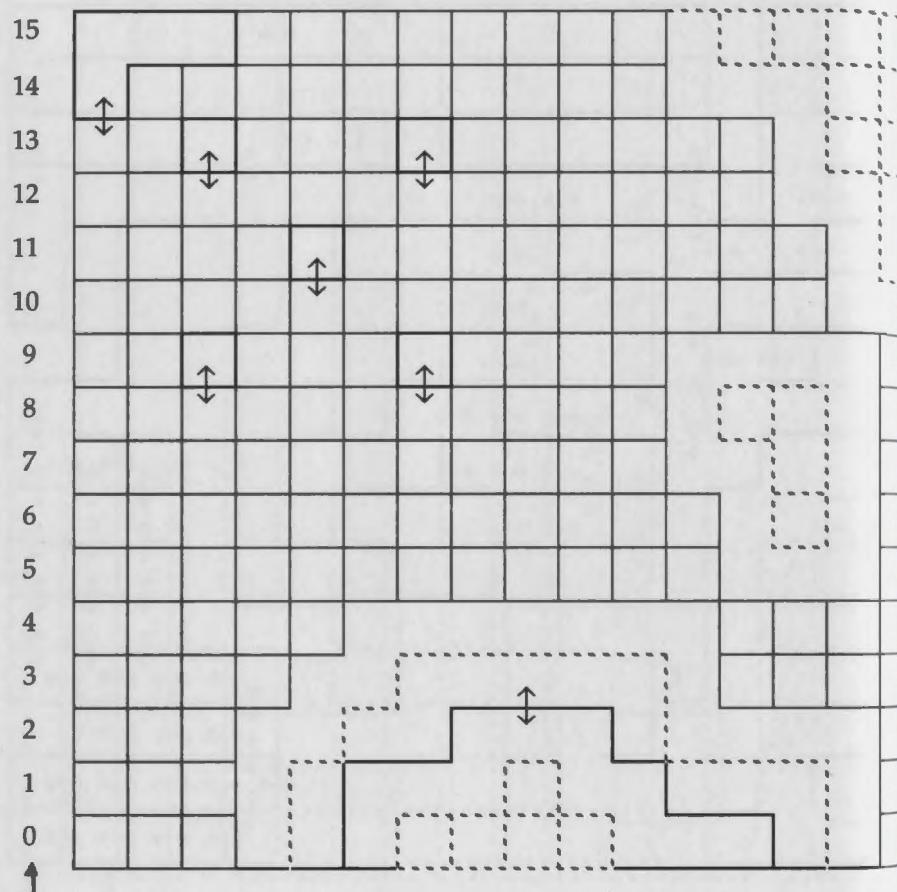
## Region B-3



KEY: — Mountains    - - - Water    — Dense Trees

You'll find safety in Portsmith knowing the contrary. Signs lead to Blithes peak, while waters fill with demons. The Wizard Ranalou waits for you in its tavern. When it comes to the dungeon, a successful courier need blow the histle.

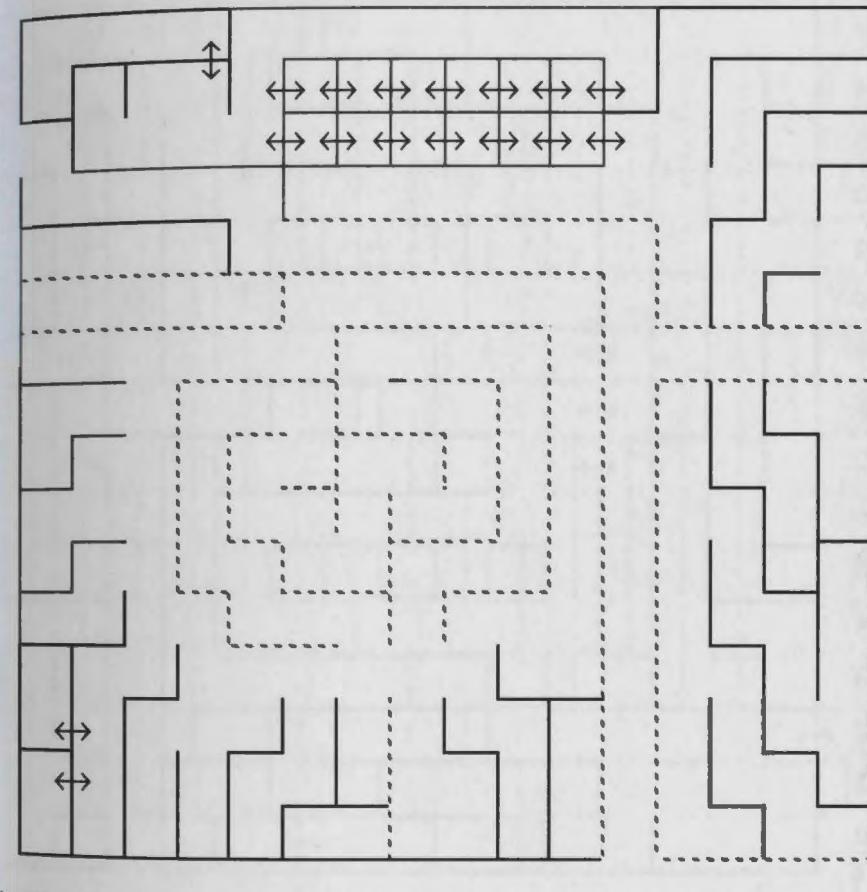
## **Region B-4**



**KEY:** — Mountains      - - - - - Trees      \_\_\_\_\_ Water

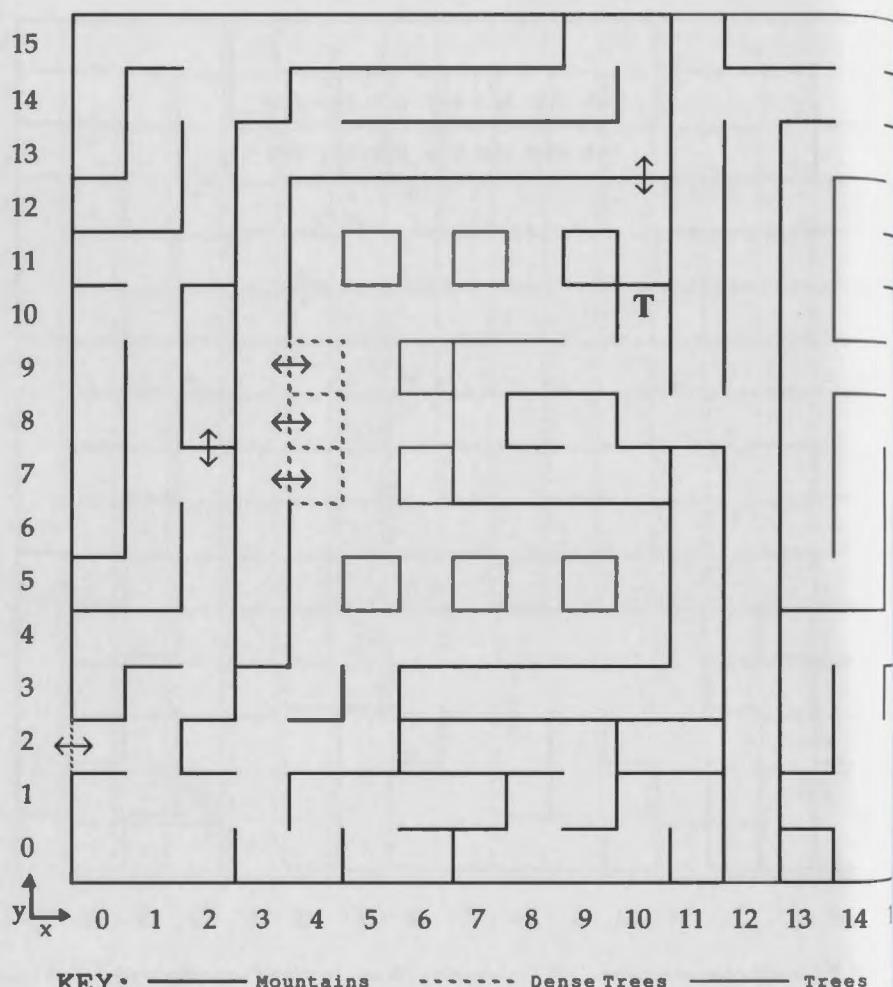
These waters have taken many and their remains give you wealth. It's rumored there's an uncharted Isle. Worth a search if you're low on gems. Though the don't grow on trees, you're sure to find plenty.

**Region C-1**



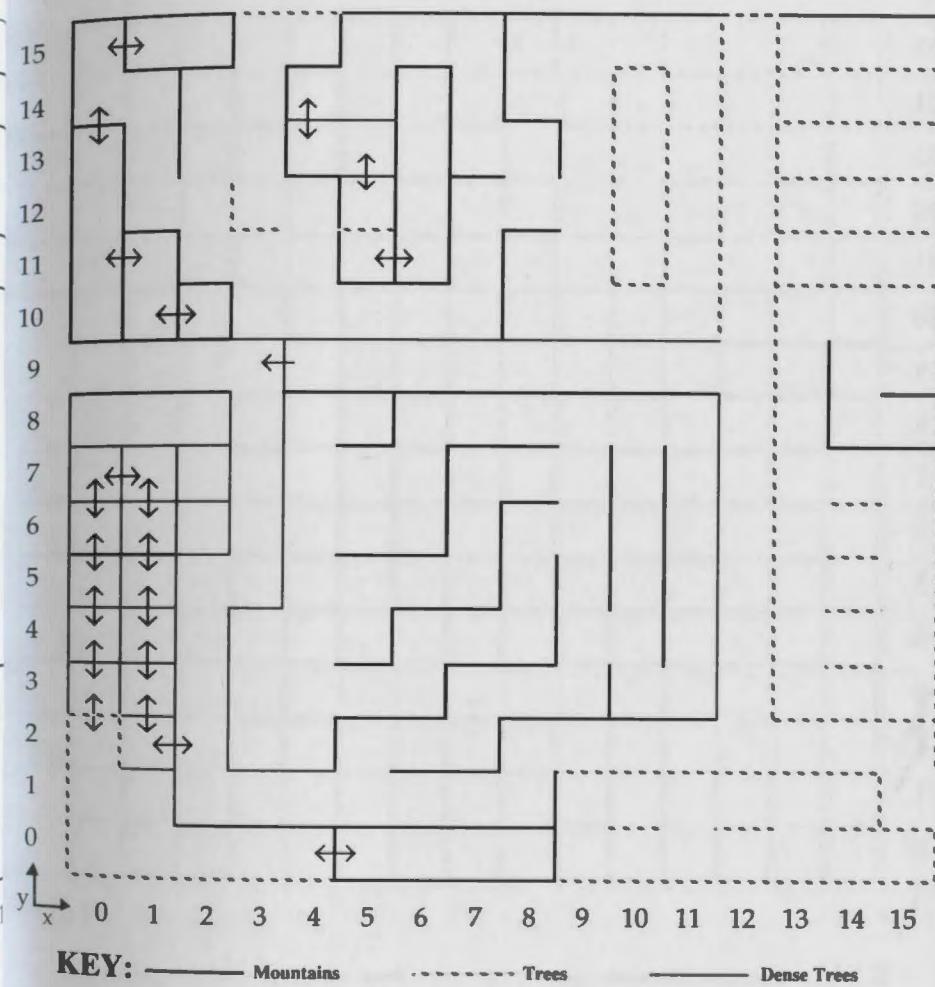
**o**pads and posting lead you to the Ancient Way. Most find drink from the  
**u**ntain refreshing. If you seek to enter castles, stumble on the abandoned  
**e**rchant wagons. You'll find your pass. The treasure chest holds an  
**i**chanting whistle.

# Region C-2



It's here you find the quaint town of Sorpigal. Pleasant Valley too is nice for those beginning in travel. The gypsy gives you color, be sure to take note. You'll need levitation skills. Enjoy the fountain's drink. Use your magic to contend with the statues. Their destruction need not be justified.

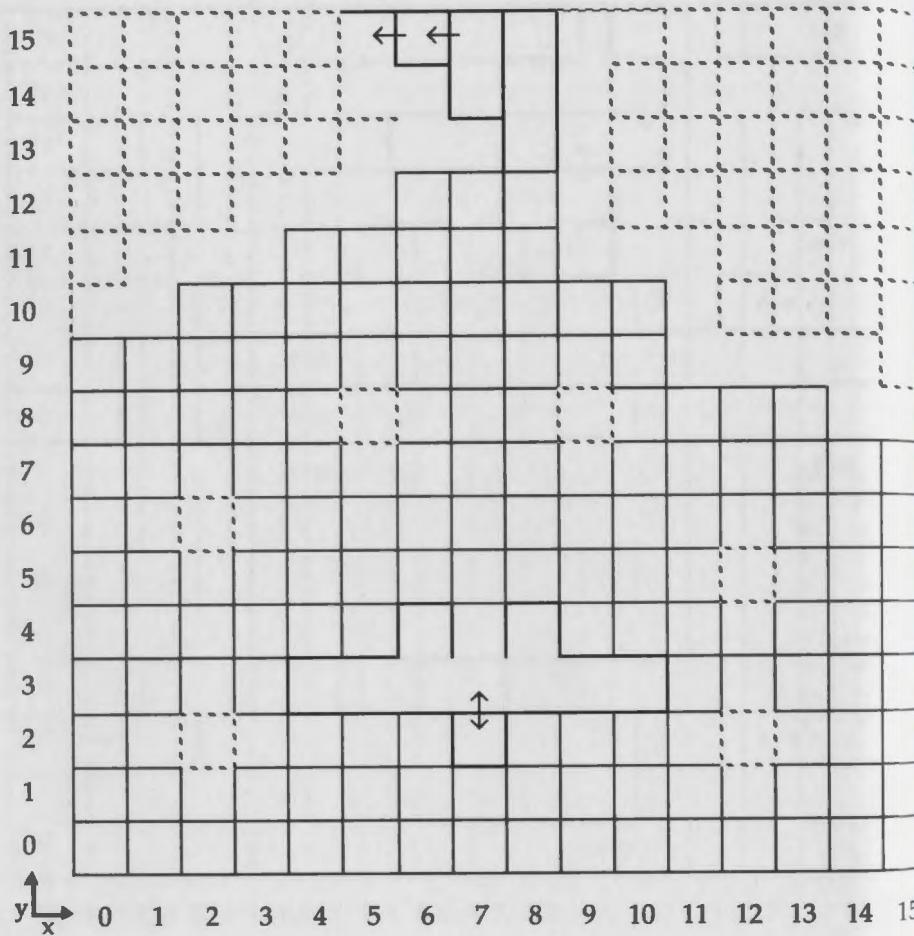
# Region C-3



Wyvern Peaks is, at best, difficult. But we promise eyes will be aglow of your glory. The exiled Lord helps with your quest and navigates your travel. You'll not find your clue in color. See the Hermit if traveling light.

## Region C-4

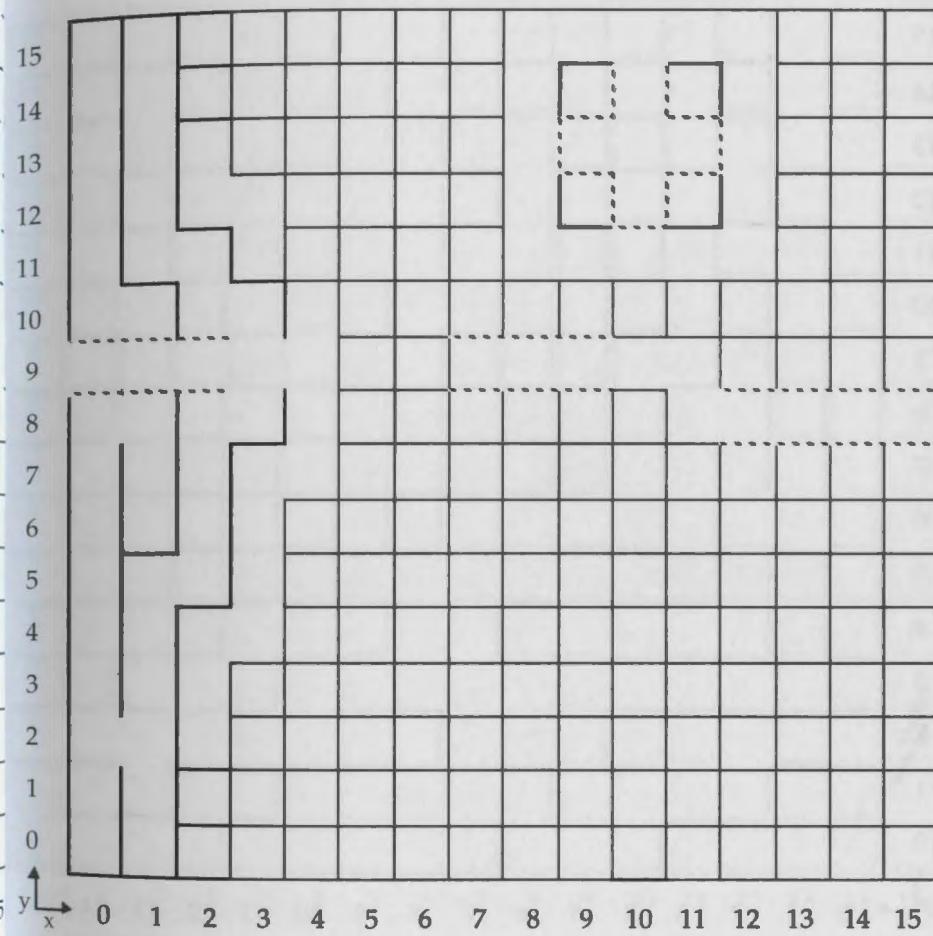
## Region D-1



**KEY:** — Mountains    - - - - Trees    — Water

With the of key of pinkish color, cave passage is gained. Sounds supplied by whistles of the Enchanted Forest and echoes of the Weeping Woods.

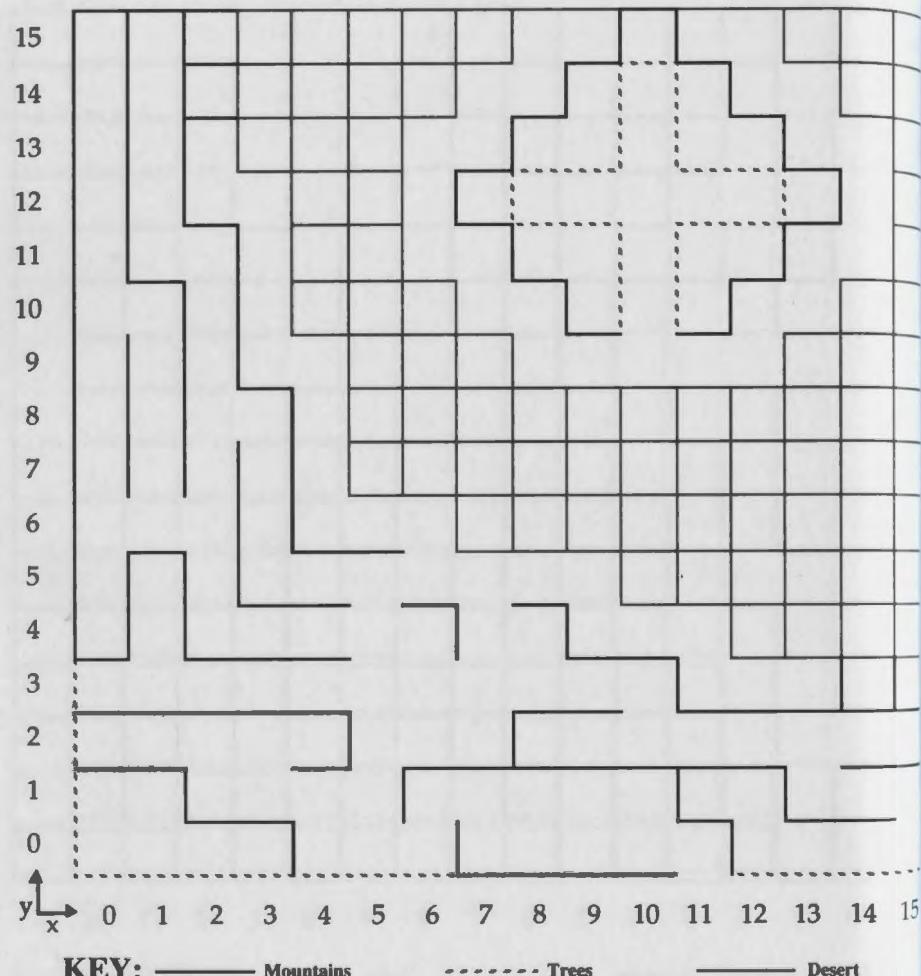
Volcanoes erupt. The dungeon is tricky, but its center is force. Search shipwrecks and be warned the natives are restless. And worse, they're magic proof.



**KEY:** — Mountains    - - - - Trees    — Desert

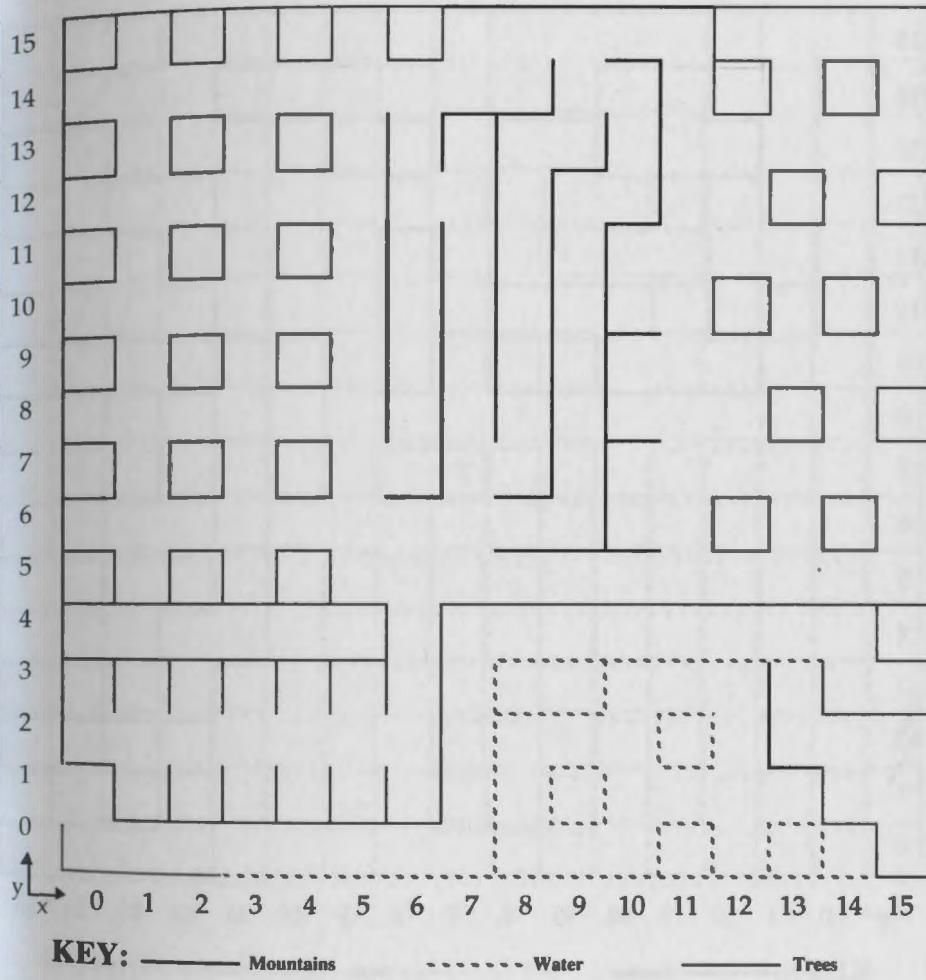
This region is not to be attempted without proper navigation tools. Here Lord Kilburn's location is evidenced. Roaming openly, you'll find the One by Sand. Trade freely, as cactus nectar quenches your insatiable thirst from the Invading Desert.

## Region D-2



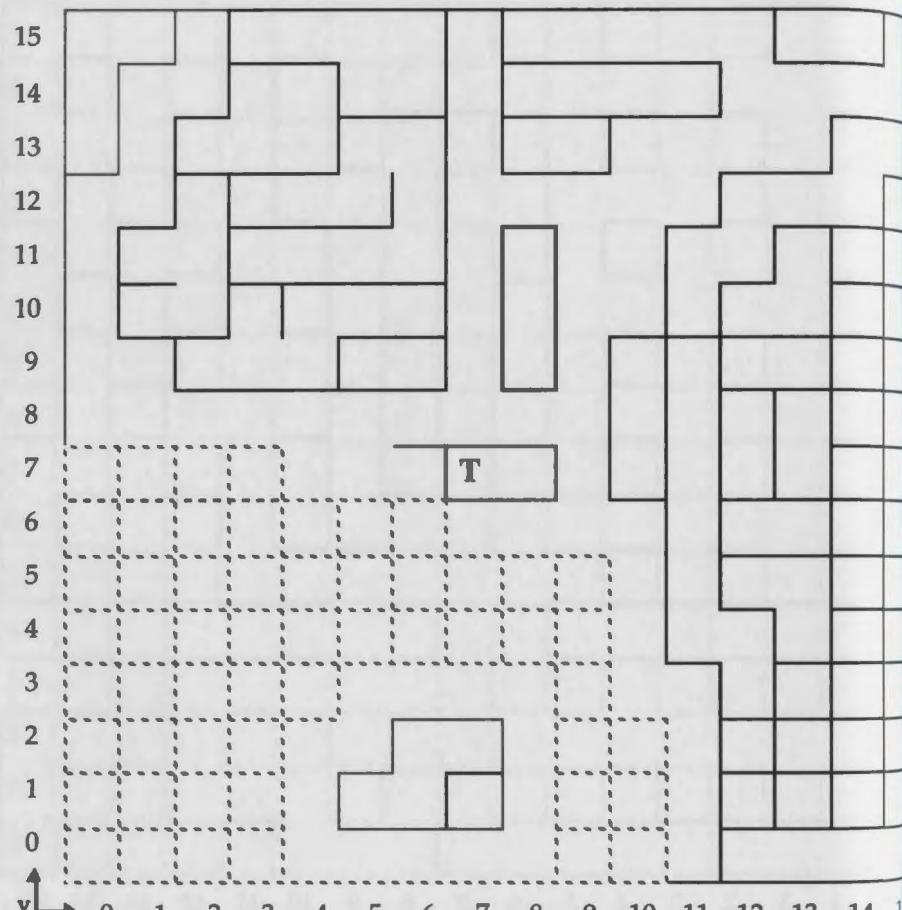
Encounters in the Northern Barrier are deadly. Yet once over its wall you'll be rid of all curses and evil. Even your alignment will be restored, thanks to the Clerics of the North, East, and West. The pool of wisdom grants to those who are worthy. First is free, none more without a fix on the ones of the South.

## Region D-3



This region is rife with adventure. Climb all trees in Guire Grove and pick your pleasure. Though difficult and full of chance, rewards are rich. Find entrance to the cave of Square Magic. Watch and be warned of the soft wet soil of Pead Marsh.

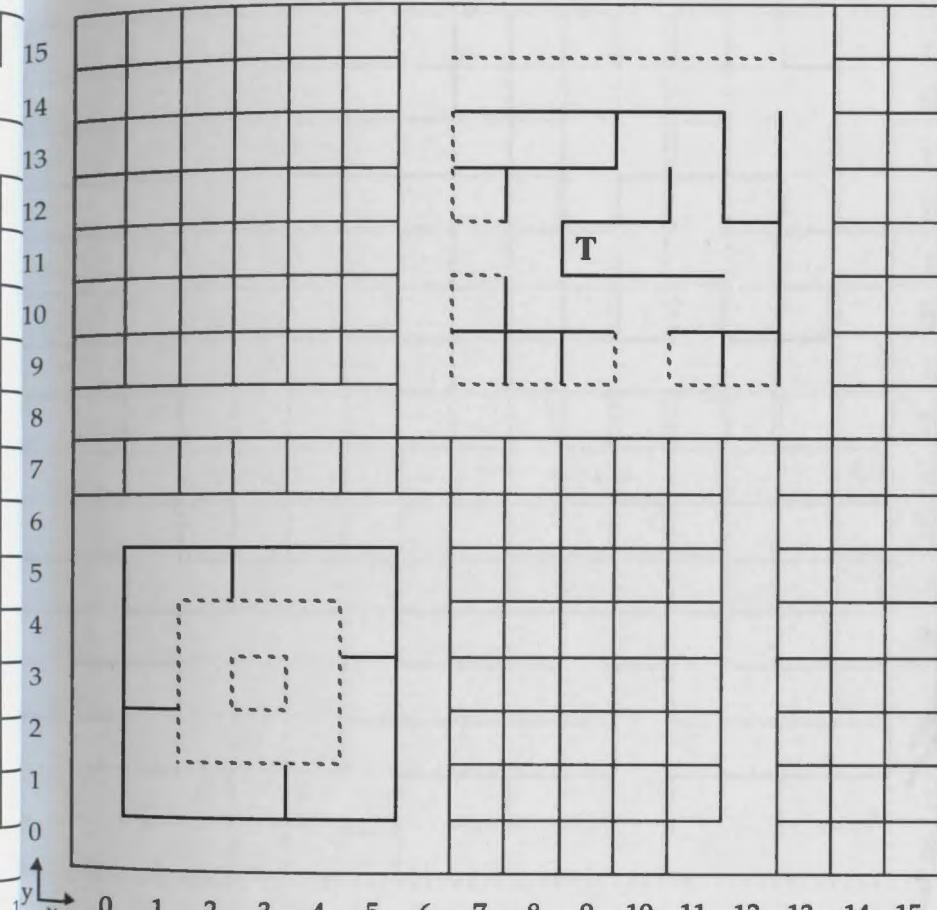
# Region D-4



**KEY:** ——— Swamp    ----- Water    ——— Trees

Here roams the One by Air. The Marshes are full of "undead" You'll find passage through the Swamp of the Dead exhilarating, yet non-negotiable as well. Here too Algary sits. Your colorless clues add up in the Isle of Og. It is here, through doom you learn more of the great truths of the Secret of the Immortal Sanctum.

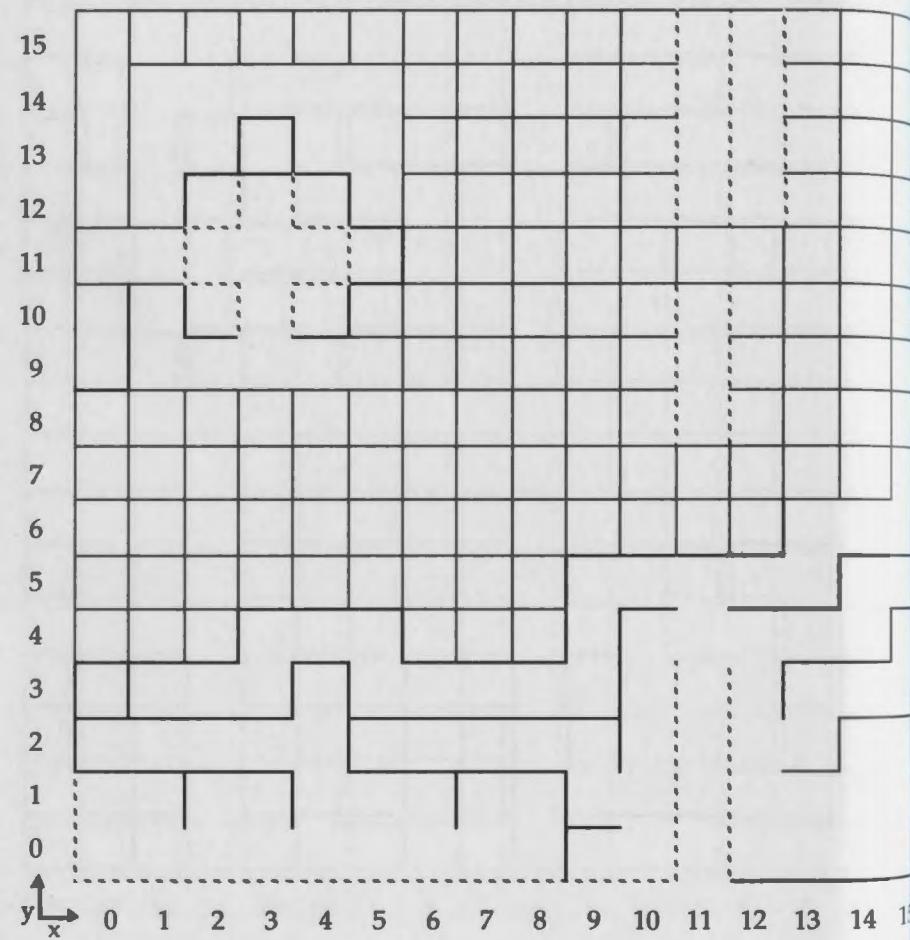
# Region E-1



**KEY:** ——— Mountains    ----- Trees    ——— Desert

In this corner, here lies the Valley that Time Forgot. And in that time this region grew powerful beyond belief. Be sure to turn the Hourglass that passes the Sands of Time. Find passage to Dusk and the ruins of Dragadune. Note these ruins are worth exploration. One of your quests need pass judgment here.

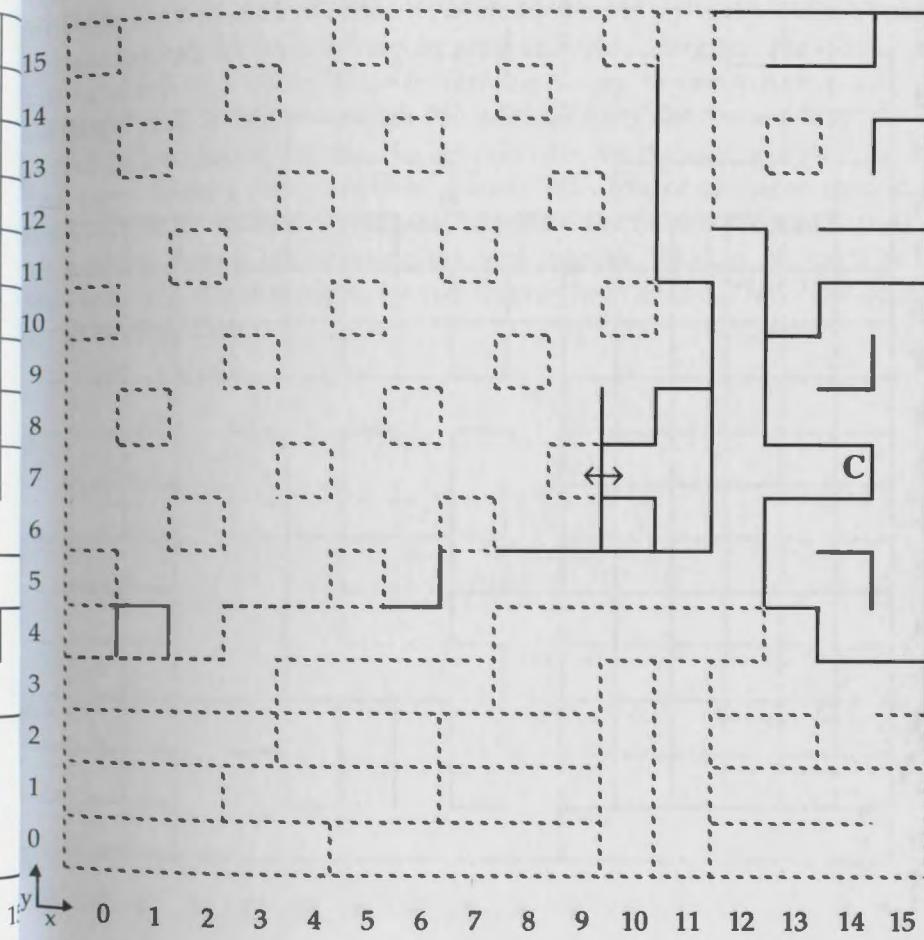
## Region E-2



KEY: — Mountains    - - - Trees    — Desert

It's a safe bet that encounters and random teleport at the Eastern Barrier range from odds of 1 to 3. Aliens now inhabit this region. Intellects increased by the strange alien devise. Learn of an escaped prisoner and his new identity.

## Region E-3

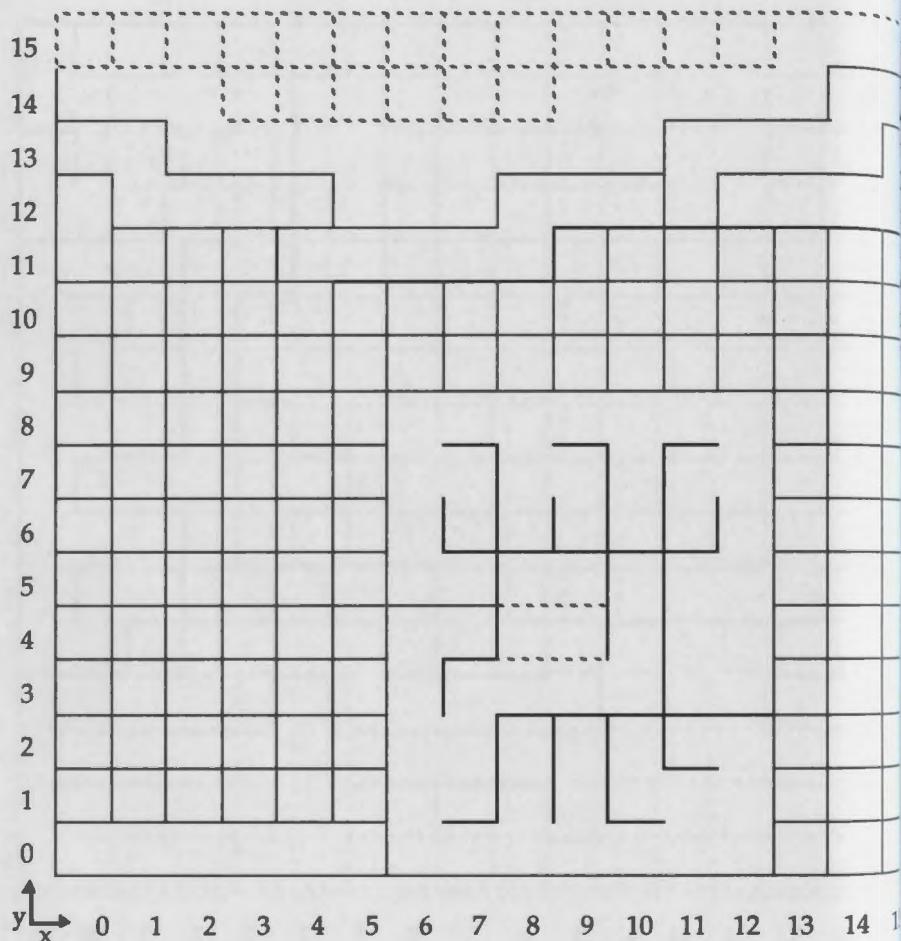


KEY: — Mountains    - - - Trees    — Glacier

This region holds the Kings Orchard which has known more fruitful times. Find here Castle Alamar, in need of great repair. The key of the cold emotional princess does you well. Note all clues, as distant harps soothe the lion's roar.

