

The Magic Candle™

Volume 1



MINDCRAFT

*The Magic Candle*TM

Volume 1

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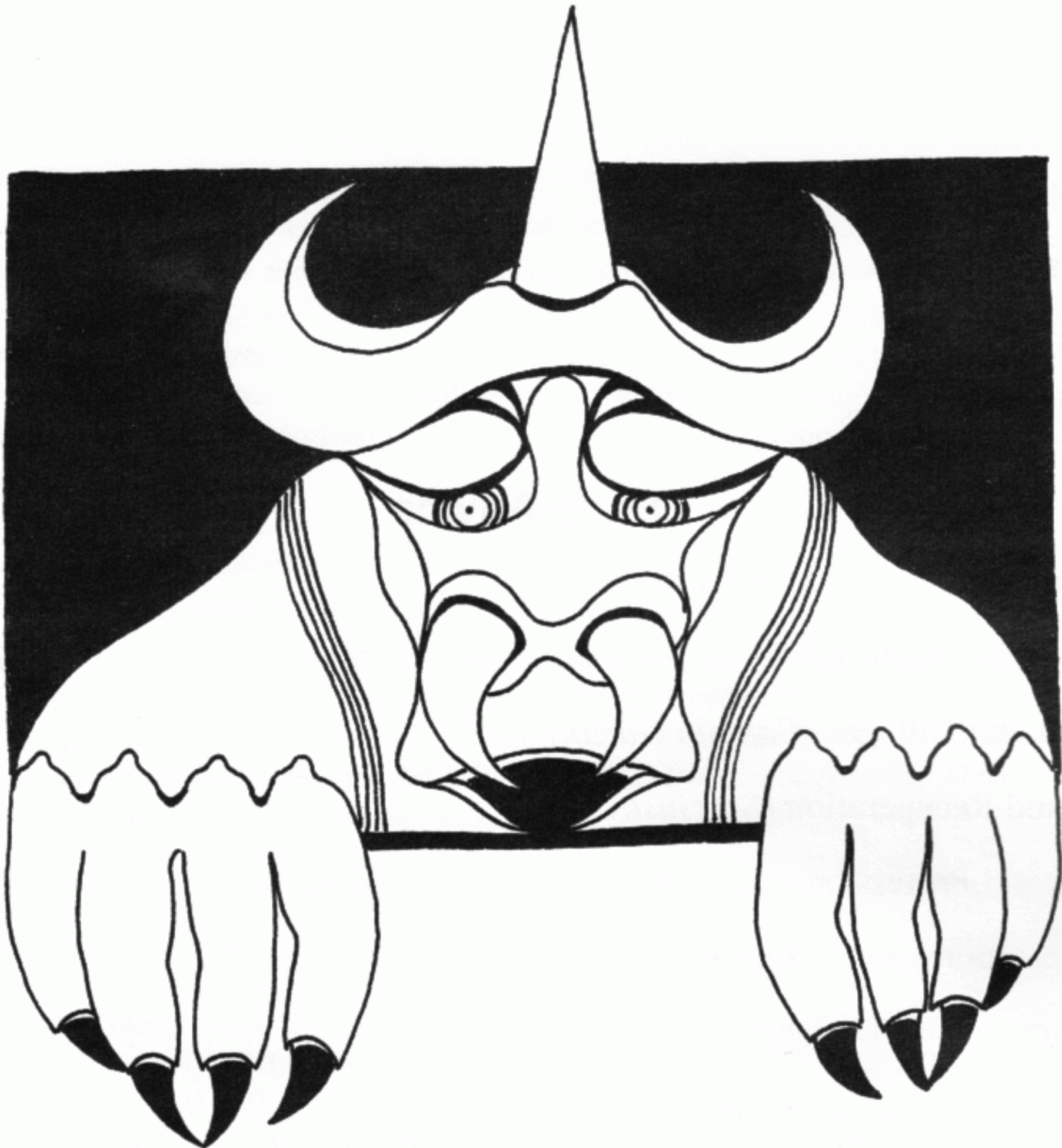
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HEROES WANTED

**The Lands of Deruvia are in dire peril.
A band of brave companions must be formed.
Volunteers report to our royal castle.**

Rebnard, King of Deruvia.

This was written on the paper tacked to the signpost on the road to Phaleng. The young ranger called Lukas had hidden in the underbrush while the man in monk's robes posted the paper in the mists of dawn. He had read the paper at sunrise, and returned to his hiding place. He had watched a band of orcs tear the paper down, defile it, and grind its shreds into the dirt.

Lukas well knew that Deruvia was no longer the peaceful domain of the Children of Light. Orcs and wolvinga from across the eastern sea wandered the countryside of Pheron at will. The Children of Light were still safe within their towns, villages and castles, but could travel the roads of Deruvia only at the whim of the forces of Darkness.

But this paper must mean that the plight of Deruvia was desparate! How could the King expect to raise a force of heroes with a few papers that would not last from dawn until the dew was dry? Lukas touched his belt buckle—his only legacy of the father he had never known—and felt his destiny descend upon him. His years of service to

the forests of Pheron were at an end. He must present himself at King Rebnard's court and do everything in his power to save Deruvia and the Children of Light.

Lukas had gazed upon King Rebnard's castle from afar many times, but had never before left the forests of Pheron to enter its gates. The splendor of the castle was more than he had imagined: the towering ceilings, the intricate tapestries, the marble fountain in the main hall. . . . Lukas saw the splendor, but could not marvel at it as he wished. A pall of gloom seemed to hang over the entire castle, damping everyone's spirits. The papers posted about the countryside had done their job after all: many heroes of Deruvia had answered King Rebnard's summons. But all seemed to feel, as Lukas sometimes did himself, that this was not a call to a glorious quest. This was, instead, a final meaningless gesture, a hopeless sacrifice of the Children of Light to the powers of Darkness.

Why were they here? Commander Golf of the royal guard guided the heros to their barracks, but he would not say why they had been called. The servants who cleaned

their clothes and served their food, Dincher and Gelhad, had no idea why the call had been sent out. Sir Brontos, the Honorable Rimfiztrik, and the elf, Prince Nethien of Trilliad, drilled the heroes all day in swordplay, spell-casting and archery, but would not tell them why.

Lukas felt nothing but frustration. In the bunk below him, his old friend Nazim felt the same. Something very important was happening, but what? Lukas glanced around the barracks. In the next bunk, Alhan was oiling and sharpening his gem-cutting tools, and Amad was sound asleep. No point in bothering them.

Same story beyond them: Nehor asleep, and Eflun crouched over his spell book. Lukas wished, not for the first time, that he had taken his magic lessons more seriously. A few more months, and he would have earned his own spell book . . . it would have given him something to do on a night like this.

Across the aisle was Sakar, the dwarf. Furiously sharpening his axe. Sakar did *everything* furiously. No wonder that nobody chose him for a bunkmate. . . .

Beyond Sakar were the halflings. Miko, Jimbo and Min. Lukas wondered once more why the halflings had been given barracks space. Cute little fellows, and fine company, but what could *they* do to defeat the Forces of Darkness? Beat zorlims and trolls at dice?

For that was what they were doing now. Playing dice. Not with zorlims and trolls, of course, but with three guards from the

castle. No, two guards and someone else . . . Lord Bhardagast?? Yes, King Rebnard's Chief Advisor! The halflings had a wider circle of friends than Lukas had imagined! What was Bhardagast saying?

As Sakar paused to look for a polishing rag, Lukas overheard a few words. *The 44 guardians of the Magic Candle*. They had . . . *vanished*?? Deruvia's peril was dire indeed!

Suppressing a sigh, Lukas began to undress for the night. His fingers touched his father's legacy. A belt buckle. A pair of brass circles fused together. A device to keep his trousers secure on his waist and to bear the weight of his sword in its scabbard. Lukas knew enough of magic to recognize the buckle as nothing more than it seemed. It would not transport him through the skies; it would not turn away evil magics; it would not bring lightning bolts down upon his enemies. It would hold his trousers up, that was all, and even for that it would need the help of a strong leather belt.

But that was not all. Magic was not all. Strength was not all. What the buckle gave Lukas was not magic, nor was it strength. It was certainly not comfort. All Lukas could tell, as the days wore on at King Rebnard's castle, was that his heirloom—a simple belt buckle—seemed to protect him from the descending curtain of gloom and despair. Perhaps all the buckle gave him was hope. Perhaps that was enough.

Quick Start

The Magic Candle is a game with many features and options. As you progress, you will need to read the "**Sage Advice**" later in this book. The advisers of King Rebnard will provide your hero with information he must know.

You should get a feel for the game before you seriously attempt to take care of the problem of the magic candle. Follow these directions for a quick start. Later, you may decide to start over. But, first, go through this process to become familiar with the game system.

- ***Start the Game***

Refer to the enclosed machine-specific instructions to start the game on your system. Since *The Magic Candle* runs on several different computers, the rules are different for each. On some computers, you will have the choice of using the keyboard, a joystick, or a mouse. For now, choose the keyboard.

Eventually, you will have the option to start a "New" game. Do so.

- ***Name Your Hero***

The leader of your quest calls himself "Lukas." You may choose to reveal his real name. Use your own name for his real name, if you wish, or another. *The Magic Candle* limits the length of his name to five letters, in order to display enough information about him and all his companions on your screen at the same time.

- ***The King***

King Rebnard will explain your quest to your hero. Pay attention. When the last line on the screen is (space), and you have read

what His Majesty has to say, press the space bar to continue. When His Majesty asks if you accept the assignment, press "Y" for "Yes." (Or, since "Yes" is already highlighted, just press the space bar.)

When His Majesty has finished, you will find your hero—we'll still call him "Lukas"—in the corridors of His Majesty's castle.

- ***Controlling Your Hero***

You gain control of Lukas as he leaves the court of King Rebnard. Refer to the machine-specific instructions to learn which keys move him around and indicate directions. He can do other things than "Walk": they are listed at the bottom left of the screen. Pressing the key of the first letter ("G" for "Greet") allows him to do them. Some commands need additional information: they are explained in the "**Commands**" chapter.

