



# Might and Magic

Book One  
Secret of the Inner Sanctum

NEW WORLD COMPUTING, INC.  
CHICKENSHIRE, ILL. 62511



# Might and Magic™

## Book One Secret of the Inner Sanctum

A Fantasy Role-Playing Simulation  
By Jon Van Cangelhem

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

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SECOND EDITION**

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**CREDITS**

Designed and Created by: Jon and Michaela Van Canghem

Programming: Jon Van Canghem

Computer Graphics: Joe Pereira (Pendragon Studios), Vincent DeQuattro, Jr.,  
Jon and Michaela Van Canghem

Graphic Art Designed and Produced by: Focus On Design

Book Illustrations: Vincent DeQuattro, Jr.

Map Illustrations: Jan Kregel (West End Studios)

Technical Writing: Marie Butler-Knight and Jon Van Canghem

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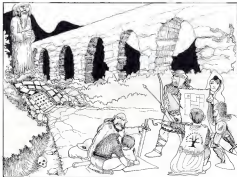
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# Might and Magic

is an ongoing journey that can last up to hundreds of hours. As you begin, let Chapters 1-4 of this book guide you through the first steps of your journey. If you are new to fantasy games, Chapter 5 will help acquaint you with the terms and conventions of this new world. As you gain in experience, your primary guide will become your computer screen. Even then you will find important reference information, on game options and spells, in the appendices of this book.



## Happy Adventuring!



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P.O. Box 2068, Van Nuys, California 91414

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# Prepare for Adventure

## Copy Game Disks

Your *Night and Magic*™ disks are write-protected (unnotched).

In order to play the game, you must be able to write information onto disk side B. Therefore **YOU MUST COPY AT LEAST SIDE B ONTO A NOTCHED DISK.**

We strongly recommend that you also copy sides C and D, as these may be used extensively during game play. Side A, which is used solely to start the game, is the only side that is copy protected.

In copying the disks, use COPYA from your Apple System Master, or any equivalent copy program.

## Start The Game

Insert DISK SIDE A in DRIVE 1 and turn the computer ON.

The game title will be displayed, followed by a series of scenes from the game:

- Press the **SPACE BAR** to advance immediately to the next game scene.
- Press **ESC** to stop the game scene display and proceed with the game.

At the prompt, remove DISK SIDE A and insert your **COPY OF DISK SIDE B** in DRIVE 1. Then press **RETURN**. After disk side B is loaded, the Main Options Menu will appear.

Throughout the game, screen prompts will inform you when it is necessary to change disks.





# The Main Options Menu



The Main Options menu offers you 3 choices of activity:

- **CREATE NEW CHARACTERS** You must do this before playing the game, unless you use the pre-programmed characters provided on disk B TYPE C.
- **VIEW ALL CHARACTERS** stored on that disk (including pre-programmed characters) From this list displayed you can view individual character profiles TYPE V
- **GO TO TOWN** and set out on your adventure. TYPE THE NUMBER OF THE TOWN (1-5)

## CREATE NEW CHARACTERS

If you decide to play *Night and Magic* using the pre-programmed characters provided, you can skip this section.

Much of the fun of any fantasy game, however, lies in the creation of the characters with whom you go adventuring. If you are creating characters for the first time, or need to refresh your memory on character options, read Appendix A before continuing. The information in that appendix will help you create more varied and interesting characters, who have a greater chance of succeeding in their quest.

To create a new character, display the Main Options Menu and TYPE C.



## Select Class

A character can belong to one of 6 possible classes:

**KNIGHT**      **PALADIN**      **ARCHER**      **CLERIC**      **SORCERER**      **ROBBER**

A character's class is determined by 7 vital statistics:

**INTELLECT**   **MIGHT**   **PERSONALITY**   **ENDURANCE**   **SPEED**   **ACCURACY**   **LUCK**

Each statistic is randomly assigned a rating between 3 and 18, with 18 being the highest. To generate a new set of random ratings, press **RETURN**.

To the right of the statistics are the eligible classes for the ratings given. These are the classes from which you may choose. Notice how the eligible classes change as you generate different sets of statistic ratings.

To choose a class, type the **NUMBER** next to the desired class. At any time before selecting a class, you can return to the Main Options Menu by pressing **ESC**.

## Assign A Race

After selecting a class, choose the character's race. Race options will replace class options on the screen.

**HUMAN**              **ELF**              **DWARF**              **GNOME**              **HALF-ORC**

To select race, type the **NUMBER** next to the desired race.

Your choice of race may change the rating given for one or more vital statistics. If the change is not to your liking, press **ESC**. All statistics will return to the last ratings shown before you selected class. Re-select class, then try a different race.



## Select Alignment

After assigning race, select the character's alignment. Your choices are

GOOD

NEUTRAL

EVIL

Select alignment by typing the **NUMBER** next to the desired alignment. If you change your mind after making your selection, press **ESC**. The screen will return to class options. Re-select class and race, then the desired alignment.

Notice that a character's alignment does not affect any vital statistic ratings. Alignment can be important to game play, however. For details on alignment, refer to Appendix A.

## Choose Character's Sex

Your choices are **MALE** or **FEMALE**. Sex does not affect a character's vital statistics, but may restrict certain activities during game play. See Appendix A for details.

To select sex, type the **NUMBER** next to Male or Female. If you change your mind, press **ESC**. The screen will return to class options.

## Name Your Character

The final step in creating a character is to name him/her. Type in **ANY NAME**, up to 15 characters in length. Then press **RETURN**.

It is a good idea to assign different names to each character, to avoid possible confusion during game play.

## Save Your Character

After you have created a character, a screen prompt will ask: **Save Char (Y/N)?**

If you type **N**, the save operation will be halted. The screen will return to class options, with all statistic ratings as they were before you selected class for that character.

If you type **Y**, the character just created will be saved onto disk side B. The screen will return to class options, with a new set of random statistics displayed. You can now create another character or press **ESC** to return to the Main Options Menu.

At any given time, you can store up to 18 characters (including the pre-programmed character) on any given copy of disk side B. If you wish to store more than 18 characters, you must first delete one or more existing characters. This is done from the Character Profile screen which is explained later in this chapter.



[VIEW ALL CHARACTERS](#)

From the Main Options Menu you can view a list of all characters stored on the disk. A copy which you are using. This includes the 6 pre-programmed characters, unless you have deleted any of them.



### The Year All Characters Got Inclusive

- KEY LETTER for character
- NAME of character
- TOWN in which character is currently located
- LEVEL OF EXPERIENCE which character has achieved
- CLASS of character

From the View All Characters list you can: 1) Press **ESC** to return to the Main Options Menu, or 2) Type the **KEY LETTER** for any character and see a detailed Character Profile.

## Conclusions

A Character Profile gives you all the facts and figures on a specific character. It is an invaluable aid in decision making, when factors of strength, vulnerability, spells and wealth must be considered. Character Profiles are available at most times during game play. Only from the View All Characters list, however, can you display the profile of any character on the disk. All information on the Character Profile screen is in abbreviated form. A detailed description of each item on the screen is provided in Appendix A. Below is a brief overview of the screen.

[illegible]

**LEVEL - Expert/Novice Level**

37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045 1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060

**AC = Annual Cash**

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**RF = Resonance Ratio**

## Delete A Character

To delete the character displayed by the Character Profile, hold down the **CONTROL** (**CTRL**) key and press **D**. When asked: *Are You Sure (Y/N)?* press **Y** to confirm. The character will then be deleted from the disk II copy which you are using.

## Rename A Character

To rename the character displayed by the Character Profile, hold down the **CONTROL** key and press **N**. Then type the **NEW NAME**, up to 15 characters, and press **RETURN**. The new name will replace the old name.

## GO TO TOWN

Each time you play *Might and Magic*, your party of adventurers sets out from the inn in one of five towns.