# Region E-4

# Castles



KEY: — Mountains    - - - - Trees    ——— Glacier

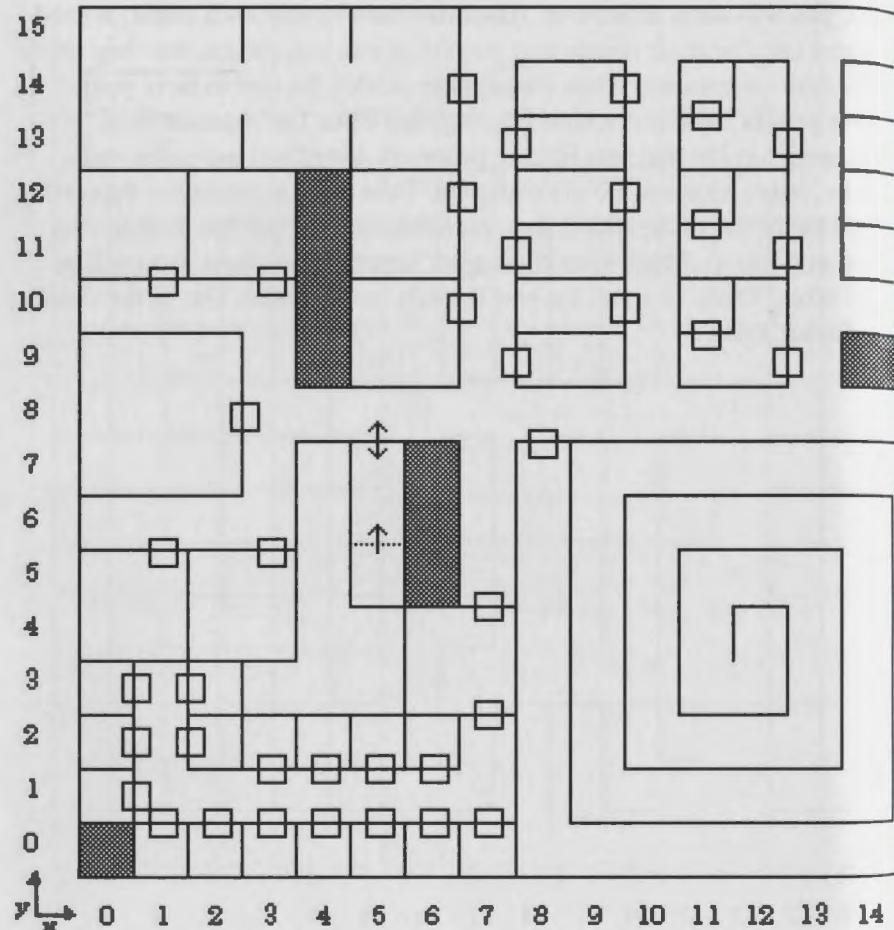
This final corner is the unresting place for those lost souls stuck in the Swamp of the Dead. Encounters are cryptic and unnatural. Travel the Perilous Peaks you so dare! Here you'll discover the fabled Building of Gold and its dungeons. Also sits and stirs evil beyond evil. The few who have returned refer to this area as Dragon City. Beware!

Traveling the castles of the Land of Varn brings you closer to the Secret of the Inner Sanctum. Though only five appear on your map, it is suspected, even believed, you will learn of another. Assuming there is this sixth castle, it need be ventured only by those possessing great skill and experience. For they alone will truly reap its rewards. When frequenting castles, be sure to have your merchants pass in hand that which you acquired from The Ancient Way. Castles appear similar and not. Having prisoners, kings and messages make them same. Many a quest is to be granted. Take note of messages, especially in silver. One of the castles holds that interleave and the one for gold as well. All is not as it seems. Make your clues work together. Be sharp, as you'll be deceived often. Think straight, for you'll easily be confused. This is the similar, now find what's not.

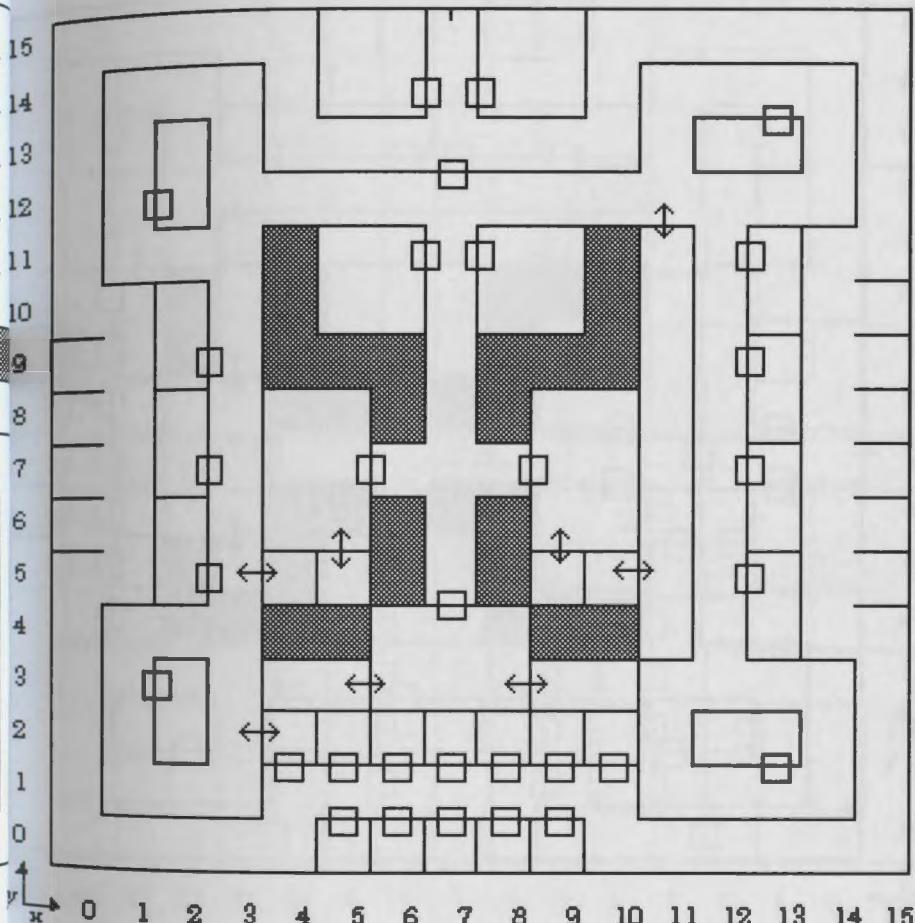
## Legend

- = Door (may be locked, trapped, etc.)
- | = Magic Barrier
- = Secret Door

# Castle White Wolf

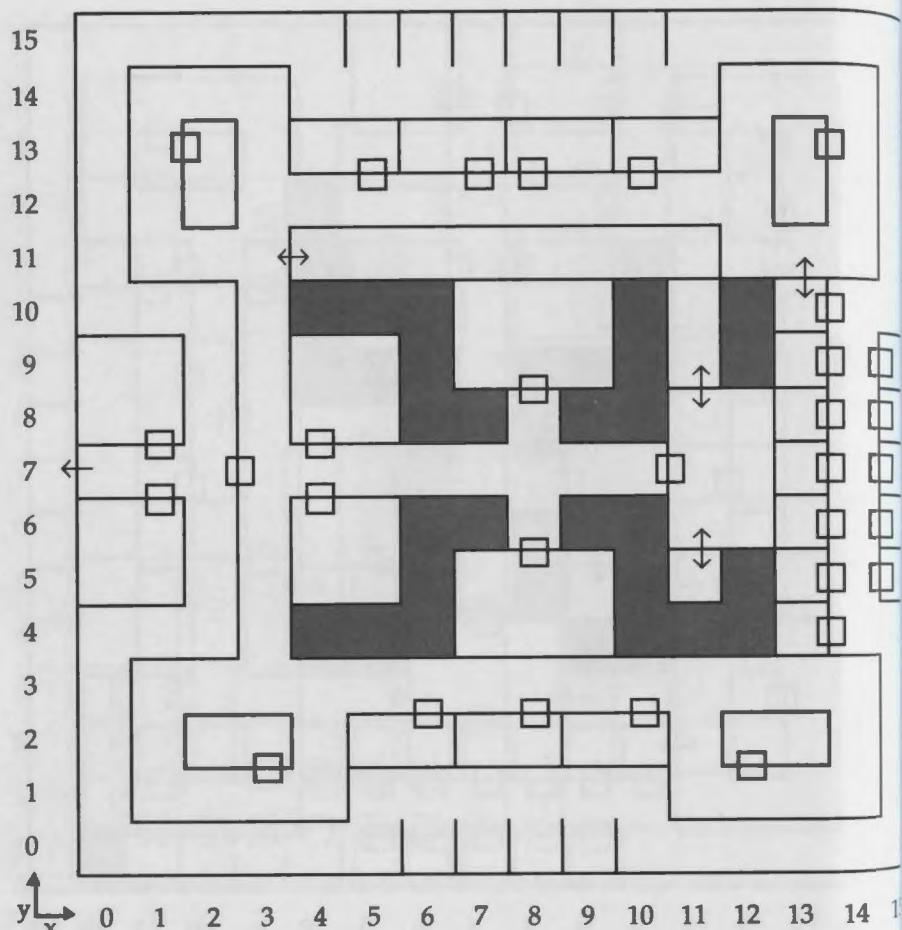


# Castle Blackridge North



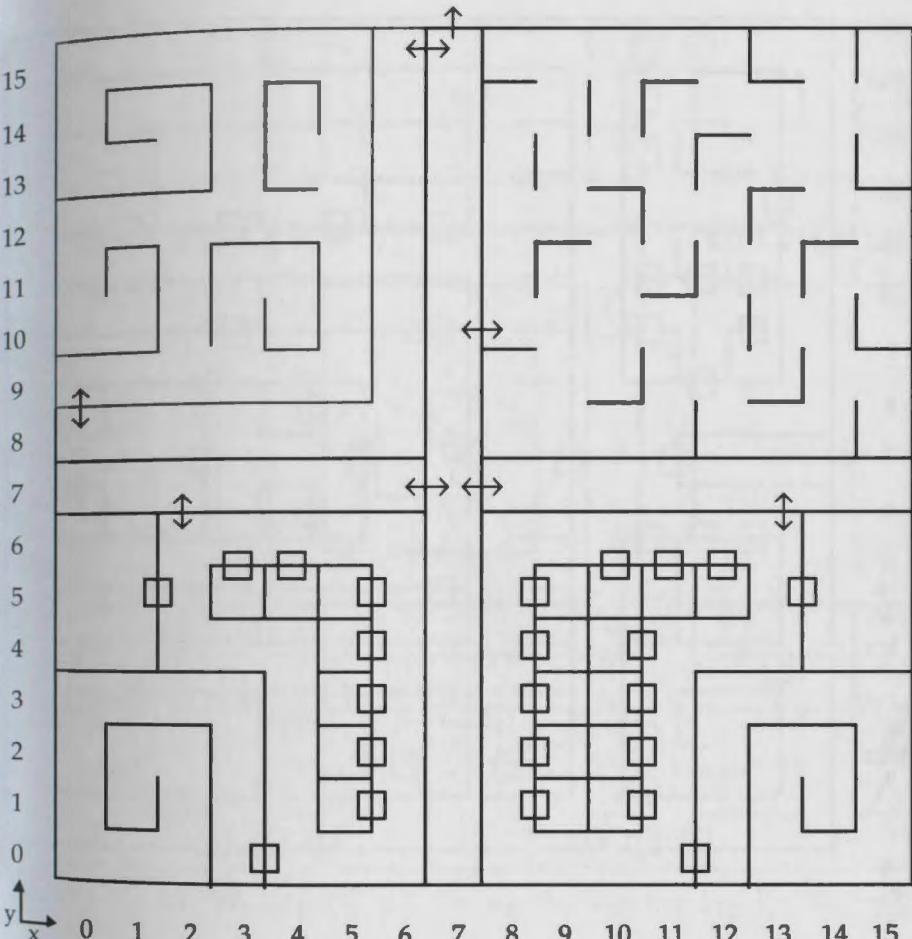
Appearing calm and sedate, this castle grants you plenty of adventure. All Lord Inspectron's orders are clear. Accept his quest, as you'll choose from the quests tally seven. Lord Ironfist rules with power. Yet behind his throne seven. Through emptiness you'll find treasure. The Quivering Forest awaits you can remove his force. This brings you great treasure. The guards are cryou, for only from this castle will you find its passage. to those without pass.

# Castle Blackridge South



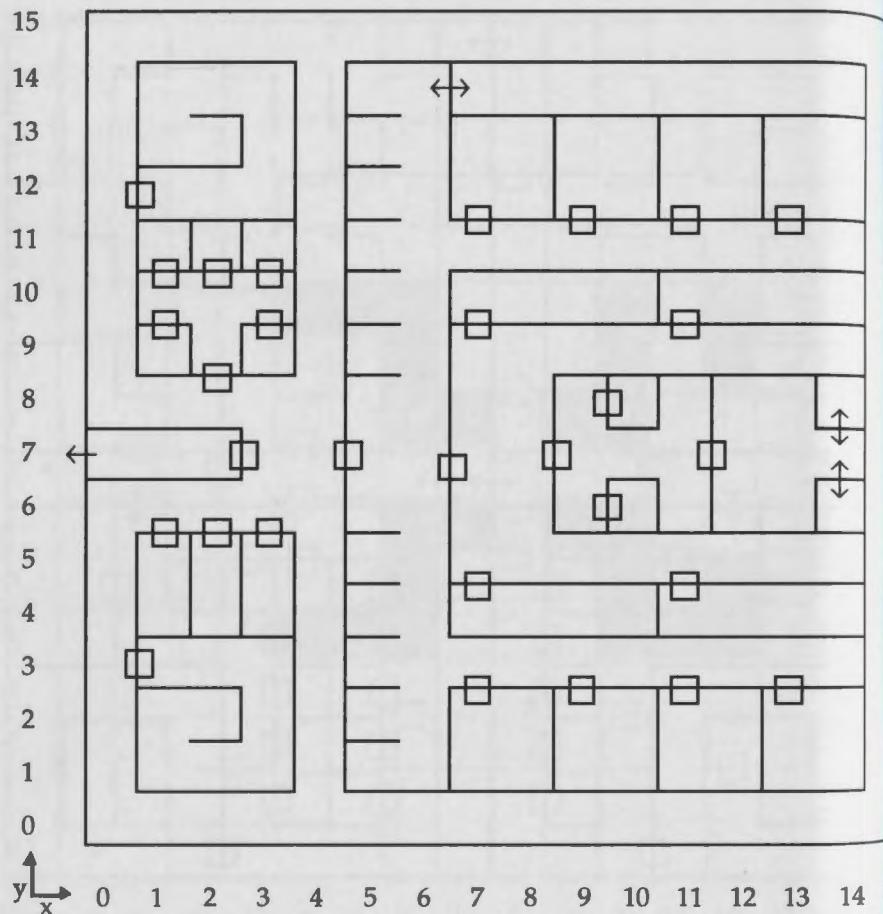
Lord Hacker is in need of your party. Seven quests he is fulfilling. A brew he search. Bring his ingredients before its boil. When finished with his questfountain. see him only if traveling light. At seven, ask for no more.

# Castle Dragadune



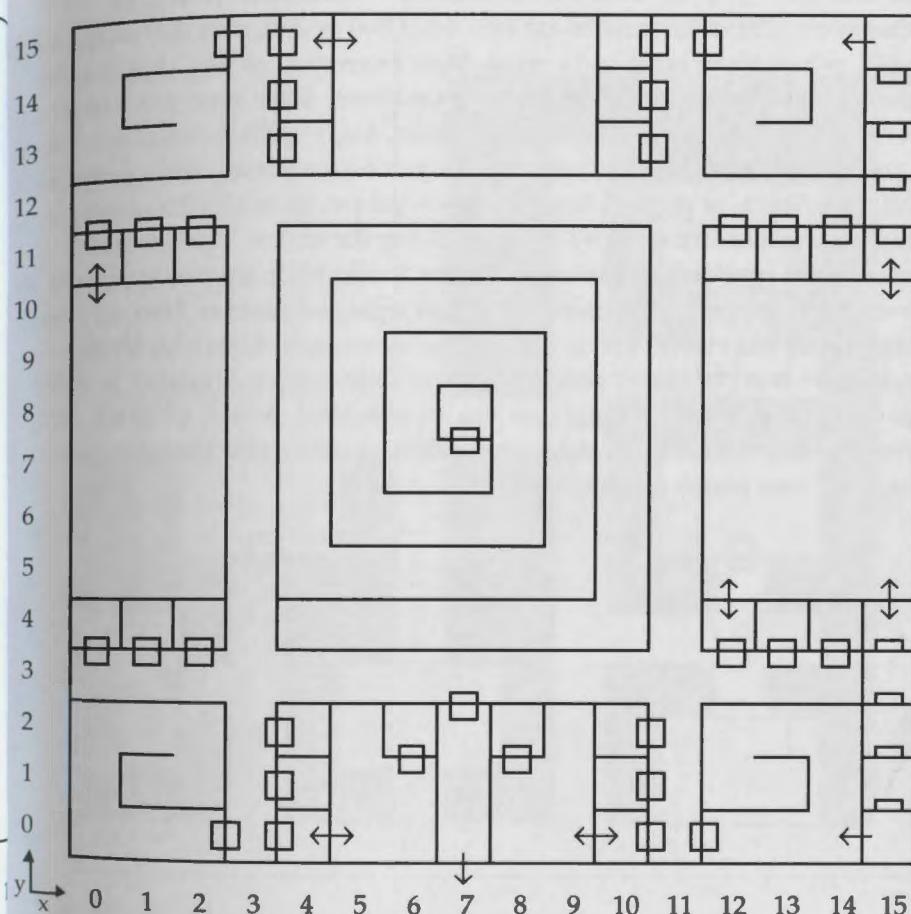
No Lord waits in this decrepit castle. As your gait crosses the rot of decayed bones watch for secret passage. The colored walls hold stairs to the Clerics you search. Visit the clover if you're worthy. Bring all gold to its legendary fountain.

# Castle Alamar



There once was a time that gaiety filled these hollowed walls. King Alamar was but a fine and just ruler. Those with much skill and experience discover Dark Shadow now hovering. Bring your pass to the King. In taking his quest you'll waste much time. Encounters are catastrophic, creatures unnerving. Then you'd expect nothing less guarding this King.

# Legendary Castle Doom



As stated, this Castle is suspected, and even believed to be in actual existence. Our objective is not to argue its existence, merely recount the reports of those who believe.

Mapping and location skills prove helpful, as travel has been described circular. Demons, devils and other monstrous beings seem to clone here. A generator need be confused. Odd clues are uncovered. Order and sanity is queried. A clue mimics a calculator, as things begin to add up. Statistics as well! A visit to the dog gave you your key; use it now. Jump skills are tried. Travel on foot has worked best. These findings remain undocumented. It is neither proven nor refuted a search will uncover like situations.

# Those Dimensions Remaining

The balance of your travel in the Land of Varn totals, shall we say, 15 dimensions? These dimensions are best described as dungeons and strongholds. You'll even suffer a maze and a plane. Most dangerous, as they stray you far from the safety you once found traveling the towns. Some send you wandering far below the surface. As you journey indoors, many spells now test worthwhile skill, experience, or perhaps item. If entry is gained, proceed with caution. Three strongholds are ruled by ones possessing the utmost in power. One dimension is regulated by the Clerics of the South, while another appears to be governed by Dragons of all things! Heed all signs and banners. Note all clues. Mind names and colors. Travel upstairs and downstairs. Search all levels. Encounters occur in closed areas. Expect the impact more advanced, as those you battle prove more strategic than you've witnessed. Search all Black and White painted rooms. If not successful at first, search again. These are the common. Now search their difference...

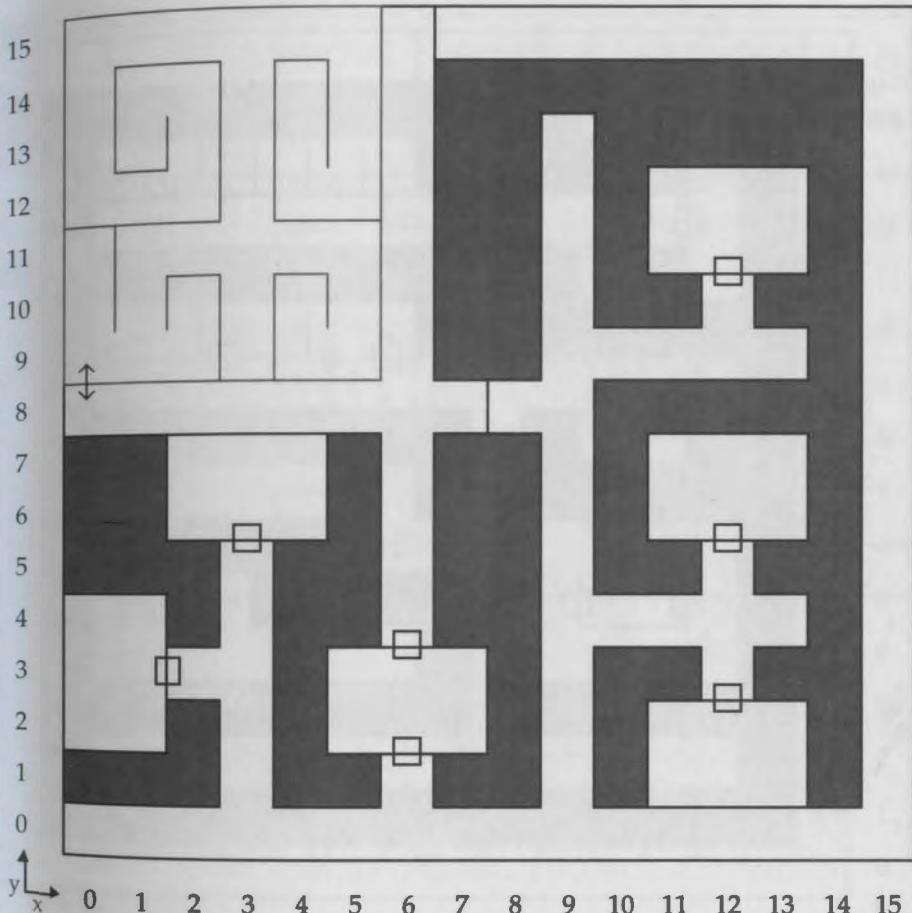
## Legend

█ = Door (may be locked, trapped, etc.)

— = Magic Barrier

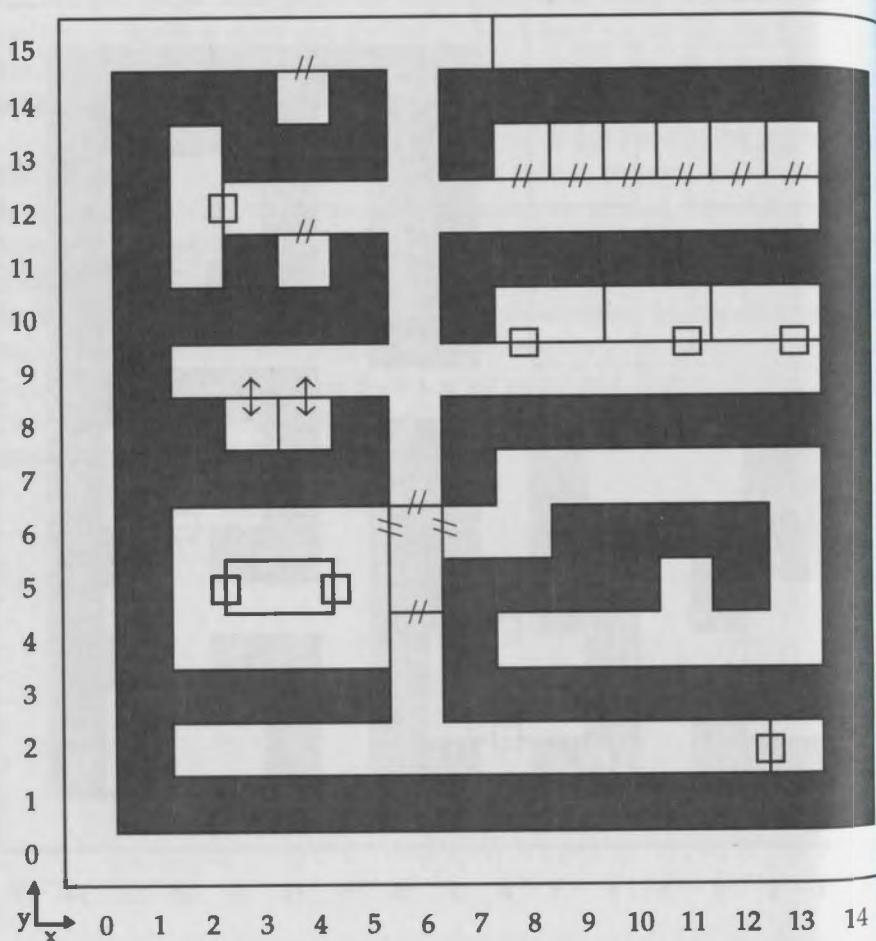
→ = Secret Door

# Dungeon Ruins under Dragadune First Level



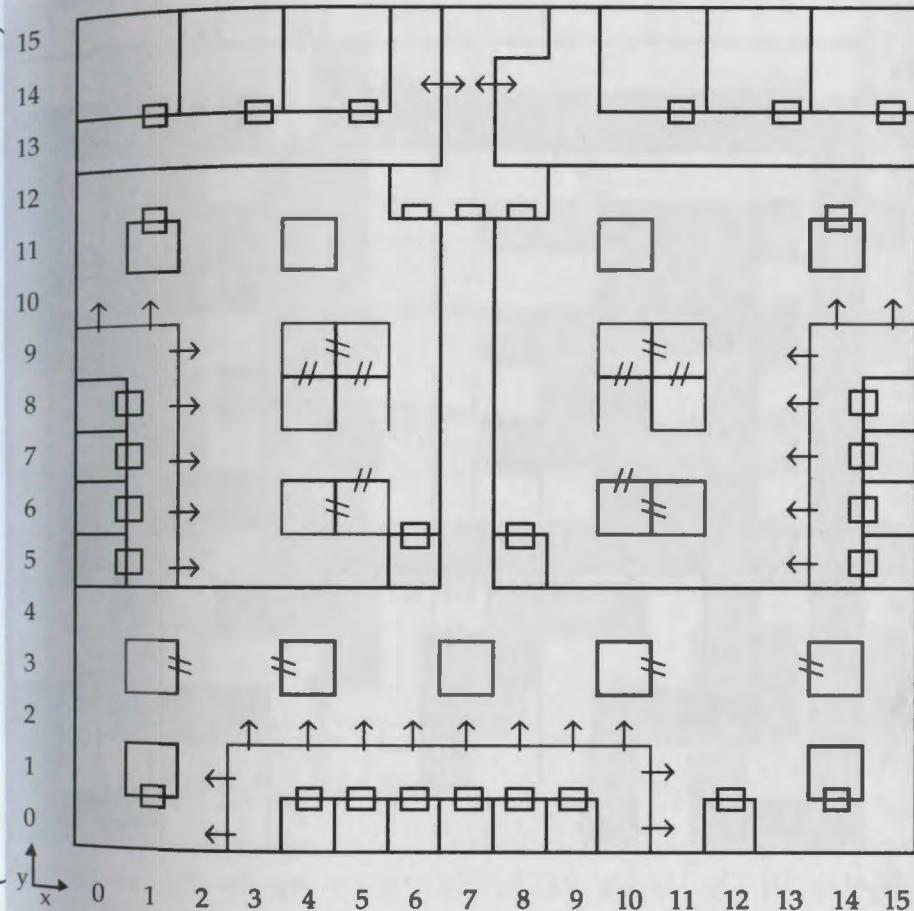
Find passage to the cavern under Dusk. Be confronted by a cult of new order. Clerics attack most reverently, even religiously. Encounters resemble groups of tactical combat, worsening most progressively. Mind all messages. Corak helps in your search for the South.

## Dungeon Ruins under Dragadune Second Level



Stairs lead up. Stairs lead down. Take the stairs that give you success. Coral has left you a dispatch. Encounters are hit-or-miss. As you meander, yearn. This teleport does you no well.

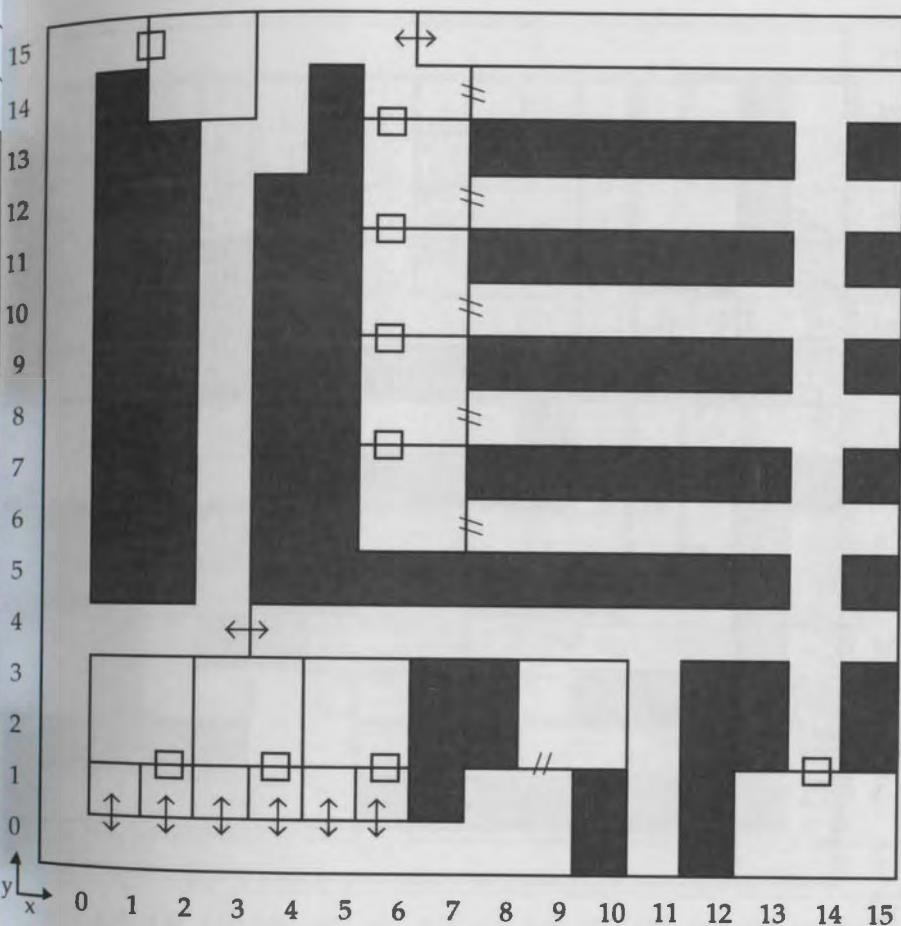
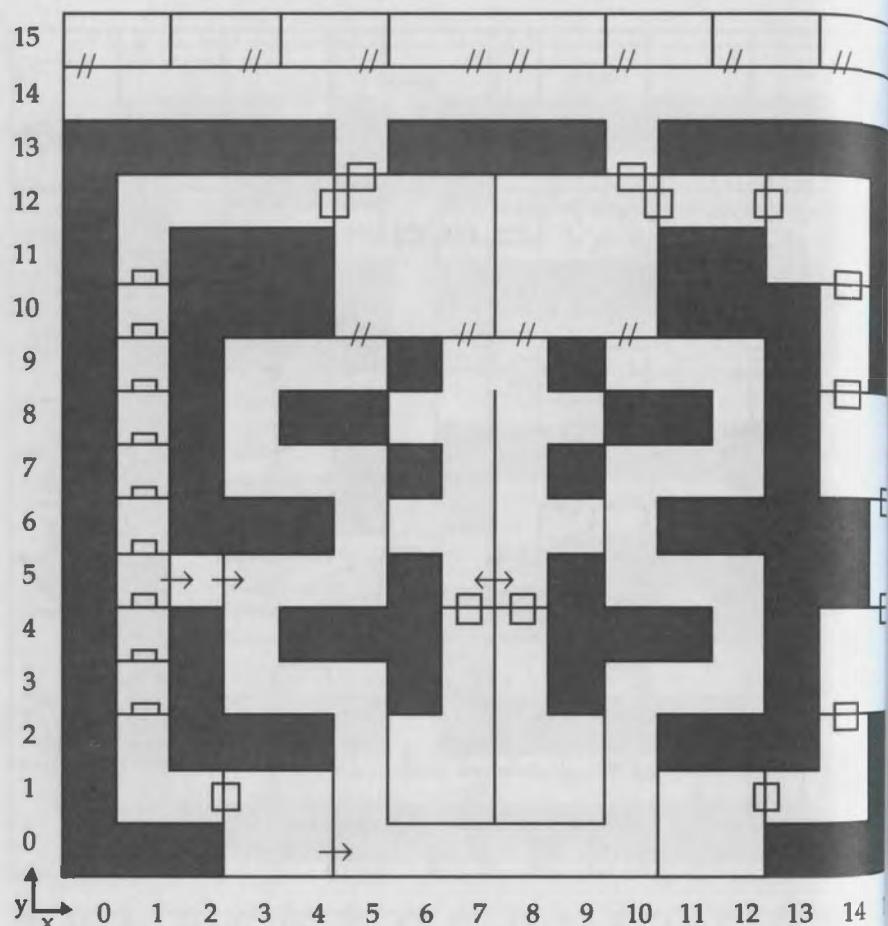
## Dungeon Ruins under Dragadune Third Level



Three levels down encourage doubting your safety. Discover three doors, a curtain and a box. The door is your key. A gold message adds to your collection. Find those that find you worthy. Here listening becomes a skill. Once deemed worthy, again take drink from fountains and pools to increase status.

# Warrior's Stronghold in Raven's Wood First Level

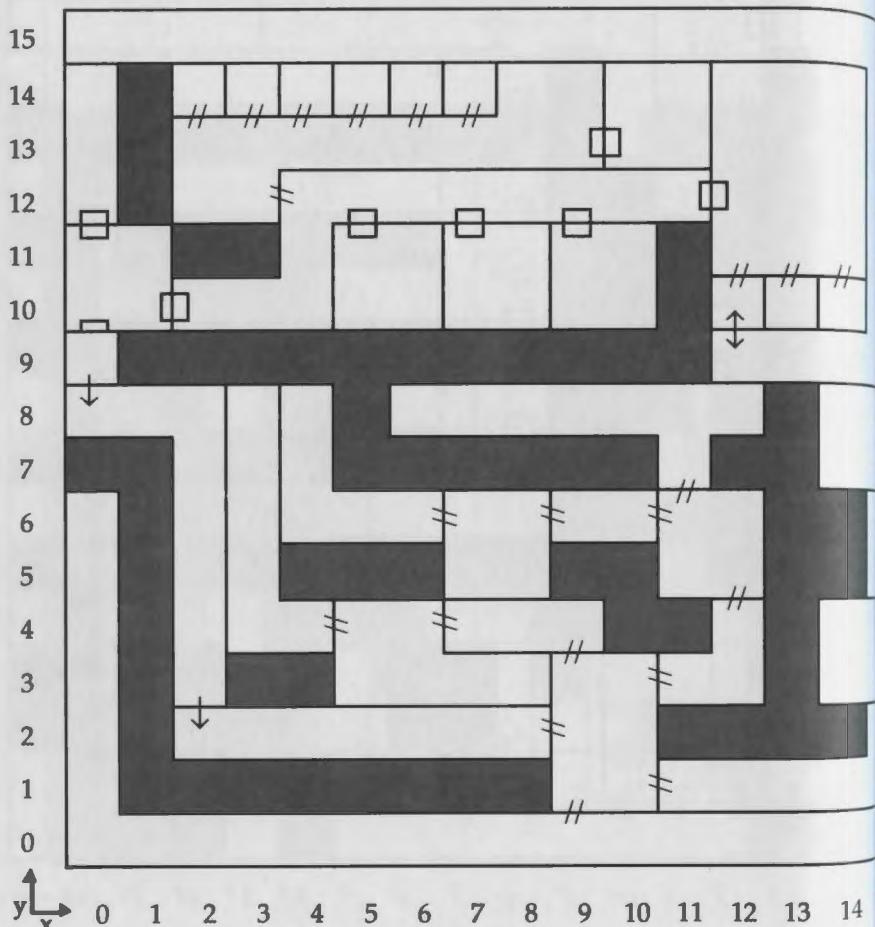
# Warrior's Stronghold in Raven's Wood Second Level



Don't be bewildered by the Riddle of the Ruby. Your answer is clear heavyather bouldering instead! Though you'll not find the fifth test, knowing its glass. A wrong guess gets you teleported. You'll need the key of white grayhereabouts, plus a jump, is the turn off. Once off, expect the Raven Archer. color. Gold messages are keen to collect.

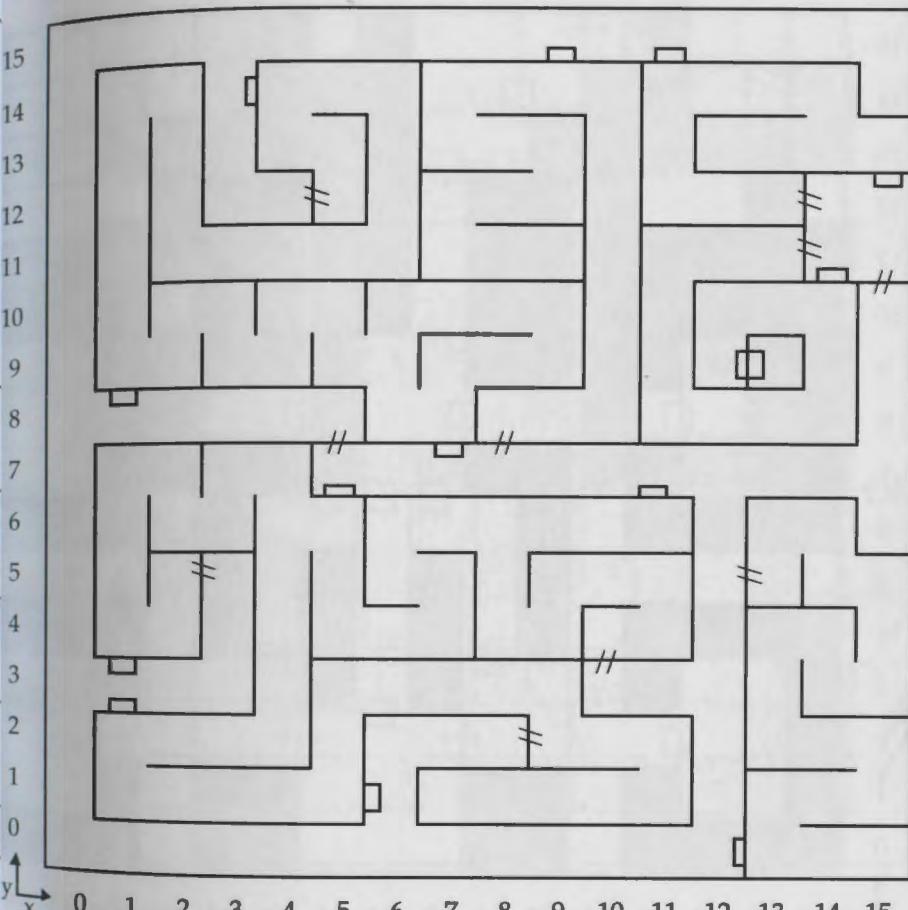
Through a secret passage you'll locate hidden encounters. No stoning here, Text reads that meeting him serves as defeating him. The poor find him rich.