- ***The Knights' Room***

Find the Knights' Room—a few steps south and several steps west—and select five companions for Lukas. The "Call" command lists the volunteers available. Press "A" for the wizard Ziyx. The screen will show a list of Ziyx's abilities and important possessions. Ziyx, for example, has a Sword Skill of 20, out of a possible 45, and a Magic Level of 50, out of a possible 99. Nobody's abilities ever get over 99. Ziyx has no weapon and no armor, but he carries the magical book of Sabano.

Press the space bar (since "(space)" is at the bottom of the screen). The Knights' Room is back on the screen, with Ziyx

standing opposite Lukas. The "Invite" command (press "I") invites Ziyx to become a companion. He moves to Lukas's side of the room, and his name appears in the bottom right of the screen.

Many commands are available only in the Knights' Rooms. See the "**Commands**" chapter for details.

Pick four more companions. All the volunteers are worthy. The "Call" and "Invite" commands will let them join Lukas and Ziyx. When you have invited all of them, "Xit" the Knights' Room.

• *The Active Companion*

Now that you have gathered the companionship, notice that many commands apply to one member only. There is always one "active companion." His name is highlighted in the lower right of your screen. His number and his position in the party formation are highlighted in the party formation box at the upper right. When a command like "Use" is issued, he will be the one to follow your orders. If you wish to change to a different active companion, press his number ("1" through "6").

• *Rebnard's Gifts*

Return to King Rebnard's court when your party is formed. His Majesty will give Lukas and his companions some provisions to get started. Check the time of the day if the court is empty. His Majesty is only human, so he must eat and sleep as well. If His Majesty is not there when you return, try again at a more reasonable time.

• *Status Reports*

The "0" (zero) key gives you a status report on all the companions, telling you about their abilities, possessions, and magic spells. Try it out. The space bar pages through the reports. See the "**Status**

Screens" chapter for details. Pressing the "0" key again will bring you back to live action.

• *The Guest Room*

Now that you've created a group of companions, it's time to rest and explore. "Xit" from the Throne Room, if you're still there. Then find the Guest Room. (It's upstairs, north of the staircase.) "Divide" the companions into two parties, selecting the high-charisma companions for the exploring party, and leaving the wizards in the Guest Room.

Tell your wizards to "Learn" spells. Tell everyone else in their party to sleep. Then press "B" to begin. When you are asked whether to play another party, say "Yes" and select the high-charisma party.

• *Exploring the Castle*

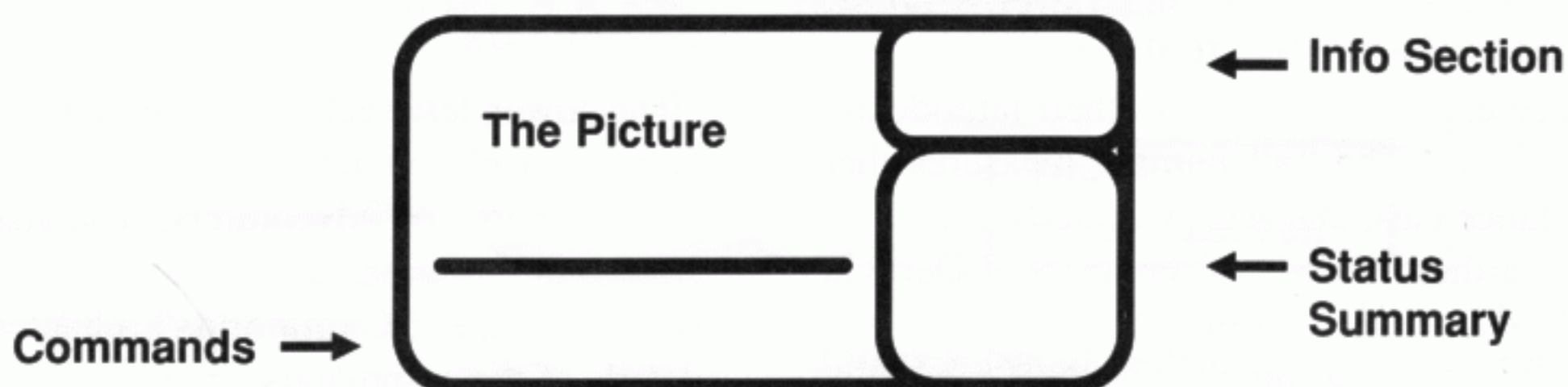
While the wizards are learning their spells, explore the castle. Greet everyone you meet. Ask them for advice. Ask them about rumors. Ask them about other subjects that they (or other people) mention. The members of King Rebnard's court are particularly good sources of advice.

"Switch" back to the wizards' party every now and then to make sure they are not getting tired. If they are, have them use sermin mushrooms to restore their energy.

• *Preparing for the Quest*

Soon, you will have enough information to plan your first project—perhaps a trip to Soldain or Bondell. Return then to the Guest Room and "Join" the wizards' party. Your first journey will be to the nearby town of Port Avur for supplies, for more information, and, perhaps, for training or employment. First, you will probably want to get some sleep, so you can start traveling first thing in the morning.

The Main Screen



The Picture

The Picture is shown in the large window in the top left of the screen. In this window you graphically observe your party as they explore Deruvia, fight the Minions of Darkness, and deal with the Children of Light, all under your direction and commands. There are levels of detail in what you see graphically. The highest level is shown when you explore and journey through the countryside. You see the portion of Deruvia through which your party walks, and some of the Minions of Darkness with whom you may have to contend. You see more detail when your party is in a castle, town, or dungeon. At this level all your players are individually visible on your screen, with the active player shown by a blinking box. If your party enters a building or room, you reach the lowest level of detail, where you control your characters on an individual basis. At this lowest level, only one player moves at a time.

• *Movement*

The "direction keys" move your party north, south, east or west when "Walk" is the active command. (That is, when **Walk** is highlighted in the "Commands" section of the screen, as it normally is.) See the

enclosed machine-specific instructions for the direction keys on your computer—usually the arrow keys. The active party or player will move in the direction you select, unless blocked.

If you are using a joystick, it causes movement in the direction you select when the "Walk" command is flashing. To make it flash, select it by moving the joystick forward and to the left until **Walk** is highlighted, then press the (first) fire button. To stop it flashing, press the fire button again.

Info Section

At the top right you see the "Info Section," which is divided into six subsections.

• *Date and Time*

The current date and time in the game, along with a day/night indicator. (In the Commodore version, light or dark is indicated by **L** or **D** in the small box).

Time passes in the game only when the companions do things that consume time. They do not normally use up any time while you are called away from the computer. Although most things they do take up some time, the Date and Time display only changes at five-minute intervals. In Deruvia, five minutes is called a "tick."

- *Position*

The current party's Floor Level in a castle, dungeon or tower. The game starts at Level 2—the ground floor—of King Rebnard's castle. In His Majesty's castle, Level 1 is the cellar and Level 3 houses visiting dignitaries. If the party is someplace else, this box shows their latitude and longitude. The "x" number measures their distance east, and the "y" number south, of the farthest reaches of the lands of Deruvia.

- *Days Remaining*

"Days" is the number of days remaining before the Magic Candle totally melts and Dreax bursts forth to conquer Deruvia in the name of the forces of Darkness.

The number of days you have to complete your assignment and win the game depends on the difficulty level you select as you start. The more days you have, the easier your quest.

- *Party Formation*

The "1 2 3 4 5 6" box shows the characters in the current party, in their current formation. Their formation can be changed with the **Formatn** command, explained in the "Commands" chapter.

The "Status Summary" area below always shows the companions in the order in which they were invited, but the Formation Box always shows their current formation. (The current formation sometimes makes no difference—in such a case, you may see the characters on the screen in a different order. Always remember to refer to them by their order number in the bottom right of the screen.)

- *Compass*

A compass highlights the current action direction.

The direction keys change the current direction, both when you walk and when you are asked: "Direction?" To answer the question, press a direction key, or press the space bar if the current direction is correct,

or, with a joystick, move the stick and press the fire button.

- *Location*

Finally, a description of the current party's location.

Commands

The lower left section of the screen contains a list of commands that you may give to your party of adventurers. The list can change at any time, depending on the situation. See the "Commands" chapter for details of the commands.

- *Executing a Command*

The simplest way to execute a command is to press its first letter on the keyboard. Press **E** to eat; press **A** to ask or attack, whichever appears on the screen.

If you are using a joystick, move it to highlight the command you want, then press the fire button.

Another way of using the keyboard is to use the "cursor-movement keys" to highlight the command, then press the space bar. The cursor-movement keys for your computer are identified in the enclosed machine-specific instructions. They are not the same as the direction keys.

If the selected command applies to a single player, then your command will be carried out by the active player. If you want to change the active player prior to command selection, you have two ways to do it. You can either press **1, 2, 3, 4, 5** or **6** to indicate the number of the new active player, or you can press **ctrl-P** to activate the player selection mechanism. A blinking arrow on the right hand side of the players' box can be moved up or down with the direction keys. When it points to the desired character, press the space bar.

- *Control Keys*

Some commands affect how you play the game, not what the companions do. They

are not shown on the screen, but they are always available. They are activated by control key combinations: hold down the **Ctrl** key while pressing the letter key.

Ctrl-V ("volume") toggles the sound. If sound was on, it gets turned off. If it was off, it gets turned on.

Ctrl-I ("input") toggles the joystick, if you selected joystick mode at the start of the session.

Ctrl-D ("delay") during combat adjusts the speed with which the screen describes monster movements. This speed is indicated by a number between 0 and 9. 0 is fast (no delay), 9 is slow. The default is 4.

(On the Commodore 64, the **F1-F7** keys are used instead. See your separate instructions.)

Status Summary

In the lower right section, the names, vital statistics, and health of your party members

are displayed. If you have more than one party formed, only members of the current party are shown in detail. The name of the currently active player is always highlighted. The following figure illustrates a typical player display.

```
Lukas  o.k  
St:35  En:98h
```

Lukas's health is **o.k** (not **tired** or **ill**). His current stamina level is 35; his current energy level is 98. The **h** means he is hungry. (An **s** would mean he was starving.)