1 SORPICAL      2 PORTSMITH      3 ALGARY      4 DUSK      5 ERLQUIN

The town from which you set out is the town containing the characters in your party. All characters, pre-programmed or created, first start out in Town 1, so this is where you begin the game. Later, as your party travels to and lodges in other towns, you will set out from Towns 2-5.

From the Main Options Menu, type the **NUMBER** of the town. The screen will show a list of characters in that town. If there are no characters in the town you have selected, you will see the message: *No Available Characters*.

From the list of characters in the town, you can:

- 1) **View the Character Profile** for any character on the list. Type the **KEY LETTER** to the left of the character's name. Press **ESC** to return to the list of characters in town.
- 2) **Return to the Main Options Menu** by pressing **ESC**. If you have set up a party but have not left the inn, your party will be disbanded. You can re-group it or a different party the next time you go to that town.
- 3) **Add a character to or remove a character from your party of adventurers**.

## Set Up Your Party

To add a character to your party, hold down **CONTROL** and press the **KEY LETTER** next to the character's name on the list of available characters. A @ will appear next to the character's name, marking him/her as a member of your party.

A party of adventurers may consist of 1 to 6 characters. When you have marked 6 characters as members of your party, a message will indicate: *Party Is Full*. To add a character at this point, another character must be removed from the party.

To remove a character from your party, hold down **CONTROL** and press the **KEY LETTER** next to the character's name. The @ marking the character as a member of the party will disappear.

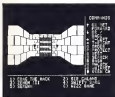
As soon as you have marked one character as a member of your party, a new command option—**X (Exit)**—will appear on the screen. Pressing **X** will take you to the 3-D view of the inn, from which you may start out on your adventure.

**NOTE:** To stop the game and save information, you must get your party to the inn in one of the five towns, and sign in. See Chapter Four, *Game Over*.

## The Adventure Begins

## MEETING & HAPPINESS

After you give the **X** command, you truly enter the world of *Might and Magic*. The screen shows a 3-D view of your present position, a list of possible commands, and a list of characters in your party, shown in marching order. (An **\*** beside a character's name indicates a condition other than good.) Since your view of the world is from your party's perspective, you do not see the members of your party.



You start out inside the van, facing the door. Turn around to sign back in, or simply move your party forward to leave the van.



To move your cursor, use the following keys:

THE ARRIVAL OF RETIREES More forward

(MATH'S ABILITY) of  $\frac{1}{2}$  Money Back

LEFT ASIDE Turn left

(RIGHT ABOVE) They make

When you press a Forward or back movement key, the entire party moves one square forward or backward. When you press the  or  key, the entire party turns 90 degrees in that direction.

Unlocked doors open automatically as you trace your party forward through them. However, if a door is locked, you must unlock it with the **UNLOCK** or **BASH** command—or find a way around it. (Warning: many locked doors are also booby-trapped, with the traps set to go off when you unlock or bash on the door.)

When you come up against an obstacle, such as a wall or mountain, a message will appear (i.e., SOLID, IMPASSABLE, etc.) These messages are particularly useful when traveling in the dark or looking for secret passageways.

Remember that you are now in a world of magic and danger, where all is not as it seems. Doors may lock behind you. Landslides may block mountain passes. Arcs may be darkened by spells, requiring you to "feel" your way through them. Certain squares may teleport you across vast distances, into uncharted areas. And, of course, any square may contain treasure or monsters.

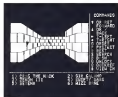
### The Map As Guide

Take some time to explore Town 1 when you start out. To assist your party, a map of Town 1 is provided at the end of this book. The map is laid out in squares. A square represents the distance covered by your party when you reach a movement key.

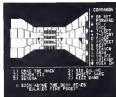
The map indicates the corridors, open passageways, walls and doors of the town. It also pinpoints key locations within the town — shops where items may be purchased, the temple where characters may be healed or cured, the training grounds where characters with sufficient experience points can advance in experience level, and the inn.

It does *not* tell you where monsters, treasures and other chance encounters are located.

Follow the map as you start to move through the town and notice how it relates to the 3-D view on the screen. The screen allows you to see an area 3 squares wide by 4 squares deep, unless walls or other solid obstructions block your view.



The same section as seen on the screen, with your party facing north.



The same section as seen on the screen, after a 90 degree turn to the right. Your party is facing east.

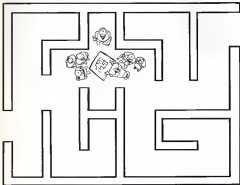


You are here  
Section of Town 1 map

By following the map as you move through Town 1, you will become familiar with the 3-D perspective and gain valuable insight into the process of mapping. After you move out of Town 1, you will need to create your own maps of subsequent towns, outdoor areas and underground caverns.

## Tips on Mapping

1. Copy and use the blank maps provided. Each blank map is a dot grid, 16 by 16 squares in area. Connect the dots to indicate walls or other obstructions. Leave dots unconnected to indicate open passageways. Mark the area and level being mapped.
2. Remember that the 3-D screen always shows what your party sees, as it looks forward. At first, stop each time your party moves a square, and add the new square shown on the 3-D view to your map.
3. If you have trouble visualizing your orientation, turn the map when you turn your party. If you turn your party RIGHT, turn your map LEFT. Add the new view shown on the screen to your map, before you move again.
4. Mark locked doors, secret passageways, dark areas, special features (especially outdoors) and passages.
5. Mark areas where you can be sure of encountering monsters (such as a dragon's lair), but don't bother marking every square in which you encounter monsters or treasure. Chances are, they will appear in a different square next time.
6. For the exact coordinates of the party's location, see Sorcerer Spell: Location.





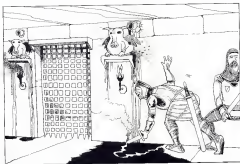
## GAME COMMANDS WHILE MARCHING

While your party moves through the 3-D view of the world, you may use any of the commands shown on the right side of the screen. The key used to give the command appears to the left of the command. When the # sign is given, type the **CHARACTER NUMBER** from the character list at the bottom of the screen.

COMMAND	PRESS	DESCRIPTION
FORWARD	↑ or <b>RET</b>	Move entire party one square forward.
BACK	↓ or <b>/</b>	Move entire party one square back.
LEFT	←	Turn entire party 90 degrees left.
RIGHT	→	Turn entire party 90 degrees right.
ORDER	<b>O</b>	<p>Rearranges marching order of party. The character list shows the old marching order. A prompt appears at the bottom of the screen. Type the character numbers from the old marching order in their new order.</p> <p>Example: NEW 1 2 3 4 5 6           OLD 3 5 6 2 1 4</p> <p>This example moves the character who was formerly in position 3 into position 1, etc.</p> <p>To stop the command press <b>ESC</b> before entering the last character number.</p>
PROTECT	<b>P</b>	<p>Displays currently active spells covering the entire party. Light spells also show, in parentheses, the current number of light units available to the party. One light unit is needed to light up a dark square while occupied by the party. Light units are automatically used when the party steps into a darkened square.</p>
REST	<b>R</b>	<p>Rests party overnight in square currently occupied. Rest restores all characters' Hit Points and/or Spell Points, unless inhibited by special conditions. Rest requires and uses 1 food unit from each character's food supply. All protection spells wear off during rest and must be re cast upon awakening.</p> <p>Party may encounter monsters during rest. If so, some members of the party will enter the encounter with their condition listed as asleep. If the area is too dangerous, the party will not be allowed to rest in that square.</p>
SEARCH	<b>S</b>	<p>Finds treasure or other items hidden in square occupied by party. You should always search after defeating a monster and before moving off the square at which the encounter occurred. However, you do not need to search immediately after combat. You may want to rest, cure wounds, etc. first.</p>
BASH	<b>B</b>	<p>Attempts to knock down a locked door. If successful, the party moves forward through the door. If the attempt fails, the party does not move. In either case, bashing a trapped door is likely to set off the trap.</p>