# Deserted Wizard's Lair in the Quivering Forest First Level



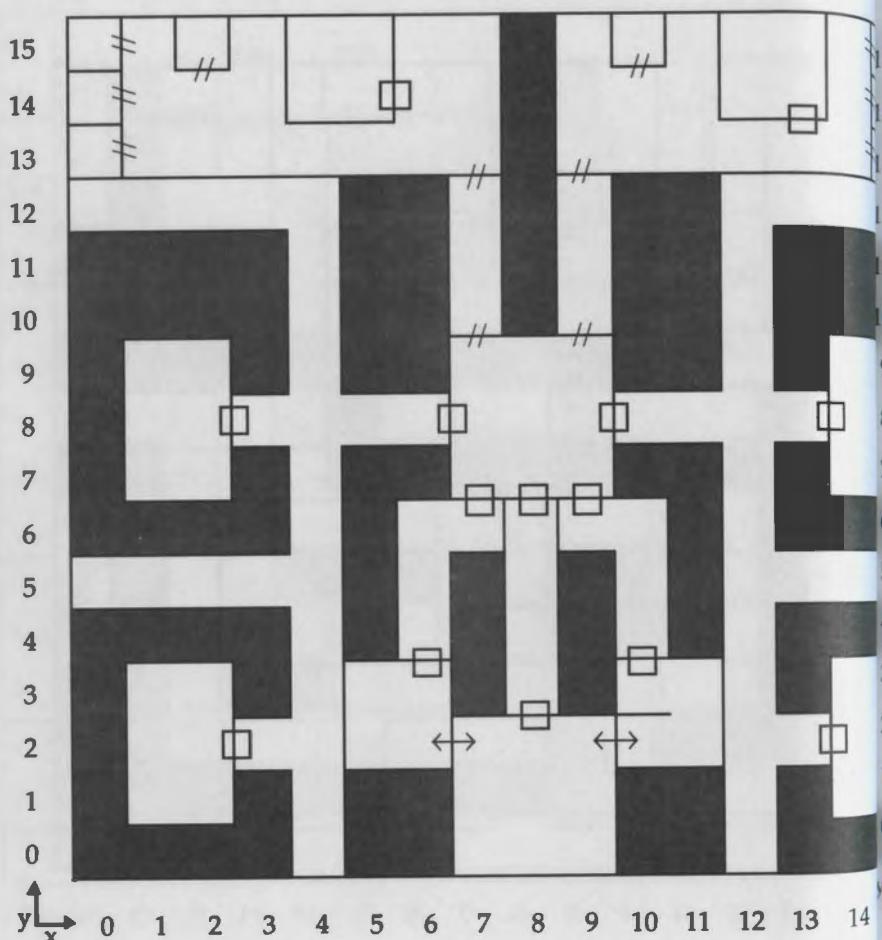
This remains the Stronghold of the Wizard Okrim. Confusing to map, as you need to go down to go across. Expect battle, but you decide your death. Treasure awaits your defeat. The gold message is worth noting.

# Deserted Wizard's Lair in the Quivering Forest Second Level



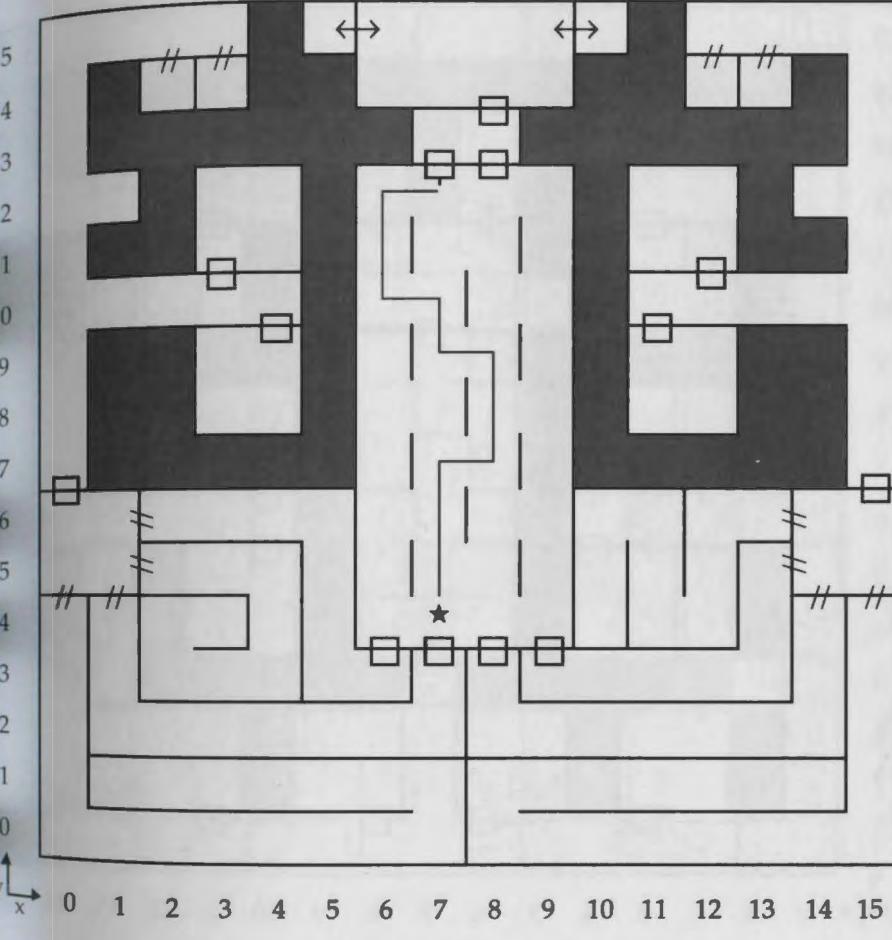
You'll find your fill of misleading messages, cloudy clues and banners that anter. The Stone Face riddles a quest. But that too is part of the jest. Use your mapping and location skills, as teleport proves jovial.

# Stronghold under Enchanted Forest Level One



Learn the distinction of the two stairwells that take you lower. Clues and messages prove important. Read all signs. The area was of Minotaur's rule. Feel his ego about you.

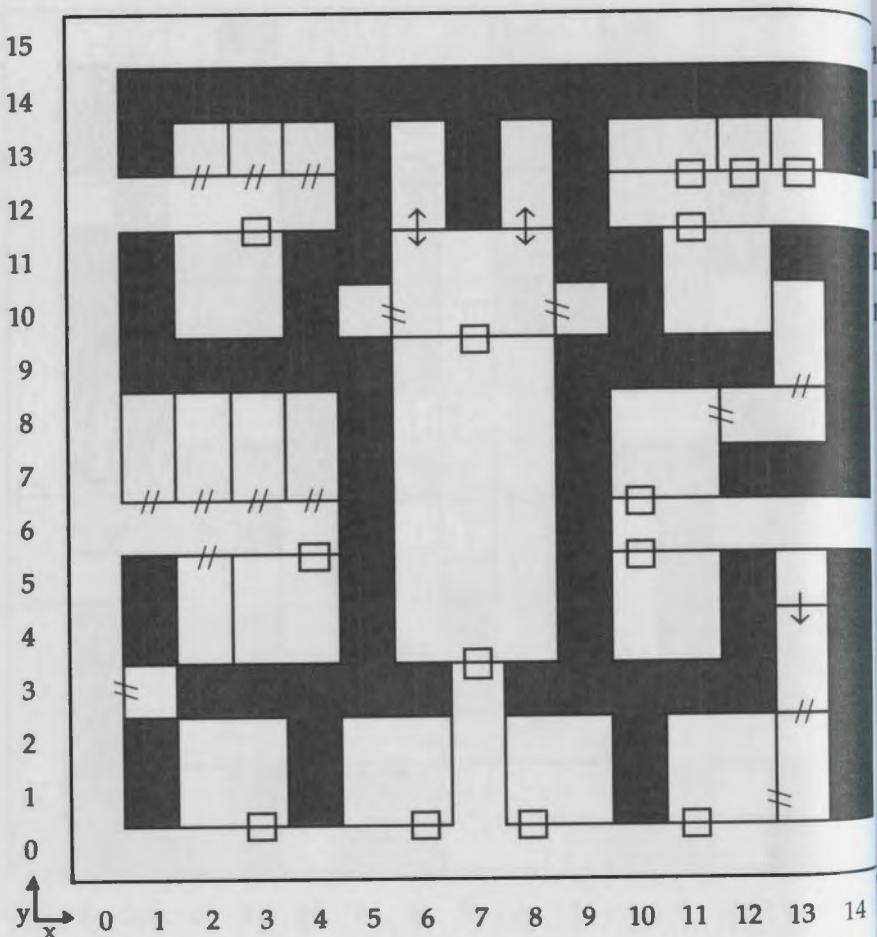
# Stronghold under Enchanted Forest Second Level



Choose your entry. Receive the reward of the Dog and your search will uncover the gold key. If no reward, revisit the Brothers. Be swift, as keys do vanish. For your pleasure, conquer the Minotaur.

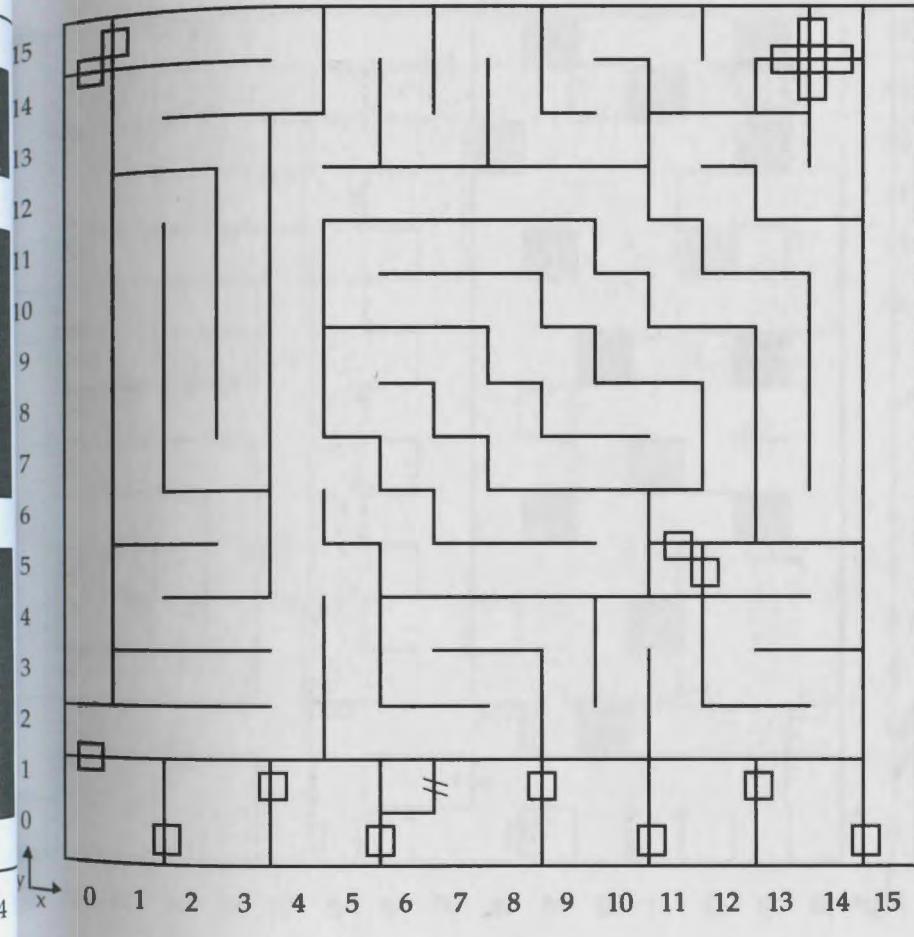
\* = Clear path through the teleporters.

# Dungeon under Perilous Peaks First Level



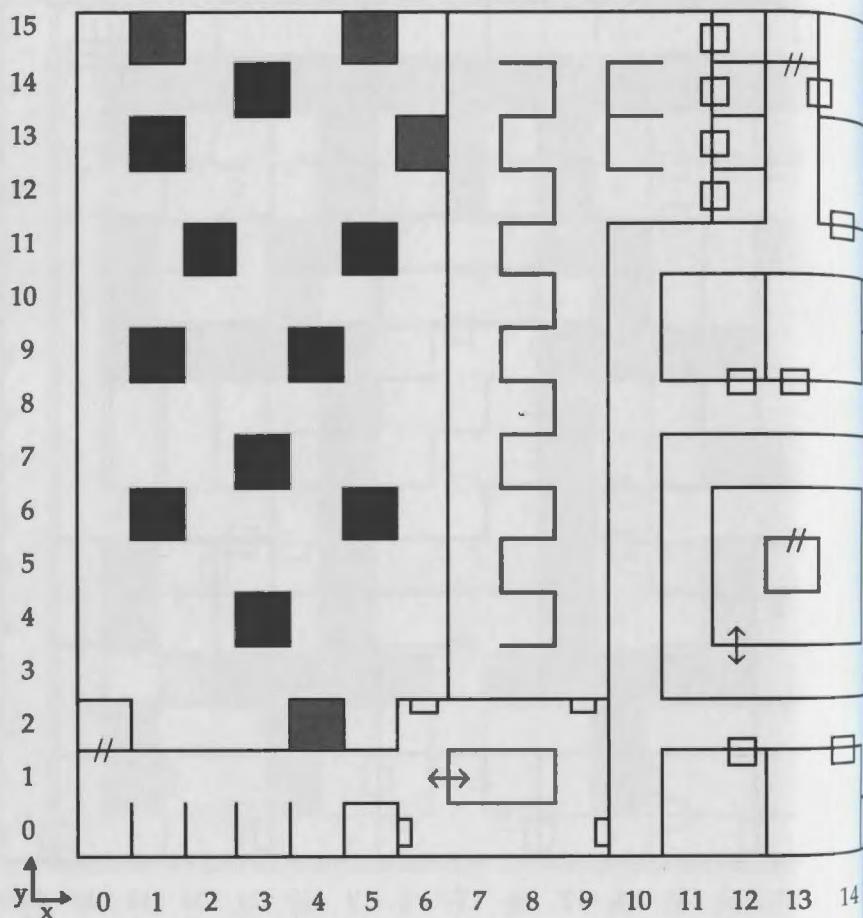
Does its name not forewarn you? Lurking about is much dread and evil. Your travels forced you to hoard much. Here you require the wondrous of close dark prison echoes deafening sounds. You'll need the key of clear glass. For without it, you'll not travel this prison's levels freely.

# Dungeon under Perilous Peaks Second Level

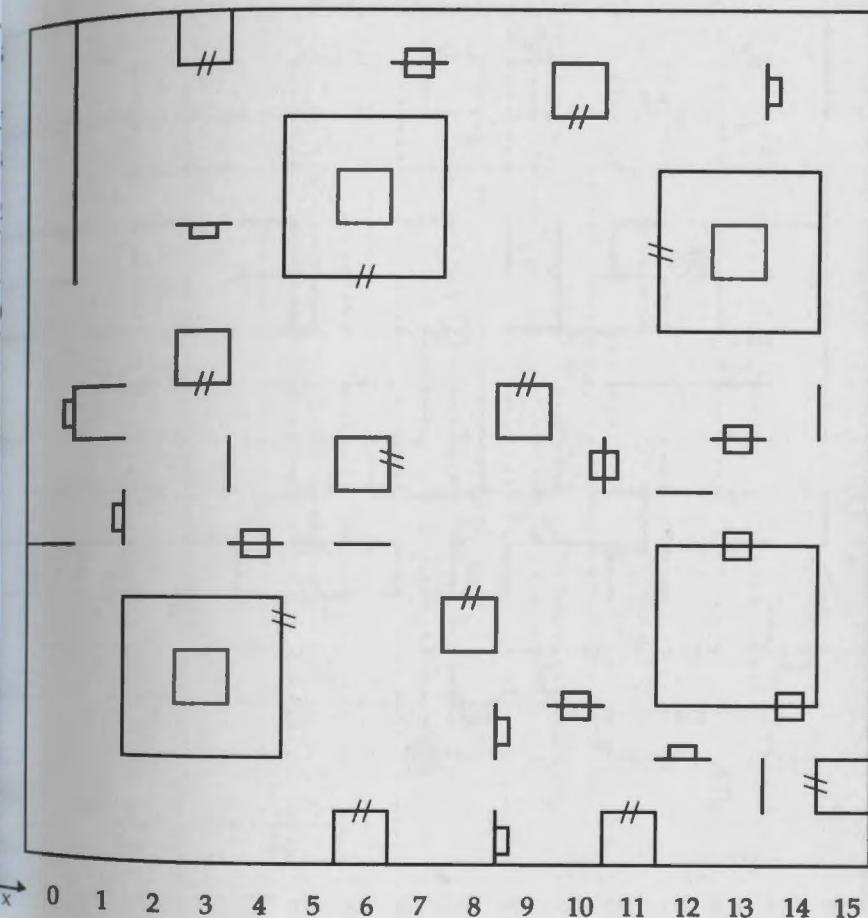


Your travels forced you to hoard much. Here you require the wondrous of hinders, known as Thundranium. Travel is random without it. Encounters woop swiftly. Assemble with near every demon, creature and monster known and unknown to the Land of Varn.

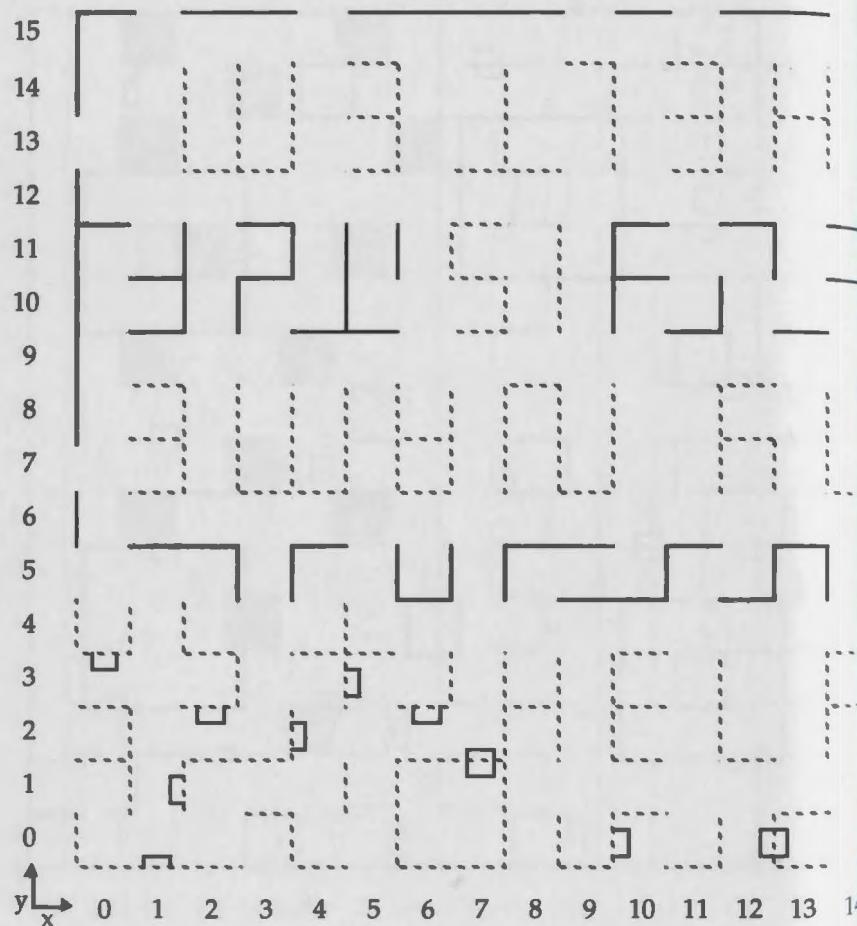
# Dungeon under Perilous Peaks Third Level



# Dungeon under Perilous Peaks Fourth Level

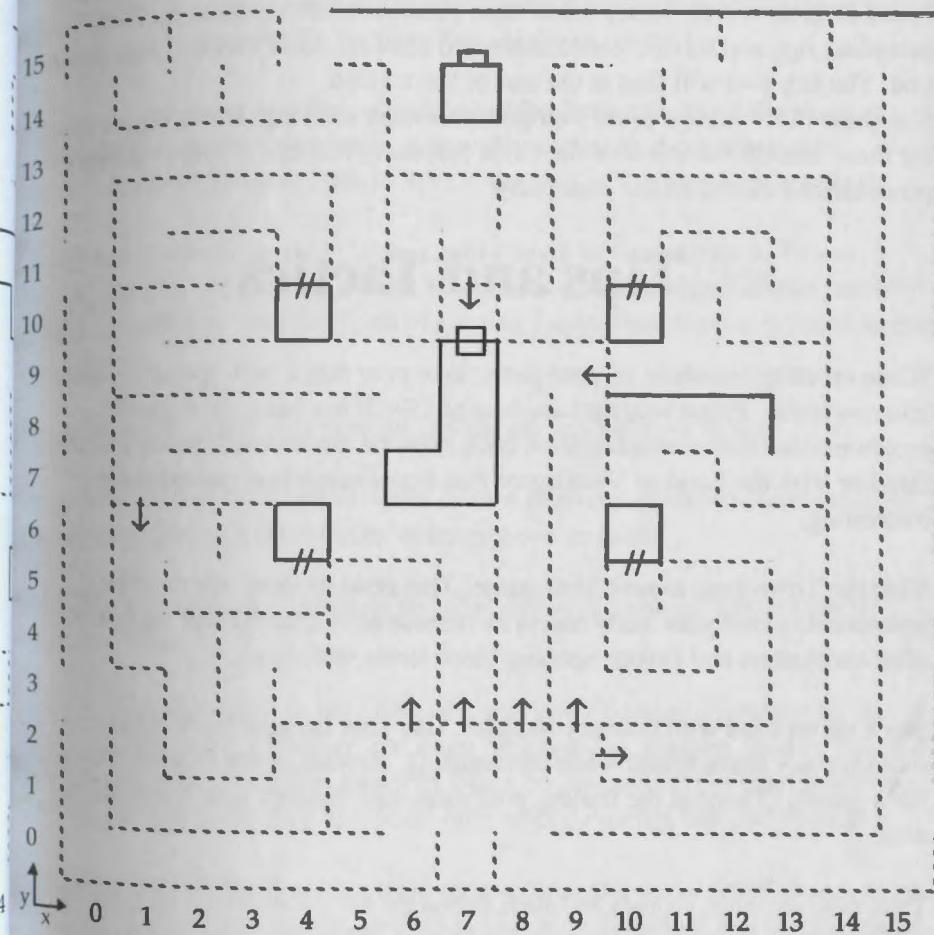


# Soul Maze



This, known as Soul Maze, is as much mythical as it is magical. Walls are solid. Freedom comes when you uncover your captor's true identity. Look closely at the map, for the answer remains within this maze.

# Astral Plane



Greetings and salutations are in order! Bring your key card. Enter all five astral projectors to feel much glory. If you have completed your mission, you will know all Jubilation. For it is now this book has been read. Here you uncover the Secret of the Inner Sanctum. Sorpigal awaits your return. The Gates to Another World soon pass your entry.

# Strategies for Game Playing

Those in adventure need develop strategies to discover the true Secret of the Inner Sanctum. The following pages list random guidelines fellow travelers found of great worth. Those listed have been divided into three sections including tips and tactics, coordinates and answers. Don't let the code bewilder you. The key you will find at the end of the section.

Use these hints wisely, as they stop unnecessary straying. Don't be confused for these remain but a few of the clues you seek. Perhaps it best to develop personalized strategies for your party.

## Tips and Tactics

When creating members of your party, take note that a high speed Sorcerer initiates battle. Prime statistics are best at 15+. It has been strongly recommended that a member from each class be represented. However, those familiar with the Land of Varn agree that experimentation proves most interesting.

Visit the Town Inns to save your game. This need be done often. In the unfortunate event your party meets its demise all not saved will be lost. Rest after encounters and before opening those items with traps.

Stock up on food with culinary delights. Use your backpack efficiently, saving room for any items found while adventuring. Beware of the Hermit that trades. He's greedy. Those at the trading post rummage through your backpack as well.

Take note as clues, rumors and such messages are uncovered. Later relevant is discovered. Rumors in Taverns appear rare. Each visit, and all revisits to Taverns warrant further listening. Tipping reveals much. Don't hesitate to tip more than once.

All encounters, save for set ones, are based on your party's current experience level, thus assuring constant challenge. Perhaps it best to first test an area. If proving too difficult, return once you have gained in experience. Each Town, Natural Cavern, Outdoor Region, Castle and Those Dimensions Remaining have their own special events and set of governing statistics.

Monsters, orcs, goblins, demons and creatures total over 200 species. Each species has its own level of friendliness.

Getting over traps and pits may require use of Rope and Hooks or Levitation Spells. If faced with corridors seeming endless, try a Jump Spell. Fly spells appear to be the safest means of travel, save for Doom, where walking reaps highest rewards. If traveling by foot, keep to the main roads.

During combat party members should combine their attacks on the most powerful monster for best results. Allow the Archer to shoot whenever possible. Casting Sleep and Bless Spells improve your chances of survival.

Understand the three types of light. Light known as free shines in Towns. Natural Caverns are generally dark. Here casting a Light Spell allows one day of light. In darkness cast the Spell of Lasting Light. Each square is equal to one light factor.

Wizard Ranalou holds access to all castles. He too believes of six.

Study your map of the Land of Varn. Four monstrous creatures have surfaced. Reap reward on Luck Island after defeating one or more.

At least two quests are thought to be false. Some requests of Lords may be found in Towns.

Treasures are abundant! In the Land of Varn, you do judge a treasure by its cover. The richer the container, the more precious the treasure. And of course, the more fierce the traps that guard it! Black boxes contain the most powerful of items. Though rare, they are found only after defeating forceful monsters.

Etherealize and Teleport are possible means of barrier penetration. Some areas show resistance to magic, rest, surface spells, time distortion and dispell magic. Resistance may also appear in combinations.

Visit the Mystic in Algary to find your resistance's.

Find protection for the day from Temples, but only if your party proves giving.

Experience and skill may be raised in a variety of ways. Try a visit to the Swaze Pit hidden in the Inn of Algary. The Arena proves you well.

Gather your party's gold, then visit the Fountain in Dragadune.

Sands of Time restores youth. Etherealize gets you there. Once there, beware Dinosaurs!

When visiting the Ice Princess, visit but a second time for a double pleasure.

If your leader's alignment is correct, visit the Shrine of Okzar. Keep it correct to be judged favorably. Stay neutral around aliens.

Put your clues in interleave order, both of silver and gold, then read top to bottom.

These are but a sampling of tips and tactics those before you practiced. While on your journeys, learn to incorporate these findings with those of your own.

## Specific Coordinates

No matter how astute your party, certain items and quests remain difficult to uncover or solve. Much appreciation is due those traveled before you. For they freely share exact coordinates and specific locations of such items you seek. Listed randomly find their understanding of your journeys.

**Gain entry to Lords Castles via a Merchants Pass.**

Outdoor Region C1 at 34 41 47 35 43

**Lord Killburn's map navigates Desert Travel.**

Outdoor Region C3 at 34 42 47 35 37 40

**If you venture the Desert without said map, search the portal back to Sorpigal.**

In the Cavern below Dusk at 34 37 41 47 35 46

**Find the Medusa in the cavern.**

Outdoor Region B2 at 34 44 47 35 40

**A defeat gains the head of your search.**

In the Cavern at 34 37 41 47 35 40

**Enter King Alamar's Castle after Heratio Harper gives the password for the day.**

Outdoor Region E3 at 34 45 47 35 38

**This password does you well at Lion's pass.**

Outdoor Region E3 at 34 37 38 47 35 42 10 25 28 10 34 37 38 47 35 44

**Audience King Alamar with the King's Pass.**

Outdoor Region A2 at 34 46 47 35 37 41

**Desert Traders hold your Cactus Nectar.**

Outdoor Region D1 at 34 37 46 47 35 37 39

**Og sends you away first without the Queen Idols.**

Dungeon in the Perilous Peaks Level 4 at 34 46 47 35 37 41

Deserted Wizard's Lair in the Quivering Forest Level 1 at 34 46 47 35 37 41

**Success improves with drink from these pools and no rest. Areas appearing too difficult may be encountered after visiting these pools.**  
Outdoor Region C1 at 34 45 47 35 37 40  
Outdoor Region C2 at 34 40 47 35 45 10 25 28 10 34 40 47 35 43  
Drink here is good. Feel free to have your fill!

**Face west for the Guire. He adds much to tree climbing!**  
Outdoor Region D3 at 34 46 47 35 38

**Silver Messages total six and wait in Castles.**  
Castle Blackridge North at 34 45 47 35 41  
Castle White Wolf at 34 46 47 35 37  
Castle Blackridge South at 34 37 41 47 35 44  
Castle Alamar at 34 43 47 35 37 39  
Castle Dragadune at 34 37 46 47 35 39  
Legendary Castle at 34 37 47 35 37

**Gold Messages total nine and wait in Those Dimensions Remaining.**  
Deserted Wizard's Lair in the Quivering Forest Level 1 at 34 39 47 35 37 41  
Warrior's Stronghold in Raven's Wood Level 2 at 34 37 41 47 35 42  
Stronghold in the Enchanted Forest Level 1 at 34 37 46 47 35 37 41  
Deserted Wizard's Lair in the Quivering Forest Level 2 at 34 37 38 47 35 39  
Dungeon Ruins under Dragadune Level 3 at 34 37 40 47 35 37 37  
Warrior's Stronghold in Raven's Wood Level 1 at 34 40 47 35 46  
Dungeon in the Perilous Peaks Level 1 at 34 44 47 35 37 39  
Dungeon Ruins under Dragadune Level 1 at 34 37 39 47 35 37 38  
Stronghold in the Enchanted Forest Level 2 at 34 37 46 47 35 40

**The Interleave for both gold and silver are thought to be housed in the Legendary Castle.**

Silver at 34 37 41 47 35 46  
Gold at 34 37 41 47 35 37 41  
The Gypsy Seer assigns your color.  
Outdoor Region C2 at 34 45 47 35 37 37

**Keys open many doors. Doors you find easily, whereas keys take work.**  
Bronze Key:  
After defeating the 13 in the cave in Outdoor Region C2 at 34 37 41 47 35 37  
Or after receiving the Diamond Key. Outdoor Region B2 at 34 40 47 35 40

Silver Key:  
Outdoor Region B1 at 34 40 47 35 43  
Crystal Key:  
Warrior's Stronghold in Raven's Wood Level 1 at 34 42 47 35 37 37  
Coral Key:  
Outdoor Region A4 at 34 40 47 35 42  
Gold Key:  
Stronghold in the Enchanted Forest Level 2 at 34 39 47 35 40  
Diamond Key:  
Outdoor Region B2 at 34 40 47 35 40

**Combine the clues from Brothers Zam and Zom for the ruby whistle.**  
Zam waits in Portsmith at 34 37 38 47 35 38  
Zom waits in Albany at 34 37 47 35 37

**Thundranium gives great strength. Find it in set places, or at times by mere search.**  
Find it in the Cavern in Outdoor Region B3 at 34 46 47 35 43  
Inside the Cavern at 34 37 47 35 37  
34 46 47 35 39  
34 37 47 35 41

These coordinates suit your travels well. These are but a few of the riches and mysteries you seek. Rest assured much waits for you to discover.

## Miscellaneous Answers

Those before you searched for answers, while at times grew baffled by clues. Find there the answers that served them well.

Dials in the Volcanic Isle need be set to 12 20 This allows teleport to the Volcano God.

You'll need your Key Card to penetrate the Inner Sanctum. The Volcano God's answer is 17 11 22 11

Og masters many a games. Chess is perhaps his forte. Win by  
27 31 15 15 24 10 30 25 10 21 19 24 17 29 10 22 15 32 15 22 10 37  
The Ice Princess knows and wants only 22 25 32 15

The cave of square magic has been described as mathemagical, here unfolded magic.

37	42	39	38	37	39
41	37	46	37	37	44
45		42	43	37	38
40	37	41	37	40	37

If trivia leaves you weak, now you shall play well at Trivia Island.

22 11 28 11

19 10 12 15 10 23 15

13 31 28 28 15 24 30 10 30 28 15 24 14 29

22 25 28 14 10 19 28 25 24 16 19 29 30

25 17

Find the Access Code for the Cavern Under Erliquin.

In the Cavern Below Dusk at

34 38 47 35 41

Your answer appears on the wall.

35 19 13 31 38 23 15 39

Other riddles and questions need answers. These are those that prove most difficult. Yet expect still challenge in all others.

Code Key:

10 = space	11 = A	12 = B	13 = C	14 = D	15 = E	16 = F
17 = G	18 = H	19 = I	20 = J	21 = K	22 = L	23 = M
24 = N	25 = O	26 = P	27 = Q	28 = R	29 = S	30 = T
31 = U	32 = V	33 = W	34 = X	35 = Y	36 = Z	37 = I
38 = 2	39 = 3	40 = 4	41 = 5	42 = 6	43 = 7	44 = 8
45 = 9	46 = 0	47 = ,	48 = -			

# Items found in Might and Magic

Your travels reveal well over 200 unique items found while journeying through the Land of Varn. Most possess special powers. Some may permanently or temporarily modify your party's statistics, resistance or combat abilities. Others may allow casting of any of the 94 spells. While some play a specific role in your quest, even allowing passage to restricted areas.

Items are displayed in groupings ranging from one handed weapons, two handed weapons, missile weapons, armor, shields and other assorted items. Each item is explained and defined in specific categories.

The first category gives the item name as it appears in play.

The next category is that of the Alignment setting needed to either Use or Equip this item. Alignment is further defined as (G)ood, (E)vil or (N)eutral.

Class also appears as a category, defining which classes are able to utilize said items. Classes consist of (K)night, (P)aladin, (A)rcher, (C)leric, (S)orcerer and (R)obber.

Equip Bonus not only supplies the statistic that changes when this item is Equipped, but also tells by how much it will change.

When some items are used either the character's statistic may change or the item itself casts a spell. The category Special Power (Use) provides the actual effect made on a statistic by the number shown, or reveals which spell has been cast. (ex. C7/5 represents Cleric spell, level 7, number 5, known as Sun Ray.)

Only those items with special power have charges. The Charges category gives the maximum number of charges an item may hold. You need cast a Detect Magic Spell to ascertain the number of charges remaining in those items you possess. Take note should an item drop to 0 charges while in your backpack it is then deemed useless. Recharge Item Spell will fail you here. When selling an item, it is redeemed for half its gold value. Listed herein is the gold value of all items, allowing you to know its true worth.

The final category lists Damage/Bonus. Should the item be a weapon, the first number listed is the weapon's base damage. For example, an Electric Spear displays 6, suggesting the random base damage ranges from 1 to 6. The second number represents the bonus of the weapon. Note the Electric Spear lists 3. That number represents the "to hit" and "damage bonus" of that item. (i.e. +3 chance to hit, +3 total damage.) Should the item be armor, the second number indicates bonus to Armor Class.

Some travelers before you tried to either Equip, Use or Fight with each item as it was disclosed. If appearing of no profit, others sold such items.