This is only a summary. Pressing **0** (zero) will give you a complete status report. See the "**Status Screens**" chapter for details.

Travel in the Deruvias

The lands of Deruvia cover a vast area. When you travel through the countryside, the picture on the screen will show only the area that you can cover in about a day's travel. The active party's location is indicated by a blinking arrow. If you have divided the companions, any other parties in view will be indicated by arrows that do not blink. The **View** command will show you a map in much larger scale, with your party's location indicated by a blinking dot.

Travel on Foot

You may move your party north, south, east or west through passable terrain. Some types of terrain take more time. Some types take a greater toll of your energy. Roads and bridges provide the easiest travel. More time is needed to pick your way through forests and across glaciers—the treacherous marshes take the most time of all. The drain on your energy ranges from roads up through plains, forests, deserts and glaciers to those treacherous marshes again. Mountains and rivers simply cannot be crossed without magic.

The going is slower after dark, and when your party members are tired. It is impossible when they are exhausted. The **Camp** command allows them to pitch camp and rest. Sermin and drelin mushrooms can also be used. Or you can **Divide** the companions into fast and slow parties, explore with the fast party, and rest the slow one.

While you journey, keep in mind that the roads of Deruvia are busy with traffic

during daylight hours. If you keep to these roads, you may meet all sorts of travelers. They may be merchants, monks, farmers carrying their crops to market, or other Deruvians.

Sea Travel

Sea captains sail their ships on established trade routes from the Deruvian port towns. You can buy passage on their ships to distant lands. Sea travel takes time, but you can use that time to your advantage—**Learn** spells, **Fix** weapons, or just **Sleep**. The captains visit their home ports' taverns regularly while their ships are docked.

Teleportation

Deruvian magic allows instantaneous transportation by teleporting. The **Teleport** spell, in the Book of Ishban, can save a day's travel time or more in the hands of a powerful wizard.

The teleport magic is also imbued in ancient teleportal chambers scattered through (and below) the lands of Deruvia. These chambers are hard to find, and harder still to activate.

Subia's Map

The enclosed map, painted after Deruvia-wide travel by Lady Subia, shows the known terrain, bridges, towns, villages, castles, towers, sanctuaries, and guest houses.

There are secluded locations that are not marked on her map. You must discover

those by exploration. When your party moves next to these special locations, a picture and a message will appear on the screen to disclose what you have sighted. If it is a building, **Knock** on the door. If not, **Inspect** in that direction.

When you reach a town or village, you may have to walk around its boundaries until you find its gate. When you find it, it may be closed—many places close their gates against the Forces of Darkness at sunset.



Status Screens

Press **0** (zero) to see the status and inventory screens. Each companion has two to four screens you can page through. Step through them by pressing the space bar, or skip to another companion by pressing his number. Press **0** again, or **Esc**, to return from the status screens.)

Current Status

The first status screen shows the companion's current status. At the top are his name, race and profession, followed by his player number, his party number, and his current activity (e.g., "Sleep," "Train" or "Work"). The IBM version shows the current activity below the "In Use" box.

Next are shown his twelve character attributes. Each one shows the current level, followed by the maximum possible for him. You will find that each race has its own specialties and weaknesses, with variations among individuals based largely on their professions.

Strength determines the types of weapon a person can wield and the amount of damage he can do with them. As you play, you will learn how to increase both maximum and current strengths to their racial limits. Dwarves are strongest, wizards weakest.

Stamina determines the amount of damage a person can sustain before dying. Current stamina can be raised to the maximum by sleeping, by using a Potion, or by receiving a Heal spell. The maximum can increase in the same way as strength. In

general, dwarves have the most stamina and halflings the least.

Energy is a measure of fatigue. When it falls below a certain level, a person becomes tired and unable to concentrate. When it falls to zero, the person is exhausted and can do nothing but wait for a chance to sleep. The maximum for anyone is 99. Energy can be increased by sleep, a Sermin mushroom, or an Energy spell. Dwarves tire easily; halflings go on and on.

Sword Skill, which means "Axe Skill" for dwarves, dictates how likely a person is to score a successful hit in combat. The maximum is fixed by a person's race: dwarves have the most potential, wizards the least. The current skill level can be increased by experience in killing the Servants of Darkness and by training in combat schools in the towns of Deruvia.

Bow Skill is for archery the same as "Sword Skill" is for close combat. Starting levels vary greatly. Elves have the highest potential, and halflings the least—except for wizards, who have absolutely no talent at all.

Agility is the ability to dodge physical attacks. The Minions of darkness tend to gang up on their least agile opponents. Current and maximum agility can be increased in the same way as strength. Halflings dodge the best. Wizards dodge the worst, followed closely by dwarves, who often don't bother to.

Magic Level determines the effectiveness of spells, and the energy needed to cast them. It does not determine the *ability* to

cast spells: anyone with any magical talent (wizards, elves and rangers) and the proper Spell Book can learn any spell, and anyone who has learned a spell can cast it. Magic level can be increased by training in magic schools and by experience casting spells in high-pressure situations.

Charisma is the art of dealing with people, and is especially useful in greeting strangers and asking them questions. Charisma also assists in bargaining for supplies. It can be increased by training. It can also be increased in some local areas by performing heroic acts. Halflings have the most charisma, followed by the race of man.

Hunting Skill measures the likelihood of finding food in the plains and forests of Deruvia. Most Deruvians learned all their hunting skills in their youth; however, there is a slight chance of skill improvement after a successful hunting session.

Learning Skill decreases the time needed to learn spells, and increases the benefits of training at some schools. Learning skill can be increased by "learning to learn" from masters of the art.

Dexterity can allow a person to do more than one thing in one combat turn. With dexterity over 50, three actions are sometimes possible. Current and maximum dexterity can be increased in the same way as strength and agility. Elves and halflings have the highest potential. Gonshi mushrooms provide an enormous, but temporary, boost in dexterity.

Speed determines how long it takes to travel through the lands of Deruvia on foot. Maximum speed can be increased like maximum stamina. Current speed is the maximum when traveling in the daylight, with plenty of energy, on a well-maintained highway. Otherwise it's lower.

Below the twelve attributes is a list of combat-related information.

The **Ready Spell** is the spell most recently Recalled. The **Ready Weapon** is the weapon most recently Drawn ("None" if not in combat, or if the weapon is broken.)

Next are shown the companion's **Armor**, the level of protection given him by a magical **Shield**, his **Weapons**, with their accumulated wear and tear (**W-T**), and the number of **Arrows** he has remaining. All of these items are explained in the "Combat Mechanics" chapter.

The **Health** box in the top center of the screen shows the companion's physical complaints. If nothing is wrong, he is **o.k.** He can't feel any better than "o.k" on a quest like this. . . .

But he can feel worse. His worst problem is shown not only in the "Health" box, but also in his Status Summary on the right edge of the screen. The worst problem he can possibly have is to be **Dead**. A quick Resurrect spell can alleviate this condition.

Or he might be **Ill**, or **Poisoned**, or both. The Forces of Darkness use disease and poison as weapons and defenses. Both illness and poisoning are very debilitating, effectively reducing maximum stamina and energy by one-half, and impairing concentration.

During combat, he may be temporarily **Paralyzed** by an opponent's spell. Paralysis can be cured by magic, by the passage of time, by victory, or by death.

If he runs low on energy, he may become **Tired** or even **Exhausted**. Tired people move more slowly and can do fewer things. Exhausted people can do nothing but sleep. Dwarves tire at an energy level of 25, the race of man at 20, elves and wizards at 15, and halflings at 12.

Finally, he will become **Hungry** or **Starving** if he does not eat enough food. Hunger prevents sleep. Starvation prevents everything else, as well. Food is discussed on the "Inventory" screen.

Some magical mushrooms and plants have long-lasting effects. The **In Use** box shows whether the companion is currently feeling their effects. Read Rimfiztrik's Sage Advice about gonshi mushrooms and nift, mirget, luffin and drelin plants.

Inventory

The second status screen shows the companion's inventory of coins, food and objects. The name of each is shown, followed by the number carried.

COINS: The currency of Deruvia is tiny gold coins. King Rebnard will give you a generous supply to equip your quest. You will need more before long. You can get more by looting the Minions and Strongholds of Darkness, by trading in jewels, by gambling, or even by working for wages.

A hot meal costs a coin or two. A night's lodging for a party of six usually costs under ten coins. A brom bow costs hundreds of coins, and a spell book costs well over a thousand.

One person can carry no more than 9,999 coins—a limitation you won't have to worry about for a long time.

FOOD: Each companion can carry up to 99 rations of food. A ration is approximately one day's worth for a member of the race of man. Halflings, with their between-meal snacks, go through four rations in three days. Dwarves and wizards, on the other hand, get by on considerably less.

Food can be purchased by the meal or in bulk, and it can be hunted for in forests and fields.

A companion carrying more than five rations will automatically eat whenever he feels the need to. But when his supply gets low, he will complain and become "hungry" instead, and will only eat at your

command. If he is still hungry at his next mealtime, he will become "starving."

OBJECTS: Each companion can carry as many as 23 different kinds of object, and up to 99 of each kind. Many objects are for sale in supply shops in the towns of Deruvia. They are listed on the back cover of this book for your reference. You will find many other objects in the course of your quest.

Spells and Books

Any companions who own spell books or have learned magic spells have a third, and perhaps a fourth, status screen showing the spells they have learned and the spells they can learn.

The top line of the screen shows the companion's name and repeats his current magic level from screen 1. The rest of the screen is divided into five columns.

The **Books** column names the spell books he owns. The **Spells** column lists the spells for each of those books. If he has learned spells that are not in a book he currently owns, they are listed in the "Spells" column in a separate group.