COMMAND	KEY	DESCRIPTION
UNLOCK	U	<p>Allows one character an attempt to pick the lock on a door. Only a robber has any real chance of success. If the attempt succeeds, the door will be unlocked and any traps will be disarmed, so the party may move forward.</p> <p>If the attempt fails, the door will remain locked and any existing traps may be set off. The attempt may be made again, but each subsequent failure increases the likelihood of setting off traps.</p>
QUICKREF	Q	<p>Display a brief overview of all party member's Hit Points, Spell Points, Armor Class and Condition. From this list, you can view an individual Character Profile, by pressing his/her <b>CHARACTER NUMBER</b>. To return to the 3-D screen, press ESC.</p>
VIEW CHAR	F	<p>Displays the Character Profile for that character. (See Chapter Two for a description of the Character Profile.) At the bottom of the Character Profile is a set of options which may be accessed only while adventuring.</p> <p><b>Cast</b> (press C): Cast a non-combat spell, providing the character may cast spells at that level, and has the required number of spell points and magical gems. Prompts ask for spell level and number, and other information if needed. See Appendix B for spell descriptions.</p> <p><b>Discard</b> (press D): Permanently removes item from character's back pack. Follow screen prompts.</p> <p><b>Equip</b> (press E): Shifts an item from character's back pack to equipped area so character may use it. A maximum of 6 items may be equipped at any given time. Not all items must be equipped in order to be used (i.e., a potion may be used from the back pack).</p> <p>Items which must be equipped include armor and other clothing, weapons, and shields. Restrictions follow the laws of logic: A character can only wear one suit of armor at a time, can only be equipped with one hand-to-hand weapon and one missile weapon simultaneously; cannot be equipped with a shield if equipped with a two-handed weapon, and so on.</p> <p><b>NOTE:</b> Equipping a character with armor may affect his/her Armor Class.</p> <p><b>Gather</b> (press G): Transfers all gold, gems and food carried by other party members to that character, up to the maximum amount of each item which the character can carry.</p> <p><b>Remove</b> (press R): Shifts item from equipped list to back pack, if there is room in the character's back pack for the item. Follow the screen prompts.</p> <p><b>Share</b> (press S): Evenly distributes all gems, gold or food in the party's possession among all party members. Follow the screen prompts.</p>

COMMAND	PRESS	DESCRIPTION
		Trade (press T). Transfers an amount of gems, gold or food, or a particular item, from viewed character to another character. Follow screen prompts.
		Use (press U). Activates an item that has special powers. Items may or may not also need to be equipped for use. Follow the screen prompts.
		If an item has limited power, a spell can be cast to reveal the number of charges remaining. See Appendix B for spell descriptions.
VOLUME	V	Turn game sound off and on. This command does not appear on the command list.



# Encounter with Danger



During your explorations, your party will encounter many creatures, characters and special places. Encounters, while often filled with danger, are necessary if your characters are to accumulate experience points. Encounters, therefore, should not be avoided. Of course, if an encounter appears to be more than your party can handle, do whatever is necessary to survive — run, bribe, surrender, etc.

Most creatures that you encounter will be monsters. Monsters usually travel in groups of up to 15. A group may be homogeneous or include a mixture of different types.

There are hundreds of different monsters, some timid, some highly dangerous. Different monsters have different powers, capabilities, speeds and armor classes. You will learn about each type of monster as you encounter and (frequently) battle it.

When an encounter occurs, the screen will change. The command list will be replaced with a list of creatures encountered. A picture of the most powerful creature will appear in the center of the 3-D view. A set of options will appear below the character list.

Your encounter options will vary, depending on whether the monster(s) surprises you, you surprise them, or neither party is surprised.

**If the monster(s) surprises your party,** you go directly into combat. There are no other options. Combat is covered in this chapter, beginning on page 15.

**If your party surprises the monster(s),** you have the option to advance or not. If you choose to avoid the monster(s), nothing further occurs. The encounter is over. If you do advance, you are given the same options as when neither party is surprised.

**If neither party is surprised,** you have several encounter options. Note that the option you choose may affect your character's alignment.



## Encounter Commands

COMMAND	PRESS	EFFECT
ATTACK	A	This takes you to combat. See the section on combat, beginning on page 15.
BRIBE	B	<p>Your party attempts to buy off the monsters with bribes. If the monsters refuse your attempt, combat will begin. If the monsters accept your attempt, a group will tell you what they demand (usually all of your food, gold and/or gems).</p> <p>A bribe option will let you accept or reject the demand. If you answer N (No), the original encounter options will reappear, so you may choose another. If you answer Y (Yes), the monsters will accept or refuse your bribe. If they accept it, the encounter is over. If they refuse it, your party will go immediately into combat.</p>
RETREAT	R	<p>Your party attempts to flee from the monsters. If the retreat succeeds, your party will be moved to the safest square within the immediate 16x16 square area. (You may need to cast a spell to discover your exact location.)</p> <p>If the retreat fails, combat will begin.</p>
SURRENDER	S	<p>Your party attempts to surrender. If the monsters accept your surrender, your party will be moved to a more dangerous square within the immediate 16x16 square area. All of your food, gold and/or gems may be confiscated.</p> <p>If the surrender fails, combat will begin. A surrender, however, stands a better chance of succeeding than does a retreat.</p> <p>Surrender may be a necessary maneuver, in order to get to a particular area (such as a prison or treasure hoard).</p>





## Handicap

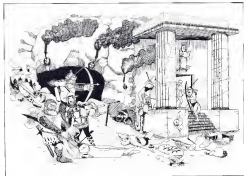
The Handicap prompt indicates whether monsters or party members have been given a speed handicap for the current round of combat. If monsters have been given a handicap, the prompt will show MONSTER + the number by which all monsters' speed has been increased.

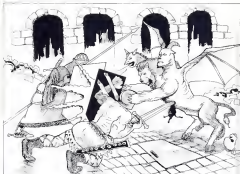
If party members have been given a handicap, the prompt will show PARTY + the number by which all party members' speed has been increased.

If neither monsters nor party members have been given a speed handicap, the prompt will show EVEN.

## List of Characters

The character list at the bottom of the screen can be used to determine which character is in which battle position. An \* in front of a character number on this list indicates that the character's condition is other than good.





## Battle Options

When a party member has the combat initiative, the battle options available to that character appear at the bottom of the screen. There are a total of 8 possible battle options.

Once you complete a battle option, the results of your action appear on the screen almost immediately. The message remains for the duration set by the DELAY command or by default.

COMMAND	PRESS	EFFECT
ATTACK	A	Character attacks monster in the A position, with whatever weapon he/she has equipped. If the monster in the A position dies as a result of the attack, all other monsters move up one position.
FIGHT	F	Character attacks monster in any hand-to-hand battle position, with whatever weapon he/she has equipped. A prompt asks which monster is being attacked. Abort the command by pressing ESC before selecting a monster. You will return to the combat options list for another selection.



COMMAND	PRESS	EFFECT
EXCHANGE	E	Character changes battle position with any other member of the party. A prompt asks with which party member the exchange is to take place. Press ESC before selecting the exchange party member to abort the command and return to the combat options list for another selection.
RETREAT	R	Character gives a general retreat command for the entire party. This command is similar to the Encounter retreat command, but has less chance of succeeding. The chances of success increase with each round of combat.
SHOOT	S	Character fires missile weapon. This command appears for any party member who has a missile weapon equipped and is not engaged in hand-to-hand combat. It also appears for an archer, even if engaged in hand-to-hand combat. A prompt asks at which monster the character is shooting. Press ESC before selecting a monster, to abort the command and return to the combat options list.
CAST	C	Character casts a combat spell. This command only appears for spell casters. Prompts ask for spell level, spell number, and any other information required. Press ESC before entering final spell information, to abort command and return to the combat options list.
USE	U	Character activates special power for any item in his/her possession. A prompt shows all items in character's possession and asks which is to be used. Press ESC before selecting an item to abort the command and return to the combat options list.
BLOCK	B	Character increases his/her Armor Class for that round only.