# Might and Magic Item List

Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage Bonus	Item	Alignment	Class	Equip Bonus	Special Power	Charges	Gold Value	Damage Bonus		
								Mace +1	KPACR	Personality +1	C1/5	125	6/1				
<u>ONE HANDED WEAPONS</u>																	
Accurate Sword	Good	KPA	Accuracy +6	Accuracy (Temp) +5	10	6500	8/6	Royal Dagger	Neutral	KPASR				2500	4/0		
Adamantine Axe		KPA	Luck +8	C7/5	5	12000	3/5	Scimitar	Good	KPAR	Luck +2			40	7/0		
Axe Destroyer	Evil	KP	Might +4	S6/2	6	8000	8/3	Scimitar +1	Evil	KPAR	Might +1			250	7/1		
Axe Protector		KPA	Magic +25%	S7/4	15	8000	8/3	Scimitar +2	Evil	KPAR	Magic +20%	S5/3	5	6500	10/4		
Battle Axe		KPAR				60	8/0	Short Sword		KPAR				100	6/1		
Battle Axe +1		KPAR				300	8/1	Short Sword +1		KPAR				300	6/2		
Battle Axe +2		KPAR	Fire +20%	Might(Temp) +2	10	500	8/2	Short Sword +2		KPA				15	6/0		
Broad Sword		KPAR				50	8/2	Spear	Good	KPA	Luck +1			100	6/1		
Broad Sword +1	Evil	KPAR	Luck +2			300	7/1	Spear +1	Evil	KPA	Luck +2			250	6/2		
Broad Sword +2	Good	KPAR	Might +1			400	7/2	Spear +2		KPAR	Magic +30%	S6/4	15	10000	8/5		
Club						1	3/0	Sword of Magic		K	Might +6						
Club +1						30	3/1	Sword of Might		KPA	Speed +6						
Club +2						100	3/2	Sword of Speed		KPAR	Might +10						
Club of Noise			Cursed			100	3/0	Ultimate Sword	Evil	KPAR	Speed +5						
Cold Axe		KP	Cold +40%	S4/2	10	2500	8/3	Un-Holy Mace	Neutral	K	Speed(Temp) +5						
Dagger		KPASR				5	4/0	XIXXIX's Sword		KPASR	Personality +3	C6/1	5	2000	6/4		
Dagger +1		KPASR				50	4/1			KPASR	Luck +15	Luck(Temp) +5	10	6000	8/4		
Dagger +2		KPASR			Sl/6	25	200	Bardiche	Good	KPA	Speed +1						
Dagger of Mind		S	Intellect +3	S4/7	20	750	4/3	Bardiche +1	Good	KPA	Speed +2						
Dark Flail	Evil	KPAC	Cursed	C5/2	10	600	3/0	Bardiche +2	Good	KPA							
Diamond Dagger		S	Might +4			800	10/1	Cold Glaive	Evil	KPA	Cold +40%	C3/6	20	2500	10/3		
Electric Spear		KPA	Electricity +40%	S2/1	16	1200	6/3	Curing Staff	Good	CS	Poison +30%	C1/6	12	2500	8/3		
Electric Sword		KPA	Electricity +40%	S3/4	10	2200	8/3	Demons Glaive	Neutral	KA	Acid +50%	S4/1	40	10000	10/5		
Element Sword		KPAR	Magic +25%	C7/3	10	12000	8/5	Devil's Glaive	Neutral	KA	Cold +50%	S4/3	40	10000	10/5		
Flail		KPACR				40	7/0	Evil Flambege	Evil	P	Magic +50%	C7/5	15	20000	20/6		
Flail +1		KPACR				200	7/1	Flambege		KPA							
Flail +2		KPACR	Personality +1	C1/4	15	350	7/2	Flambege +1	Good	KPA	Might +2	Might(Temp) +2	10	250	14/0		
Flail of Fear		C	Hold/Fear +40%	S2/8	8	1600	7/3	Flambege +2	Good	KPA	Might +4	Speed(Temp) +3	10	600	14/1		
Flaming Club			Fire +20%	S1/4	30	500	3/3	Flambege +3	Neutral	KPA							
Flaming Sword		KPA	Fire +50%	S3/1	10	2200	8/3	Glaive		KPA							
Hand Axe		KPAR				10	5/0	Glaive +1	Evil	KPA	Speed +1						
Hand Axe +1	Evil	KPAR	Luck +1			75	5/1	Glaive +2	Evil	KPA	Speed +2						
Hand Axe +2	Good	KPAR	Luck +2			225	5/2	Great Axe		KPA							
Holy Mace	Good	C	Personality +3	C6/2	5	2000	6/4	Great Axe +1		KPA							
Immortal Sword	Good	KP	Luck +5	C6/3	25	7000	3/4	Great Axe +2	KPA	Might +2	Might(Temp) +2		10	1200	12/2		
Long Sword		KPAR				60	8/0	Great Axe +3	KPA	Might +4	Speed(Temp) +3		10	3500	12/3		
Long Sword +1		KPAR				300	8/1	Great Hammer	KPAC								
Long Sword +2		KPAR	Acid +20%	Might(Temp) +2	10	550	3/2	Great Hammer +1	KPAC	Personality +1							
Lucky Scimitar		KPAR	Luck +5			2200	7/4	Great Hammer +2	KPAC	Personality +2	C1/2	20	1200	12/2			
Mace		KPACR				40	6/0										

Item	Alignment	Class	Equip Bonus	Spell Power	Charges	Gold Value	Damage Bonus	Item	Alignment	Class	Equip Bonus	Spell Power	Charges	Gold Value	Damage Bonus
Halberd		K P A				100	12/1								
Halberd +1		K P A				500	12/1	Obsidian Bow			Cursed	S5/2	3	2000	3/0
Halberd +2		K P A	Speed +3	C1/4	20	1200	12/1								
Holy Flamberge	Good	P	Magic +50%	C7/2	15	20000	20/1	Robber's X-Bow	R		Speed +4	S2/7	10	8000	10/5
Minotaur's Axe		K P A	Cursed			2000	3/0								
Sorcerer Staff		S	Intellect +4	S7/3	10	8000	8/3								
Staff		K P A C S				30	8/0	Short Bow							
Staff +1		K P A C S	Intellect +1			200	8/1	Short Bow +1							
Staff +2		K P A C S	Luck +2	S1/8	10	600	8/2	Short Bow +2	Evil	K P A	Sleep +10%				
Staff of Light		K P A C S	Sleep +40%	C3/4	20	1500	8/3	Sling		K P A R					
Staff of Magic		K P A C S	Magic +25%	S6/4	10	5000	8/4	Sling +1		K P A R					
The Flamberge		K P A	Might +10	S4/3	10	15000	30/1	The Magic Bow	Good	K P A	Magic +20%	S5/5	5	6000	10/4
Thunder Hammer		C	Electricity +40%	C4/6	15	3500	12/1								
<u>MISSILE WEAPONS</u>															
Archer's Bow		A	Accuracy +5	S6/2	10	12000	20/1	Blue Ring Mail		K P A C R	Electricity +60%	S3/4	30	10000	0/9
Bow of Power	Evil	K P A	Hold/Fear +40%	Exp Level(Temp) +4	15	6000	10/1	Bracers AC 4		A S R					
Crossbow		K P A R				50	6/0	Bracers AC 6		A S R	Hold/Fear +20%	S4/7	20	2500	0/6
Crossbow +1		K P A R				250	6/1	Bracers AC 8		A S R	Hold/Fear +60%	S4/7	40	7500	0/8
Crossbow +2		A R	Accuracy +2			1000	6/1								
Crossbow Luck		A R	Luck +3	C1/2	20	2000	6/3								
Crossbow Speed		K P A R	Speed +4	C1/3	10	2000	6/3								
Flaming Bow	Evil	K P A	Fire +20%	S3/4	10	3000	10/1	Leather +1		K P A C R					
Giants Bow		K P A				2000	20/1	Leather +2		K P A C R	Electricity +10%				
Great Bow		K P A				250	12/1	Leather Armor		K P A C R					
Great Bow +1		K P A						Padded +1							
Great Bow +2		K P A	Hold/Fear +30%					Padded Armor							
Lightning Bow	Good	K P A	Electricity +20%	S3/1	10	3000	10/1	Plate Mail		K P					
Long Bow		K P A				100	10/1	Plate Mail +1		K P	Fire +10%				
Long Bow +1		K P A				500	10/1	Plate Mail +2		K P	Fire +20%				
Long Bow +2	Good	K P A	Sleep +10%			1200	10/1	Plate Mail +3		K P	Fire +50%				
Magic Sling		K P A R	Magic +10%	Magic(Temp) +20%	10	800	4/3	Red Chain Mail							
								Ring Mail		K P A C	Fire +60%	S3/1	30	15000	0/10
								Ring Mail +1		K P A C R					
								Ring Mail +2		K P A C R	Fire +5%				
										K P A C R	Fire +15%				

Item	Alignment	Class	Equip Bonus	Spell Power	Charges	Gold Value	Damage Bonus	Alignment	Class	Equip Bonus	Spell Power	Charges	Gold Value	Damage Bonus	
Ring Mail +3		K P A C R	Speed +2			2000	0/2	Item		No Equip				500	
Scale +1		K P A C R				120	0/4	Amber Gem		No Equip			2	500	
Scale +2		K P A C R	Cold +10%			300	0/5	Antidite Brew		No Equip	C4/2		0		
Scale Armor		K P A C R				50	0/3	* Queen Idol		No Equip					
Splint Mail		K P				400	0/6			Cursed			100		
Splint Mail +1		K P	Fire +10%			1000	0/7	Bag of Garbage		No Equip	S1/8		5	100	
Splint Mail +2		K P	Fire +20%			2500	0/8	Bag of Sand		No Equip			300		
Splint Mail +3		K P	Might +2			7500	0/9	Bag of Silver		No Equip			25		
								*Belladonna		No Equip					
Ultimate Plate		K	Magic +40%	S1/8	30	30000	0/10	Bells of Time		No Equip	Age +10		50	1000	
Un-Holy Plate	Evil	P	Magic +40%	Hold Fear (Temp) +50%	30	25000	0/11	Belt of Power	K P R	Might +5			600		
								Boots of Speed		Speed +5	Speed(Temp) +5	10	800		
								*Bronze Key		No Equip	S1/2		20	500	
X!XXXIX's Plate	Neutral	K P	Luck +10	Luck(Temp) +5	10	18000	0/12	*Cactus Nectar		No Equip	C3/1		10	400	
								Cleric's Beads	C	Personality +5	C2/1		50	3000	
								*Coral Key		No Equip	C3/8		10	300	
								*Crystal Key		No Equip	S7/5		10	1000	
								Curing Potion		No Equip	C2/1		4	350	
Acid Shield		K P C R	Acid +20%			2500	0/5	Defense Cloak			Armour Class +2			700	
Cold Shield		K P C R	Cold +20%			2500	0/5	Defense Ring			Armour Class +1	S2/3		30	500
Dragon Shield		K P C R	Magic +10%	S7/4	20	8000	0/7	Destroyer Wand	AS	Magic +10%	S6/2		10	7000	
Elec Shield		K P C R	Electricity +20%			2500	0/5	Diamond Collar		Age +80	S7/5		10	10000	
Fire Shield		K P C R	Fire +20%			2500	0/5	*Diamond Key		No Equip	S5/5		20	2000	
								*Dragons Tooth		No Equip	C6/3		10	1500	
								Dried Beef		No Equip	Food +6		3	40	
Large Shield		K P C R				50	0/2	Element Scarab		Personality +5	C7/3		20	6000	
Large Shield +1		K P C R				200	0/3	*Eye of Goros		No Equip	S7/1		20	10000	
Large Shield +2		K P C R				800	0/4	Fire Opal							
								Flying Carpet	S	Age +80	S7/3		10	10000	
								*Garlic		Armour Class +2	S3/2		10	500	
								No Equip					5		
Silver Shield		K P C R	Sleep +20%			100	0/2	Gem Sack		No Equip			10	10000	
Small Shield		K P C R				10	0/1	*Gold Key		No Equip	Gems + 10		15	800	
Small Shield +1		K P C R				100	0/2	Horn of Death		No Equip	S3/3		0	2500	
Small Shield +2		K P C R				400	0/3	Jade Amulet	Neutral				600		
								*Key Card		No Equip			0		
								*Special items used for quest.							
10 Foot Pole		No Equip				10		Might and Magic I & II Hint Book							

Item	Alignment	Class	Equip Bonus	Spell Power	Gold Value	Charges	Damage Bonus	Item	Alignment	Class	Equip Bonus	Spell Power	Gold Value	Charges	Damage Bonus	
*Kings Pass Knowledge Book		P A C S	No Equip Intellect +2	Spell Level (Temp) + 14	0	1000		Sun Scroll Sundial			No Equip No Equip	C7/5 S1/7	1 50	3000 500		
Lantern			No Equip	C1/5	10	20		Teleport Helm Thundranium			Magic +10%	S5/5	20	5000		
Laser Blaster			Accuracy +5	S6/2	10	2000		Torch			No Equip	Might(Temp) +15	200	10000		
Lightning Wand	A C R		Electricity +20%	S3/4	10	1500					No Equip	C1/5	1	2		
Lucky Charm			Luck +5	Luck(Temp) +10	20	800					Hold/Fear +50%	C1/8	20	800		
Magic Herbs			No Equip	C 1/4	3	50		Undead Amulet								50000
Magic Oil			No Equip	S6/5	3	3000		UnObtainium			No Equip					10
Magic Potion			No Equip	Spell Points (Current) +10	2	500		*Vellum Scroll *W Queen Idol			No Equip					0
Magic Vest			Magic +20%	S4/8	10	6000										
* Map of Desert			No Equip	S 1/7	20	400		AS			Fire +15%	S3/1	10	1000		
*Medusa Head			Cursed			0		Wand of Fire Wealth Chest			No Equip	Gold +5100	5	6000		
*Merchants Pass			No Equip			0		*Wolfbane			No Equip					10
Might Potion			No Equip	Might (Temp) +5	3	200		*Wyverns Eye			No Equip	S2/8	20	1000		
Model Boat			No Equip	C3/8	15	400		Youth Potion			No Equip	C6/3	2	4000		
*Pirates Map A			No Equip			1000										
*Pirates Map B			No Equip			2000										
Potion of Life			No Equip	C6/2	2	1500										
Power Gauntlets	K P A C R		Might +5			3000										
Precision Ring			Accuracy +5			3000										
Return Scroll			No Equip	C6/5	1	2000										
*Ring of Okrim			Luck +10	S4/8	20	3000										
Robber's Tools	R		Thief Abil's +20%			150										
Rope & Hooks			No Equip	S2/4	30	10										
Ruby Idol			No Equip			3000										
*Ruby Whistle			Luck +2	C1/1	200	500										
Scroll of Fire			No Equip	S3/ 1	1	300										
Shinny Pendant			Sleep +30%	S2/2	10	2000										
Silent Chime			No Equip	C2/7	20	400										
*Silver Key			No Equip	S1/5	30	600										
Skill Potion			No Equip	Level (Temp) +5	5	600										
Smelling Salt			No Equip	C1/1	3	50										
Sorcerer Robe	S		Intellect +5	S3/3	20	2500										
Speed Potion			No equip	Speed (Temp) +5	3	200										
Star Ruby			Luck +10	S1/3	30	6000										
Star Sapphire			Magic +30%	S6/4	10	6000										

\* Special items used for quest.

Here ends the  
saga of

**Might and Magic®**

Prepare thyself  
before daring to  
enter

**Might and Magic® II**

# Introduction to Corak's Travelogue

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

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

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

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

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

# Maps of Cron

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

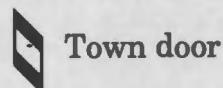
While adventuring, it is highly recommended that someone in the party have the secondary skill of Cartographer. This skill creates and remembers maps for every step the party takes in any maze. To view the maps you have drawn, simply press "M".

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

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

# Legend

## Indoor Tiles



Town door



Wall



Secret Passage



Barrier

## Outdoor Tiles



Town



Castle



Mountains



Snowy Mountains



Cave



Volcano



Light Forest



Dense Forest



Grass



Tundra



Desert



Oasis



Swamp



Island



Ocean



Roads



Elemental Water



Elemental Air



Elemental Fire



Elemental Earth



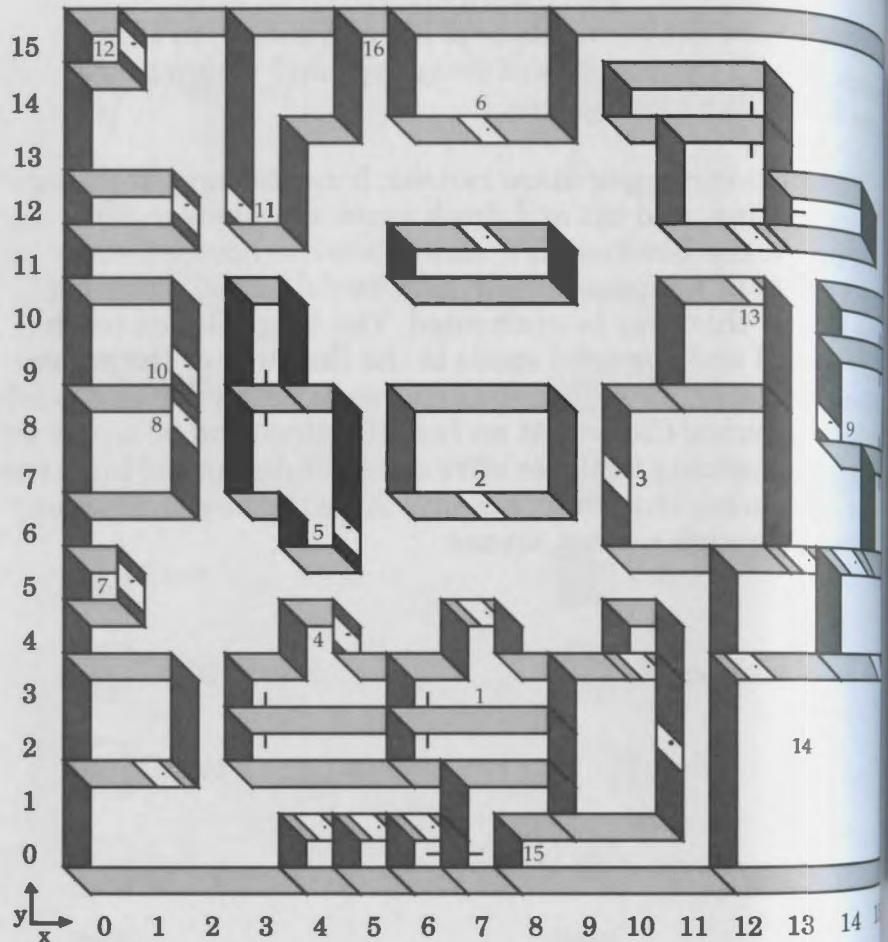
Dead Zone

# Towns

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

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

# Town of Middlegate

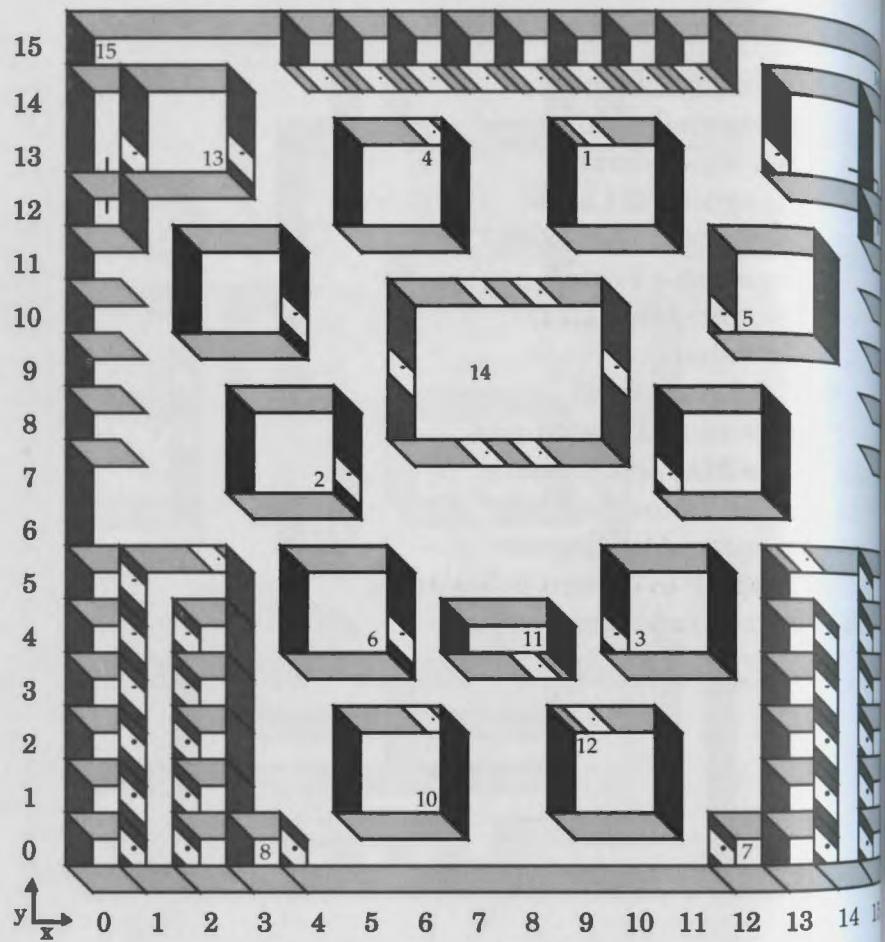


# Guide to Middlegate

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

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

# Town of Atlantium

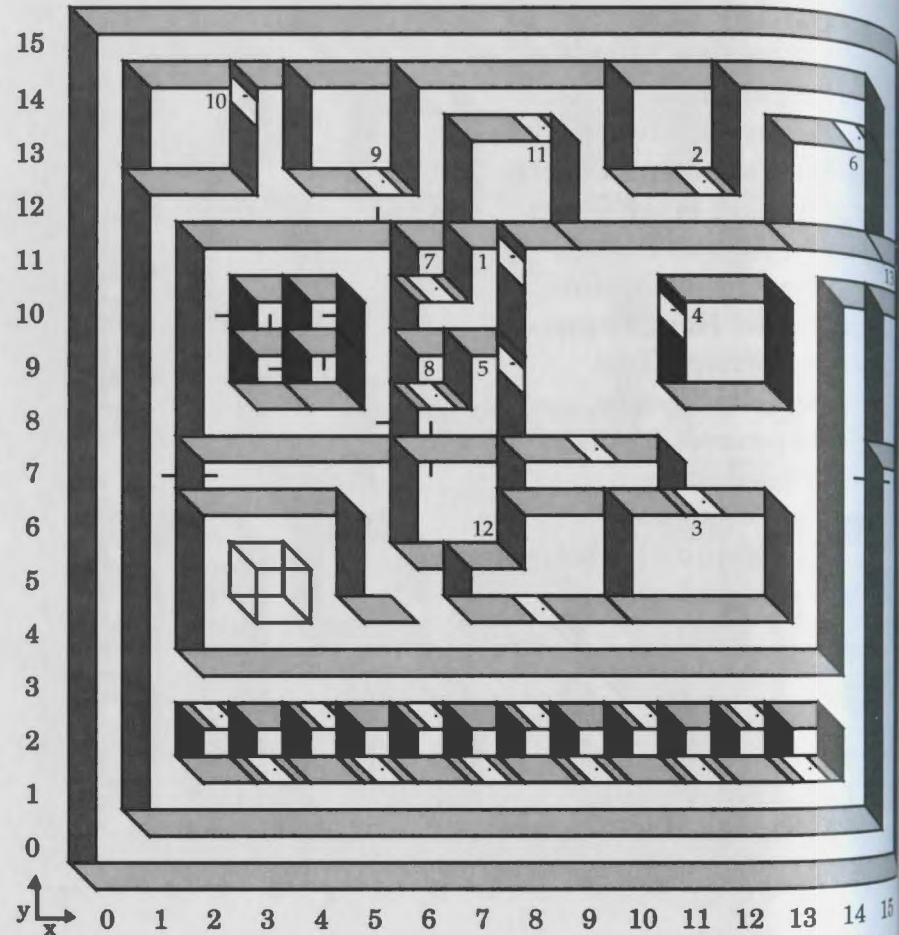


# Guide to Atlantium

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

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

# Town of Tundara

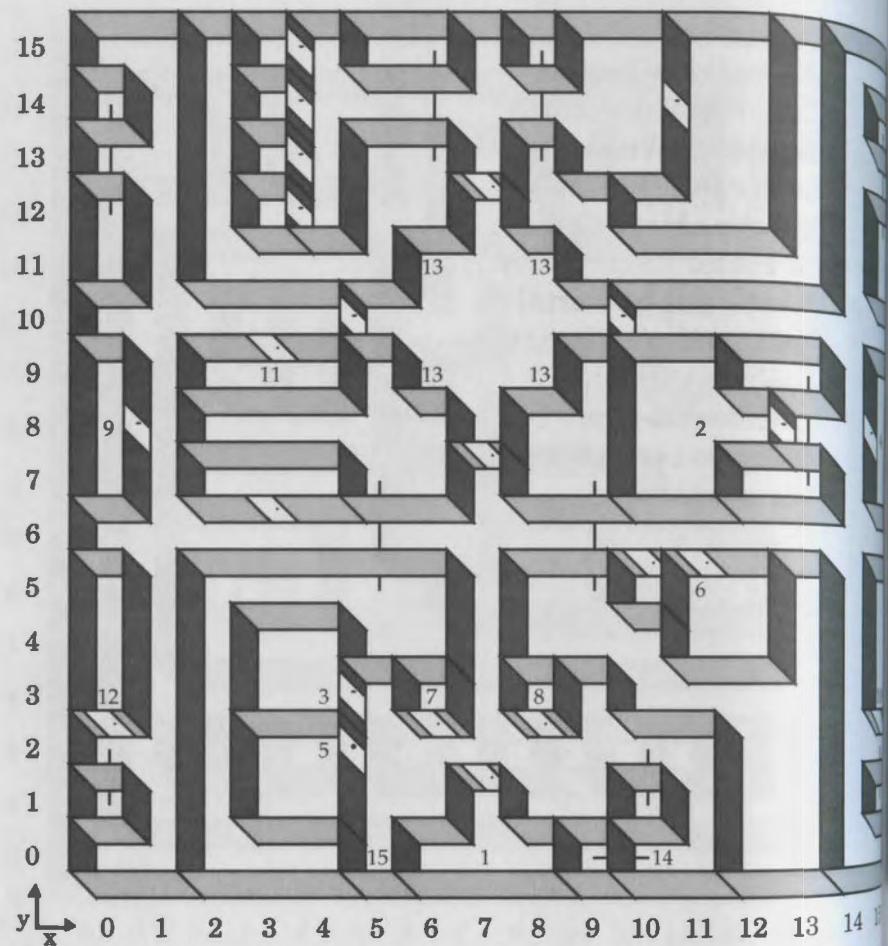


Located in the frigid Ice Tundra, Tundara is a lonely and secretive town. Terrorized by various snowbeasts, Tundara has a wild outer wall and town separated from the safer, conservative inner town. Rumors of dangerous experiments taking place in the outer wall abound. This deadly town has a justifiably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

# Guide to Tundara

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

# Town of Vulcania

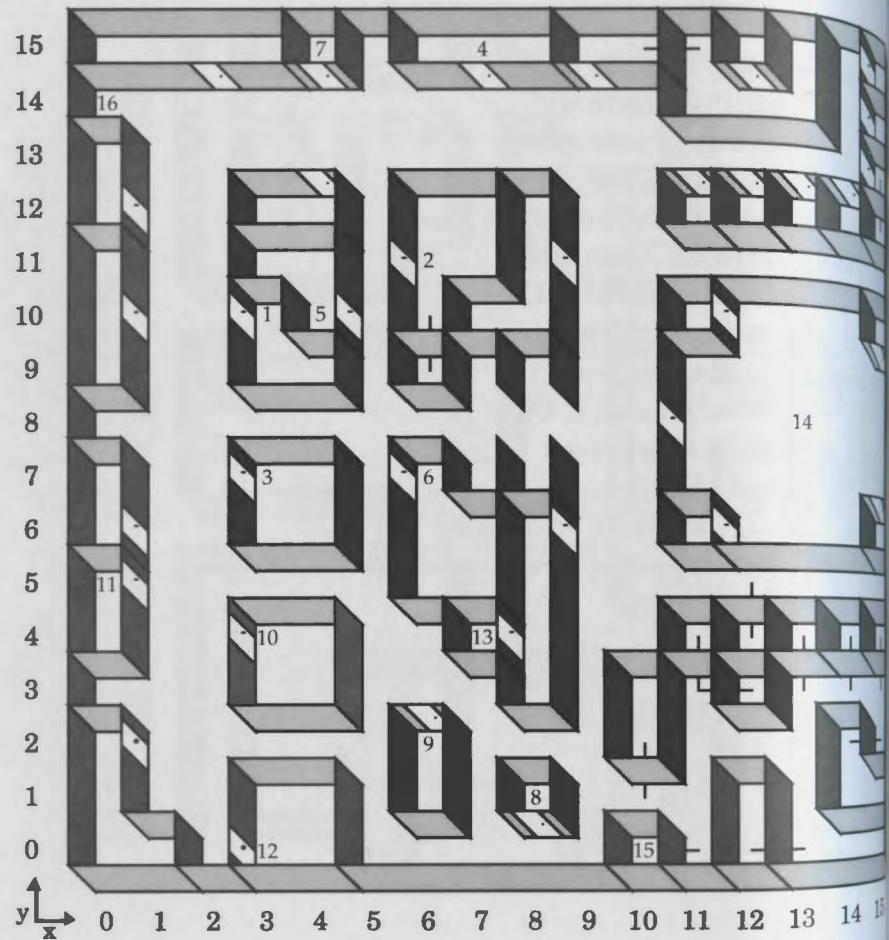


In this extremely hot town, only the most rugged survive. Frequented by many warriors, this mercenary town is actually built upon an active volcano. Adventurers are thus advised to watch what doors they open, as lava may flow upon the unwary. The central statuary should be seen, as should the Wild Section.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

# Guide to Vulcania

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

# Town of Sandsobar



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

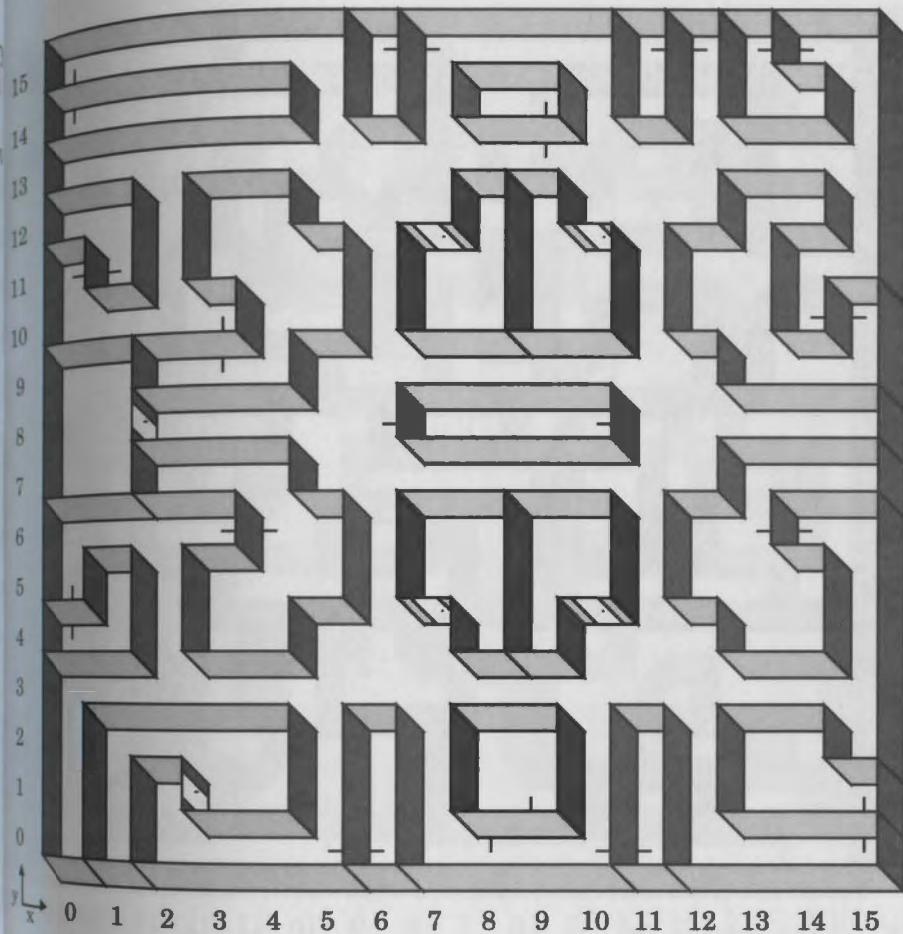
# Guide to Sandsobar

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

# Caverns

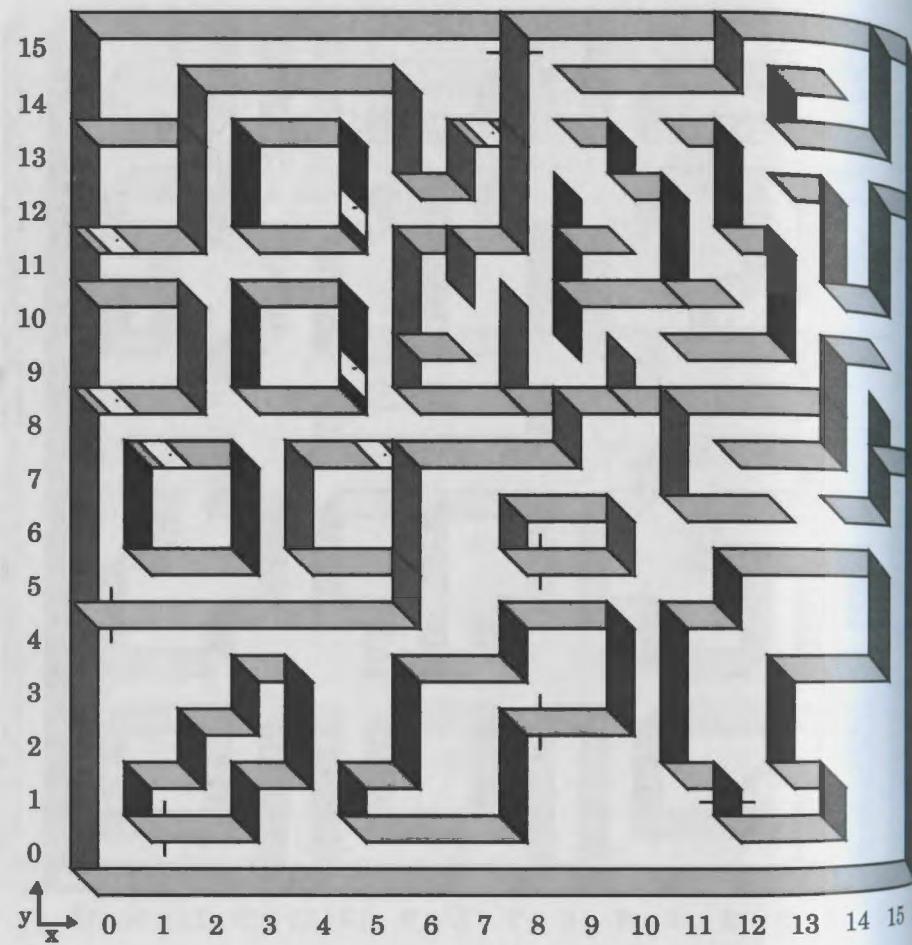
These 16 natural formations occur throughout Cron. Every town has a subterranean level, and many others are scattered across the world, serving as homes, hideouts, or haunts. They are generally unsafe, but can be tamed. If a cavern appears too hard to adventure in, come back to it later when you have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

# Cavern below Middlegate



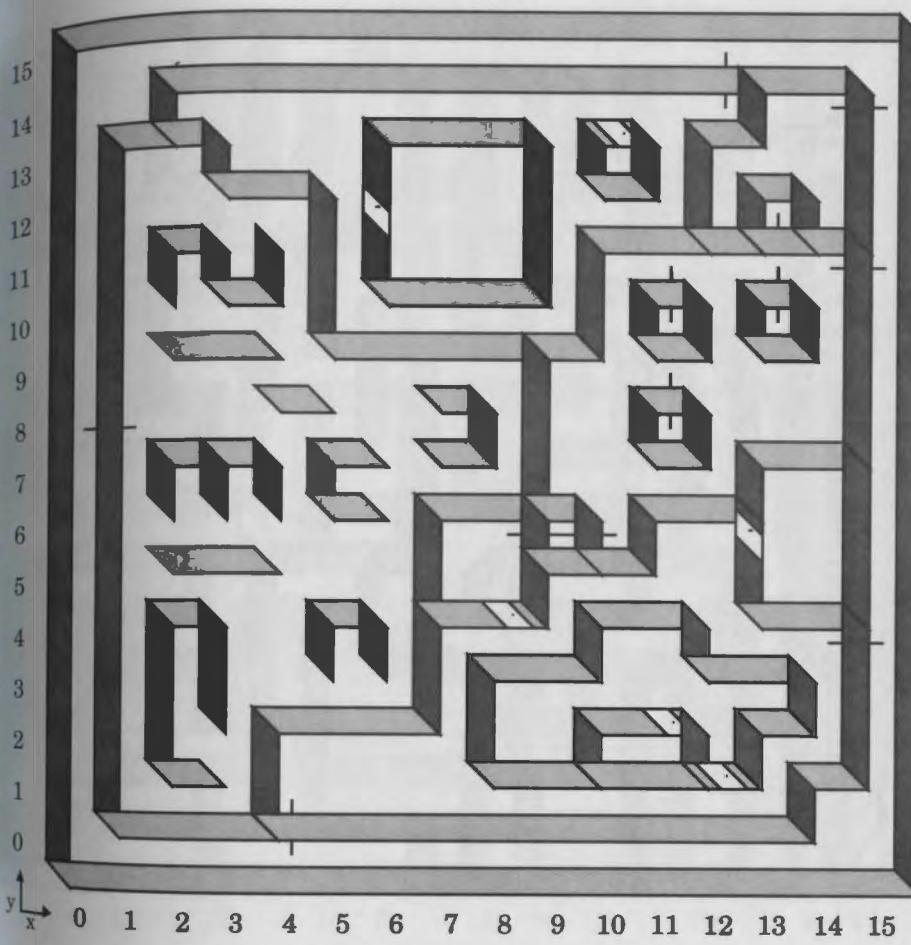
This cavern is a hideout for some ruthless and daring criminals. Two rival gangs war for subterranean authority, each having stolen something valuable from the town above. Their hideouts are well guarded, but a successful recovery of the items can lead to great reward in the town above. Examine closely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

# Cavern below Atlantium



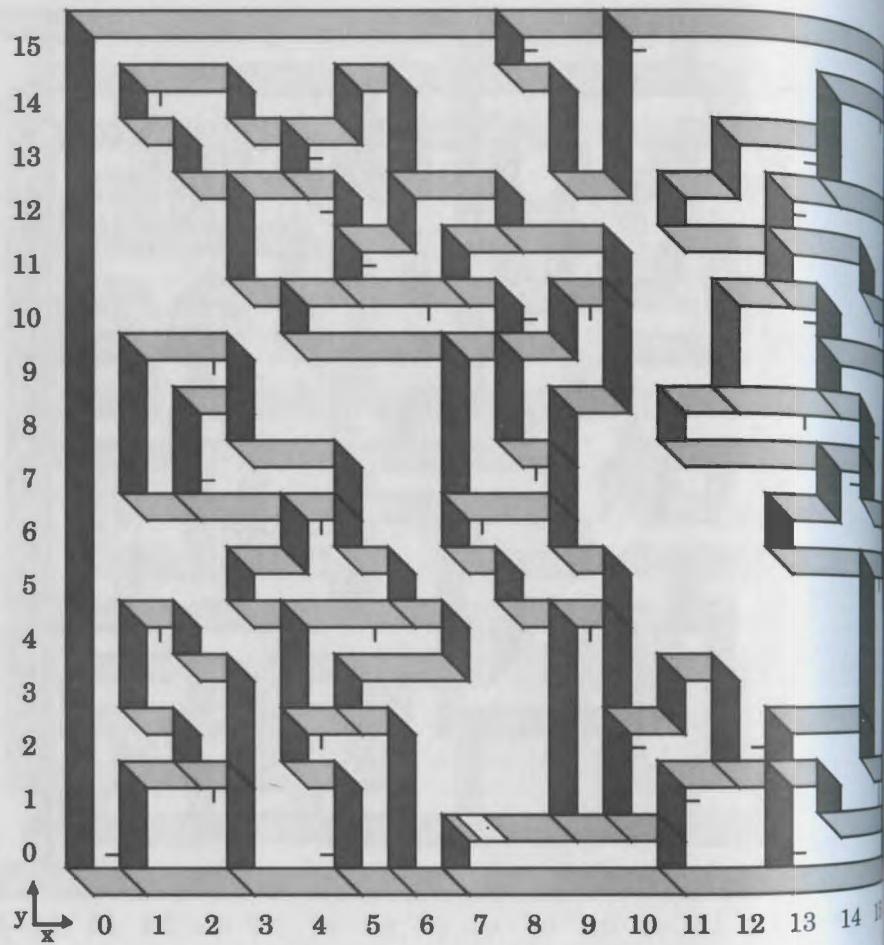
The Atlantians are busily revamping this cavern, hoping to make it civilized. Many statues decorate the area, each offering its own reward. Only the foolhardy enter the maze area, though those that survive often leave more intelligent than when they entered. Information here can lead to companions and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

# Cavern below Tundara



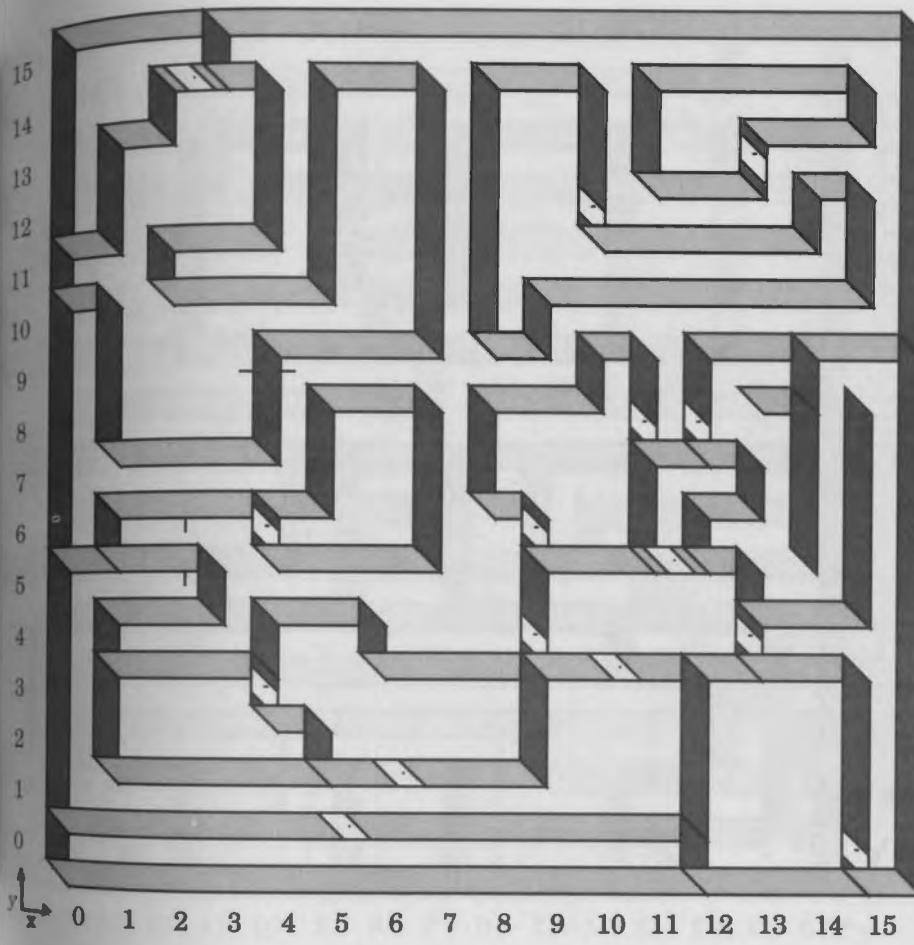
This cavern serves as a warm place to stay for the townspeople above when Tundara freezes over. Divided into four parts, a mystic machine allows instant access to anywhere in the cavern. Many unique and curious things are stored here, some useful, some deadly. Much information as to the location of powerful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