Next to each spell, the **Mem** column shows the number of copies of the spell that he has in his memory—that he has learned. The **Ene Usq** column shows the energy usage necessary for him to cast the spell, based on his magic level, and the **Lrn Tim** column shows the time it would take him to learn a copy of the spell. The time is measured in "ticks"—five-minute intervals. See Rimfiztrik's Sage Advice on "Magic" for an explanation of the concepts.

While a companion is actively learning a spell, it will have a mark to the left of its name. There will also be an **LT:** notation in the "Books" column telling the number of ticks remaining to learn this copy of the spell.

Commands

The bottom left of the screen usually shows the commands that you can give to the current party. This chapter lists them all, with usage notes.

If you are using the keyboard to select commands by their first letter, it may disturb you to realize that there are more commands in "The Magic Candle" than there are letters in the alphabet. Don't worry. They all fit in—at any given time, all the commands are unique and appropriate. A glance at the screen when you are surrounded by slaving Minions of Darkness should remind you that "F" means "Flee," not "Fix."

Command List

ASK someone for advice, rumors, or other information. If you don't ask questions, you'll never learn anything. See the Sage Advice on "**Conversations.**"

ATTACK a Minion of Darkness. It pays to "Draw" a weapon first. (If you want to attack the Minion with a hard-hitting, demoralizing and painful magic spell instead of with a puny little shortsword, use "Magic" instead of "Attack.")

BEGIN a rest period. After the active party has decided what to do—see the Sage Advice on "**Rest and Recuperation**"—select "Begin" to let them do it. "Begin" always gives the option to leave this party alone and switch to another one. If you don't switch, you get to watch the time pass. Your reverie will be interrupted when something drastic happens—the com-

panions are ambushed, they begin to starve, or you select "Stop."

BUY something in a shop. The proprietor will usually present a list of items available. Remember that his quoted price will often depend on your active character's Charisma.

CALL a volunteer companion into a Knights' Room for inspection. Or, if you are seated comfortably in a tavern, **CALL** a serving girl to your table.

CAMP out in the countryside or in an empty dungeon chamber. As explained in the Sage Advice about "**Rest and Recuperation,**" "Camp" starts a rest period for a party that would rather be home, snuggled up in their cozy little beds.

CHANT some magic words. (If you don't know any magic words, you haven't been talking to the right people.) Type in the words, one at a time, hitting the "return" key after each word. Before you hit return, you can use the backspace key to make corrections. In Deruvia, proper spelling is necessary for survival.

DISTRIBUTE objects among the party members. The option to distribute appears after the "Transfer" command has been issued, if the party is acting as a unit. Distribution means that the selected companion will divide his goods evenly, and therefore might not work quite the way you expect. An example: Lukas, Min and Ziyx are the members of the active party. Lukas has six Gonshi mushrooms and distributes them. He gives two to Min, two to Ziyx, and keeps two for himself. He doesn't care that

Ziyx already had eleven of them—distribution does not insure that everyone winds up with an equal amount. If it is important to equalize the number of items, "Pool" them first.

DIVIDE the active party into two parties. (If the active party only has one member, the laws of Deruvia prohibit splitting him in two.)

DRAW a sword, ready a bow, or unsheathe an axe. The "Draw" command is a combat option: you will not see it on the screen when you are visiting a library.

DROP a companion from the quest. Companions can be dropped only in Knights' Rooms. Anyone who is dropped retains his possessions and experience, and his eagerness to rejoin the quest at a later time.

EAT food, mushrooms, plants or healing potions. You may call for a general feast for all the members of the active party, or for just the active member to eat something. Healing potions, by the way, are somewhat thicker than honey, and must be eaten rather than drunk. Remember that the companions will automatically eat food when they get hungry, as long as they have enough for the next few days.

FIX a sword, axe or bow. Combat inflicts wear and tear ("W-T") on weapons as well as on combatants. During a rest period, the companions can choose to repair their weapons with the "Fix" command. Dwarves have been known to stay awake for nights on end to get their battleaxes back to "zero-wear-and-tear." Dwarves love shiny axes. . . .

FLEE through the countryside twice as fast as comfortable, using up a regrettable amount of energy. Sometimes fleeing is the only way to evade pursuing monsters or to reach a rendezvous on time.

FORMATN ("Formation") rearranges the companions in the current party. They are always listed down the right side of the

screen in 1,2,3,4,5,6 order, but they are shown in the picture in Formation order. Changing the Formation can be useful to get the companion with the most charisma into the right position to deal with a delicate situation. During the "Formation" command, the spots are filled left-to-right, top-to-bottom. If there are fewer than six companions in the party, you can skip spots with the space bar. It's easier to do than to explain—try it out in the halls of King Rebnard's castle. Notice how the Formation is reflected in the "Party" box in the top right part of the screen. By the way, going through gates and doors can disorganize the party—they might re-form on the other side in their original order.

GREET another person. Charisma determines the greeting technique that your party members use. Assume that the opening ranges from "Good morning, kind sir. My name is Min. Of whom do I have the pleasure of making an acquaintance?" down to "Hey, you! You with the big nose!"

HUNT for food in the wilderness during a rest period. Some of the companions are better hunters than others, and some campsites are better suited for hunting than others. Forests are good. Icefields, deserts and highways are bad.

INSPECT something that looks interesting—a sign on a wall or on a signpost, for example. Or a mushroom patch, in order to harvest those magical little fungi. Of course, the people you meet should be greeted instead of inspected—it's very rude to stare. But in general, if you see something you want, like the mushrooms in a mushroom patch, or a reasonable possibility, like whatever those fermigons the party just killed were guarding, "Inspect." If there's something worth taking, you will be given the chance to take it.

INVITE someone in one of the Knights' Rooms to become a companion on your

quest, after you have called him forth for examination.

JOIN another party. Parties in the same room or shop can always join, if the "Join" command is shown on the screen. Out in the countryside, both parties must be in the same location. In the streets of town or in castle and dungeon corridors, the parties must be next to each other, and there must be enough room for them to join. Joining parties can be tricky in close quarters. If you have trouble, maneuver the parties into a normal three-by-two arrangement and try again. (You may need to use the "Formatn" command on one or both parties.) If it still doesn't work, "Switch" to the other party and then "Join." If it *still* doesn't work, you'll have to move everyone to a more open area first.

KICK a dungeon door into smithereens. Outside a dungeon, more politeness is appropriate—see "Knock," coming up next.

KNOCK on the door of a room or building, or on the gate of a town or castle. When your party knocks on the door of a residence, they will be asked whom they seek. Conditions in Deruvia being what they are, people are unlikely to invite random strangers into their living quarters.

LEARN a spell during a rest period. Magic spells require even more concentration to prepare than they do to cast, and considerably more time as well. They also require good health—a tired wizard is unable to concentrate. A magic-user's status display shows the "Learn Time" for each spell he can learn. While he is learning a spell, the display also marks the spell he is learning, and shows how close he is to mastering the next copy of the spell. Beware interrupting a wizard who is learning spells: a command such as "Sleep" or "Fix" will cause him to lose his concentration—any progress he has made toward learning a spell will be lost.

MAGIC: The active member of the active party casts his active spell. Magic is touchy; don't tempt its random powers by selecting "Magic" without being sure that the right companion is active, with the correct spell recalled.

NAMES: List the names, races and professions of the prospective companions in a Knights' Room.

OFFER an object to someone your party has encountered. You can also offer to buy drinks for people you meet in taverns. Try not to spend the whole game buying drinks for friendly strangers. . . .

PACK up and leave camp. Everyone stops sleeping, hunting, learning spells, fixing weapons, standing watch . . . "Pack" can also be used in guest rooms, but "Xit" is quicker.

PASS the time away for five minutes. The companions take a little time to comb their hair and to smell the flowers. Meanwhile, an important person approaches a rendezvous, or a town's gates begin to open, or the orcs patrolling the road wander off into the forest. . . .

POOL objects into one companion's possession. Like "Distribute," "Pool" only appears after "Transfer" has been selected while the active party is acting as a unit. There are two steps: first select the companion to receive the items, then select the item that everyone else will give him. Pooling is most often used with coins, in order to allow one of the party members to buy something he's always wanted but can't afford by himself. "Pool" can also be used before "Distribute," to even out the supply of food or mushrooms among the party members.

PROFILE a prospective companion during recruitment in a Knights' Room. His statistics will be shown, just as when he was called to the recruiting desk.

QUIT and save the game in progress. See the enclosed machine-specific instructions for "Saving Games."

RECALL a spell that has been learned in an earlier moment of leisure.

SEARCH the bloody corpse of a defeated Minion of Darkness for possible valuables. A nasty job. Especially since some of those Minions of Darkness don't look much better dead than alive. But, after combat, the bodies on the side of Light should be resurrected and the bodies on the side of Darkness should be plundered. Just be glad it wasn't the other way around. . . .

SELL a gem or a weapon. Used weapons can be sold in weapon shops, to make room for more effective weapons. Gems can be sold to general merchants, to make a profit. Nobody wants to buy a used rope. Deruvian health laws prohibit the sale of used mushrooms.

SLEEP, and restore your stamina and energy. Sleep is a luxury in Deruvia, but it becomes a necessity if there are no Sermin mushrooms to provide energy. Woe betide the dwarf on shipboard who is too seasick to sleep and who has no Sermins. . . .

SORT a list of the Knights' Room volunteers by any of their talents.

STOP the rest period you are watching. When you have nothing better to do, and are watching companions sleep, or learn spells, or repair weapons, "Stop" is the only available command. Select it when enough game time has passed that you want to resume active play—maybe when the sun rises, and the display at the top right of the screen changes from "Dark" to "Light."

SWITCH from the active party to another party. The companions must have been Divided into separate parties first; otherwise, the only "other party" you can Switch to is "None." When resting, "Begin" serves the same purpose as "Switch."