## For Advanced Players

To speed up combat, hold down CTRL and A together. The character with the combat initiative will:

- attack the monster in position A, if engaged in hand-to-hand combat,
- shoot the monster in position A if not in hand-to-hand combat but in possession of a missile weapon,
- block, if neither in hand-to-hand combat nor in possession of a missile weapon.

## Battle Over

Combat continues until either side retreats or is completely destroyed. At the end of the battle, a message indicates the number of experience points gained in combat for each surviving member of your party. Party members who are dead, undamaged or turned to stone do not receive experience points.

After combat, the screen returns to the 3-D view of the world, and your journey continues.



# Beginners Guide to Adventure

The object of an adventure game is the game itself, rather than a particular goal. During the game, you assume the roles of the characters in your party, sharing their uncertainties and adventures.

There are certain conventions in most adventure games, which may vary in detail but are essentially similar. These conventions are the subject of this chapter. The details are covered in the preceding chapters and the appendices of this book.

## The World

When you begin, the uncharted world of *Might and Magic* is as strange and unfamiliar to you as it is to your characters. It is up to you to map the world while traveling through it.

The world is divided into towns (there are five), underground caverns and dungeons, open terrain, rivers and seas, and mountainous areas. In general, the more dangerous an area is, the more treasure you can expect to find there...if you survive.

Towns are important because they contain:

- **Shops** where food, weapons, armor and other equipment may be purchased.
- **Temples** where sick or injured characters may be healed.
- **Training grounds** where characters may advance to higher experience levels, provided they have the required number of experience points.
- **Inns** where characters must be taken for safe harbor at the end of each game session, if the game information is to be saved.

Underground caverns and dungeons contain multiple levels, with the danger (and possible gain) increasing at each lower level.

Mountains and bodies of water frequently offer only one route of passage, which may be heavily guarded by dangerous monsters.

While detailed maps of the world provide you with a certain measure of security, they by no means guarantee your safety. Monsters may take up residence at any time in areas that were once free of danger. Magical portals may appear and disappear at random. Follow your maps, but be prepared to surprise.

## Your Characters

Any character that you create — regardless of class, race, alignment or sex — starts out a little wet behind the ears. He/she is 16 years old and is at experience level 1.

A character's **EXPERIENCE LEVEL** is a measure of that character's power and abilities. It reflects the amount of adventuring and combat experience which the character has gained while traveling, measured as **EXPERIENCE POINTS**. As higher experience levels, a character is able to cast more powerful spells, is able to inflict greater damage in battle, and is able to sustain more damage from physical attack. A character rises to the next experience level only when he/she has accumulated the required number of experience points, from defeating monsters in battle, completing quests or performing other deeds of heroism.

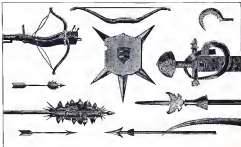
A character is defined by **CLASS**, **RACE**, **ALIGNMENT** and **SEX**, with class being the most significant characteristic. Class is determined by the number rating of 1-3 of the character's 7 **VITAL STATISTICS**. These 1-3 statistics are the character's **PRIME STATISTICS**.

It is important to note that while all characters of a particular class share certain abilities and limitations (imposed by their prime statistics) they are not all identical — particularly as the game progresses and they gain in experience at different rates. Other vital statistics, as well as the character's race, also subtly affect a character's abilities.

All characteristics are explained fully in Appendix A, and must be chosen by you when you create a character.

## Weapons & Equipment

Different classes of characters are permitted to wear different types of armor and use different weapons. For example, a cleric may use only a club, mace, flail, staff or great hammer, but may carry a shield. Weapon and armor restrictions are described in detail in Appendix A.



Other equipment items (ropes, grappling hooks, etc.) are also available, and may be purchased in town shops or found along the way. However, it is necessary to choose carefully the articles which a character purchases or picks up.

Each character has a **BACK PACK**, in which he/she may carry up to 6 items. Once the pack is full, new items can be added only after discarding another item or shifting it to another character's pack.

In addition to the back pack, each character can wear or carry another 6 items which are **EQUIPPED** or **ready for use**. Items such as armor and most weapons must be equipped in order to use them. If a character goes into combat with armor and weapons safely stashed in his/her pack, they will be of no use whatsoever. There are restrictions regarding the number and types of armor and weapons which may be simultaneously equipped. These restrictions are explained in Appendix A.

## Monsters

The term **MONSTER** is a little misleading, for it implies danger and evil. There are over 200 types of monsters in the world of *Night and Magic* and each one is different. Some are highly dangerous and extremely difficult to defeat. Some would rather be bribed than fight. Others are relatively timid and will run away when you approach them. A few may even help you.

In general, the monsters you encounter will be proportionate with the overall experience level of your party. As your characters advance to higher experience levels, they will encounter more dangerous monsters. Some monsters usually guard treasure of one sort or another; more advanced characters will also have greater opportunities to increase their wealth.

## Quests

As you journey, you will meet various inhabitants of the world (other than monsters) who may offer you quests, or seek your assistance on their own quests. You will always have the option of accepting or refusing any quest offered. However, if you accept, you must complete the quest in order to gain experience points. If you abandon a quest before it is completed, your characters may actually lose points, unless you are released from your quest by a spell or other encounter.

## Spells

Only certain classes of characters may cast spells. (See Appendix A.) There are 94 different spells, divided into **CLERIC** and **SORCERER** spells, with 7 **SPELL LEVELS** in each division. Characters who may cast cleric spells may not cast sorcerer spells, and vice versa.

The level of spell which a character may cast is determined by his/her experience level. When you first begin, concentrate only on Level 1 spells, since these are the only spells which beginning characters will be able to cast. New spells are gained every other experience level.

All spells cost a certain number of **SPELL POINTS**. Higher level spells may also cost a number of magical **GEMS**. Most spell-casting characters begin with a small number of spell points and gain additional points with each experience level reached. Gems must be found along the way.

All spells are completely described in Appendix B of this book.

# Details & Options

## Character Statistics

Each character receives a random rating from 3 to 18, in each of 7 vital statistics. Because these ratings establish a character's strengths, weaknesses and abilities, they also determine his/her class (knight, paladin, archer, cleric, sorcerer, robber).

Throughout the game, a character's actions, discoveries and battles may affect one or more of his/her vital statistics. Certain spells may even cause a vital statistic to exceed the normal maximum rating of 18. If, however, any vital statistic drops to 0, the result is death for the character.

**INTELLECT:** Any character's general knowledge. Of particular importance to sorcerers and archers, as it affects sorcerer spell points.

**MIGHT:** Any character's strength. Of particular importance to knights and paladins, as it affects the damage done by a character in battle.

**PERSONALITY:** Any character's general charisma. Of particular importance to paladins and clerics, as it affects cleric spell points.

**ENDURANCE:** Any character's stamina in battle. Of particular importance to knights and paladins, as it affects Hit Points (the amount of damage that can be sustained before death).

**SPEED:** Any character's quickness and agility. Higher speeds increase a character's Armor Class. Speed also determines the order of combat during the battle, with the fastest character or monster going first.

**ACCURACY:** Any character's ability to land a blow on the enemy during combat. Of particular importance to archers.

**LUCK:** Any character's chance of succeeding, when all else fails. A random element whose effects cannot be predicted.



## Character Classes

### **KNIGHT** Prime statistic: **MIGHT**

Hit points gained per experience level: 1-12\*

Spell skills: None

A knight begins with the greatest number of Hit Points and best all-around fighting skills of any character. He/she can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. At higher experience levels a knight gains the ability to attack more than once in each combat round.