# Cavern below Vulcania



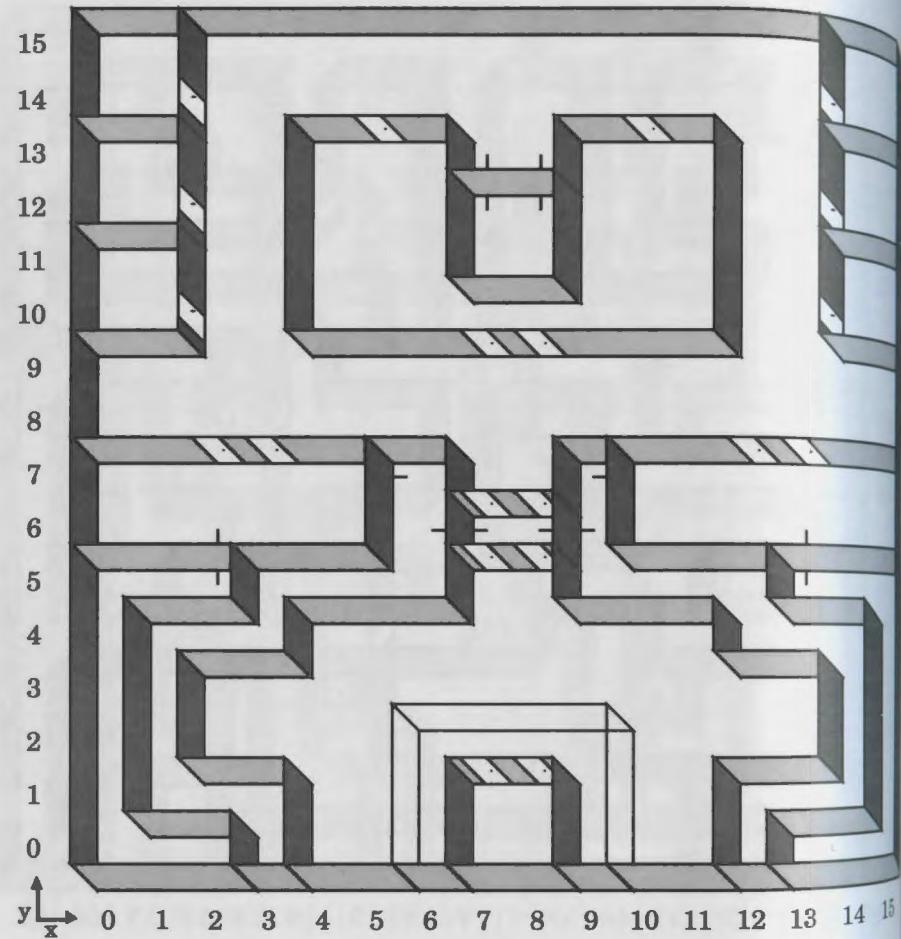
This cavern is a test in endurance and skill. At the end of every path here, a reward is to be found. However, many deterrents add danger to the paths. Levitation proves its usefulness when spelunking about. People in need of help should be attended to and information should be recorded. A warning, only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

# Cavern below Sandsobar



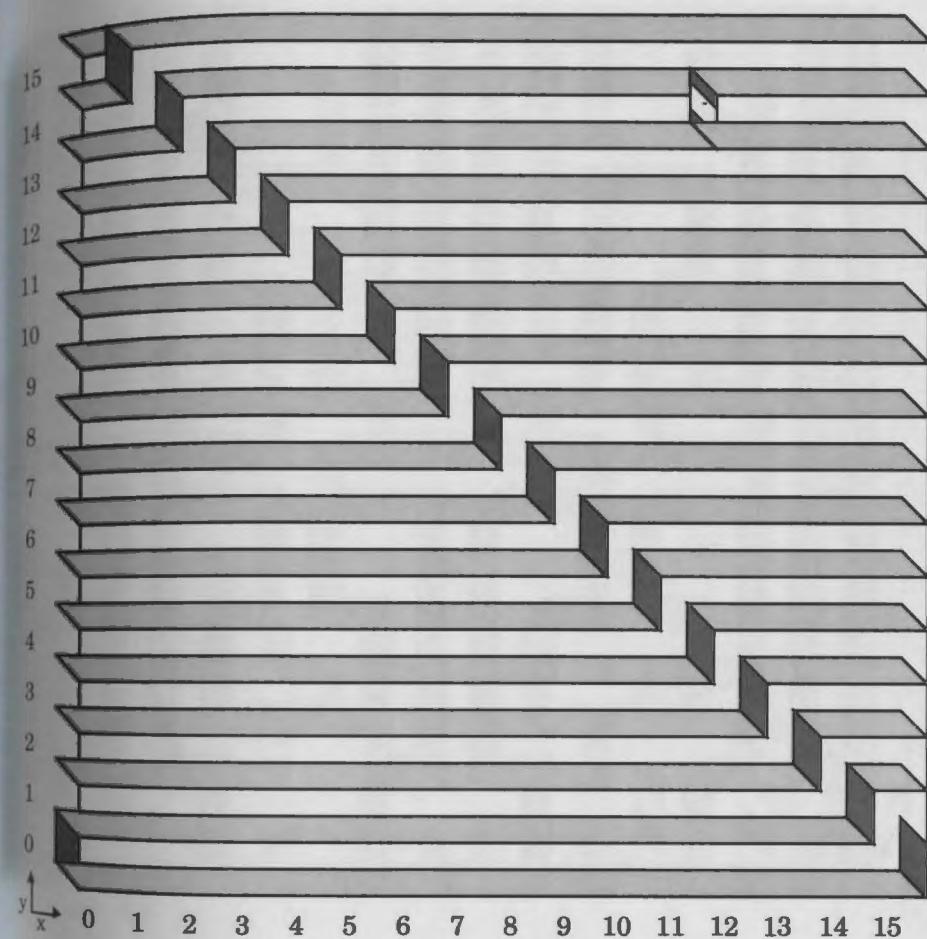
This vermin-infested cavern is home to two nefarious master thieves. One will help the untrained while the other plays sly tricks. Beware ankle traps and obvious choices. Here also are passes of eight. Information learned here can help with later adventures and combination locks.

# Corak's Cavern



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

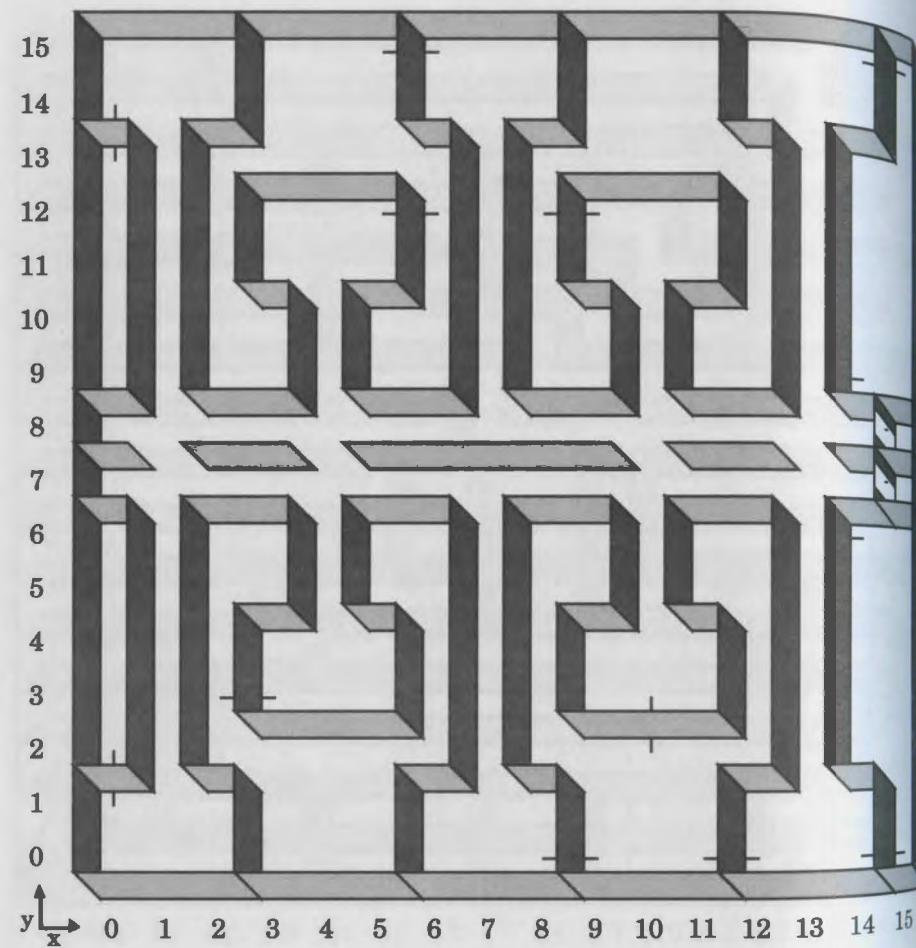
# Square Lake Cavern



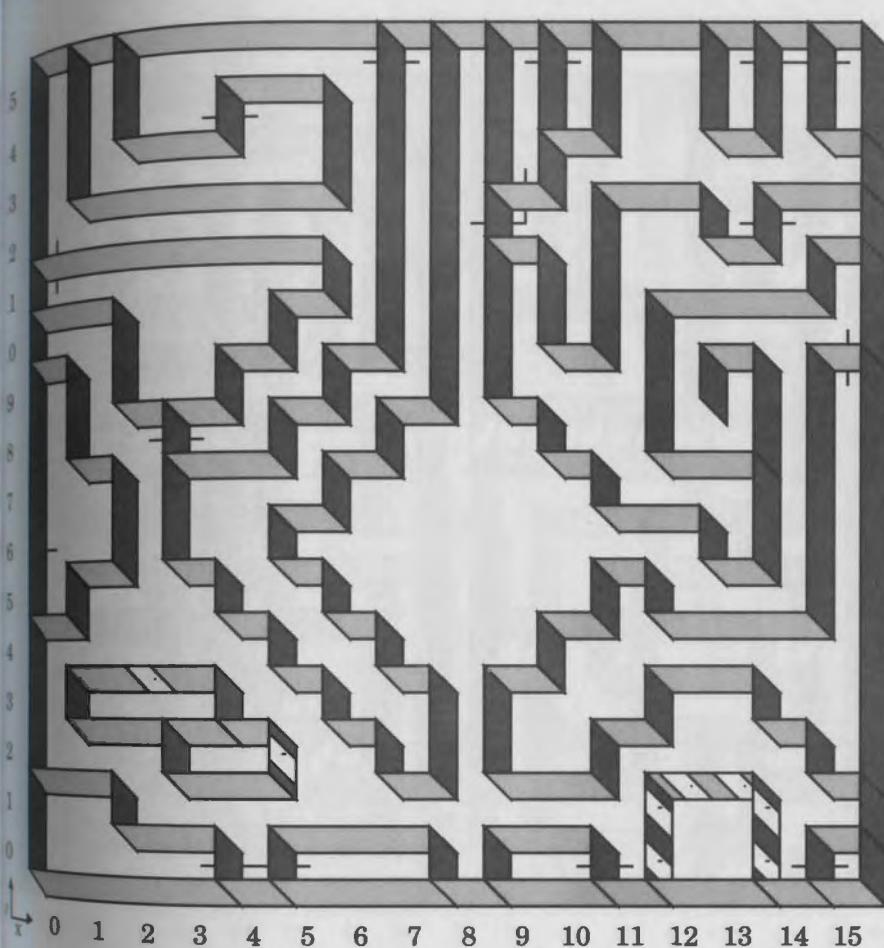
Little is known about this region. Rumors abound of endless corridors and Demon King guardians. It is a place of great evil and should be avoided by all but the most qualified and mighty.

# Ice Cavern

# Sarakin's Mine

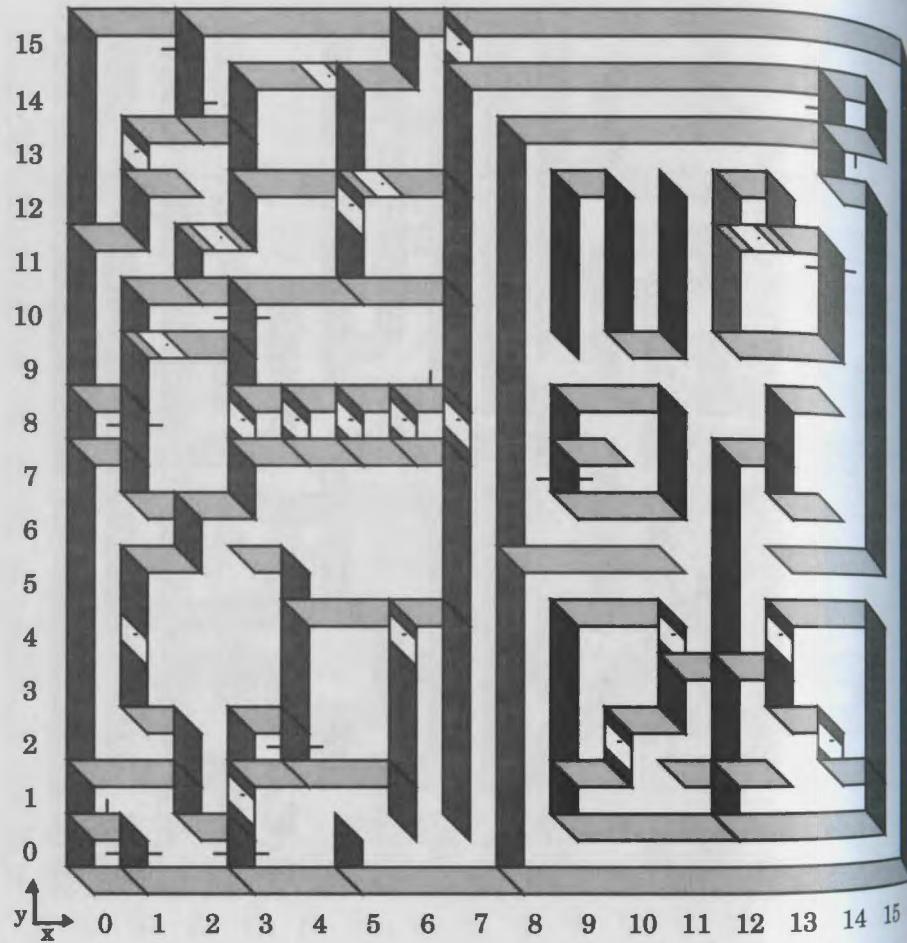


This desolate cavern is home to desperate, renegade monsters fleeing the piercing cold of the Ice Tundra and the stiff arm of justice. They use the cave as a center from which to organize raiding parties of adjacent environs. As a result of their raids, there is a large stockpile of fiercely guarded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



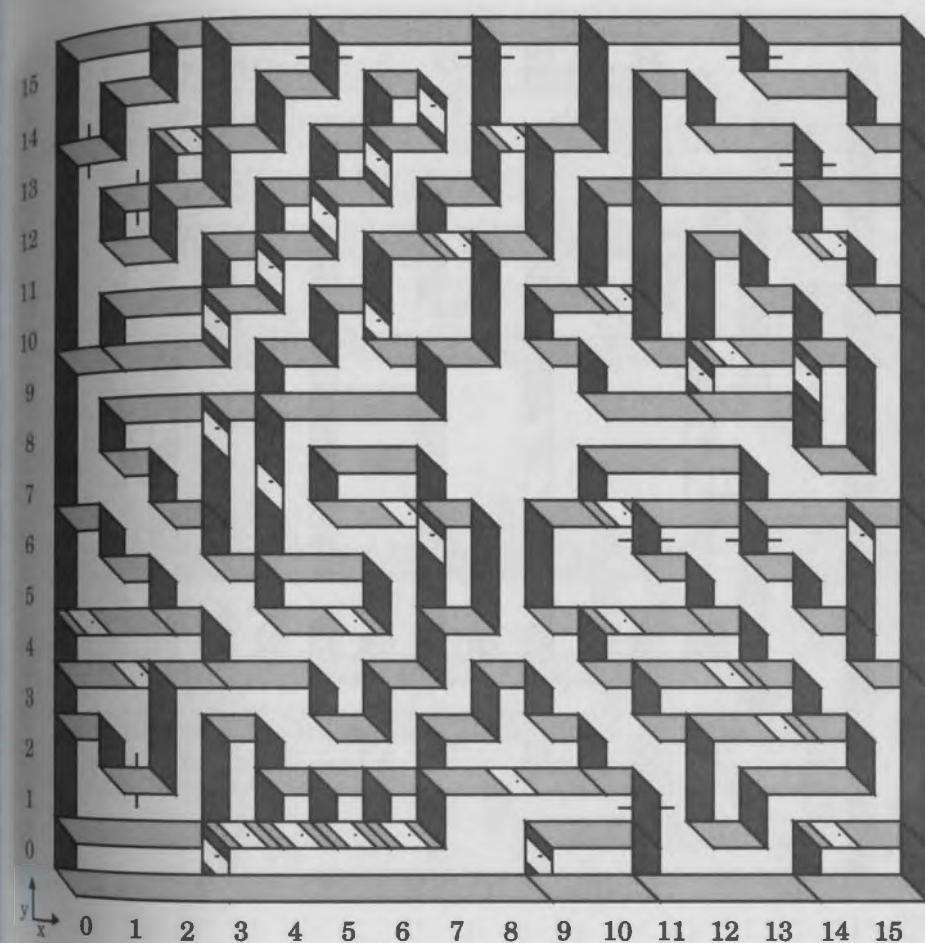
This deserted mine was once an incredibly rich source of gold in times long past. However, as the years progressed, its proprietor, Sarakin, grew more and more concerned with his rapidly advancing age. As he searched fanatically for a cure to aging, he became quite mad and eventually died. His malignant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

# Murray's Cavern



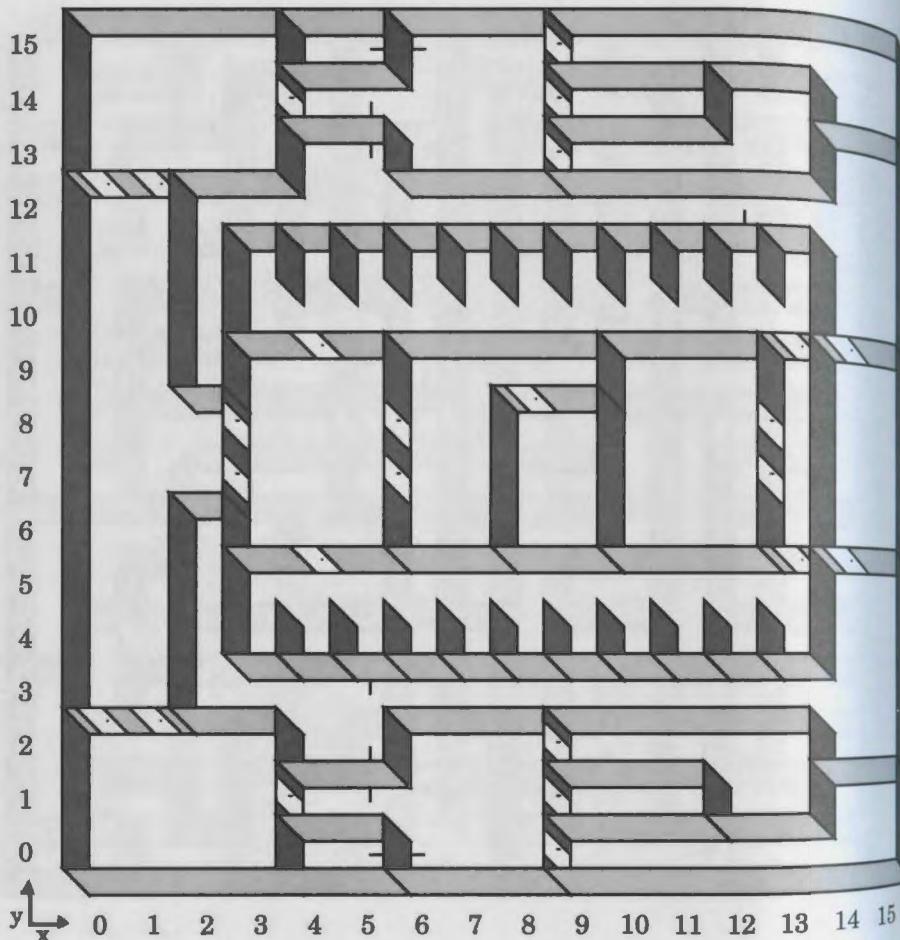
This is where Murray, retired adventurer extraordinaire, runs his vacation empire. Murray has very good information lines and has many useful facts for the party shrewd enough to discover it all. Murray himself has much to offer friendly adventurers. His Power Oil and Goofy Juice are perhaps two of the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

# Druid's Point Cavern



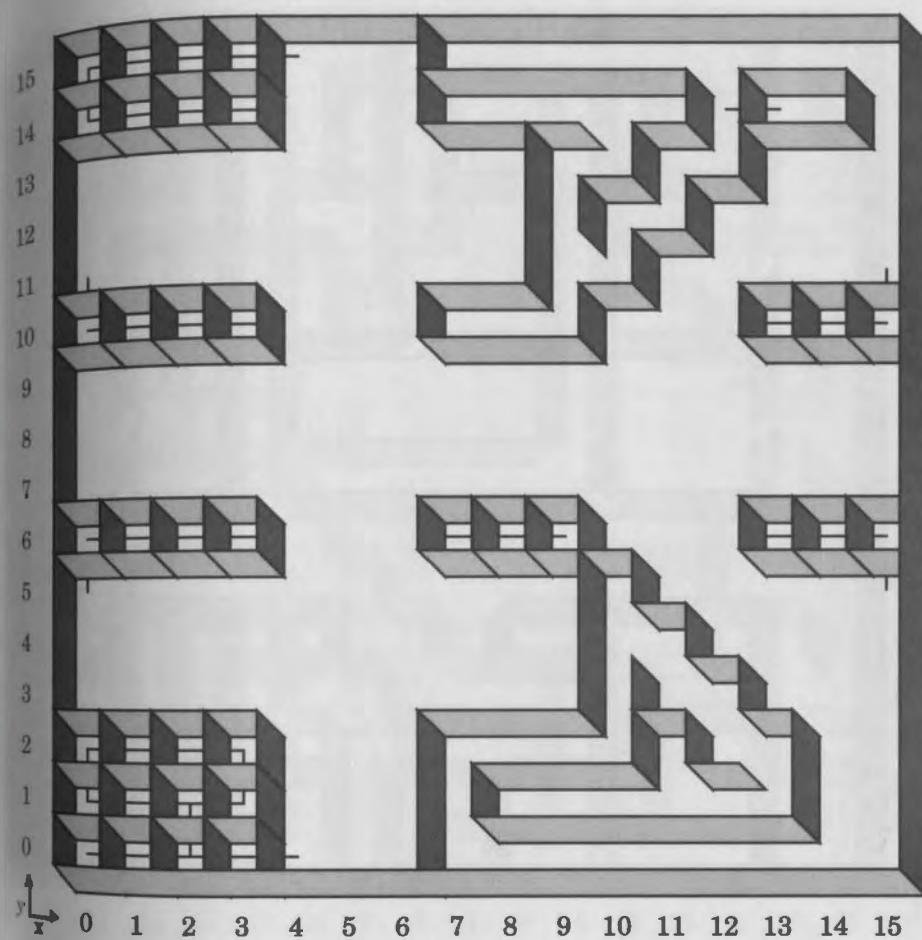
Originally established as a center to study the forces of nature, this once proud facility is now divided by warring factions. Disciples of Water, Air, Fire, and Earth have been subverted from their original course of study to a new route of fighting by the Elemental Lords. Chief among the new order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

# Forbidden Forest Cavern



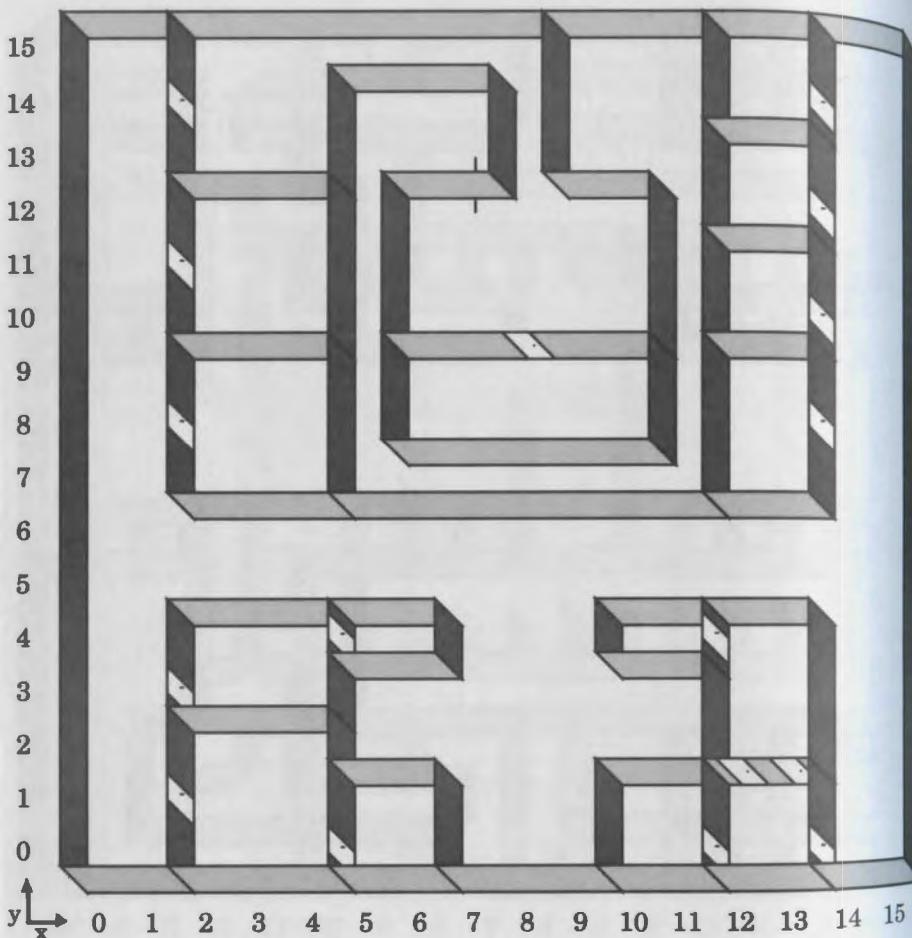
This once pristine forest is now a bastion of evil might. A gruesome army run by a pair of clever dragons operates from this cavern. The dragon leader, believed to be a Frost Dragon, is rumored to be wanted killed by the Jurors of Mount Farview. Paladins should especially be interested in this. A word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

# Dragon's Dominion

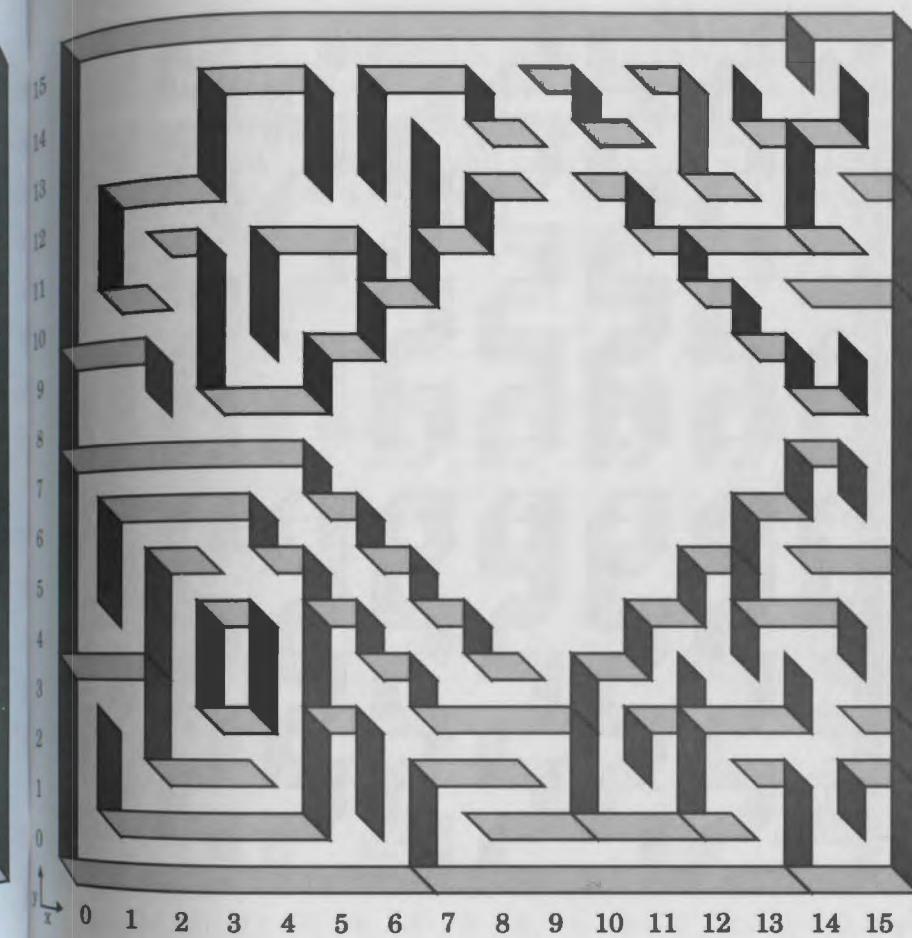


Ever wonder what would happen if over one hundred dragons decided to form an organized community? Well, trespass in this their home and learn the hard way! This messy kingdom holds the best treasure in all of Cron. The dragons are not particularly worried about theft, as they have many powerful guards throughout their home. The Ancient Dragon who rules has also been entrusted with the guardianship of valuable secrets dealing with Hit Points. A lesson; many of the ambitious have come here seeking wealth and adventure, only the fleet of foot have survived.

# Dawn's Mist Cavern



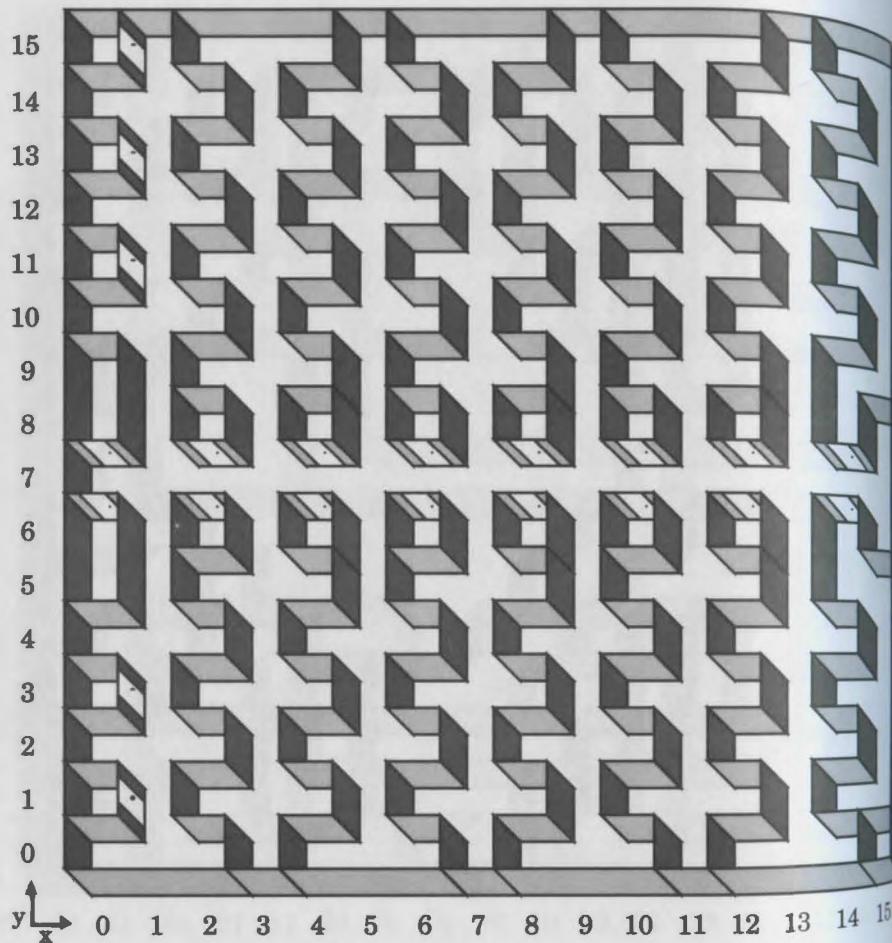
# Gemmaker Volcano



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

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

# Nomadic Rift Cavern

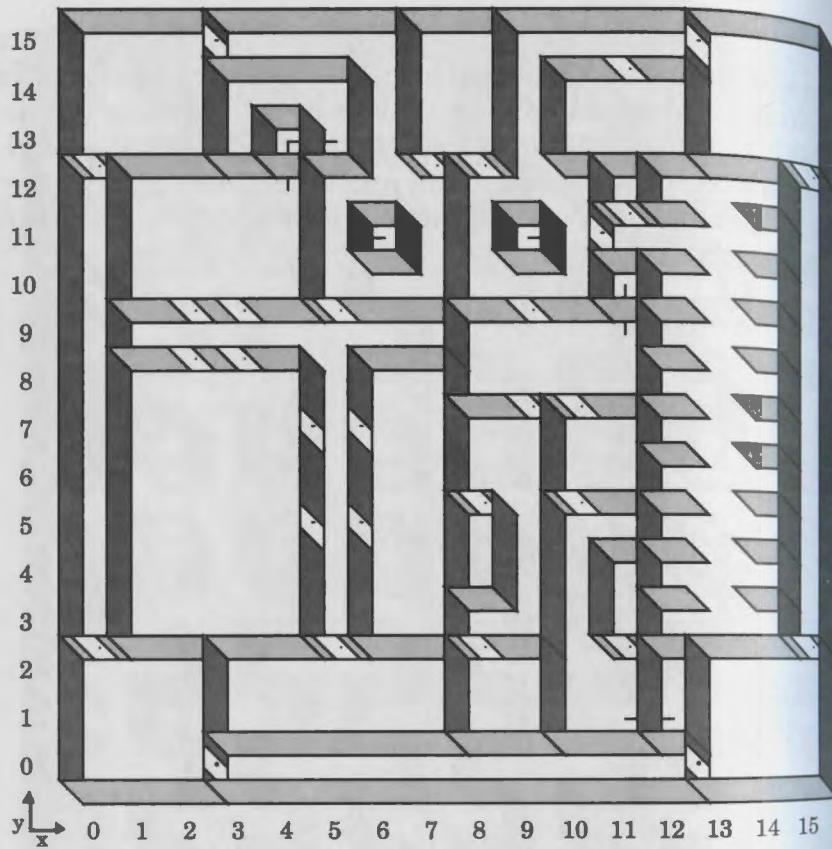


This simple cavern houses those who flee the restraints of city life. They have bonded together in order to survive the harshness of the area about them. They share everything and have caches of treasure and weapons throughout their domicile. The nomads also collect information in order to keep in touch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