TRANSFER things between party members. When a party is moving as a unit (out in the country, or in a street or corridor), you may "Pool" items into one player's possession, "Distribute" them among the party, or "Transfer" them from one companion to another. "Distribute" and "Pool" are explained above. When the party members are moving separately (in a room or chamber), they can only "Transfer" items to the companions next to them. Transferring has four steps. Select the generous companion who will give something away; select the worthy companion who will be the recipient; select the item to be transferred; state how many of that item. Sometimes, when you are transferring (or distributing or pooling) items, a companion will be unable to carry any more. Don't worry. If this is the worst of your problems, you're well on your way to victory—unless what you have too much of is satin pillows embroidered with pictures of the scenic highlights of Fubernel. . . .

USE something that the active party member has in his possession. The companions are sensible enough to use objects in a sensible way. Using a mushroom involves putting it into the mouth, chewing, and swallowing. Using a shovel involves pointing it into the ground, pushing, throwing the contents to one side, and repeating the process. Using a rope—but you get the drift. Some objects, like mushrooms, may be used only once; others, like shovels, can be used many times. Some possessions may either be Used or Eaten; the effect is the same.

VIEW a large-scale map of one quarter of Deruvia. A blinking dot shows your party's current location.

WALK in the direction shown on the compass at the upper right of the screen. You will almost never need to hit "W" for "Walk." See the "Travel in the Deruvias" chapter.

WATCH over the other companions while they rest. The companion who stands watch must be in reasonably good health to accept the assignment. His rewards will be few: a night without sleep, a sore back, and the other companions complaining, as they arise, that breakfast isn't ready yet. But if standing watch prevents an ambush by the

Denizens of Darkness, standing watch will have been worth it.

XIT from the current location. You will usually be given a choice of directions. The first choice is always "None," allowing you to change your mind and the party to remain where it is.



Combat Mechanics

You will be given much "Sage Advice" about combat by Commander Grolf. This chapter simply explains how to perform the actions he recommends.

Setting Up

Unless you are ambushed, you will have time to prepare for combat by walking into position, drawing weapons, and recalling spells.

"**Walk**" works the same way as in a castle room, except that you are limited to your portion of the battleground. Once combat begins, you can walk anywhere that isn't blocked by terrain or other combatants.

"**Draw**" lets you draw a weapon. If the active companion has two unbroken weapons, he can select which one.

"**Recall**" lets you recall a spell.

"**Begin**" starts the combat. Do not select "Begin" until all the party members are ready.

Combat Sequence

During combat, all the members of one side take a turn, then all the members of the other side. In an ambush, the monsters go first; otherwise, you do. In your turn, you may allow the companions to act in party order or you may select them out of sequence using the number keys (1—6).

Natural dexterity or a gonshi mushroom may give a companion time to do more than one thing during his turn. You may interrupt one companion with another. For example, Ziyx could eat a gonshi and cast a Shatter

spell he had already recalled. Then Eflun could cast Energy on Ziyx, and Ziyx could cast two more Shatter spells with his renewed energy.

Escape

In some cases, retreat may be your best course of action. To escape from the monsters, press the **Esc** key (**CLR HOME** on the Commodore) during your combat turn. The monsters will receive one final turn, and then, if you still want to, you may retreat from the combat.





Weapon Attacks

Swords and axes can be used only against adjacent monsters. The "Attack" command swings the weapon. So does attempting to move in the direction of the monster—saving you a keystroke. A sword or axe does damage equal to the strength of its wielder, up to the maximum possible for the weapon.

Bows can be used in any one of the four directions, but not when a monster is right next to the Bowman. Only the "Attack" command will shoot an arrow; moving in the monster's direction acts like a normal move. An arrow does damage equal to half the Bowman's strength—three-quarters if shot from a Brom bow. (Inborn talents give elves an additional five points of damage when using bows.)

Armor and Magic Shields

Armor can be purchased in towns. Each set of armor is made to measure, cash in advance. The better the armor, the longer it takes to make, and the more it costs. Leather armor is the least expensive, and takes a day or two.

Armor reduces the effect of nonmagical attacks. A blow that would normally inflict eight points of damage will cause only six to someone wearing leather armor—and none at all to a fighter in steel plate.

Magical shields—the result of the Shield spell—protect their owners from magical damage. Unlike armor, magic shields wear out as they absorb magical energy. Shield spells can be cast on top of each other, up to a maximum of 99 points of protection for any one person at any one time.

Combat Results

After each move by a character or monster, a message shows the action taken and its results. These messages range from reporting a miss to the results of a spell cast. Here are some examples of combat messages:

```
Lukas hits Orc -20
Dam:18 (A-2) Stamina:8
```

Lukas scored a hit against an orc worth 20 points. The actual damage was 18 due to the orc's leather armor. As a result of the hit, the orc has 8 stamina points left.

```
Shatter!
Ziyx hits Zorlim -20
Dam:0 (Sh:4) Stamina:26
Shatter!
Ziyx hits Zorlim -24
Dam:20 (Sh:0) Stamina:6
```

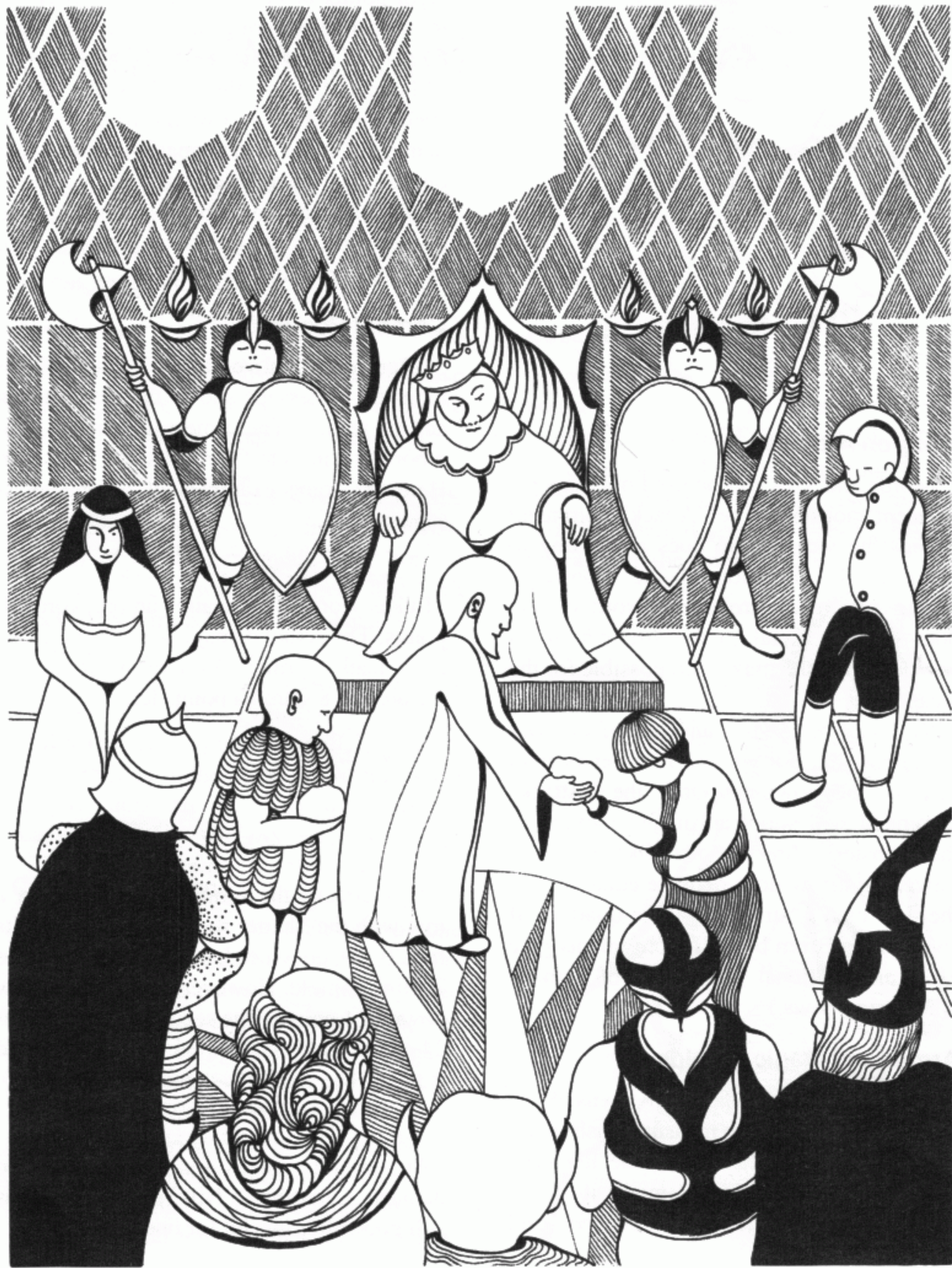
Ziyx attacks the same Zorlim twice in a row with the Shatter spell. The first one hits for 20 but does no damage because of the Zorlim's shield. However, the shield is now down to 4 points. The second Shatter scores 24 and does damage equal to 20. The shield is gone. The Zorlim's stamina is down to 6.

```
Orc hits Lukas -10
Dam:0 (Nf:1) Stamina:36
```

An orc hits Lukas for 10 but does no damage. Lukas had a Nift "in use," which is still good after this hit for one more.

Sage Advice

from the wisest of the Children of Light



Volunteers

At King Rebnard's request, the wisest advisors of His Royal Highness have interviewed and evaluated the volunteers for the quest to save the Magic Candle. The advisors' reports are shown below. A table at the end of this appendix summarizes the volunteers' abilities, talents and skills. You will note that the reports of the volunteers at the Crystal Castle contain much less detail: the reports were delivered by high-flying birds unable to carry more than the barest statistics.

Recommended Hero: "Lukas"

Armed with: Short Sword.

Among the volunteers at Your Royal Highness's Castle, we are most impressed by a young Man calling himself "Lukas." We are undecided whether Lukas is his true name. He is reluctant to boast about his past. However, when he is called before Your Royal Highness, we feel sure that it will be by his true name. His devotion to the lands of Deruvia and to the Children of

[To avoid possible embarrassment, the details of your evaluation have been excised from this Report.]

much to learn, we nonetheless give "Lukas" our highest recommendation as the hero of this quest. (Commander Grolf adds that he regrets that the castle armory cannot provide proper weapons and armor, and recommends that Lukas proceed immediately to Port Avur to equip himself and his chosen companions.) (Lord Bhargast suggests that, while Commander Grolf's concerns are justified, Lukas should be allowed to set his own priorities, with the advice of his chosen companions, par-

ticularly those companions who are skilled in the social and diplomatic graces.)