### **PALADIN** Prime statistics: **MIGHT, PERSONALITY, ENDURANCE**

Hit points gained per experience level: 1-10\*

Spell skills: Clerical, at higher experience levels.

A paladin can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. General fighting skills are equal to an archer's except that a paladin cannot use missile weapons during hand-to-hand combat.

### **ARCHER** Prime statistics: **INTELLECT, ACCURACY**

Hit points gained per experience level: 1-10\*

Spell skills: Sorcerer, at higher experience levels

An archer can use any weapon, unless of opposite alignment or designed exclusively for another class. An archer can wear only chain mail or lighter armor, and cannot carry a shield. An archer can use any missile weapon, even during hand-to-hand combat.

### **CLERIC** Prime statistic: **PERSONALITY**

Hit points gained per experience level: 1-8\*

Spell skills: Cleric (defenses, healing)

A cleric can use chain mail or any lighter armor, and can carry a shield. Weapons are restricted to club, mace, flail, staff and/or great hammer. A cleric may not use missile weapons. At higher experience levels, a cleric gains the ability to use higher level spells.

### **SORCERER** Prime statistic: **INTELLECT**

Hit points gained per experience level: 1-6\*

Spell skills: Sorcerer (offensive, combative)

A sorcerer may wear only padded armor and may not carry a shield. Weapons are limited to club, dagger and/or staff. As a sorcerer advances in experience level, he/she gains the ability to use more powerful, high level spells.

### **ROBBER** Prime statistic: **NONE**

Hit points gained per experience level: 1-8\*

Spell skills: None

A robber's armor is limited to ring mail and shield. Weapons include sling, crossbow and all one-handed weapons, such as a short sword or dagger. As experience levels increase, the robber increases his/her ability to pick locks and disarm traps. A robber's fighting abilities equal those of a cleric.

In selecting characters to make up a party of adventurers, it is a good idea to start with one member from each class. This allows you to avail yourself of the special skills and abilities offered by each class.

\*The number of Hit Points gained per experience level may be increased by a character's endurance rating. The number of Hit Points with which each character starts the game is equal to the maximum number of points which each can gain per level, modified by endurance rating.

## Character Race

Although there are no restrictions on the race to which any character may belong, selection of certain races may change the rating on one or more of a character's vital statistics. In addition, different races have different hidden strengths, which do not show up in a character profile. In general, these are:

**HUMAN:** Strong resistance to fear. Some resistance to sleep spells.

**ELF:** Strong resistance to fear.

**DWARF:** Some resistance to poison.

**GNOME:** Some resistance to magic spells.

**HALF-ORC:** Moderate resistance to sleep spells.

Although racial resistances are never noted during the game, they may be important in overcoming the effects of various forms of magical attack. It is therefore a good idea to strive for a racially mixed group, when creating a party.

## Character Alignment

In *Might and Magic*, good and evil are not absolute, but rather a measure of the character's inclinations when confronted by the unknown. Throughout the game, a character's responses to encounters and combat can shift his/her alignment, as can certain spells.

A character's alignment will occasionally restrict his/her activities while adventuring. Certain places, items and weapons are designated good or evil. These cannot be entered or used by character of opposite alignment. A neutral character can enter an alignment restricted place, but cannot use a restricted item.

## Sex Of Character

Sex in *Might and Magic* means gender. Any character may be either male or female. Sex does not affect a character's vital statistics, or normally restrict his/her activities during the game. However, it is still advisable to include both male and female characters in your party, since you may encounter items, places and/or activities that are available only to members of one sex or the other.

## Character Status

On the Character Profile Screen you will find abbreviated information about an individual character's status, in a number of different areas. These include:

**CHARACTER OPTIONS:** Assigned when you created the character. These include name, sex, alignment, race and class.

**LEVEL:** The experience level which the character has achieved. This starts at 1 and rises as the character gains experience through combat and training. At higher levels, a character gains in abilities and power according to his/her class.

**SPELL POINTS:** Number of points available for use in casting spells. Each spell costs a certain number of spell points, usually equal to the level of the spell. Shown are the current accumulation of points/the maximum accumulation of points. In parentheses is the highest level of spell which that character can cast.





**HIT POINTS:** Number of damage points which the character can sustain in combat. At 0 unconsciousness sets in. Any damage after that results in death. Shown are the current number of points/the maximum number which can be accumulated.

**ARMOR CLASS:** This number denotes a character's vulnerability to physical attack in combat. The higher the number, the less chance that a character will sustain damage from an attack. Normally ranges from 0 to 30, depending on such things as armor, shields, speed, spells, etc.

**AGE:** Starts at 18 and grows older as the game progresses. As a character ages, his/her skills begin to deteriorate as vital statistic ratings drop. After about age 90, a character can die while resting overnight, from old age. Age can be delayed or reversed by a rejuvenation spell.

**EXPERIENCE POINTS:** A running total of all points gained from defeating monsters, completing quests, etc. Experience points determine a character's eligibility for various types of training and for advancement to the next experience level. Approximately 2000 points are needed to advance from level 1 to level 2. Point requirements generally double with each subsequent level.



**GEMS:** Number of magical gems which the character is carrying. This number starts at 0 for all characters. Gems, which must be found, are required to cast many higher spells.

**GOLD:** Number of gold pieces which the character is carrying. Gold is needed to purchase armor, weapons, food and other useful items. Gold starts at 0 and must be acquired along the way.

**FOOD:** The number of food units which a character is carrying. One unit equals a one-day supply of food. One food unit is needed to regain Hit Points and/or Spell Points during rest. Each character starts with 10 food units and may carry a maximum of 40 food units.

**CONDITION:** Character's overall state, i.e., good, poisoned, asleep, unconscious, dead, etc. More than one condition (other than good) may exist simultaneously. Any condition other than good should be remedied as soon as possible.

**EQUIPPED:** Items in character's possession which have been equipped for use. Items which must be equipped before they can be used include armor, shield, weapons, cloak, etc. (in general, any item which must be carried, worn or prepared for use). Up to 6 items may be equipped at a time. Items are restricted by the laws of logic, i.e., only one suit of armor at a time, only one 2-handed weapon, and so forth.

**BACK PACK:** Items being carried in character's back pack. Items in back pack are not (and may not need to be) equipped for use. Up to 6 items may be carried in a back pack at a time. Items can be discarded, added or shifted while adventuring.

## Armor, Weapons & Equipment

Seven types of armor, 22 different weapons, and a wide variety of adventuring items (ropes, torches, etc.) are available for purchase, to help your party. Hundreds of magical items, weapons and armor can also be found.

Most standard articles can be purchased in the various town shops. When you enter a shop, you will be presented with a list of available items and prices. As a rule, the more expensive articles are more powerful, offer greater protection, etc.

**A WORD TO THE WISE:** Don't waste money purchasing items which your character cannot equip due to class restrictions.

# Spells

There are 94 spells—47 clerical and 47 wizard—each with 7 levels in each direction. A spell caster may cast spells at any level up to the maximum level shown on his/her Character Profile. The **LEVEL NUMBER** must be entered at the **Level:** prompt when casting a spell. New spells are gained every other experience level.

The spell descriptions in this appendix include:

**NUMBER:** The number preceding the spell name. Enter this number at the **Number:** prompt when casting a spell.

**NAME:** Generally descriptive of what the spell does.

**COST:** The number of spell points (SP) and, in some cases, gems required and used up in casting the spell.

**TYPE:** When and where the spell may be cast. Some spells may only be cast during combat; some only in non-combat situations; some anytime. Most spells may be cast anywhere, so this may be omitted unless a spell is marked specifically **Indoor** or **Outdoor**.

**OBJECT:** Character(s) or monster(s) affected by the spell. If a spell affects a single character or monster, a prompt will ask which character or monster when you cast the spell.