# Castles

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

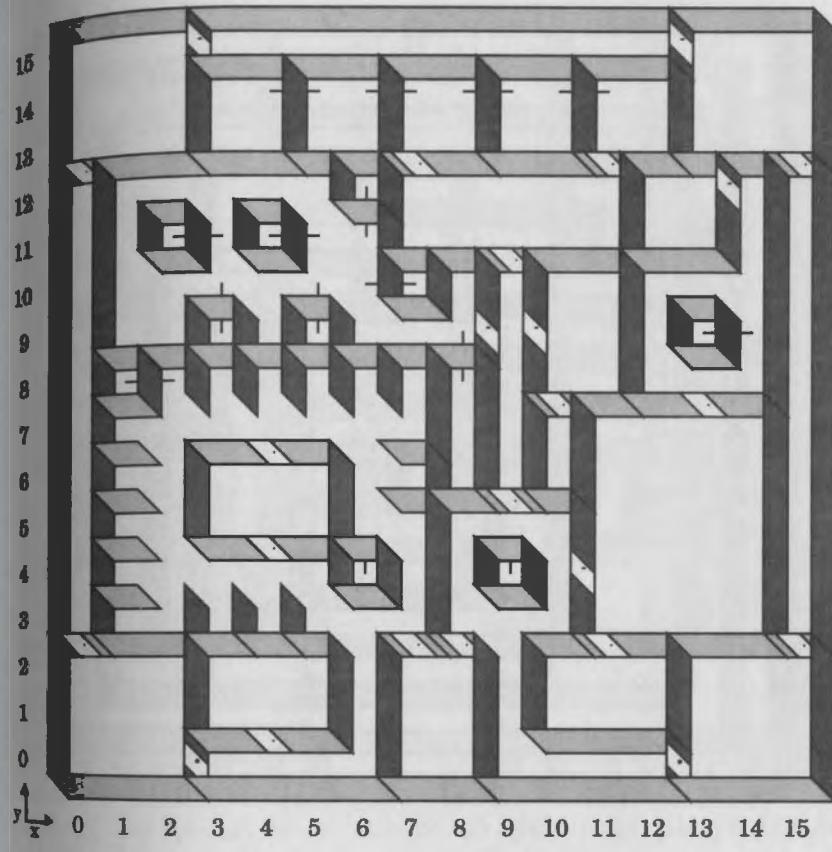
# Castle Hillstone



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

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

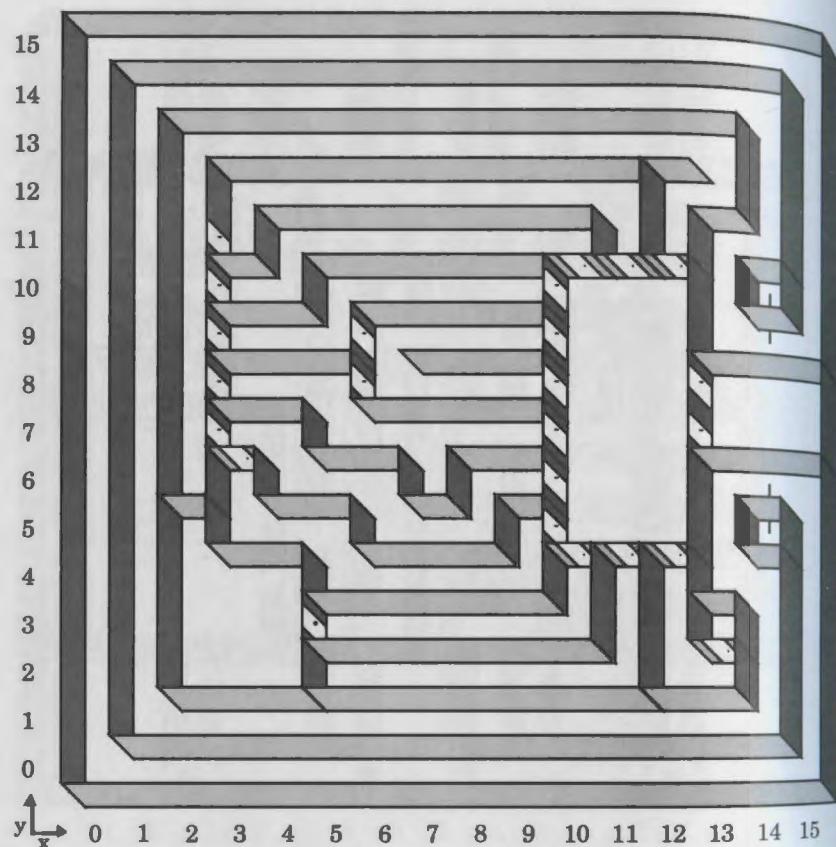
# Castle Woodshaven



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

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

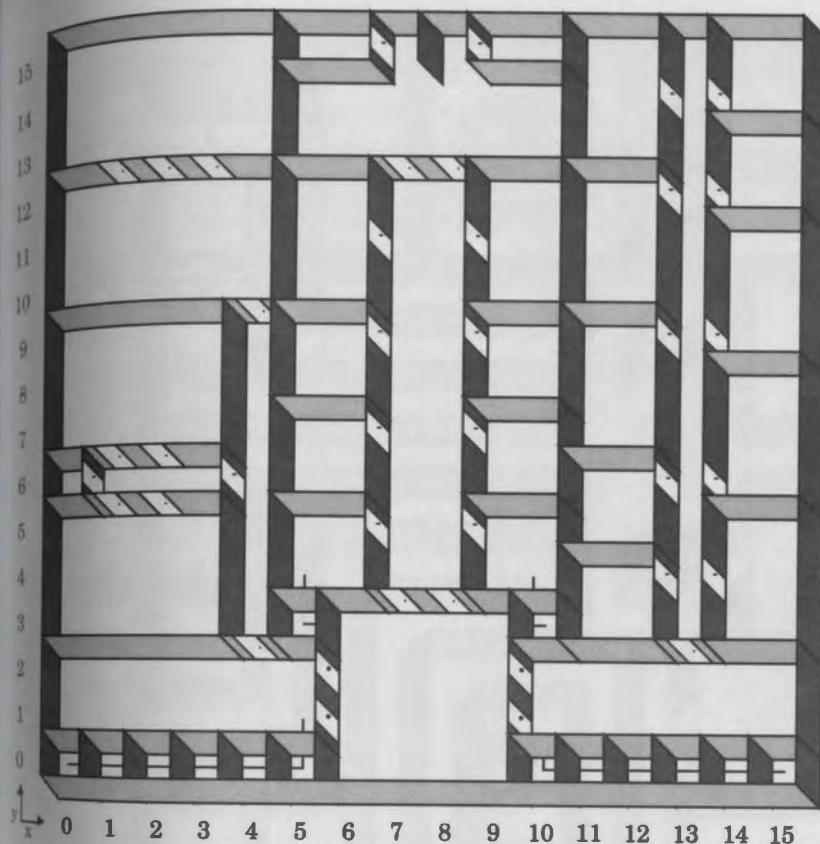
# Castle Pinehurst



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

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

# Luxus Palace Royale

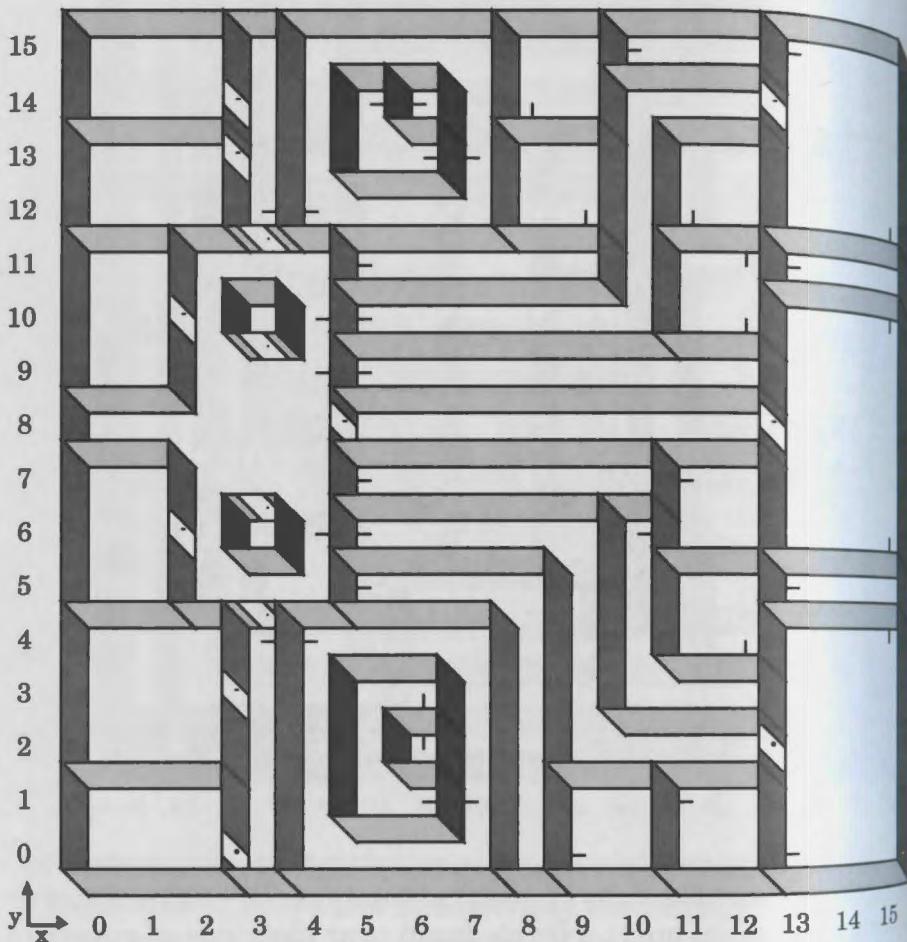


This elegant capitol of Cron is rather inaccessible except to the adventurous. Nervous Queen Lamanda, ever-aware of her father's greatness, holds a feeble hand over the reins of government. Since Corak abandoned his study and disappeared, Luxus Palace has been a dangerous place to stay. To have audience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

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

# Castle Xabran

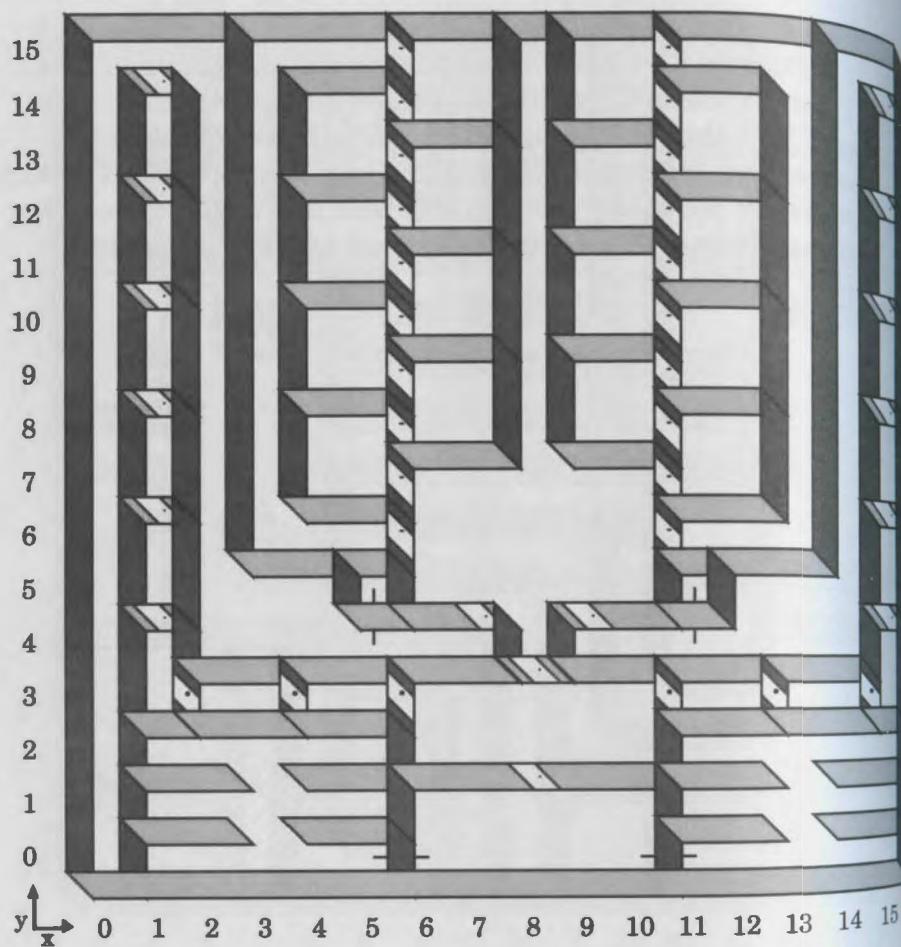
# Dungeons



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

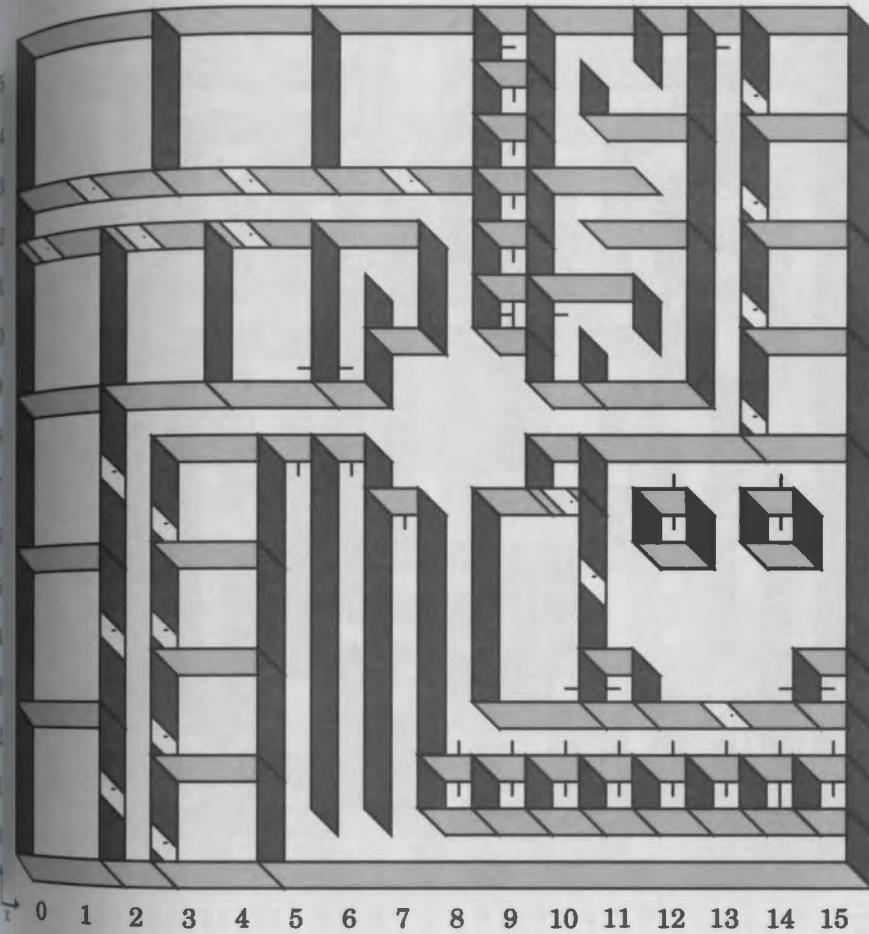
Each modern castle has its own pair of dungeons beneath it. The dungeons serve many purposes, most of them disagreeable. They also hide many items of value and clues of extreme interest. They should be avoided until characters have achieved a high level of potency. Each lord's dungeon has some unmistakable,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

# Slayer's Dungeon, Level 1



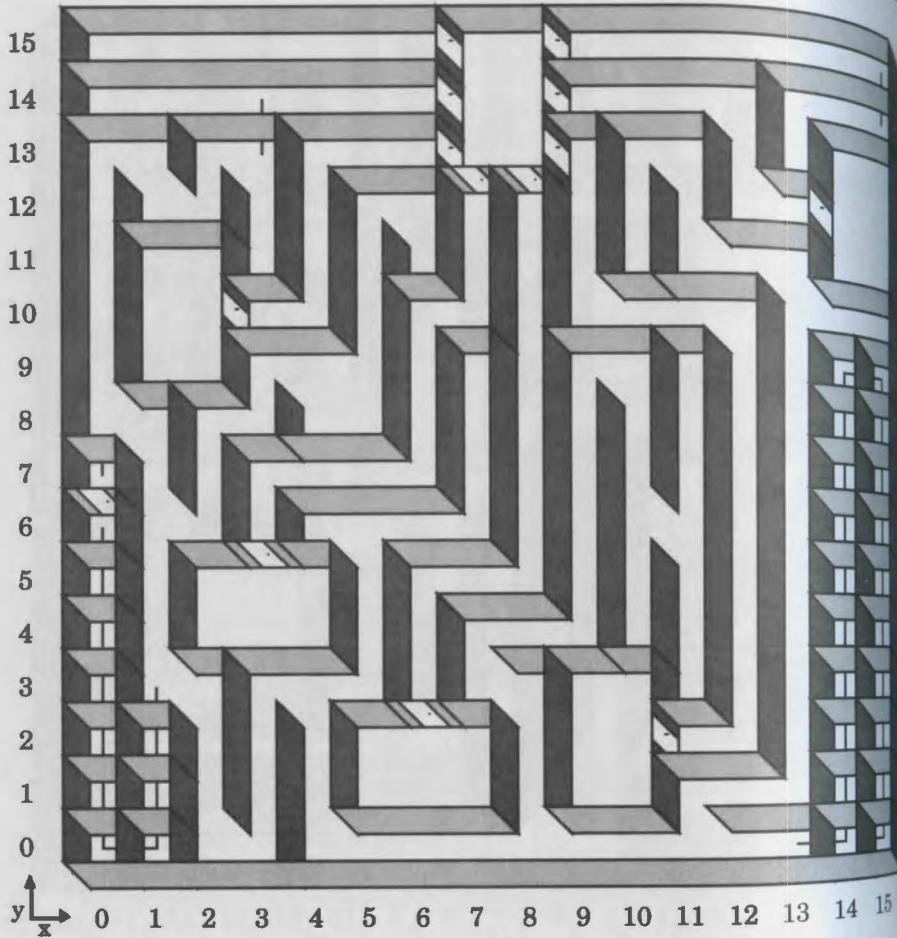
Lord Slayer's rather straightforward dungeon holds some items of interest for Ninjas and Barbarians. Unfortunately, they cannot be present to receive these items. Lord Slayer is quite generous to parties with no Half-Orcs. It is also rumored that Might can be exchanged for Intelligence here, that a teleporter to Lord Hoardall's Dungeon offers express travel, and that a mystical fountain converts treasure into experience, though rumor as to the fountain's exact dungeon level contradicts itself. Finally, a note from the wise, avoid spikes.

# Slayer's Dungeon, Level 2

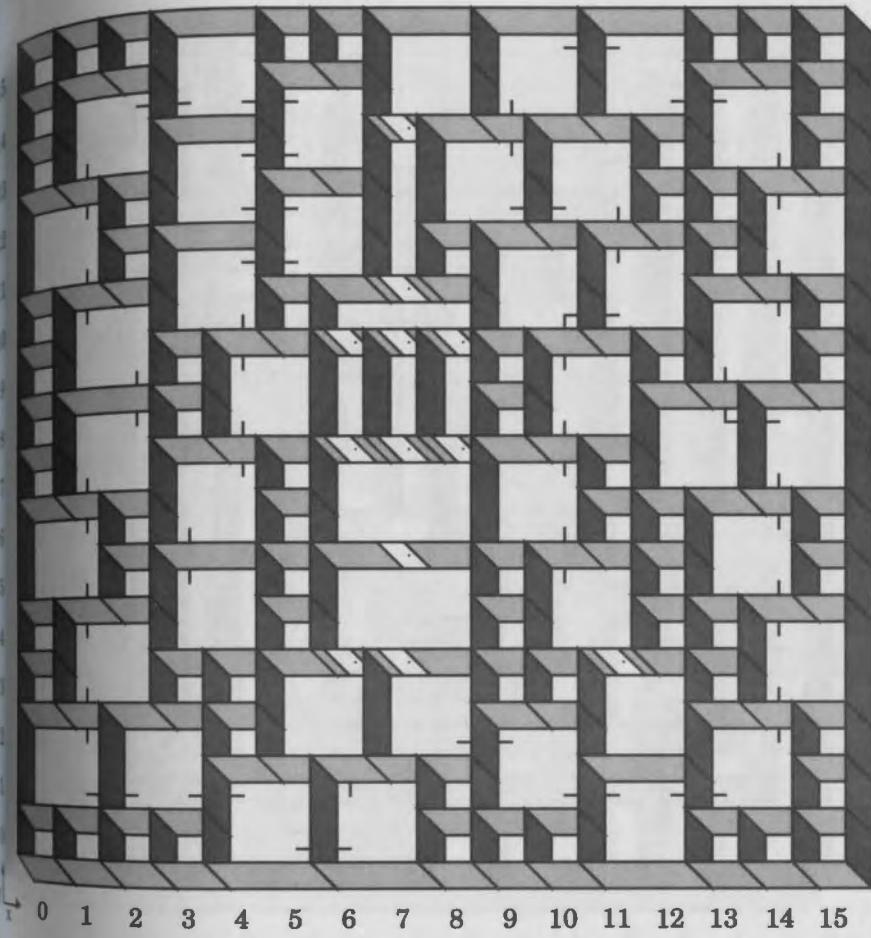


This deadly dungeon of Lord Slayer is much like his first level, only more difficult. Again, Ninjas and Barbarians desire items hidden here, but cannot be present in the dungeon. Half-Orcs have no reason to be kept in the party while in this dungeon. The mystical fountain of experience might be located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

# Hoardall's Dungeon, Level 1



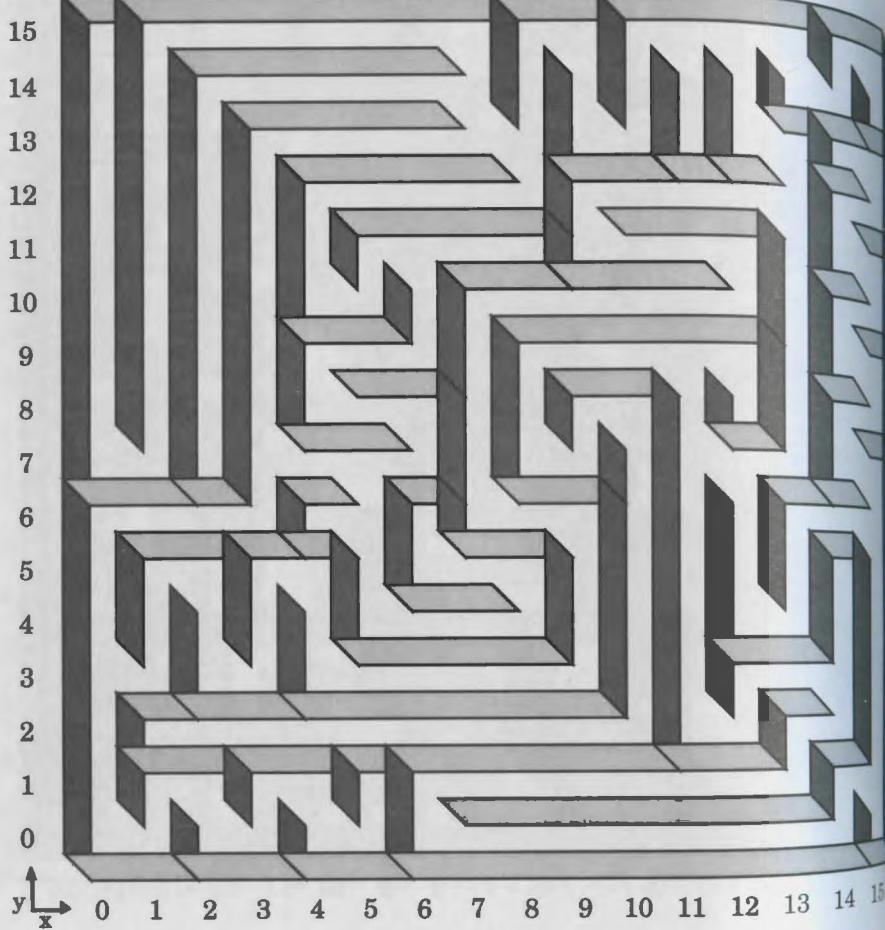
# Hoardall's Dungeon, Level 2



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

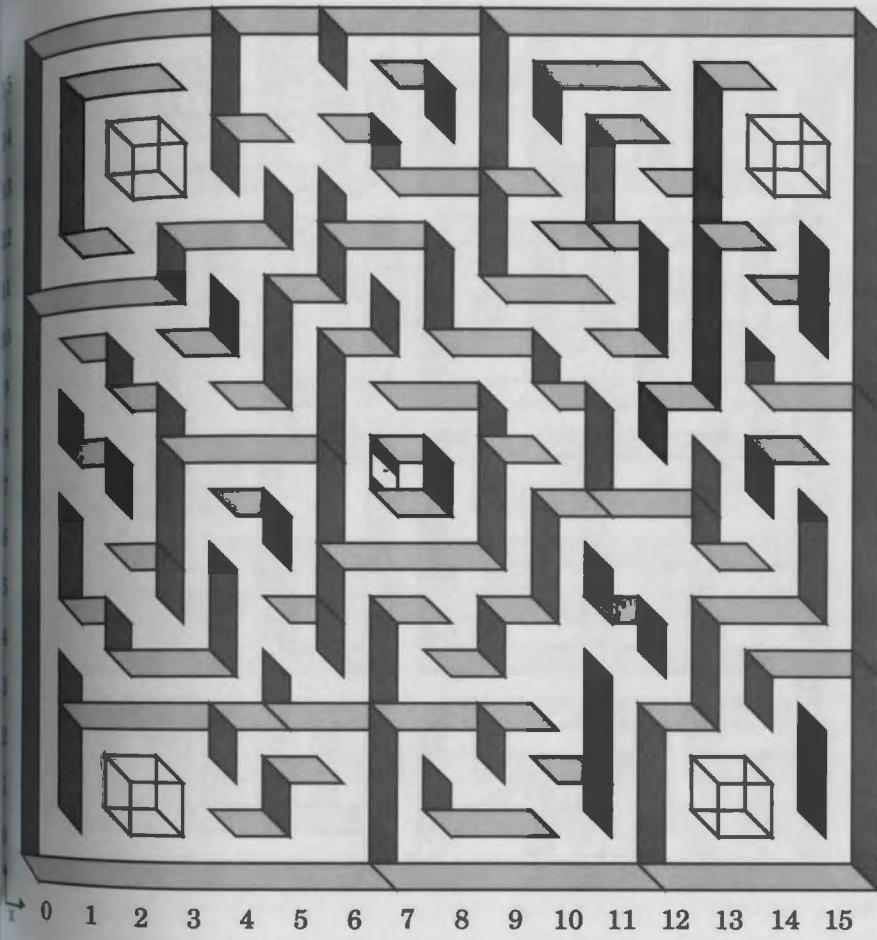
Lord Hoardall wants no visitors in this dungeon and has thus made it near impossible for adventurers to travel about. It is rumored that in addition to the artifacts for Robbers and Clerics and the rewards for non-Elves, there is also a pool which makes all Neutral and a legendary fountain which allows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

# Peabody's Dungeon, Level 1



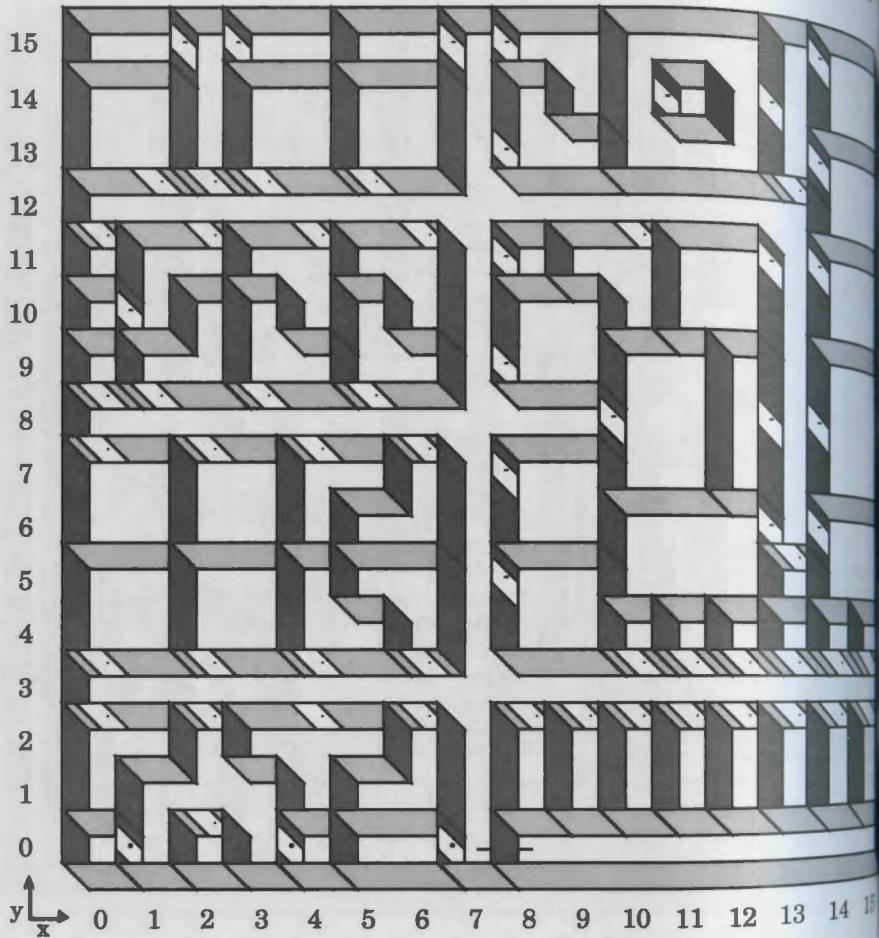
As Lord Peabody's castle is filled with arcane traps, so is his dungeon. Watch your spell points when you travel through these dank passageways. This confusing maze hides objects useful to both Knights and Paladins not present. Accuracy may be gained in exchange for Speed, or if you have patience, for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

# Peabody's Dungeon, Level 2



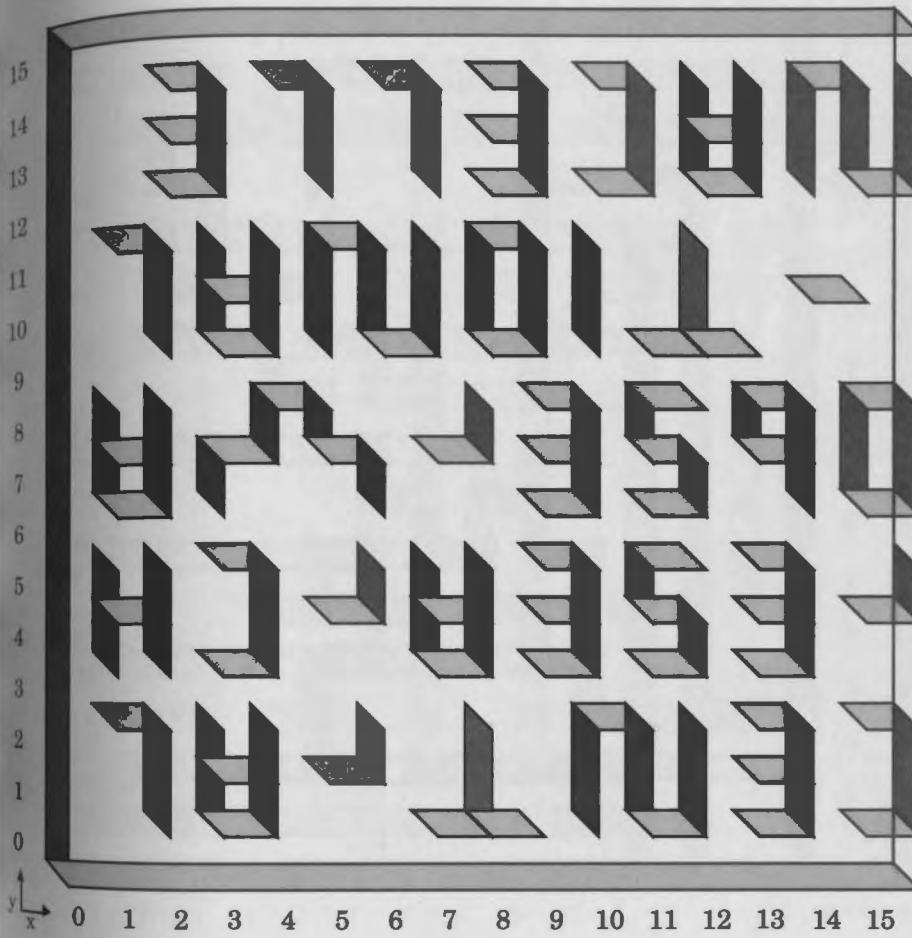
Lord Peabody's second labyrinthine dungeon leaves its treasures out in the open, but only the most powerful and innovative adventurer can gain access to them. Spell points turn to naught here, yet all spells can be learned for a steep price in the dungeon. Knights and Paladins, as well as Humans, should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

# Lamada's Dungeon, Level 1



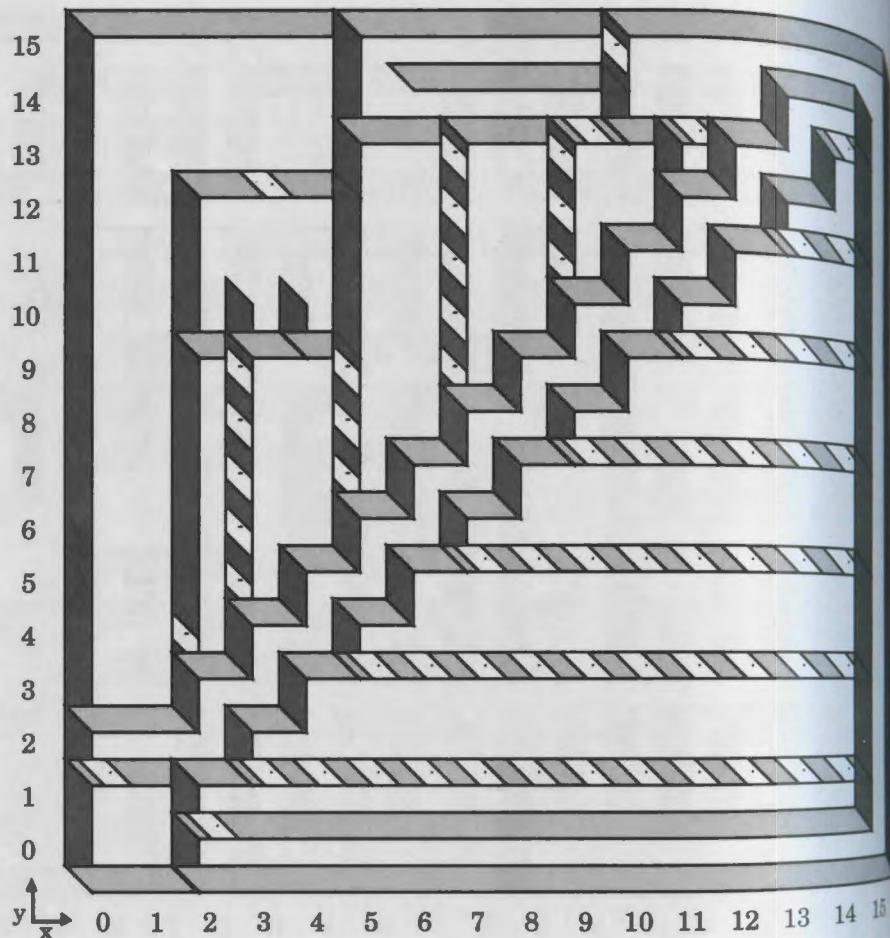
The Royal Dungeon houses some of the most incorrigible criminals in the land. Only Royal Guards are allowed free passage through this deadly dungeon. Unauthorized visitors will be fined severely. Some of the more enterprising guards have set up an exchange program, Endurance for Speed. Sorcerers and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

# Lamada's Dungeon, Level 2



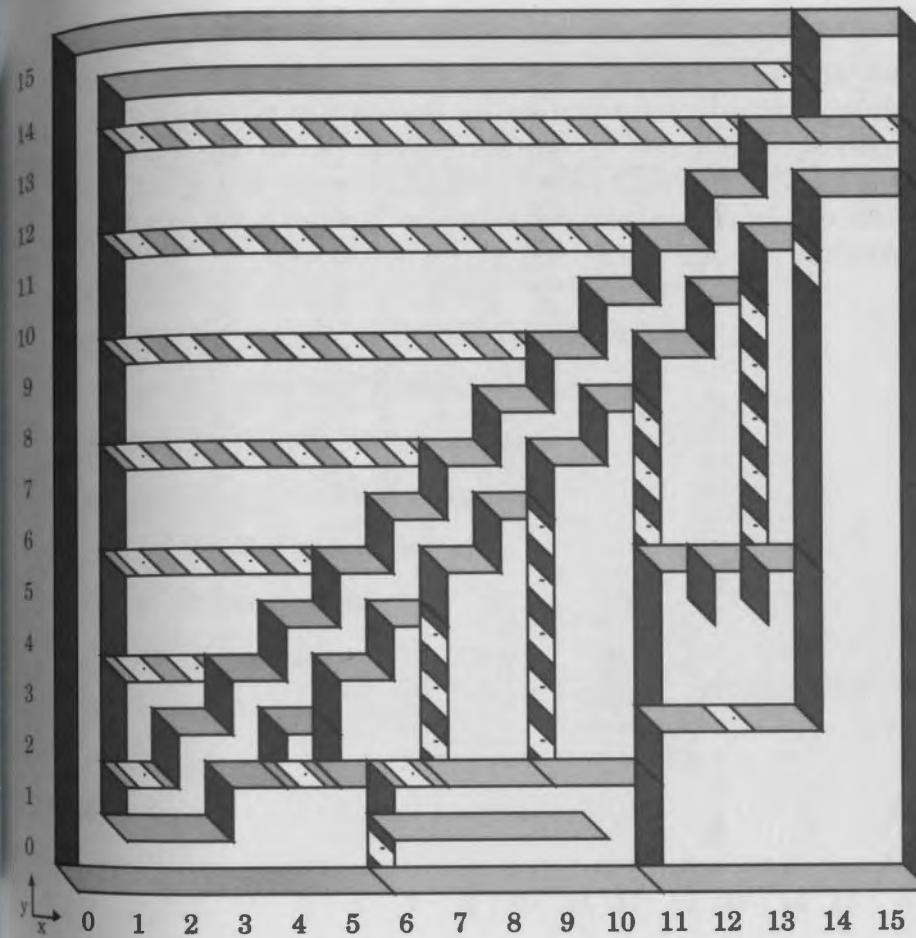
This puzzling dungeon holds messages about Cron's secrets and only the most meticulous adventurer will get the entire answer. Some of the worst criminals, salesmen, have free reign in this dungeon. Among the things that can be purchased or found are a focal point for Evil, a way to exchange Might for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

# Dark Keep



This maze holds within it one-half of the path of completion for Sorcerers, the mastery of Evil. Follow the advice of the Jurors of Mount Farview and the Statues of Atlantium before venturing here. Bring many Sorcerers here, for it is only they who can explore this dire castle. Look to the walls and answer the riddles to avoid unnecessary bloodshed.