Volunteer: Alhan

Armed with: Ash Bow, 25 Arrows.

The Elf Alhan comes to our castle from the forests of Marmaris. Alhan is a skilled archer, with considerable magical training. These skills alone qualify him for the quest. But of particular interest is his friendship with the dwarves who fled Uberion to establish the settlement of Soldain in coastal Marmaris. From them, he learned the profession of gem-cutting. Alhan is, in fact, the only Gemcutter among the volunteers at our castle. (His Grace, Lord Banas, emphasizes that the companions will be required to fund their own endeavors, and that the gemcutting skill will provide both substantial wages in town and increased profits—as much as one-third—on gems traded for during the companions' travels.)

Volunteer: Amad**Armed with: Scimitar, Ash Bow, 20 Arrows, Ring Mail.**

With some misgivings, we recommend the Mercenary Amad of the Race of Man as a candidate for the quest. We are forced to acknowledge his prowess with the sword and bow, and his eagerness to slay the minions of Darkness. However, we understand that Amad has made his living as a hired killer since his youth in the dark streets of Knessos. We are convinced that Amad will stab, slash, gut and loot the minions of Darkness at every opportunity. We are not convinced of his dedication to the Children of Light. (Sir Brontos, joined by Commander Golf, respectfully present the opinion that Amad has proved himself as a superb fighter, and that fighters must be the core of the questing companions. If the gods grant that fighting the forces of Darkness is no longer the most important goal of the quest, Amad can return to the castle with his well-earned plunder and be replaced with a companion with subtler skills.)

Volunteer: Ben (at the Crystal Castle)**Armed with: Long Sword, Ash Bow, 30 Arrows, Ring Mail.**

From the Crystal Castle:
Ben: Mercenary/Race of Man
Skilled. Experienced mercenary officer. Left service age 45 to marry childhood sweetheart. Later took one final commission: family killed by Jerrahs while on campaign. Nothing left to lose.

Volunteer: Dalin**Armed with: Light Axe.**

We are honored to have Dalin, prince of the royal Dwarvish blood, volunteer to join the quest to save the Magic Candle. Of course, we must evaluate the candidates on their merits, however regal their blood may be. We are pleased to say that Prince Dalin has shown himself as an excellent fighter, although he claims that his talents lie in smithing. And our smiths judge Dalin a master metalsmith, confirming his modest claim. (Commander Golf stresses the importance of a metalsmith in a traveling party: weapons can be repaired more quickly, and with a smaller likelihood of future breakage.) (The Honorable Wizard Rimfiztrik has announced his intention to include a comment on Prince Dalin's candidacy. When he presents that comment, it will be included here.)

Volunteer: Dokar (at the Crystal Castle)**Armed with: The Book of Sabano.**

From the Crystal Castle:
Dokar: Mage/Wizard
Surprisingly quick. Young, for a wizard. No personal data. Refused interview: "Too much to learn." Impressive/frightening ability to learn spells.

Volunteer: Eflun**Armed with: The Book of Demaro.**

Any wizard is welcome to join the quest to save the Magic Candle. And, as Your Royal Highness knows, any wizard is extremely difficult to interview and evaluate. Eflun's remarks tend to indicate that he might have spent some indeterminate

period of time in Upper Deruvia, perhaps. He looks healthy, and a surprise test showed that he knows how to handle a sword. (The Honorable Wizard Rimfiztrik insists on adding, in his words, "Rebnard! Pay attention, this is important! This wizard, Ef-what's his name, knows the Resurrect spell. Don't let these kids out the gate without him! Sire. Your Royal Highness.")

Volunteer: Eldai (at the Crystal Castle)

Armed with: Ash Bow, 50 Arrows, Leather Armor.

From the Crystal Castle:
 Eldai: Carpenter/Elf
 Skilled in archery and magic. Gave an amazing demonstration of rapid shelter construction from living saplings. Claims that living plants cooperate; dead plants resist.

Volunteer: Jimbo

Armed with: Short Sword.

The young halfling Jimbo has impressed us with his carpenter's skill. He convinced the Mayor of Bondell to bring some samples of his cabinetry to the Council meeting, and they are beautiful pieces of work, indeed. Jimbo's enthusiasm cannot be faulted, and he has shown some ability with the sword and bow. We cannot deny Jimbo the opportunity to join the quest. (His Grace, Lord Banas, dissents: "Appealing as the halflings may be, enthusiasm cannot substitute for proven skills. Young Jimbo has proven himself only as a carpenter, and carpentry skills are not in short supply in northwestern Deruvia. At this time, Jimbo's talents would be put to far

better use in improving the defenses of our castle.") (Lady Subia submits a rebuttal: "Remember that the Companions of Light will, of necessity, be wandering the Deruvian wilderness for days on end. I have heard that master carpenters can provide shelter in the most barren terrain. Jimbo recently accompanied me, and several trusted retainers, on an overnight hunting trip. I can truthfully state that, because of Jimbo, the night in the forest was as comfortable as any I have spent in my own room in the castle.")

Volunteer: Kruga (at the Crystal Castle)

Armed with: Battleaxe, Chain Mail.

From the Crystal Castle:
 Kruga: Fighter/Dwarf
 Awesome. Made mockeries of our most difficult combat tests. Personal mission to rid all former dwarven holds of forces of Darkness. Possible ability to do so.

Volunteer: Lupi (at the Crystal Castle)

Armed with: Brom Bow, 50 Arrows, Leather Armor.

From the Crystal Castle:
 Lupi: Ranger/Elf
 Skilled in archery. Trained in magic. Owns Brom Bow, named Darkfinder. Confidential: Lupi admits to being an elven princess of the royal blood, disguised in male attire. Motives unclear. Recommend secrecy.

Volunteer: Madir (at the Crystal Castle)

Armed with: Scimitar, Leather Armor, The Book of Demaro.

From the Crystal Castle:
 Madir: Mage/Wizard
 Confusing. Boasts of sword prowess (adequate). Does not mention magic skill (impressive). Suspect mid-career disillusionment with chosen profession, possible despair that magic can defeat Darkness.

Volunteer: Miko

Armed with: Short Sword.

Miko is the largest and strongest of our three halfling volunteers. His dismay at the invasion of Fubernel caused him to sell his smithy in Delkona and to travel to our court to join the fight against the forces of Darkness. He admits that his fighting skills have been neglected during his years at the forge, but we feel that his remarkable strength and his metal-working ability qualify him for the quest. (His Grace, Lord Banas, points out that Miko's strength is remarkable only for a halfling; it is rather ordinary compared to the other volunteers. His Grace respectfully repeats his opinion that the talents of the halflings would serve our cause better here in the castle.)

Volunteer: Min

Armed with: Short Sword.

The third of our halfling volunteers is an amusing little tailor who arrived in the party of the Mayor of Bondell. We admit that we found it difficult to take Min's candidacy seriously—his combat skills are negligible, and his survival skills are ques-

tionable. But Min has somehow convinced us to recommend him as a volunteer. (Lady Subia points out that the companions will be facing not only the minions of Darkness, but also other Children of Light. Combat skills are of little use when enlisting the cooperation of isolated villagers and frightened townsfolk. Min's persuasive abilities and his effects on the companions' morale may be essential to the success of the quest.) (His Grace, Lord Banas, withholds his endorsement, "for obvious reasons.")



Volunteer: Nagi (at the Crystal Castle)**Armed with: Long Sword, Steel Plate Armor.**

From the Crystal Castle:
 Nagi: Knight/Race of Man
 Leader of our defenses.
 Beloved by all. Sir Nagi is prepared to join your quest when it reaches our castle. We will miss him sorely.

Volunteer: Nazim**Armed with: Short Sword.**

Nazim is a childhood friend of "Lukas" and another of the rare rangers of the Race of Man. He was closely considered for the hero's position. Nazim is highly recommended. (Sir Brontos remarks that Nazim, like Lukas, would benefit greatly from additional training. This is to be taken not as criticism, but as advice. Sir Brontos also is highly impressed by Nazim's hunting and trapping skill; the companions will never want for food if Nazim is among them.)

Volunteer: Nehor**Armed with: Ash Bow, 50 Arrows.**

The elvish ranger Nehor is an ideal companion for wilderness travel. His speed makes him an excellent scout, his hunting skill is surpassed only by his fellow ranger Nazim, and his accuracy with the bow is astonishing. He admits to being uncomfortable indoors or surrounded by others, and can therefore not be expected to be an asset to the companions in the towns and villages of Deruvia. Nonetheless, he is highly recommended. (The Honorable Wizard Rimfiztrik has not submitted a written addendum, but his oral comments were delivered with such vigor that they deserve

paraphrasing. The gist, omitting comments on the other advisors' mental acuity, moral fiber, and sanity, was that Nehor would be nearly as valuable as a wizard to the companions once a spell book was obtained for him, and that distaste for crowds is not a character fault, but a sign of incipient wisdom.)

Volunteer: Nimmo (at the Crystal Castle)**Armed with: Ash Bow, 30 Arrows, Leather Armor.**

From the Crystal Castle:
 Nimmo: Gemcutter/Halfling
 One of few halflings ever seen in Yberton. Charming. Skilled in combat. Learned gemcutting from Bedangidar dwarves in Kharin exile. Do all halflings eat this much?

Volunteer: Rasul (at the Crystal Castle)**Armed with: Short Sword.**

From the Crystal Castle:
 Rasul: Tailor/Race of Man
 Refugee from Knessos. Quick learner. Has been studying swordplay with other volunteers and advising them on demeanor and deportment.