**DESCRIPTION:** Additional information about the spell.

**NOTE:** Most monsters have some type of defense against magic. There is no guarantee that a spell cast against a monster will succeed, or inflict the full damage intended. Spells which are cast for the duration of combat may be undone by the monster before combat is over. After each round, a monster will attempt to overcome any spell against him, and may succeed. Some monsters may even cast a "Dispel" removing all existing spells against both monsters and characters.



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## Clerical Spells

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### Level 1

1. NAME: Awake  
COST: 1 SP  
TYPE: Combat  
OBJECT: All sleeping party members  
DESCRIPTION: Awakens all sleeping members of the party, instantaneously cancelling the sleep condition. May be critical if party is attacked during rest.
2. NAME: Bless  
COST: 1 SP  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Increases the accuracy with which all characters fight, for the duration of combat.
3. NAME: Blind  
COST: 1 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Blinds the affected monster for the duration of combat or until it overcomes the spell. Forced to rely on other senses, the monster's chances of landing a blow are diminished.
4. NAME: First Aid  
COST: 1 SP  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Heals minor battle wounds, restoring 5 Hit Points to that character.
5. NAME: Light  
COST: 1 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Gives the party 1 light factor, which is sufficient to light up 1 dark area. Multiple light spells can be cast to accumulate multiple light factors.
6. NAME: Power Cure  
COST: 1 SP per experience level of caster + 1 Gem  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Restores character's health and 1-10 Hit Points per experience level of caster.
7. NAME: Protection From Fear  
COST: 1 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all characters' resistance to fear and spells of intimidation. Amount of the increase depends on experience level of the caster. Spell lasts 1 day.
8. NAME: Turn Undead  
COST: 1 SP  
TYPE: Combat  
OBJECT: All undead monsters  
DESCRIPTION: Destroys some or all undead monsters, depending on caster's experience level and monster's power level.

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## Clerical Spells

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### Level 2

1. NAME: Cure Wounds  
COST: 2 SP  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Cures more serious wounds, restoring 35 Hit Points to the character.
2. NAME: Harass  
COST: 2 SP+1 Gem  
TYPE: Combat  
OBJECT: 1 character of same alignment as caster  
DESCRIPTION: Bestows 6 additional Hit Points and temporarily elevates character 2 levels of experience. Spell lasts for the duration of combat.
3. NAME: Pain  
COST: 3 SP  
TYPE: Combat  
OBJECT: 1 monster, not undead  
DESCRIPTION: Cripples monster with pain, inflicting 2-12 damage points, unless the monster is immune to pain.
4. NAME: Protection From Cold  
COST: 2 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all character's resistance to cold or freezing spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.
5. NAME: Protection From Fire  
COST: 2 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all character's resistance to fire or heat spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.
6. NAME: Protection From Poison  
COST: 2 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all character's resistance to poison and poisonous spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.
7. NAME: Silence  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Prevents the monster from casting spells for the duration of combat, or until it overcomes the spell.
8. NAME: Suggestion  
COST: 2 SP  
TYPE: 1 monster  
DESCRIPTION: Coaxes monster into refraining from attack, unless it is attacked. Lasts for the duration of combat, or until the monster overcomes the spell.

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## Clerical Spells

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### Level 3

1. NAME: Create Food  
COST: 3 SP+1 Gem  
TYPE: Non-combat  
OBJECT: Spell caster  
DESCRIPTION: Adds 6 food units to caster's food supply. Caster may then distribute food among other party members, if he/she desires.
2. NAME: Cure Blindness  
COST: 3 SP  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Restores sight to that character, instantaneously removing the blinded condition.
3. NAME: Cure Paralysis  
COST: 3 SP  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Restores movement to that character, instantaneously removing the paralyzed condition.
4. NAME: Lighting Light  
COST: 3 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Bestows 20 light tokens on the party, for use in dispelling darkness.
5. NAME: Produce Flame  
COST: 3 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Attacks monster with a jet of flame that inflicts 3-18 damage points, provided monster is not immune to fire.
6. NAME: Produce Frost  
COST: 3 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Inflicts severe frostbite on monster, doing 3-18 points of damage, unless monster is immune to cold.
7. NAME: Remove Quest  
COST: 3 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Releases party from its commitment to a quest.
8. NAME: Walk On Water  
COST: 3 SP+1 Gem  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Creates a floating sand dune upon which the party may walk on. Lasts 1 day.

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## Clerical Spells

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### Level 4

1. NAME: Cure Disease  
COST: 4 SP  
TYPE: Non-combat  
OBJECT: 1 character  
DESCRIPTION: Restores full health to sick character, instantaneously removing the diseased condition
2. NAME: Neutralize Poison  
COST: 4 SP  
TYPE: Non-combat  
OBJECT: 1 character  
DESCRIPTION: Flushes poison out of character's system, instantaneously removing the poisoned condition
3. NAME: Protection From Acid  
COST: 4 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all characters' resistance to acid attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day
4. NAME: Protection From Electricity  
COST: 4 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all characters' resistance to electrical attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day
5. NAME: Restore Alignment  
COST: 4 SP+2 Gems  
TYPE: Non-combat  
OBJECT: 1 character  
DESCRIPTION: Restores a character's original alignment, after actions and responses have caused it to shift
6. NAME: Summon Lightning  
COST: 4 SP  
TYPE: Combat, Outdoors  
OBJECT: Up to 3 monsters are in head-to-head combat  
DESCRIPTION: Zaps monsters with lightning bolts, inflicting 4-32 damage points on each monster not immune to lightning
7. NAME: Super Hibernation  
COST: 4 SP+2 Gems  
TYPE: Combat  
OBJECT: 1 character  
DESCRIPTION: Temporarily bestows 30 additional Hit Points and 3 additional experience levels on character. Lasts for the duration of combat
8. NAME: Surface  
COST: 4 SP+2 Gems  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Instantly transports all party members from an underground location to ground surface

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## Clerical Spells

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### Level 5

1. NAME: Deadly Swarm  
COST: 5 SP  
TYPE: Combat, Outdoor  
OBJECT: All monsters  
DESCRIPTION: Sends a swarm of killer insects against the monsters, inflicting 2-20 damage points against each monster.
2. NAME: Dispell Magic  
COST: 5 SP  
TYPE: Anytime  
OBJECT: All characters and monsters  
DESCRIPTION: Cancels all magic spells currently active both for characters and monsters.
3. NAME: Paralyze  
COST: 5 SP  
TYPE: Combat  
OBJECT: All monsters in hand-to-hand combat  
DESCRIPTION: Attempts to immobilize all monsters and prevent them from fighting. May be partially or completely ineffective on some or all monsters.
4. NAME: Remove Condition  
COST: 5 SP + 3 Gems  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Releases character from all undesirable conditions except dead, wounded or exhausted.
5. NAME: Restore Energy  
COST: 5 SP + 3 Gems  
TYPE: Anytime  
OBJECT: 1 character  
DESCRIPTION: Replaces 1-5 experience levels that have been lost or drained from character, up to his/her former level.



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## Clerical Spells

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### Level 6

1. **NAME:** Moon Ray  
**COST:** 6 SP+4 Gems  
**TYPE:** Combat, Outdoor  
**OBJECT:** All characters and monsters  
**DESCRIPTION:** Bathes all combatants in a beneficent ray that bestows 3-30 Hit Points on each character and removes 3-30 Hit Points from each monster.
2. **NAME:** Raise Dead  
**COST:** 6 SP+4 Gems  
**TYPE:** Anytime  
**OBJECT:** 1 character  
**DESCRIPTION:** Brings the character back to life, removing the dead condition. Spell carries a moderate chance of failure and a remote chance of annihilating the character.
3. **NAME:** Rejuvenate  
**COST:** 6 SP+4 Gems  
**TYPE:** Non-combat  
**OBJECT:** 1 character  
**DESCRIPTION:** A fountain of youth that trans 100 years off a character's age, restoring her/his abilities to the younger level. Spell carries some risk of producing the opposite effect.
4. **NAME:** Stone to Flesh  
**COST:** 6 SP+4 Gems  
**TYPE:** Anytime  
**OBJECT:** 1 character  
**DESCRIPTION:** Re-animates a character who has been turned to stone, removing the stone condition.
5. **NAME:** Town Portal  
**COST:** 6 SP+4 Gems  
**TYPE:** Non-combat  
**OBJECT:** Entire party  
**DESCRIPTION:** Opens a temporary portal to any town and moves the party through the portal to that town.