# Tower of Mercy

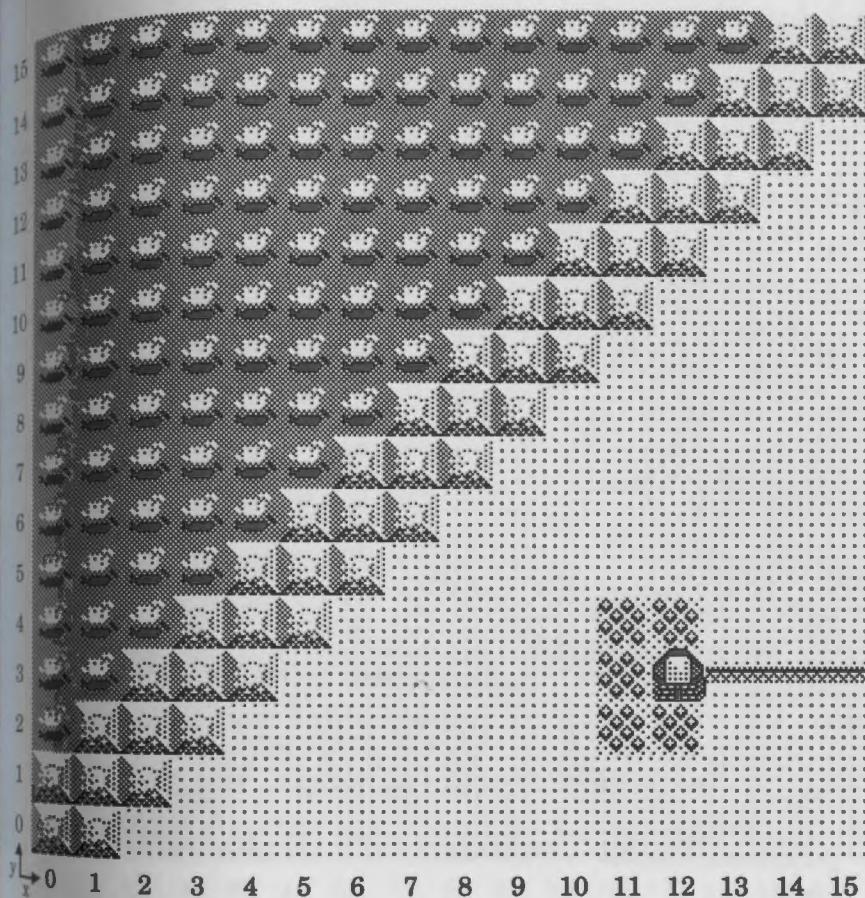


Resting on the southern portion of the Isle of the Ancients, this castle guards the secrets for manipulating the Good component of Sorcery. Stack your party with Sorcerers after visiting Mount Farview and Atlantium and wresting from them their knowledge to add to your own. Remember, choose the proper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

# Outdoor Regions

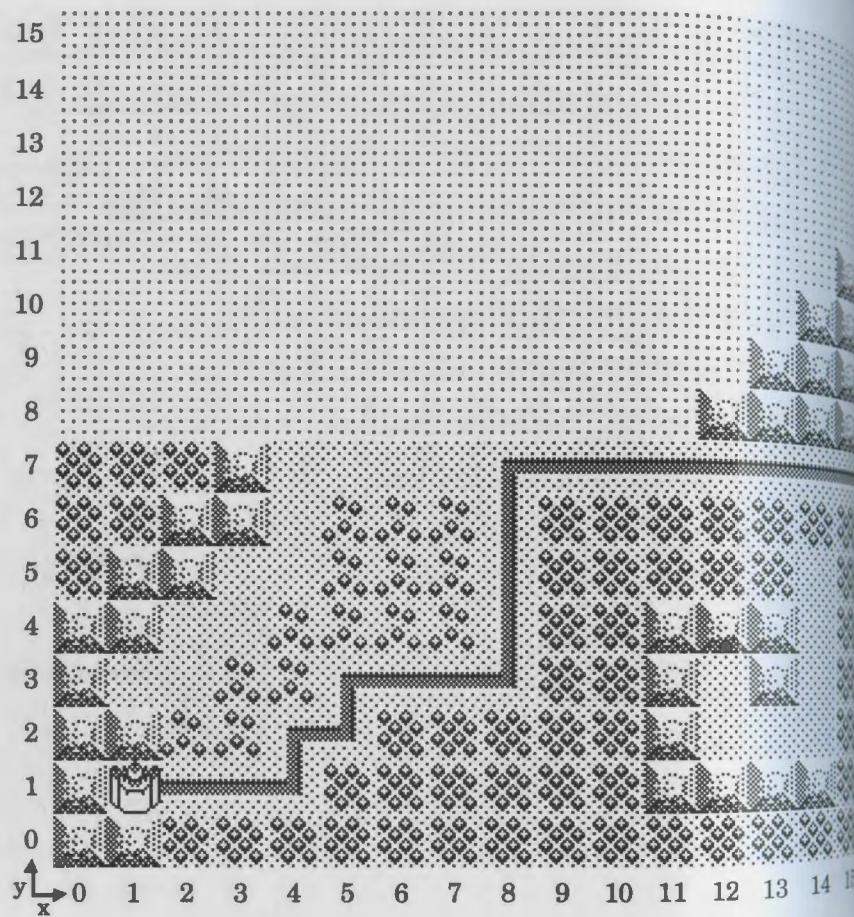
Travel cautiously when outdoors. The lords of Cron have set up a road system which is the most safe way to travel, short of magic, between towns and castles. For open, wide spaces a Navigator is necessary so as not to become lost. There are many natural hazards, distinct to each of the 20 regions that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

## Region A1



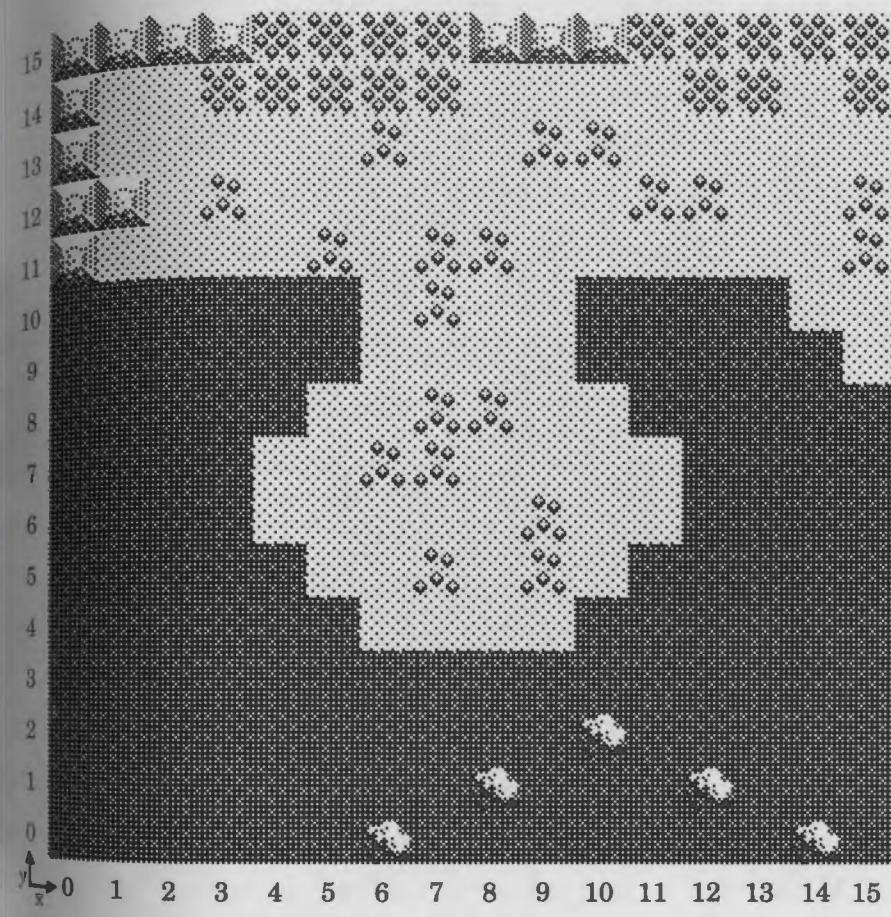
One of the four corners of Cron, anchored onto the tempestuous Elemental Plane of Air, this region is primarily a frigid wasteland. The sturdy town of Tundara is the lone outpost of civilization in the area. While travelling, stick to the road as blizzards, snow drifts, and avalanches ravage this desolate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

## Region A2



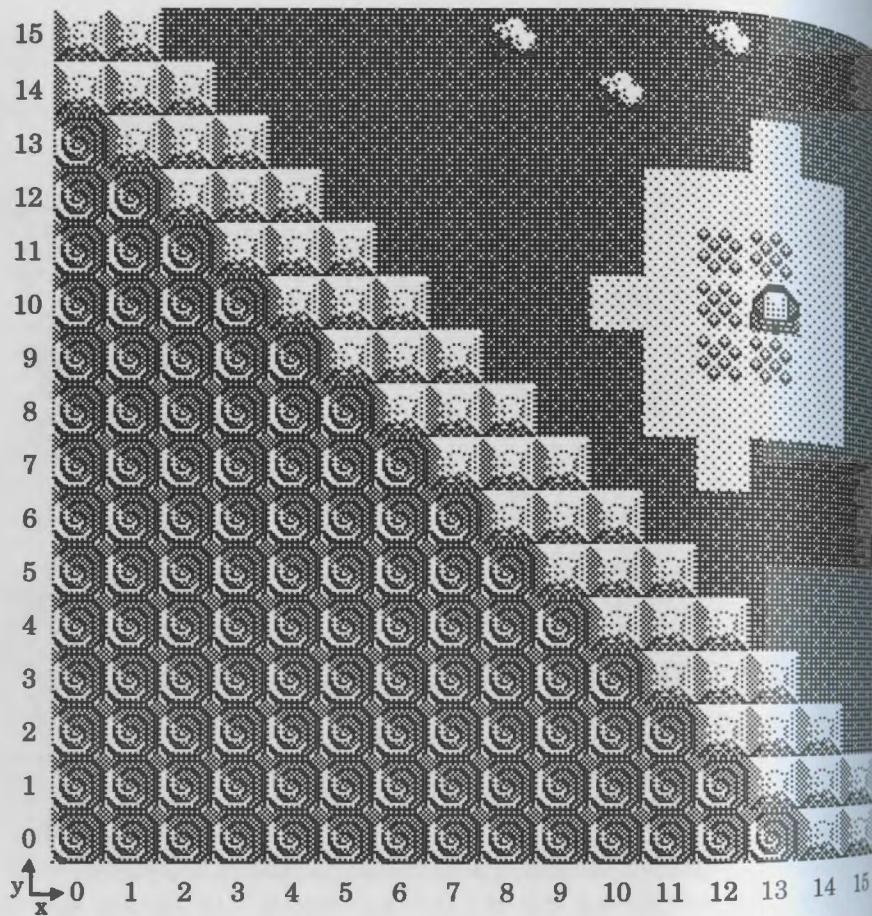
Castle Pinehurst, the westernmost seat of civilization and authority, rests in this bizarre, half tundra, half timberland terrain. Surrounded by the evil Sarakin's Mine, a focal point of evil spirits waiting for the foolish to entertain them, and the dreaded Death Spider, responsible for keeping the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

## Region A3



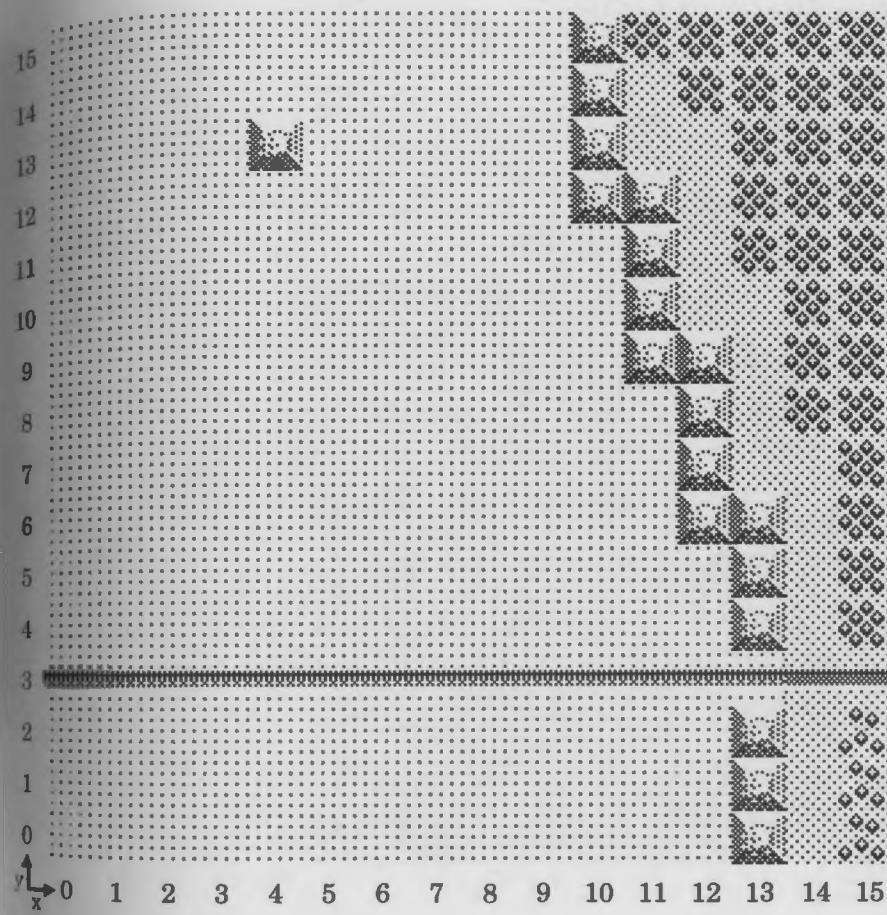
A truly grisly region. Corpses line the seashore as the fearsome Siren causes more and more shipwrecks in the treacherous waters, complete with tidal waves and whirlpools, around the Petrified Peninsula. On land, flying dragons swoop down on the unaware traveler for an easy meal. Many adventurers have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

# Region A4



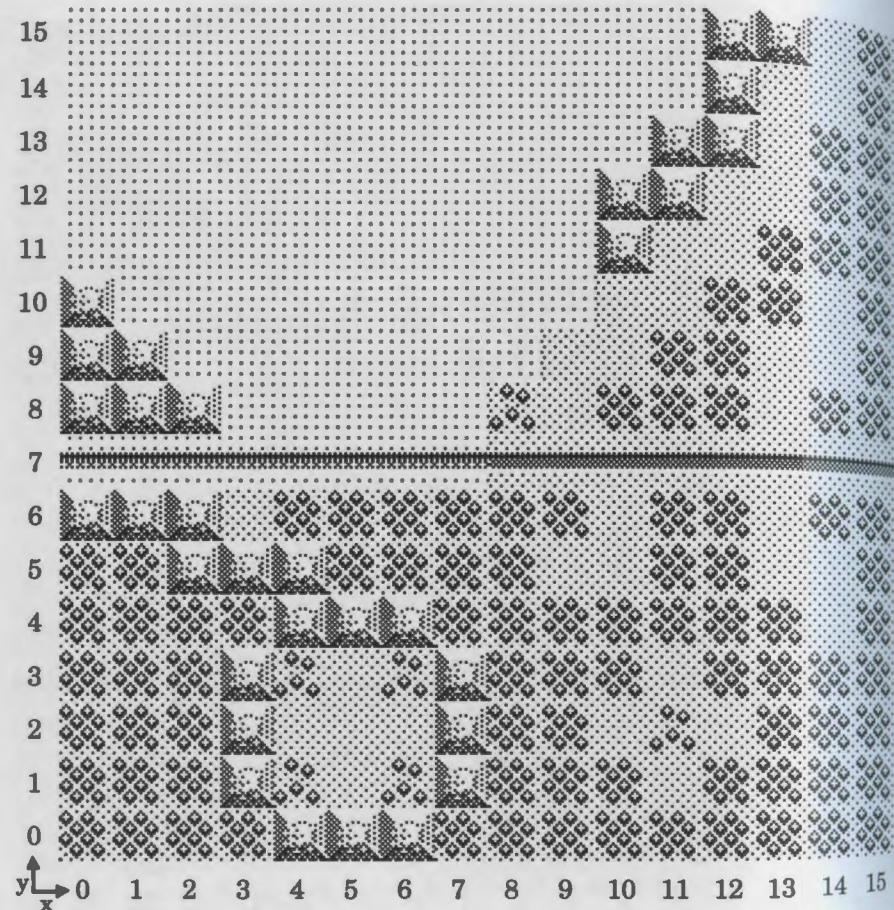
Waves of water seeping in incredible quantities from the Elemental Plane of Water make this aqueous region a popular place for the watery death of mighty travellers. Perhaps the only reason to journey here is to visit proud Atlantium, most sophisticated of the five cities. Rumor has it that the Pearl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

# Region B1



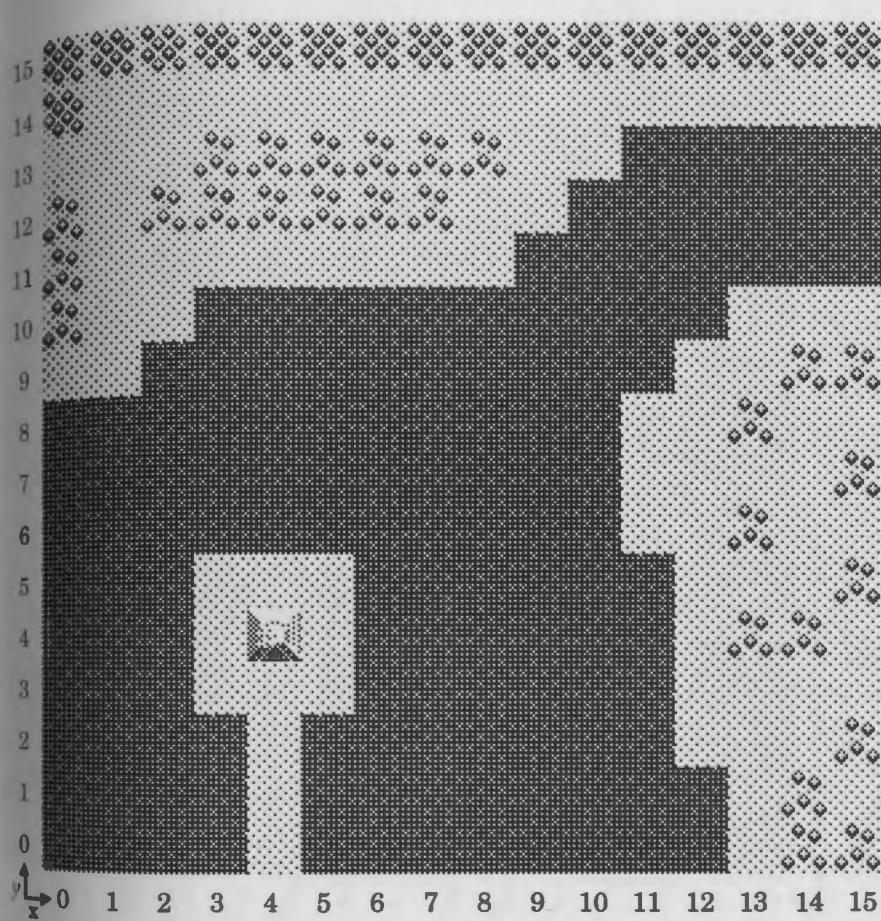
Perhaps the most mild tundra region, Fortress Haart, home to an ancient noble line, rests in this inhospitable, icy zone. A majestic Pegasi is said to live here, waiting patiently to aid the true saviors of Cron. Also, a warlike group of monsters is said to conduct raids out of an arctic ice cavern hidden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

## Region B2



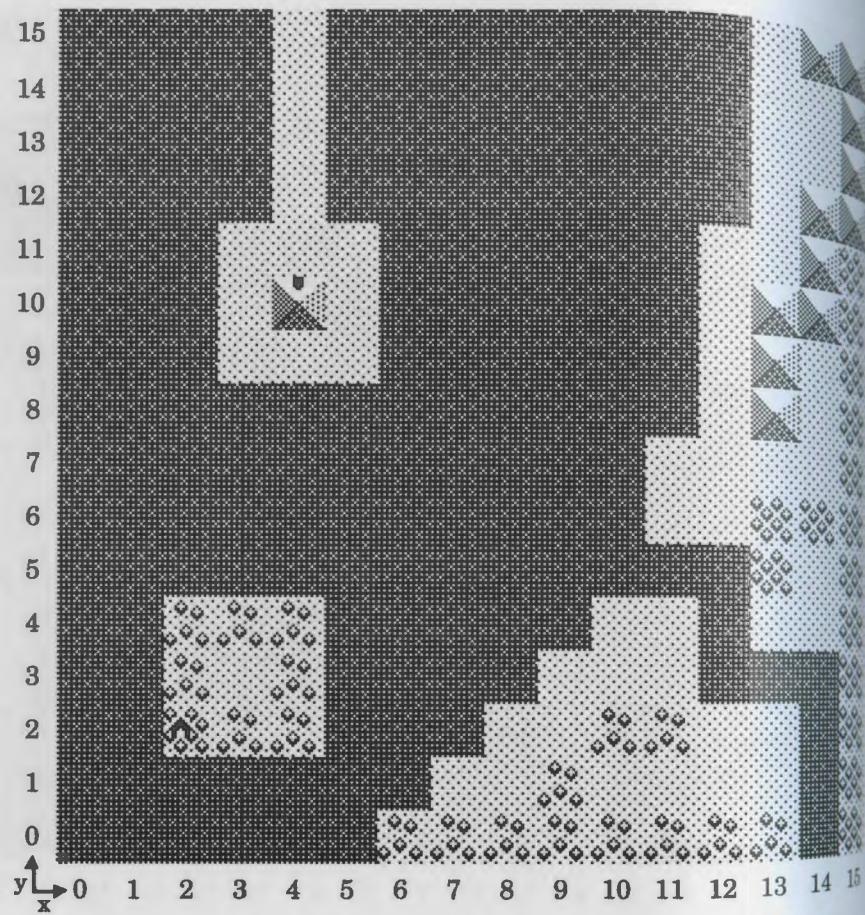
One month out of the year, the fabulous Circus sets its tents up in this pleasant meeting place. Throughout the rest of the year, different groups hold conventions and meetings in the Falcon Forest. It is best not to disturb these meetings unless you are invited. Another person not to disturb is Baron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

## Region B3



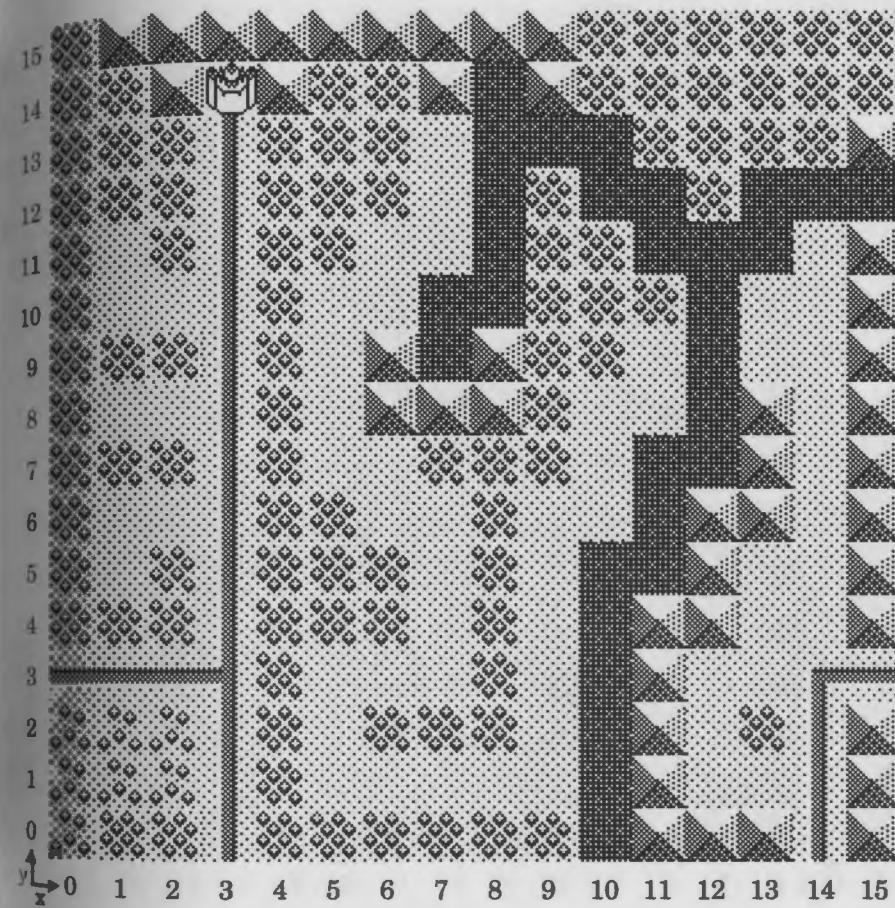
This region has two main attractions for the curious adventurer. First, the Dark Keep, home of the evil sorcerer Ybmug, rests upon the northernmost tip of the Isle of the Ancients. This forbidden tower is of particular interest to sorcerers throughout the land. Next, the mighty Dread Knight jousts regularly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

# Region B4



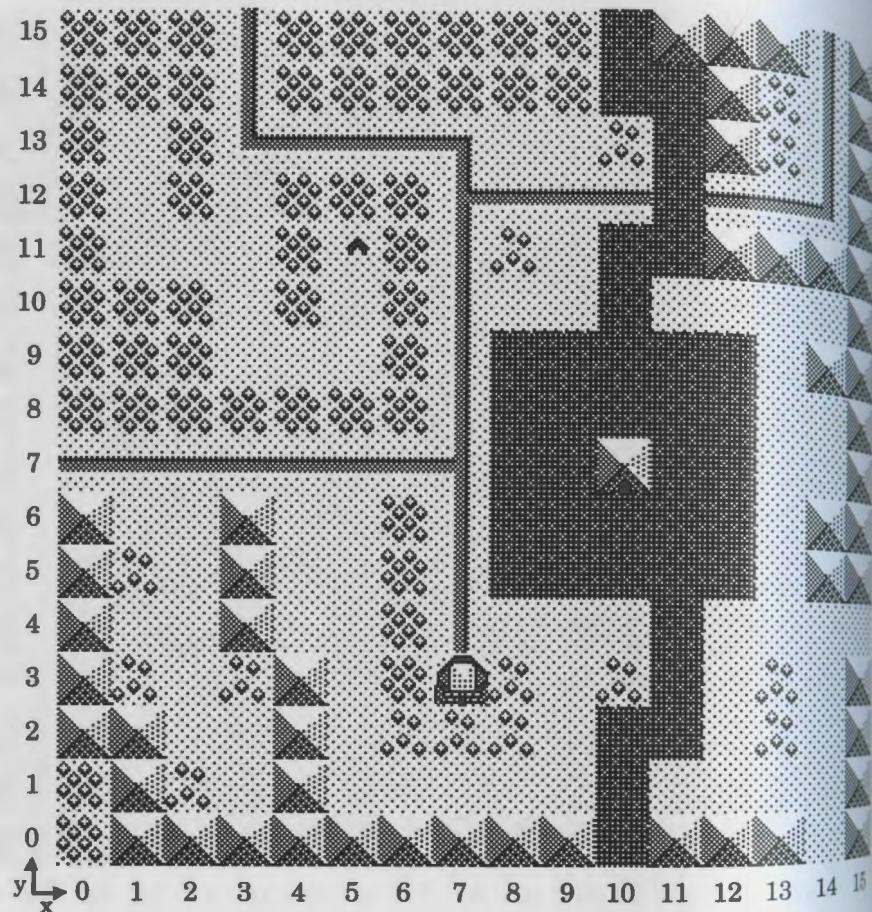
The superstar of Cron, Murray, has his world famous resort isle nestled in the lulling waves of the gentle ocean. The aged and beaten party will find relaxation and solace in kindly Murray's hot springs, gym, and other leisure-minded activities. Also of note is the good wizard Yekop's Tower of Mercy,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

# Region C1

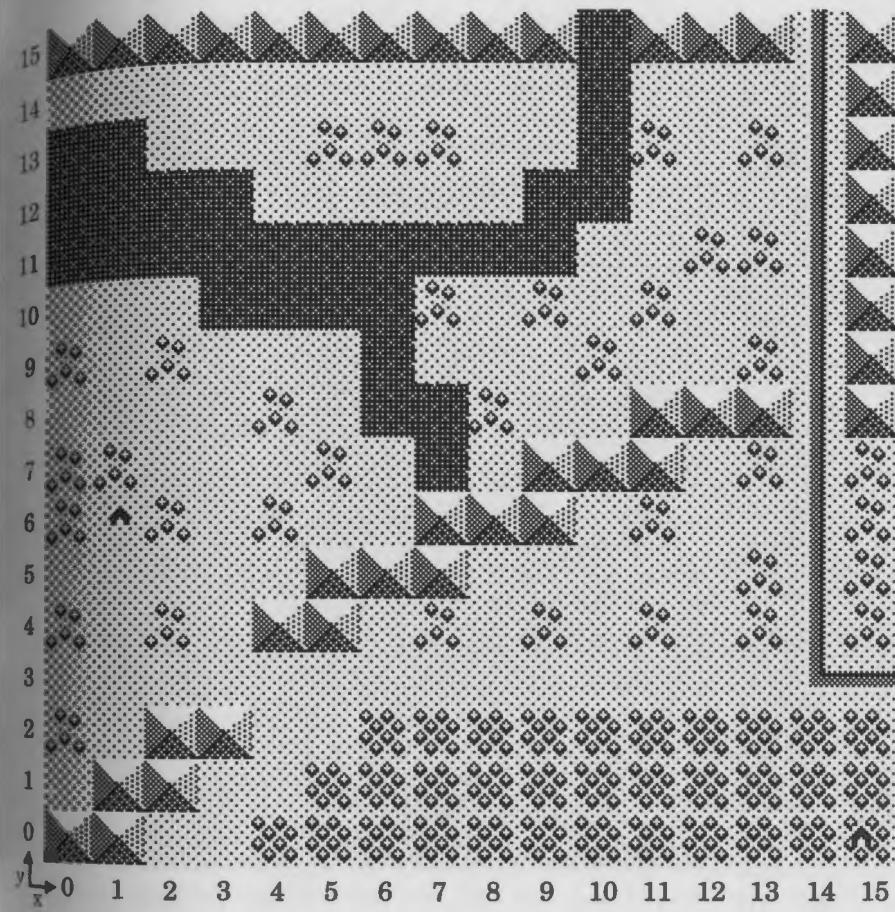


Castle Woodhaven, home to avaricious Lord Hoardall, guards the northernmost of the realm's frontiers. His job as peace-keeper is difficult at best, as his immediate neighbors are the vile undead of Lost Soul's Woods and Corpse Creek. If you seek action, visit the Hermit of Beggar's Grove and help him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

## Region C2



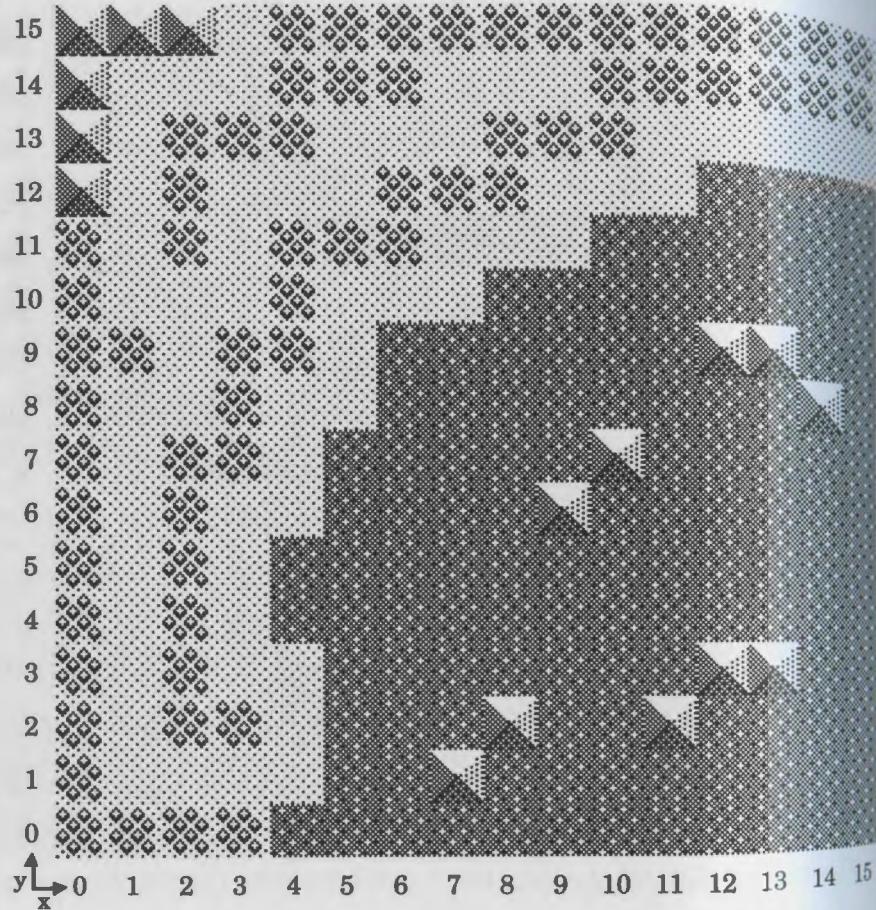
## Region C3



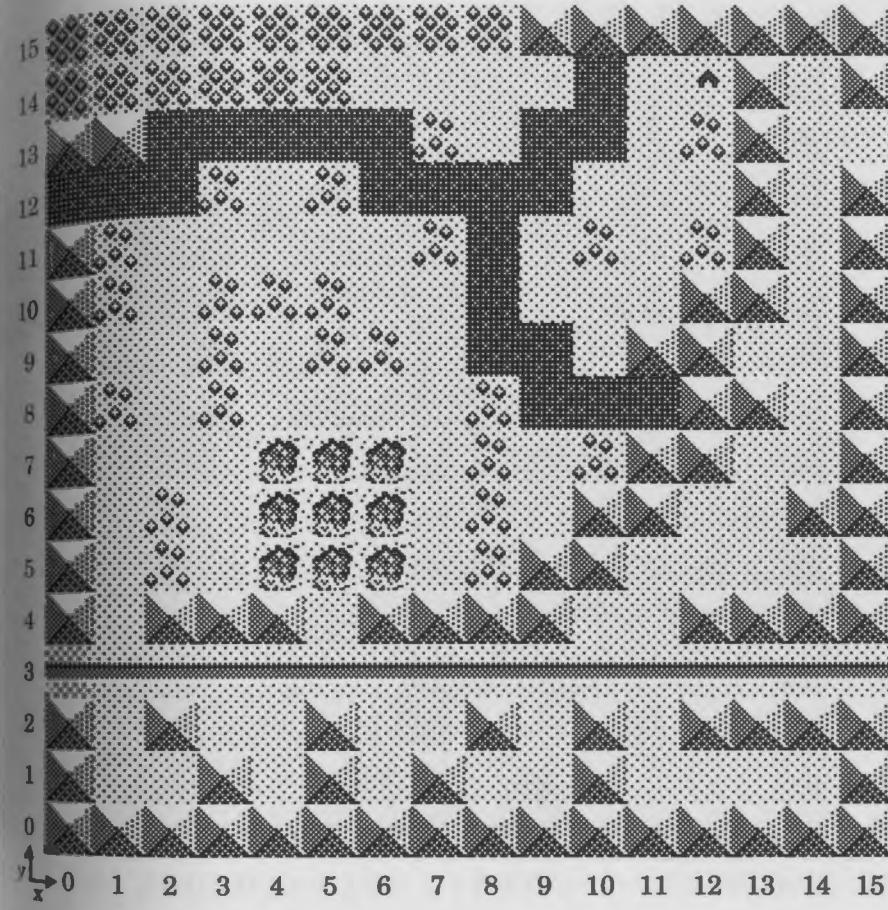
The hub of Cron, the town of Middlegate serves as the center of trade and commerce for the civilized. As a result, enchanted roads lead to all land-bound towns and castles in the realm. Many interesting locales are to be found here. Square Lake, shrouded in dire mystery, ruins of Mystic Castle Xabran,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

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

# Region C4



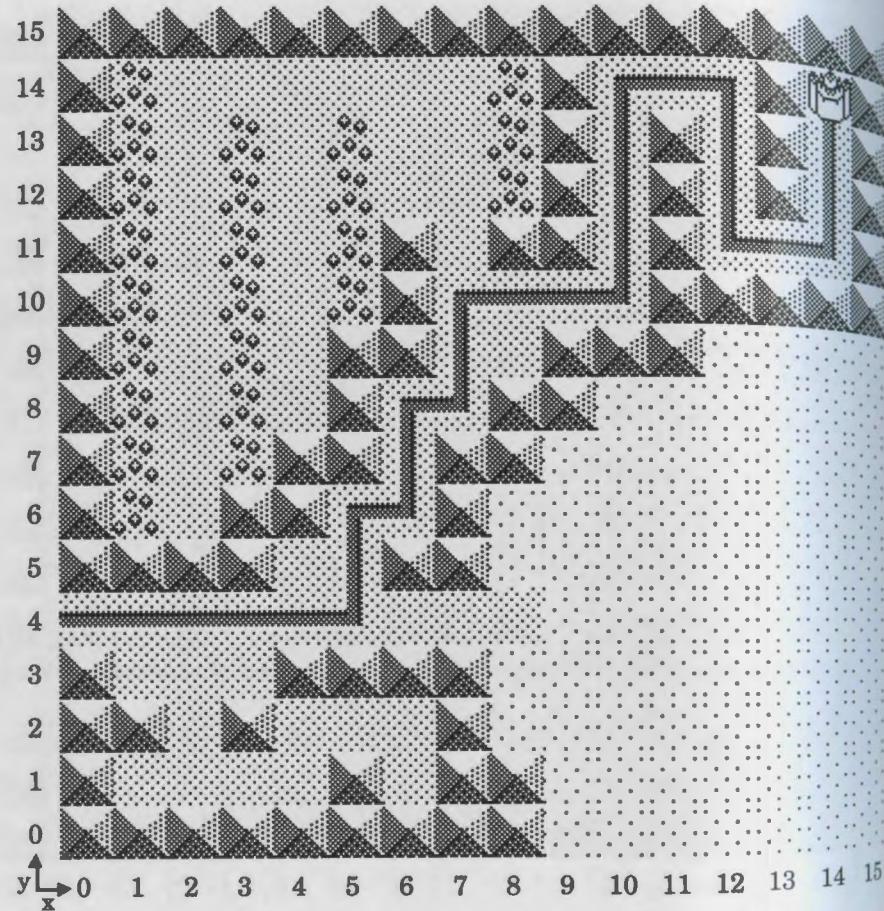
# Region D1



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

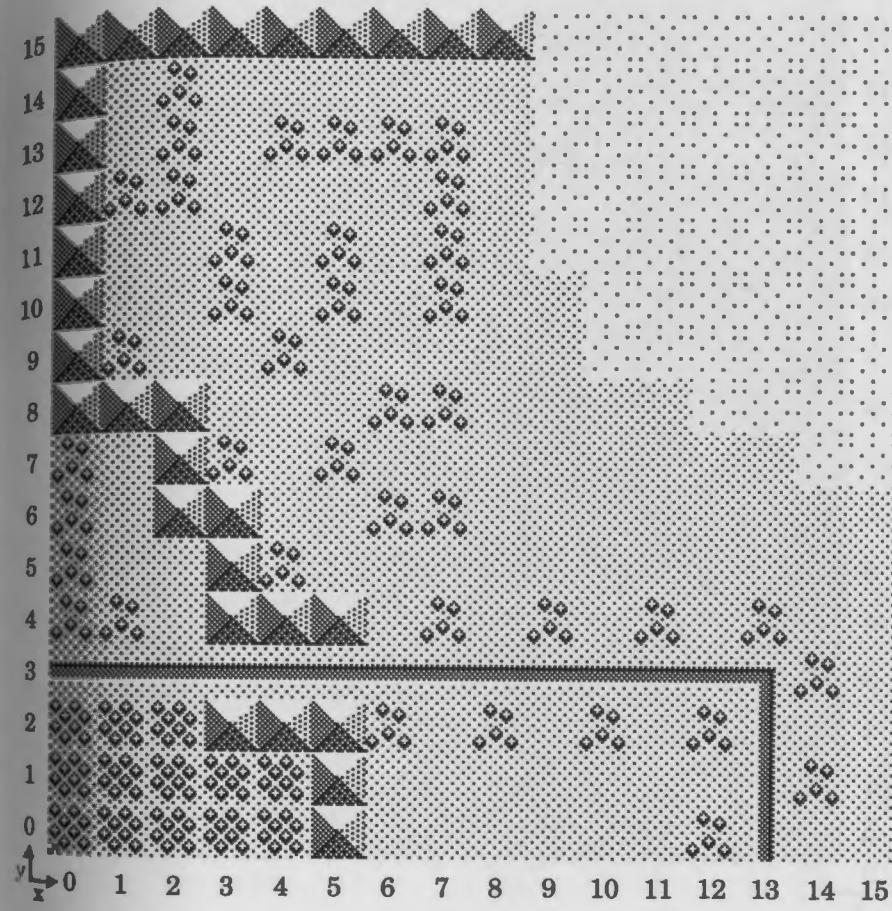
An area of great peril, this is where King Kalohn blasted a mountain to defeat the four elemental lords. The derivative of the battle is the Dead Zone, a tract of land so ruinous that to enter it is to die. And ensconced in the hills bordering this fatal area is Dragon's Dominion, the realm of the majestic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

## Region D2



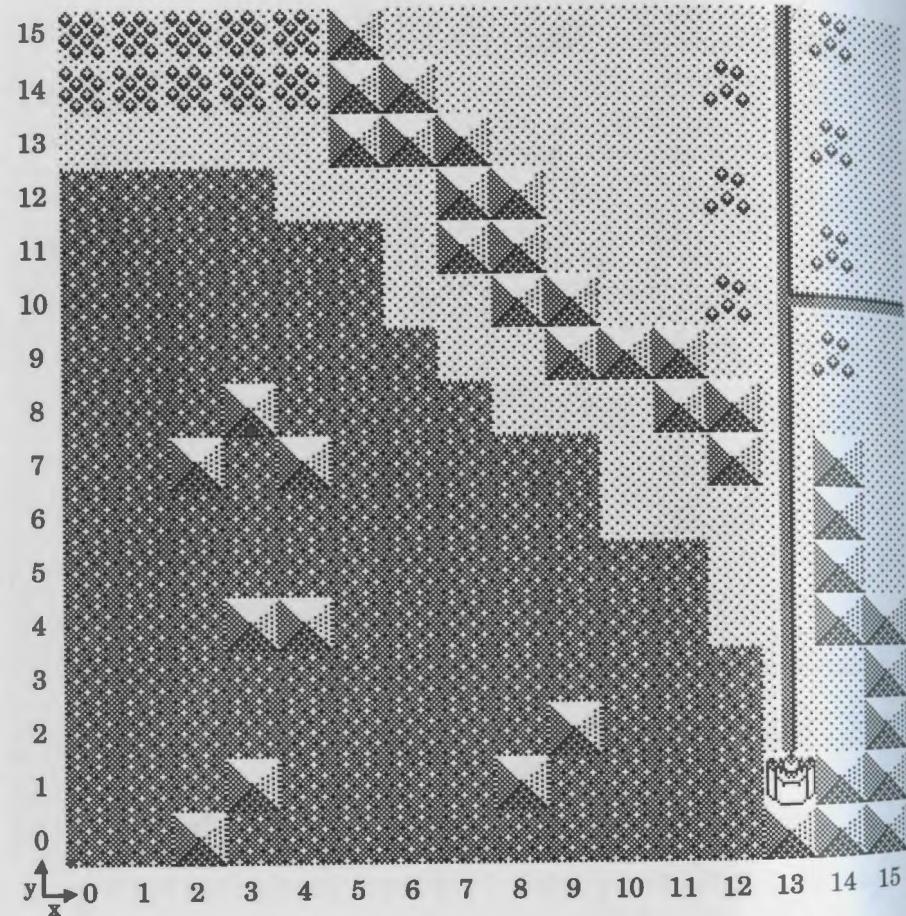
The capitol and seat of government of all Cron rests here, in Luxus Palace Royale. Queen Lamanda rules the realm with a tremulous grip. On the road to the palace, her brother, the audacious Mandagual, has set up a toll station in direct conflict with Lamanda's wishes. The only people above the Queen's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