Volunteer: Rexor**Armed with: Scimitar, Steel Plate Armor.**

Sir Rexor is, of course, well-known to all. His courageous exploits in the field, his winning smile, and his insistence on polishing his armor to a mirror-like sheen have endeared him to everyone in our castle. He modestly declined to be considered for the hero's position; had he not, the selection of

"Lukas" would not have been so easy. Needless to say, Sir Rexor is most highly recommended. (His Grace, Lord Banas, adds the observation that Sir Rexor would be of nearly as much service in the towns and villages as one of the halfling volunteers, and of immeasurably more service in the strongholds of Darkness.)

Volunteer: Rogga (at the Crystal Castle)

Armed with: Light Axe, Ring Mail.

From the Crystal Castle:
Rogga: Metalsmith/Dwarf
Superb blacksmith, specializing in weapon repair. Excellent axeman as well, with an unusual forehand-backhand technique that often allows him to land two blows in a single pass. Refuses to reveal where he learned this type of axeplay.

Volunteer: Sakar

Armed with: Light Axe, Chain Mail.

Of all the volunteers at Your Highness's castle, the dwarf Sakar shows the most prowess in combat. And, except for Sir Rexor, he is the best-armed of the volunteers. He would be a great asset to the companions during hostile action. (Lord Bhardagast comments that, if Sakar is chosen, the other companions should be selected carefully. Sakar's personality stretches the limits of tolerance: he considers each and every minion of Darkness a personal enemy, and is so consumed by fury that one wonders how he can sleep at night.) (Sir Brontos mentions a rumor that Sakar's former home in the mountains of Uberion was taken by orcs, and that the blame for the dwarves' defeat fell on Sakar.)

Volunteer: Tamas (at the Crystal Castle)

Armed with: The Book of Ishban.

From the Crystal Castle:
Tamas: Mage/Wizard
Handsome (for a wizard) and arrogant, but with good reason. Most talented of our mages, and the only holder of the Book of Ishban.



Volunteer: Yulig (at the Crystal Castle)

Armed with: Light Axe, Ring Mail.

From the Crystal Castle:
Yulig: Gemcutter/Dwarf
Dwarvish friend of the halfling Nimmo. Fine gemcutter; good dwarvish combat skills. Almost likeable. Told a joke once.

Volunteer: Ziyx**Armed with: The Book of Sabano.**

The Honorable Ziyx is simply the greatest wizard alive. It goes without saying that he is highly recommended for the quest. He has asked to provide his own evaluation of himself as a companion. While such a request would be ludicrous, even insulting, from any other volunteer, it seems only natural from the Honorable Ziyx. His message follows.

"Your Royal Highness: I believe that you will now understand why I refused your appointment of me as chief advisor in the matter of the Magic Candle Quest. My flimsy excuse of 'pressing matters needing extensive research' was, of course, a sham, and I thank your Royal Highness for accepting it without question.

"In my youth, centuries ago, I dreamed of adventure. I dreamed of great danger, high excitement, and forces of evil that could be conquered only by the greatest bravery, cunning and magical skill. In my dreams, I

was the bravest, cleverest, and most skillful of them all. Time after time, I saved the Deruvias from Darkness, and was honored forever after by the Children of Light.

"The dreams were but dreams of youth, and I set them aside. I devoted myself to my studies, and, through diligence and good fortune, reached my present position in the Deruvian court. I have served you and your predecessors faithfully and, I hope, well.

"But, with this invasion of Deruvia by Darkness and the news of the danger to the Candle, my youthful dreams have returned. I cannot ignore them. Even wizards grow old, and I am convinced that this is my last chance to fulfill those dreams. My arms and legs are withered sticks, but bravery and cunning need not depend on strength and speed. As for magical skill, I cannot be modest concerning my life's work. Call it a second childhood, if you will, but I humbly beseech your Royal Highness to consider me for the quest to save the Magic Candle."

Geography

Lady Subia is a cousin of King Rebnard. She has made hobbies both of traveling and studying the lands through which she travels. Most recently, she has traveled to King Rebnard's castle from the Crystal Castle at the farthest reaches of Rebnard's domain. This is her description of the lands through which your quest will take you.

The lands of Deruvia—sometimes called "Deruvias," or "the Deruvias"—consist of a large continent, a major island to its northeast, and several smaller islands. Your map will give you a clear picture of the local geography. As you travel around the Deruvias, you will notice that Deruvia is but a small part of the world: while the seasons have their effects—the sun rises later and sets earlier in winter—any one of the Deruvian districts is much like another.

Rumors tell of other continents: the "Lost Realm" lies to the west, and the lands of Gurtex—the home of Darkness, but perhaps also the home of lost colonies of the children of light—lie to the east. The north contains only oceans of ice; the south is protected by a band of equatorial storms.

Deruvia's main continent might just as well have been two large islands. The northwestern tundra and the southeastern forest are connected only by a narrow bridge of land. But, where you might expect such a land bridge to be a chain of islands or a barely passable marsh, the world of Deruvia came forth with the Blackrock Mountains—a major upheaval in the world's crust. The mountains are miles high; the seas at their feet are miles deep. The only known passage from the northwest to the southeast is Gambode

Pass. The origin of the name "Gambode" is not clear. It may be related to the word "gamble" in the language of man; it may be derived from the elvish "cambodex" or the dwarvish "ghambordoi." Oddly enough, both the elvish and dwarvish words refer to people of other races who undertake a project that is doomed to failure.

The northwestern part of Deruvia has seven districts. The largest is the desert of **Shertuz**, occupying the middle of the demi-continent. Once a magnificent prairie, Shertuz has been devastated by the forces of Darkness and is now the desert home of deadly Sandgus.

South of Shertuz are the sunken lands of **Meram**. Darkness has turned the fields of Meram to marshes, as it has turned the pastures of Shertuz to deserts. The farmers of Meram have fled to other lands, and their places have been taken by disease-ridden Slime.

The other five districts have been more fortunate. **Pheron**, at the far northwest, is the seat of government of King Rebnard. The forces of Darkness have made only a token appearance in Pheron. Several members of Rebnard's court, however, believe that Darkness is insinuating itself into Pheron in less obvious ways. . . .

Uberion, to the south of Pheron, has always been a harsh district. Pheron's forests give way to Uberion's mountains, overlooking the western sea. Dwarves have moved south from Uberion to Marmaris, but Nature herself is still as dangerous a foe as the new-come minions of Darkness.

Meanwhile, **Marmaris**, south of the mountains of Uberion, has become the home of the Western dwarves. The dwarves live in the village of Soldain, keeping the Hammer of Thorin safe for their return to the Uberian mountains.

Another trade road leads east from Pheron through the northern lands of **Phelang**. While Phelang cannot be considered safe, its tundra is no more attractive to the minions of Darkness than to the children of Light (at least during the summer months).

The eastern road eventually leads to the district of **Kendar**. The road then turns south toward the Gambode Pass, passing the picturesque village of Lymeric. You should make a point of visiting Lymeric, especially if you know of someone who lives in this quaint riverside village.

The southeastern half of the Deruvian continent also consists of seven regions.

Beyond the Gambode Pass is the great forest of **Trilliad**, the ancient home of the elven folk. Roads skirt Trilliad to the north and west, but no roads lead into its heart. Many roads into Trilliad have been started, but they all have mysteriously turned back outward as they led forward, and have shown nothing but the original forest as they led backward. On the northern edge of Trilliad, on the Strait of Sungur, is Merg, the city built by Lord Merg II.

East of Trilliad are the plains of **Bihun**, sheltered from the eastern sea by the Bedangidar Mountains. Millenia ago, on these plains, the armies of Light and Darkness came face to face. It was then that the

arch-demon Dreax fled into the mountains and was captured and imprisoned by the great wizard Zirva. After thousands of years, the plains of Bihun have recovered their fertility, only to become once again the favorite landing point of the minions of Darkness from the East.

South of Trilliad, surrounded by mountains, is the desert basin of **Kherbel**. This deep depression in the middle of the southeastern continent, where mountains should be, puzzles the Deruvian scholars as much as the Blackrock Mountains, where the land should be at sea level or below. But the Kherbel basin interests only the scholars and some very dedicated monks; other Deruvians are content to stay as far away from its burning sands as they possibly can. The Kherbel district is not completely barren: on its west coast, across the mountains from the great desert, is the town of Sumrusa.

The impenetrable marshes of **Piyan** lie south of Kherbel. Wedged between Kherbel and Piyan is the Hidden Vale, surrounded by rugged mountains with no known passes. There, the fortress of Berbezza holds the Magic Candle that imprisons the archdemon Dreax in its flame.

The other three provinces in Southeast Deruvia extend down the eastern coast. Proceeding southward from Bihun are the rocky peninsula of **Fisestar**, the forests of **Yberton**, and the crags of **Udar**. The famed Crystal Castle, one last stronghold of the Children of Light in the East, is in Yberton; Udar contains little more than the isolated dwarvish village of Kharin.

Northeast of the double continent of Deruvia is the large island known as Upper Deruvia. Civilization in Upper Deruvia is limited to the port town of Knessos, which manages to exist by shipping timber and ore to the settled areas on the Deruvian mainland. (There are also legends of a

small community of wizards—a village called Shiran—somewhere in western Upper Deruvia.)

Upper Deruvia is divided into six regions. Down the east coast are **Fiztraz**, a mountainous area with Knessos at its southern border; **Seldarad**, a large forest that may not have been completely abandoned by elves; and **Khiriss**, a cold and wind-swept marsh. Down the west coast are **Dakland**, another mountainous area noted for its glaciers; **Darvale**, where Shiran probably is, if it actually exists; and the **Rosus** peninsula, surrounded by Kraken Bay, the Bay of Meric, and the Strait of Sungur.

Beyond Upper Deruvia—sometimes visible from Knessos—is a rockbound island that is called by some "The Forbidden Isle" and by others "Wizard's Isle." Still others (those who know best) refuse to mention it at all. This island has no known inhabitants other than the creatures of Darkness that are rumored to dwell in Thakass Keep, a large stone tower in the very center of the island.