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## Clerical Spells

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### Level 7

1. NAME: Divine Intervention  
COST: 7 SP + 10 Gems  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Intercedes with supernatural forces to restore all characters' Hit Points and remove all undesirable conditions, except eradicated.
2. NAME: Holy Word  
COST: 7 SP + 5 Gems  
TYPE: Combat  
OBJECT: All undead monsters  
DESCRIPTION: Utters a single word of devastating power, that totally destroys all undead monsters.
3. NAME: Protection From Elements  
COST: 7 SP + 5 Gems  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all characters' resistance to fire, cold, fire, poison, acid and electricity. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.
4. NAME: Resurrection  
COST: 7 SP + 5 Gems  
TYPE: Non-combat  
OBJECT: 1 character  
DESCRIPTION: Removes the eradicated condition from the character, adding 10 years to his/her age and subtracting 1 endurance point from his/her vital statistics. There is a chance that the spell will fail.
5. NAME: Sun Ray  
COST: 7 SP + 5 Gems  
TYPE: Combat, Outdoors  
OBJECT: 1 monster  
DESCRIPTION: Searing the monster with a focused ray of deadly light, inflicting 50-100 damage points.

## Level 1

1. NAME: *Awaken*  
COST: 1 SP  
TYPE: Combat  
OBJECT: All sleeping party members  
DESCRIPTION: *Awakens* all sleeping members of the party, instantaneously cancelling the sleep condition. May be critical if party is attacked during rest.
2. NAME: *Detect Magic*  
COST: 1 SP  
TYPE: Non-combat  
OBJECT: Spell caster  
DESCRIPTION: Reveals any magical items in caster's back pack, and notes the number of magical charges remaining in any item which must be charged for use. Also detects any magic surrounding or inside a chest, sack, box, etc.
3. NAME: *Energy Blast*  
COST: 1 SP per experience level of caster +1 Gem  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Zaps the monster with a blast of pure energy, inflicting 1-4 damage points per experience level of caster.
4. NAME: *Flame Arrow*  
COST: 1 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Sends a burning shaft into the monster, inflicting 1-6 points of fire damage, unless monster is immune to fire.
5. NAME: *Leather Skin*  
COST: 1 SP  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Toughens all characters' skin, so that attacks from monsters bounce off rather than hitting.
6. NAME: *Light*  
COST: 1 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Gives the party 1 light factor, sufficient to light a single darkened square. Multiple light spells can be cast, to accumulate light factors.
7. NAME: *Location*  
COST: 1 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Gives precise information on party's location. May be critical when party is lost or magically transported. In general, this spell is the key to successful mapping.
8. NAME: *Sleep*  
COST: 1 SP  
TYPE: Combat  
OBJECT: Up to 5 monsters  
DESCRIPTION: Casts monsters into a deep sleep, preventing them from attacking. Effective until monster is damaged or overcomes the spell.

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## Sorcerer Spells

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### Level 2

1. NAME: Electric Arrow  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Electrocutes a monster, inflicting 2-12 damage points, unless monster is immune to electrical attack.
2. NAME: Hypnotus  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Uses the power of suggestion to prevent a monster from attacking. Effective until monster is attacked or overcomes the spell.
3. NAME: Identify Monster  
COST: 2 SP+1 Gem  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Informs caster of the nature of any one monster during combat.
4. NAME: Jump  
COST: 2 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Gives all characters super strength, enabling them to jump 2 squares forward, providing there are no magical obstructions (force fields, etc.) in the way.
5. NAME: Levitate  
COST: 2 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Raises all characters above ground level, protecting them from various dangers for 1 day.
6. NAME: Power  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 character  
DESCRIPTION: Boosts that character's Might by 1-4 points for the duration of combat. Increases the potency of character's attacks on monsters.
7. NAME: Quickness  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 character  
DESCRIPTION: Boosts character's Speed by 1-4 points for the duration of combat, moving him/her farther forward in order of combat.
8. NAME: Scare  
COST: 2 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Sends fear into the monster's brain, decreasing its probability of hitting a character during combat.

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## Sarcaser Spells

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### Level 3

1. NAME: Fire Ball  
COST: 1 SP per experience level of caster +1 Gem  
TYPE: Combat  
OBJECT: 1-5 monsters not in hand-to-hand combat  
DESCRIPTION: Rolls a deadly ball of fire into the monsters' midst, inflicting 1-6 damage points per level of experience on each monster.
2. NAME: Fly  
COST: 3 SP  
TYPE: Non-combat, Outdoors  
OBJECT: Entire party  
DESCRIPTION: Grants magical flight to all characters, allowing the party as a whole to move to any other outdoor area. The party will land in the safest square in that area.
3. NAME: Invisibility  
COST: 3 SP +1 Gem  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Drops a cloak of invisibility over all characters, greatly decreasing the monsters' chances of hitting them.
4. NAME: Lightning Bolt  
COST: 1 SP per experience level of caster +1 Gem  
TYPE: Combat  
OBJECT: 1-3 monsters  
DESCRIPTION: Blasts the monsters with a gigantic lightning bolt that inflicts 1-6 damage points per level of experience on each monster.
5. NAME: Make Room  
COST: 3 SP  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Expands a narrow corridor or area during combat, allowing the first 5 characters in the party to engage in hand-to-hand combat.
6. NAME: Slow  
COST: 3 SP  
TYPE: Combat  
OBJECT: All monsters  
DESCRIPTION: Places an invisible force field around all monsters' feet, slowing them down to 1/2 their original speed and putting them farther back in order of combat.
7. NAME: Weaken  
COST: 3 SP +1 Gem  
TYPE: Combat  
OBJECT: All monsters  
DESCRIPTION: Drains power from all monsters, reducing each monster's Hit Points by 2 and Armor Class by 1.
8. NAME: Web  
COST: 3 SP  
TYPE: Combat  
OBJECT: 1-5 monsters not in hand-to-hand combat  
DESCRIPTION: Wraps 1-5 monsters in a supernatural web, preventing them from fighting for the duration of combat or until they escape.

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## Sorcerer Spells

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### Level 4

1. NAME: Acid Arrow  
COST: 4 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Attacks with corrosive acid that inflicts 3-50 damage points, unless the monster is immune to acid.
2. NAME: Cold Beam  
COST: 4 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Attacks with a beam of intense cold that penetrates to the monster's heart and inflicts 4-40 damage points, unless the monster is immune to cold.
3. NAME: Foeble Mind  
COST: 4 SP+2 Gems  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Erases the monster's brain, removing all its abilities for the duration of combat or until the monster overcomes the spell.
4. NAME: Freeze  
COST: 4 SP  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Immobilizes the monster, preventing it from attacking for the duration of combat. Monster's chance of overcoming this spell is very small.
5. NAME: Guard Dog  
COST: 4 SP  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Places a supernatural guard over party, preventing surprise attacks for 1 day.
6. NAME: Psyche Protection  
COST: 4 SP+2 Gems  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Grants all characters immunity from mind influencing spells for 1 day.
7. NAME: Shield  
COST: 4 SP+2 Gems  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Creates an invisible shield which surrounds the party and protects all characters from most missile weapons for the duration of combat.
8. NAME: Time Distortion  
COST: 4 SP+2 Gems  
TYPE: Combat  
OBJECT: Entire party  
DESCRIPTION: Creates a warp in time that enables the party to retreat safely from most battles.