## Region D3

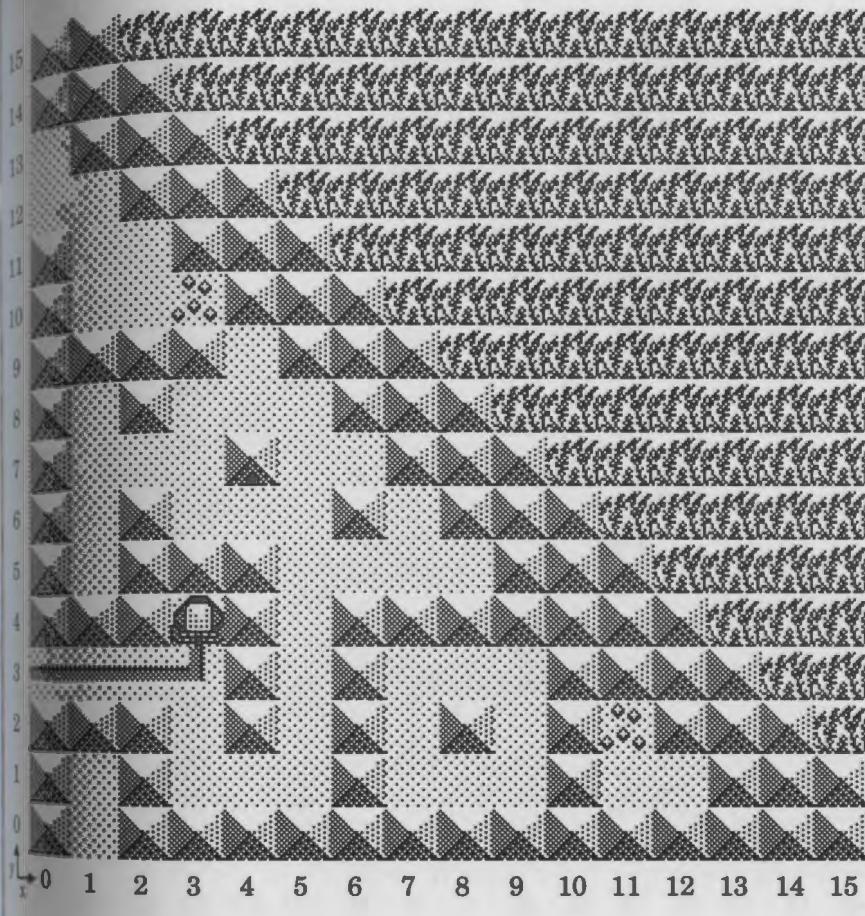


This vacuous region does not have too much to offer the buckling adventurer. The supreme Mr. Wizard studies the Arcane Wilderness, hoping to find the rumored Lich Lord who dwells within its confines. He offers his services for a steep fee, but knows every spell in existence. The only other inhabitant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

## Region D4



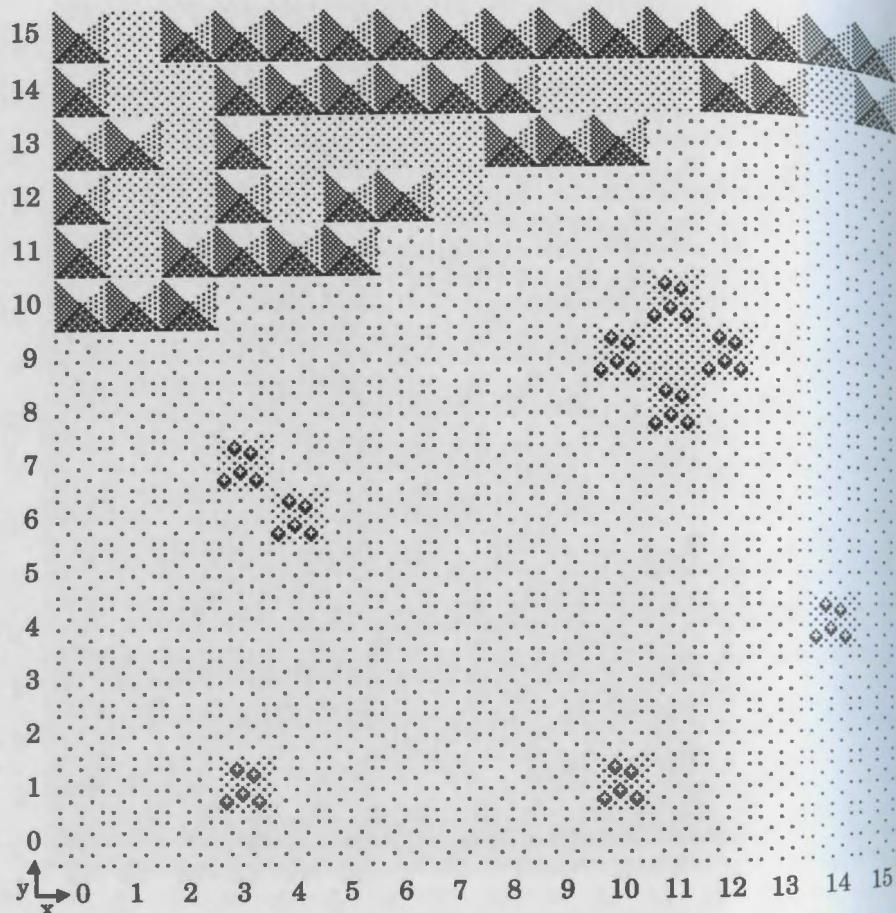
## Region E1



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

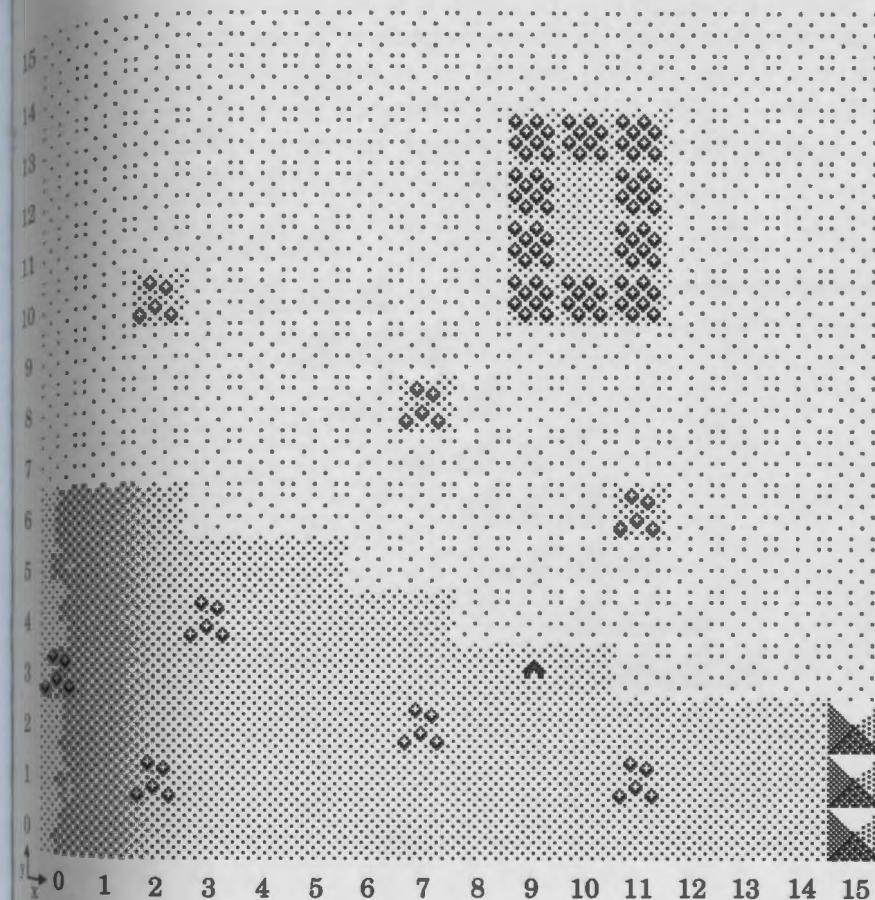
This explosive region is riddled with volcanoes and lava pools creeping from the Elemental Plane of Fire. The arid town of Vulcana lies beneath the shadows of many dormant volcanoes, offering a safe place for expeditions to linger. One should not stray from the roads, unless complete immunity to heat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

## Region E2



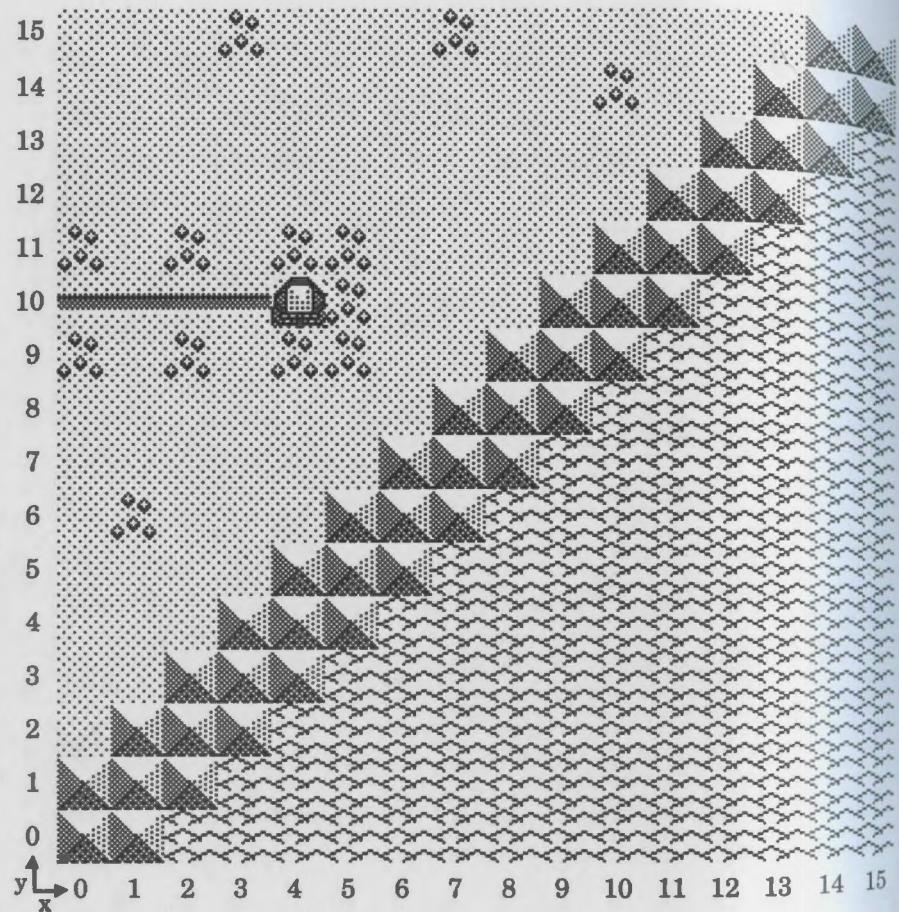
This is the singlemost deadly region in all of Cron. Thrill-seeking adventurers will have many battles of which epic sagas could be made. The Desert of Desolation also offers two interesting resort areas, though only the most staunch and fearless characters can appreciate what they have to offer. A Navigator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

## Region E3



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

# Region E4

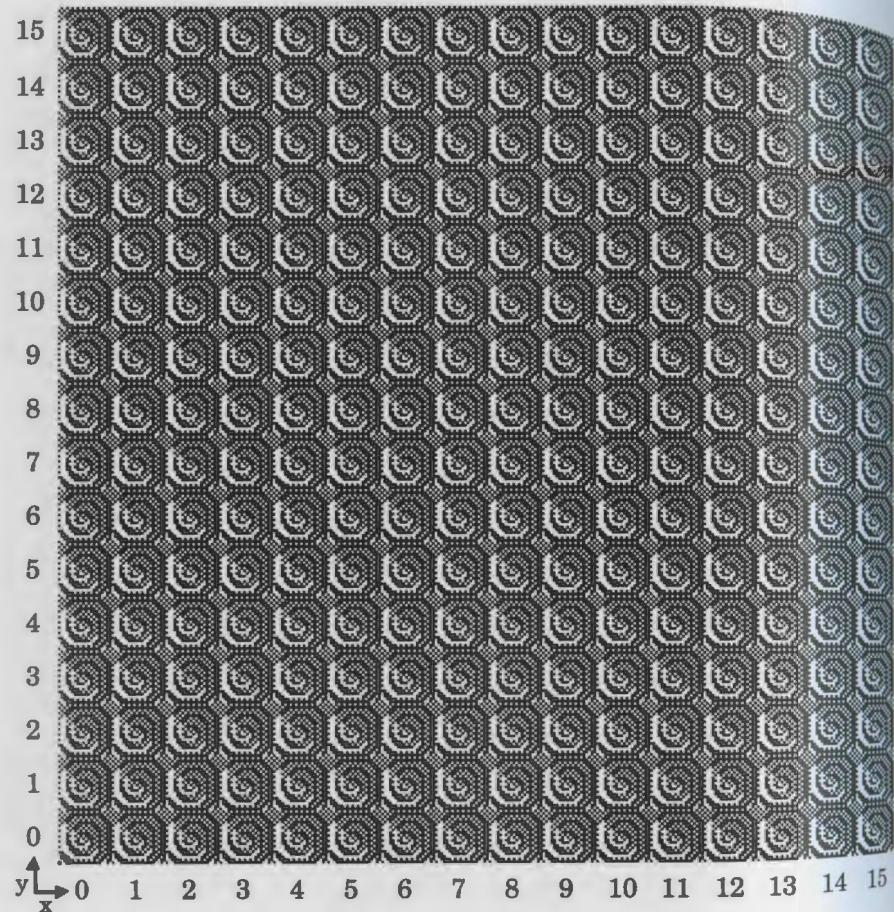


Sandsobar, the most decrepit and depraved of all Cronian cities, brazenly sits in the shadow of the Elemental Plane of Earth. Though rocked occasionally by earthquakes, this region is surprisingly safe and sedate. This is a good place for young travelers to visit.

# Elemental Planes

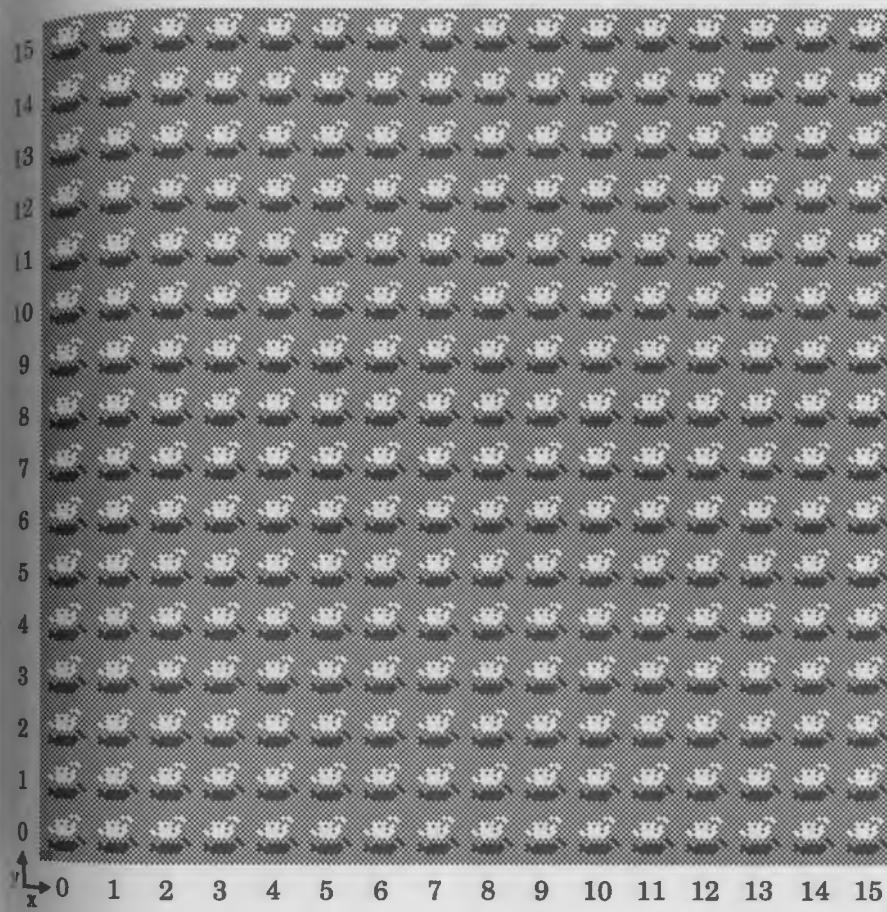
The four elemental planes are perhaps the most deadly locales in Cron. Special preparations must be made prior to expeditions, for each plane is composed entirely of its element, making it very difficult for non-elementals to get around. Each elemental lord can perhaps destroy any adventurer foolish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

# Elemental Plane of Water



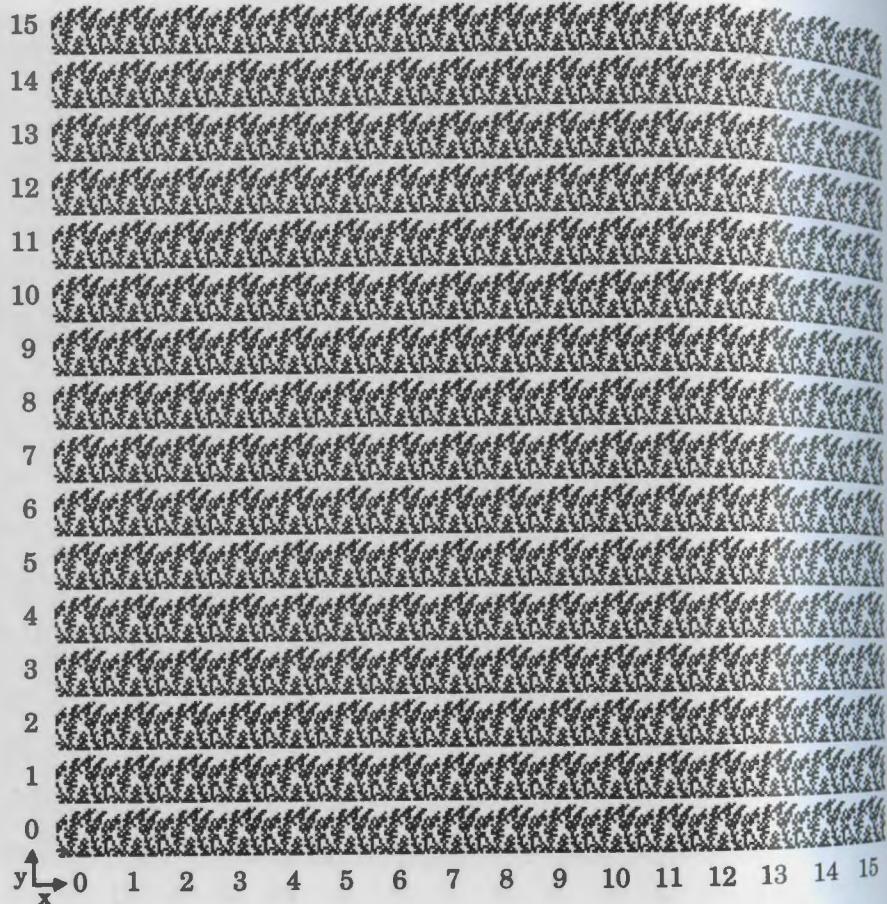
Mighty Lord Acwalandar is best avoided on this, his home plane of existence. He keeps many minions on hand for amusement and protection. Adventurers are advised not to visit this endless stretch of water unless they are extraordinarily powerful. Of course, Lord Acwalandar also guards a coveted talisman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

# Elemental Plane of Air



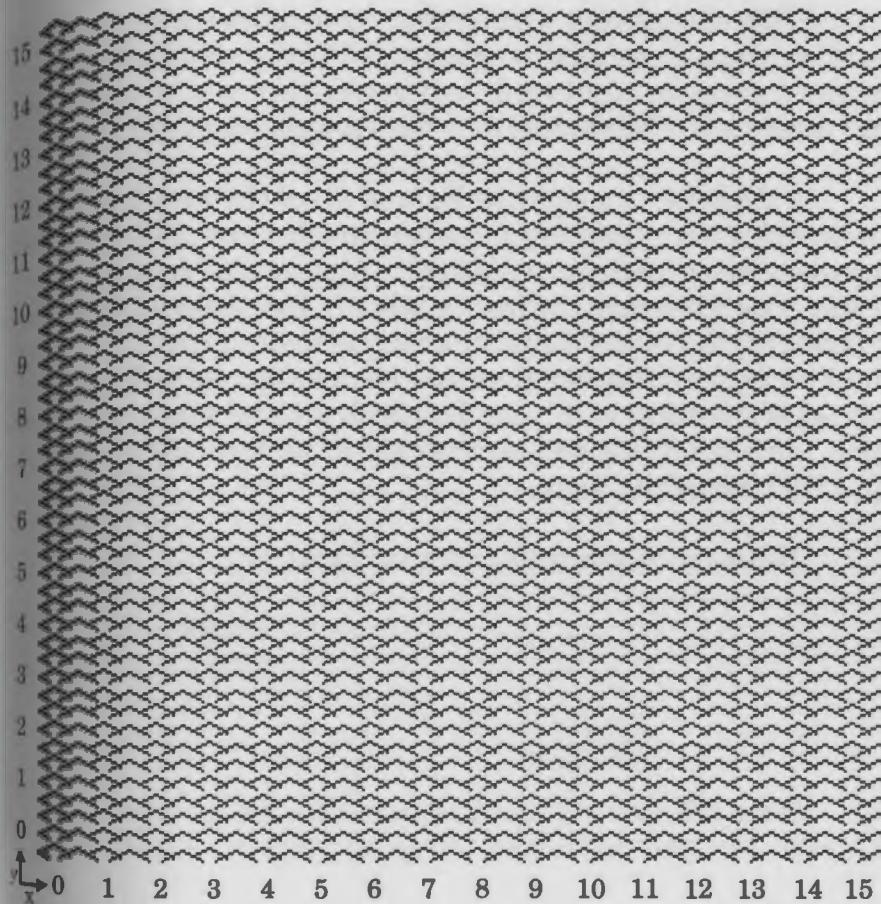
Flighty Lord Shalwend discourages adventurers from travelling to his airy plateau by having a vast number of patrols scour the area for humanoid life. Hence, only the foolhardy come here voluntarily. Rumor has it that a mystic temple houses a powerful device which allows control over Air itself. If you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

# Elemental Plane of Fire



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

# Elemental Plane of Earth



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

# Clues and Hints

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

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

Happy adventuring and good luck!

## Messages

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

### Green Message:

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

### Red Message:

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

### Yellow Message:

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

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

### Green Interleave:

Cavern below Middlegate  
X8,Y14

### Yellow Interleave:

Castle Xabran  
X13,Y12

### Red Interleave:

Castle Xabran  
X13,Y4

## The Significance of Keys

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

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

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

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

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

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

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

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

## Ability Enhancement

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

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

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

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

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

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

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

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

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

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

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

## Experience Catalysts

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

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

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

## Alignment Modification

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

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

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

## Sex Change

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

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

## Age Reduction

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

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

## Miscellaneous Clues

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

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

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

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

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

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

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

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

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

The dragons in the Dragons Dominion guard two ways to increase Hit Points. For characters lesser in power, visit 0,0. Of course, guards will attempt to block your passage. For characters of great strength, a dangerous way to raise potential by an incredible amount is to defeat the Ancient Dragon at 5,8.

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

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

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

#### Code Key:

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

#### Points of Interest in CRON

##### Towns:

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

##### Castles:

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

##### Caverns:

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

##### Resorts & Conventions:

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

## Where are those Spells?

### Clerical Spells

Apparition	Gateway Temple
Awaken	Gateway Temple
Power Cure	Gateway Temple
Heroism	Temple Benedictus
Nature's Gate	**C3 37, 45**
Pro. from Elements	Temple Benedictus
Weaken	Temple Benedictus
Cold Ray	White Dove Temple
Lasting Light	White Dove Temple
Walk on Water	**C2 37 37, 37**
Air Transmutation	A1 44, 44
Restore Alignment	White Dove Temple
Holy Bonus	Vulcan Temple
Air Encasement	A1 37, 37 40
Frenzy	**B4 44, 37**
Remove Condition	Vulcan Temple
Earth Transmutation	E4 44, 44
Water Encasement	A4 37, 37
Water Transmutation	A4 44, 44
Earth Encasement	E4 44, 44
Fiery Flail	Vulcan Temple
Fire Encasement	E1 37 40, 37 40
Fire Transmutation	E1 44, 44
Mass Distortion	Eleusinian Temple
Divine Intervention	**Druid's Cave 37 41, 37 40**
Holy Word	C1 41, 41
Resurrection	Eleusinian Temple
Uncurse Item	Eleusinian Temple

### Area

Apparition	Gateway Temple
Awaken	Gateway Temple
Power Cure	Gateway Temple
Heroism	Temple Benedictus
Nature's Gate	**C3 37, 45**
Pro. from Elements	Temple Benedictus
Weaken	Temple Benedictus
Cold Ray	White Dove Temple
Lasting Light	White Dove Temple
Walk on Water	**C2 37 37, 37**
Air Transmutation	A1 44, 44
Restore Alignment	White Dove Temple
Holy Bonus	Vulcan Temple
Air Encasement	A1 37, 37 40
Frenzy	**B4 44, 37**
Remove Condition	Vulcan Temple
Earth Transmutation	E4 44, 44
Water Encasement	A4 37, 37
Water Transmutation	A4 44, 44
Earth Encasement	E4 44, 44
Fiery Flail	Vulcan Temple
Fire Encasement	E1 37 40, 37 40
Fire Transmutation	E1 44, 44
Mass Distortion	Eleusinian Temple
Divine Intervention	**Druid's Cave 37 41, 37 40**
Holy Word	C1 41, 41
Resurrection	Eleusinian Temple
Uncurse Item	Eleusinian Temple

### Sorcerer Spells

Awaken	Sleepy's Mage Guild
Energy Blast	Sleepy's Mage Guild
Sleep	Sleepy's Mage Guild
Eagle Eye	**Middlegate 37 46, 38**
Identify Monster	Sleepy's Mage Guild
Lloyd's Beacon	Corak's Cavern 43, 37 37
Pro. from Magic	Whirlwind Mage Guild
Acid Stream	Whirlwind Mage Guild
Lightning Bolt	Whirlwind Mage Guild
Wizard Eye	Sandsobar 43, 40
Cold Beam	Whirlwind Mage Guild
Feeble Mind	Mystical Mage Guild
Fireball	Mystical Mage Guild
Disrupt	Mystical Mage Guild
Fingers of Death	**C1 37 44**
Sand Storm	Mystical Mage Guild
Disintegration	Blackrock Mage Guild
Fantastic Freeze	Blackrock Mage Guild
Super Shock	Blackrock Mage Guild
Dancing Sword	A2 37 41, 37 37
Duplication	Blackrock Mage Guild
Mega Volts	Cabalist Mage Guild
Meteor Shower	Cabalist Mage Guild
Implosion	Cabalist Mage Guild
Inferno	Cabalist Mage Guild
Star Burst	**D1 41, 42**
Enchant Item	Gemmaker Volcano 39, 39

### Area

Sleepy's Mage Guild	Sleepy's Mage Guild
Sleepy's Mage Guild	Sleepy's Mage Guild
Sleepy's Mage Guild	Sleepy's Mage Guild
**Middlegate 37 46, 38**	
Sleepy's Mage Guild	
Corak's Cavern 43, 37 37	
Whirlwind Mage Guild	
Whirlwind Mage Guild	
Sandsobar 43, 40	
Whirlwind Mage Guild	
Whirlwind Mage Guild	
Whirlwind Mage Guild	
Mystical Mage Guild	
Mystical Mage Guild	
Mystical Mage Guild	
Mystical Mage Guild	
**C1 37 44**	
Mystical Mage Guild	
Blackrock Mage Guild	
Blackrock Mage Guild	
Blackrock Mage Guild	
A2 37 41, 37 37	
Blackrock Mage Guild	
Cabalist Mage Guild	
Cabalist Mage Guild	
Cabalist Mage Guild	
**D1 41, 42**	
Gemmaker Volcano 39, 39	

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

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

The Jurors, Plus Quests, and Triple Crown

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

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

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

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

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

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

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

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

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

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

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

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

### Lord's Quests

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

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

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

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

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

Lord Haart seeks two relics from his family's past. To recover these items, the party should be on good terms with Lord Peabody and be prepared to spend a considerable amount of time travelling. Find Lord Haart at Castle Haart at Area B1 at 41, 41.

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

### Tavern Specialties

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

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

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

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

#### Middlegate

##### The Slaughtered Lamb (4,6)

Horrors d'oeuvres

Soup de Ghoul with Garlic Toast

Dragon Steak Tartar

#### Atlantium

##### Boar's Tongue Tavern (12,10)

Lightly Salted Tongue of Toad

Puree of Gnome

Devil's Food Brownie

## Tundara

### Lucky Dog Saloon (7,9)

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

## Vulcania

### Belinthra's Bar (3,2)

Pickled Pixie Brains  
Deep Fried Troll Liver  
Cream of Kobold Soup

## Sandsobar

### Red Lantern Tavern (4,11)

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

## Key to the Might and Magic II Item List

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

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

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

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

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

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

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

## One-Handed Weapons

## One-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage	Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage
Accurate Swd	KPAR	Acc +10		4000	10	Moton Blade	K	Mgt +15	S9/1	50000	25
Acidic Sword	KPAR	Acid +15	S3/1	4000	10	Power Club		Mgt +3		200	6
Battle Axe	KPARB			60	10	Power Cudgel	KPACRB	Mgt +3		300	5
Blazing Axe	KPARB	Fire +15		1500	10	Quick Flail	KPACR	Spd +5		1200	8
Broad Sword	KPAR			100	10	Rapid Katana	KN	Spd +6		3000	10
Bull Whip	KCSRNB			25	6						
Chance Sword	KPAR	Luck +15		4000	10	Sabre	KPAR			60	8
Cold Blade	KPAR	Cold +15	S4/1	4000	10	Sage Dagger	AS	Int +15	Level +15	20000	8
Cudgel	KPACRB			15	5	Simitar	KPAR			80	9
Cutlass	KPAR			40	7	Scorch Maul	KPACRB	Fire +15		400	6
Dagger	KPASRNB			8	4	Sharp Sabre	KPAR	Acc +5		1500	8
Divine Mace	KPACRB	AC +10	C9/1	30000	14	Shock Flail	KPACR	Elec +15	S2/2	1200	8
Dyno Katana	KN	Elec +15	Level +15	20000	20	Short Sword	KPARN	Sleep +15	S1/7	15	6
Ego Scimitar	KPAR	Per +12		2000	9	Slumber Club				100	4
Electric Axe	KPARB	Elec +15	S3/4	2500	10	Small Club				1	2
Electric Swd	KPAR	Elec +15	S6/5	4000	10	Small Knife	KPASRNB			5	3
Energy Blade	KPAR	Enrg +15	S6/1	30000	20	Sonic Whip	KCSRNB	PHP +15	C2/4	500	6
Energy Whip	KCSRNB	Enrg +15	S1/3	500	6	Spear	KPARNB			15	7
Exacto Spear	KPARNB	Acc +6		800	7	Speedy Sword	KPAR	Spd +10		4000	10
Fast Cutlass	KPAR	Spd +4		1000	7	Spiked Club	KPASRNB			15	6
Fiery Spear	KPARNB	Fire +15	S4/3	1200	7	Swift Axe	KPARB	Spd +15	Spd +15	20000	20
Flail	KPACR			100	8	Thunder Swd	KPAR	Mgt +15	S3/4	30000	20
Flaming Swd	KPAR	Fire +15	S4/3	4000	10	True Axe	KPARB	Acc +5		1800	10
Flash Sword	KPAR	Enrg +15	S3/4	4000	10					60	8
Force Sword	KPAR	Mgt +15	Mgt +15	30000	20						
Grand Axe	KPARB	Mgt +15	Mgt +15	20000	20						
Hand Axe	KPARNB			10	5						
Holy Cudgel	PC	Per +15	C9/2	20000	10						
Ice Scimitar	KPAR	Cold +15	S6/3	20000	18						
Katana	KN			150	10						
Large Club				4	4						
Large Knife	KPASRNB			10	5						
Looter Knife	KPASRNB	Thf +15		400	6						
Long Dagger	KPASRNB			20	6						
Long Sword	KPAR			50	8						
Lucky Knife	KPASRNB	Luck +10		250	5						
Mace	KPACRB			50	7						
Magic Sword	KPAR	Magic +15	Level +15	30000	20						
Maul	KPACRB			30	6						
Mauler Mace	KPACRB	Mgt +6		600	7						
Mighty Whip	KCSRNB	Mgt +3		400	6						
Nunchakas KN				30	6						

## Two-Handed Weapons

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

## Two-Handed Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage	B	Ring Mail	KPACRN	PHP +15		5000	5
						B	Scale Mail	KPACRNB	PHP +15		4000	4
						B	Splintmail	KPC	PHP +15		9000	7
Soul Scythe	KPAB	Magic +15	S5/2	40000	18		Chain Mail	KPACR			400	6
Staff	KPACSNB			40	8		G Chain Mail	KPACR	Luck +15	Level +10	40000	8
Stone Hammer	KPACB	Magic +15		3000	18		G Plate Mail	KP	Luck +15	Level +15	200000	12
Sun Naginata	KN	AC +15	Level +15	40000	25		G Ring Mail	KPACRN	Luck +15	Level +10	20000	7
Titan's Pike	KPAB	Mgt +15	Mgt +15	50000	40		G Scale Mail	KPACRNB	Luck +15	Level +10	10000	6
Trident	KPAB			100	11		G Splintmail	KPC	Luck +15	Level +12	60000	9
Tri-Sickle	KPAB			2000	24		I Chain Mail	KPACR			6000	6
War Hammer	KPACB			120	10		I Plate Mail	KP	Sleep +15		12000	8
Wind Staff	KPACSNB	Spd +5	C5/1	1500	8		I Ring Mail	KPACRN	Sleep +15		4000	5
Wizard Staff	S	Int +15	S7/4	30000	16		I Scale Mail	KPACRNB	Sleep +15		3000	4
							I Splintmail	KPC	Sleep +15		8000	7

## Missile Weapons

Weapon Name	Class	Equip Bonus	Special Power	Gold Value	Damage	B	Weather Suit	KPACRNB			40	3
						B	Added Armor	KPACSRNB			20	2
						B	Plate Armor	KP			2000	10
Ancient Bow	KPA	Acc +15	Acc +15	200000	35		B Plate Mail	KP			1000	8
Blowpipe	KPASRNB			10	4		G Ring Mail	KPACRN			200	5
Burning xBow	KPARN	Fire +10	C3/5	2500	8		G Scale Armor	KPACRNB			100	4
Cinder Pipe	KPASRNB	Fire +10		2500	4		G Chain Mail	KPACR	Energy +15		8000	6
Crossbow	KPARN		S4/3	50	8		G Plate Mail	KP	Energy +15		14000	8
Death Bow	KPA	Luck +15	Level +15	40000	24		G Ring Mail	KPACRN	Energy +15		6000	5
Energy Sling	KPARNB	Enrg +15	S1/3	15000	10		G Scale Mail	KPACRNB	Energy +15		5000	4
Fireball Bow	KPAN	Fire +15	S4/3	4000	10		G Splintmail	KPC	Energy +15		10000	7
Giant Sling	KPARNB	PHP +15	Mgt +15	20000	15		G Splint Mail	KPC	Energy +15		600	7
Great Bow	KPA			200	12							

## Shields

Shield Name	Class	Equip Bonus	Special Power	Gold Value	Bonus
Acid Shield	KPCRB	Acid +15			2000
Bronze Helm	KPCB	PHP +15			2000
Bronze Shld	KPCRB	PHP +15			2000
Cold Shield	KPCRB	Cold +15			2000
Electric Shd	KPCRB	Elec +15			2000
Fire Shield	KPCRB	Fire +15			2000
Fold Helm	KPCB	Luck +15	Level +5		20000
Fold Shld	KPCRB	KPCRB	Luck +15		10000
Fat Shield	KPCRB	KPCRB	Luck +15		150

## Armor

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

## Shields

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

## Miscellaneous Items

Item Name	Class	Equip Bonus	Special Power	Gold Value
Ice Potion		No Equip	Mgt +10	100
Freeze Wand		Cold +15	S6/3	25000
Gold Goblet		No Equip		250
Green Key		No Equip		100
Green Ticket		No Equip		10
Herbal Patch		No Equip	C2/1	400
Hero Medal		Per +4	C2/2	800
Holy Charm		No Equip	C1/7	200
Iron Sword		No Equip		5000
Hourglass		No Equip	S4/6	2000

## Miscellaneous Items

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

Item Name	Class	Equip Bonus	Special Power	Gold Value
Instant Keep		No Equip	S5/4	5000
Inviscloak		AC +6	S3/3	2000
Ivory Cameo	K	Mgt +15		10000
J-26 Fluxer		No Equip		1
Jintern		No Equip	S1/5	20
Lapis Scarab	B	Mgt +15		10000
Lava Grenade		No Equip	S4/3	2000
Lich Hand	KSR	No Equip	S5/2	10000
+7 Loincloth		Per +10		5000
Magic Charm		Mgc +10	S2/7	800
Magic Herbs		No Equip	C1/4	50
Magic Meal		No Equip	C3/2	1000
Magic Mirror		No Equip	S7/2	30000
Malk's Keys		No Equip		1
MaxHP Potion		No Equip	MaxHP	4000
Mgt Gauntlet	KPACRB	Mgt +6	Mgt +10	4000
Master Tome		No Equip	S2/3	2000
Moan Rock		No Equip	C7/3	12000
M-27 Radicon		No Equip		1
N-19 Capitor		No Equip		1
Pebble Sword		No Equip		5000
Onyx Effigy	C	Per +15		10000
Opal Pendant	P	Mgt +15		10000
Pearl Choker	C	Per +15		10000
Phaser		Acc +5	S6/1	20000
Quartz Skull	S	Int +15		10000
Ray Gun		Acc +5	S1/3	400
Red Key		No Equip		500
Red Ticket		No Equip		250
Re'n'Hooks		No Equip	S2/4	10
Ruby Amulet	N	Luc +15		10000
Ruby Ankh		Luc +10	C7/4	30000
Ruby Tiara	K	Acc +15		10000

## Miscellaneous Items

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

## Key to the Might and Magic II Monster List

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

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

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

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

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

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

### Monster List

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

### Monster List

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

### Monster List

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

### Monster List

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

### Monster List

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

### Monster List

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

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