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## Sorcerer Spells

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### Level 5

1. NAME: Acid Rain  
COST: 5 SP  
TYPE: Combat, Outdoor  
OBJECT: All monsters not in hand-to-hand combat  
DESCRIPTION: Unleashes a torrent of acid rain that inflicts 5-30 damage points on each monster, unless measure to avoid.
2. NAME: Dispell Magic  
COST: 5 SP  
TYPE: Anytime  
OBJECT: All characters and monsters  
DESCRIPTION: Cancels all magic spells currently active, both for characters and monsters.
3. NAME: Finger of Death  
COST: 5 SP + 3 Gems  
TYPE: Combat  
OBJECT: 1 monster not undead  
DESCRIPTION: Channels the ancient power of all dead sorcerers through the caster, resulting in death to the monster at whom the caster points a finger.
4. NAME: Shelter  
COST: 5 SP + 3 Gems  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Provides 1 day's rest free of the danger of encounter.
5. NAME: Teleport  
COST: 5 SP + 3 Gems  
TYPE: Non-combat  
OBJECT: Entire party  
DESCRIPTION: Instantly moves the party from its present position, up to 9 squares in any direction.

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## Sorcerer Spells

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### Level 6

1. NAME: Dancing Sword  
COST: 6 SP+4 Gems  
TYPE: Combat  
OBJECT: All monsters  
DESCRIPTION: A magical sword that moves with lightning speed, inflicting 150 damage points on each monster. The sword cannot be avoided, nor can the damage from it be minimized.
2. NAME: Disintegration  
COST: 6 SP+4 Gems  
TYPE: Combat  
OBJECT: 1 monster  
DESCRIPTION: Reduces the monster to a pile of dust, utterly destroying it.
3. NAME: Etherealize  
COST: 6 SP+4 Gems  
TYPE: Non-Combat  
OBJECT: Entire party  
DESCRIPTION: Alters all characters' molecular structure long enough to allow them to move 1 square forward through any special barrier (force field, etc.)
4. NAME: Protection From Magic  
COST: 6 SP+4 Gems  
TYPE: Anytime  
OBJECT: Entire party  
DESCRIPTION: Increases all characters' resistance to magic. Amount of the increase depends on experience level of caster. Spell lasts 1 day.
5. NAME: Recharge Item  
COST: 6 SP+4 Gems  
TYPE: Non-combat  
OBJECT: Spell caster  
DESCRIPTION: Restores 1-4 charges to any item in caster's back pack that still has 1 magical charge remaining. Some risk that the spell will fail and destroy the item.



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## Sorcerer Spells

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### Level 7

1. NAME: Astral Spell

COST: 7 SP+5 Gems

TYPE: Non-combat

OBJECT: Entire party

DESCRIPTION: Transports all characters\* to the astral plane. This highly dangerous and unpredictable area is otherwise impossible to reach.
2. NAME: Duplication

COST: 7 SP+100 Gems

TYPE: Non-combat

OBJECT: Spell caster

DESCRIPTION: Allows the caster to nearly duplicate any 1 item in his/her back pack, provided that there is room in the caster's pack for the new item. Small chance that the spell will fail and destroy the original item.
3. NAME: Meteor Shower

COST: 7 SP+5 Gems

TYPE: Combat, Outdoors

OBJECT: All monsters

DESCRIPTION: Burns all monsters under a hail of meteors, inflicting 1-120 damage points on each monster.
4. NAME: Power Shield

COST: 7 SP+5 Gems

TYPE: Combat

OBJECT: Entire party

DESCRIPTION: Reduces the damage inflicted on all characters by any attack, by 1/2. Lasts for the duration of combat.
5. NAME: Prismatic Light

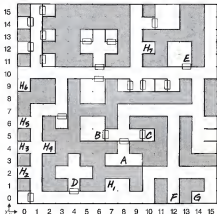
COST: 7 SP+5 Gems

TYPE: Combat

OBJECT: All monsters

DESCRIPTION: A powerful, but erratic spell that has completely unpredictable effects on all monsters.

# Example of Town 1



KEY: — Wall     Door     Solid

AREA: Town #1 Sorpigel    Map sector C-2  
Surface X=10 Y=10 Inn located at X= Y=3

NOTES: A—The Inn of Sorpigel - sign in to save characters/game  
B—B and B Blacksmiths - buy/sell items  
C—Edvard Fine Foods - buy food  
D—Temple Moonshadow - clerical help  
E—Norns Training Grounds - increase skill level  
F—Passageway to outdoors  
G—Steps down to natural caverns  
H—Statues (1-7):



# Spell Tables

## Clerical Spells

Level 1	SPELL POINTS
1 Animate	1
2 Bless	1
3 Heal	1
4 First Aid	1
5 Light	1
6 Power Cure	1*+1 Gem
7 Protection From Fear	1
8 Turn Undead	1

Level 2	
1 Cure Wounds	2
2 Healings	2+1 Gem
3 Heal	2
4 Protection From Cold	2
5 Protection From Fire	2
6 Protection From Poison	2
7 Silence	2
8 Suggestion	2

Level 3	
1 Create Food	3+1 Gem
2 Cure Blindness	3
3 Cure Paralysis	3
4 Lending Light	3
5 Produce Flame	3
6 Produce Fire	3
7 Remove Curse	3
8 Walk On Water	3+1 Gem

Level 4	
1 Cure Disease	4
2 Neutralize Poison	4
3 Protection From Acid	4
4 Protection From Electricity	4
5 Remove Algae/ant	4+2 Gems
6 Summon Lightning	4
7 Super Healings	4+2 Gems
8 Surface	4+2 Gems

Level 5	
1 Deadly Sworn	5
2 Depell Magic	5
3 Healings	5
4 Remove Condition	5+3 Gems
5 Remove Energy	5+3 Gems

Level 6	
1 Moon Ray	6+4 Gems
2 Raise Dead	6+4 Gems
3 Rejuvenate	6+4 Gems
4 Shine To Flesh	6+4 Gems
5 Turn Petrified	6+4 Gems

Level 7	
1 Divine Intervention	7+8 Gems
2 Holy Word	7+5 Gems
3 Protection From Elements	7+5 Gems
4 Resurrection	7+5 Gems
5 Sun Ray	7+5 Gems

## Sorcerer Spells

Level 1	SPELL POINTS
1 Animate	1
2 Death Magic	1
3 Energy Blast	1*+1 Gem
4 Flame Arrow	1
5 Leather Skin	1
6 Light	1
7 Location	1
8 Sleep	1

Level 2	
1 Electric Arrow	2
2 Hypnotize	2
3 Memory Mirror	2+1 Gem
4 Jump	2
5 Levitate	2
6 Power	2
7 Quickness	2
8 Scare	2

Level 3	
1 Fire Ball	3*+1 Gem
2 Fly	3
3 Invisibility	3+1 Gem
4 Lightning Bolt	3*+1 Gem
5 Make Storm	3
6 Slow	3
7 Summon	3+1 Gem
8 Web	3

Level 4	
1 Acid Arrow	4
2 Cold Beam	4
3 Fumble Mind	4+2 Gems
4 Freeze	4
5 Ghost Dog	4
6 Psychic Protection	4+2 Gems
7 Shield	4+2 Gems
8 Time Distortion	4+2 Gems

Level 5	
1 Acid Rain	5
2 Depell Magic	5
3 Fingers of Death	5+3 Gems
4 Slither	5+3 Gems
5 Transport	5+3 Gems

Level 6	
1 Daring Sword	6+4 Gems
2 Disintegration	6+4 Gems
3 Etherealize	6+4 Gems
4 Protection From Magic	6+4 Gems
5 Recharge Mana	6+4 Gems

Level 7	
1 Astral Spell	7+5 Gems
2 Duplication	7+5 Gems
3 Meteor Shower	7+5 Gems
4 Power Shield	7+5 Gems
5 Prismatic Light	7+5 Gems