King Rebnard rules also over several islands to the southwest of Deruvia, although his rule has little effect on the southernmost isles.

Shendy, the westernmost of the islands, is also the least bothered by the forces of Darkness. Its port town, Keof, is a trade center for shipments sailing to and from western Deruvia.

Fubernel is the largest of the islands, and formerly rivaled Shendy as a trade center. However, Darkness has made severe inroads into the safety of Fubernel, and

ships' captains have become reluctant to sail into the Fubernian port of Delkona. The plight of Fubernel distresses the Children of Light, because Fubernel is the home of the halflings. If their village of Bondell were to fall to Darkness, grief would flood all the Deruvias.

Several other islands are located near the Deruvian coast. **Kuskunn** is a desert island between Shendy and Fubernel. It has no fresh water, and therefore no inhabitants. **Heavenly** lies just south of Kuskunn, and is a complete contrast. It is so fertile that it is completely covered by heavy forest. Sailors pass Heavenly by, and believe that its huge fir trees are the home of races of Faery. South of Sumruna is the island of **Vo**. Vo has no ports of call, but sailors are grateful for its shelter from the westerlies as they make the southern passage from Sumruna to Merg and Knessos.

The western winds and ocean currents have had harsh effects on the southernmost Deruvian islands. The **Isles of Ice** are high mountains thrust up from the depths of the ocean, covered by frost, ice fields and glaciers. Minions of Darkness are reported to live on the ice, and rumored to live beneath it. The **Isle of Giants**, to the east, receives shelter from the Isles of Ice: rather than ice fields and glaciers, it consists mostly of tidal marshes. In the center of the Isle of Giants is a ring of high mountain peaks surrounding a rain-fed lake known as The Dark. And, in the middle of The Dark is a huge spire known as the Tower of Shadrums or the Tower of Ogres. It cannot be considered a tourist attraction.

Lady Subia wishes you well, and entreats you to take all the time you need to plan your quest in the safety of King Rebnard's castle.

Towns and Villages

The famous sea-captain, Garlin the Blue, has visited every harbor in the Deruvias, and knows all the seaports well. He refuses to disclose the names and number of his wives, but is glad to advise you about the places his wives (if any) might live.

There are six towns and six villages to explore in the lands of Deruvia. Towns are market centers; villages are residential areas. The towns and the villages have kept themselves safe—so far—from the Forces of Darkness. Feel safe and comfortable there. Split up your companions into separate parties: check some of them into a Guest House where they can sleep, repair weapons or learn spells; put some of them to work with the local tailor, metalsmith, carpenter or gemcutter; send some of them to school; let the others go shopping or visiting.

When you first enter a town or village, you will find many people to meet. Greet them politely, and ask them for information. They are sure to know things that you don't. In narrow streets and wooded parks, you may need to rearrange your walking formation to allow the companion with the highest charisma to start the conversation.

But you will not want to wander the streets forever. There are more important things than getting a nice suntan. There are buildings to enter, things to buy, people to meet, songs to hear, lessons to learn, soft beds to snuggle up in. . . .

It's polite to knock before entering a strange building. If it is someone's house, you will need to ask for the owner by name. If it is a shop, tavern, guest house,

or another building open to the public, you can walk right in.

You can see the doors on the south sides of buildings. If the door is on another side, a guess or two should locate it. For example, the food store just west of the south gate of Port Avur backs up against the south wall of the town. As you would expect, its door is in its north side.

You will find that many buildings close at sundown. This is a good sign—they are owned and operated by the Children of Light, and will open again at sunrise. Taverns and gambling halls stay open later, and guest houses always have a desk clerk on duty.

Some of the buildings you will find in Deruvia's towns and villages:

Craftsmen—Carpenters, gemcutters, smiths and tailors do not sell to the general public, but are often willing to hire temporary help.

Guest Houses—Prices at guest houses are reasonable, and the beds are usually soft and clean. Unfortunately, you will often find that you and your companions have more important things to do than sleep. . . .

Libraries—A surprising amount of information can be found in the libraries maintained by the Monks of Light—and from

the monks themselves—if you know where to look and whom to ask.

Merchants—Stores sell food, weapons, armor and general merchandise.

Residences—If you know of the persons you want to visit, and knock politely on their doors, the rewards can be great. Friendly Deruvians can give you important information and can train you in important skills.

Schools—Combat and magic are taught in the schools of Deruvia. A course of study can be very valuable, but might take days to complete.

Taverns—The hungry, the thirsty, and those who enjoy companionship gather in the taverns of the Children of Light, where the lights are bright even after sundown. After a long voyage, I am always hungry and thirsty and looking for companions (and prospective passengers). Don't pass up the chance to buy a drink and offer it to someone else—dry throats can be very appreciative. However, it can sometimes require a great deal of charisma for a stranger to join comfortably into the conversation of a group of happy locals. . . .



Rest and Recuperation

Sir Gustron has returned to King Rebnard's castle after a long campaign against the forces of Darkness. His injuries prevent him from volunteering for your quest. But his advice should prove welcome.

Why to Rest

After a hard day of travel, combat and exploration, you and your companions may find yourselves short of sleep, food, and magic spells. Maybe a bowstring needs replacing, or an axe needs sharpening. Go ahead, take a rest break. Forget for a while that the Candle keeps melting and the Forces of Darkness grow stronger by the minute. Nobody can keep going at full efficiency 24 hours a day, and everybody deserves some rest. Right?

Well, yes. One of the keys to successful completion of your quest will be the efficient use of off-duty periods. Magic users can learn more spells only then. Fighters can repair their weapons, and hunters can search for food—saving considerable time and gold. And some party members may even be able to afford some time to sleep, restoring stamina and energy without using up their precious mushrooms.

You might even decide to divide your party, letting some rest while others explore the countryside or visit a nearby village.

Where to Rest

You won't be able to rest just anywhere you want. The streets of town and the king's throne room are impossible. The first place you can rest is here in King Rebnard's castle, in the guest room

upstairs. Later, you'll rest in guest houses that you will find in the towns and across the countryside, and in the monks' sanctuaries in the wilderness. (The guest houses require payment; the sanctuaries ask for "voluntary" donations. It amounts to the same thing, in my experience.) And, if you travel by ship, there's nothing to do but rest.

In between, you'll need to camp in the fields and forests. That's not as comfortable, and you need to worry about ambushes.

Sir Revnkor has told me that it is quite possible to rest in the rooms in dungeons. The idea is that once you have defeated the creatures in the room, you have grown used to their smell and can manage to sleep. The other monsters in the dungeon will still avoid the smell of the original inhabitants, and will leave the room alone. Seems chancy to me.

How to Rest

When you start resting, everyone will be doing "nothing." Everyone who is not totally disabled should do something, instead. There are as many as five better choices:

LEARN: Party members who have magic skill and own spell books can learn spells.

FIX: Someone can repair the party's weapons that have suffered wear and tear in combat. Even a broken weapon can be

made as good as new, given enough time. Metalsmiths repair weapons very well.

HUNT: While camping in the countryside, party members can hunt for food in the area. The chance of success depends not only on the hunting skill of the hunters, but also on the terrain in which they are hunting: food is more plentiful in forests and plains than in deserts and ice-fields.

SLEEP: Those party members lucky enough (or not healthy enough) to be assigned to Learn or Fix or Hunt can go to sleep to regain their energy and stamina.

WATCH: If the party needs to rest where there are Minions of Darkness on the prowl, it is best to have someone on watch to avoid ambushes.

Once all the party members have been assigned rest-period activities, begin the rest period. If your companions have been divided, you may switch to supervising another party. If you do not switch, you will watch the time pass until you stop. When you stop, you can reassign activities—put someone else on watch, for in-

stance—and begin resting again; or you can have the party members pack up and end the rest period.

Some Final Notes

During a rest period, the party members' health limits their activities. Hungry and starving members can't sleep until they eat something. (If they had listened to their mothers, they would have had a well-balanced meal hours before bedtime. But, if they had listened to their mothers, they wouldn't have been on this quest in the first place.)

Party members who are ill or poisoned can't do much but sleep, and their feverish sleep still will not restore much of their energy and stamina.

Finally, nobody can sleep well without comfortable blankets. Castles, Sanctuaries and Guest Houses furnish blankets (and even shake them out after the party leaves). Out in the woods, though, the party had better be carrying their own bedrolls.

Races and Professions

Deruvia is home to several races of intelligent beings, and now seems to be under attack by others. Lord Banas will describe the four or five races and the professions of the Children of Light who will volunteer to become companions in your quest. His Elvish Highness, Prince Nethien, here from Trilliad, has provided additional comments.

The Races

The races are Dwarves, Elves, Halflings, Man and Wizards. There is some controversy among the scholars of Deruvia whether Wizards are actually a separate race: the best tailors, armorers and healers have been unable to find any physical difference between Wizards and the race of Man. However, it is undeniable that Wizards are somehow different. They have magic skill greater even than the Elves, and far greater than all but the most exceptional Man. On the other hand, they are unable to do things all other races can do with ease. Using the acid test of interbreeding, the evidence is inconclusive. There are no records of Wizards interbreeding successfully with any other race. Neither are there any records of Wizards breeding successfully among themselves. It appears that they have other things on their minds. . . .

Two reasons compel us to treat Wizards as a fifth race. First, most Deruvians (all but the most skeptical scholars and the very young) believe that Wizards are not of the race of Man, and shun them in their day-to-day lives. Second, in the thousands of years of recorded history, no Wizard has yet been known to die of natural causes. While

Man is the shortest-lived race, Wizards live even longer than Elves.

A brief description of the races:

• DWARVES

Dwarves are very short and exceptionally strong. They live in the mountains, and they have very close ties to the earth—so much so that crossing a river is an adventure, and crossing a sea is a nightmare. While dwarvish skill in metalworking and gemcutting can appear magical, a Dwarf has never shown any ability in the kind of magical skills wielded by the most inexperienced Wizard. Therefore, most dwarvish villages have persuaded at least one Wizard to take up residence, providing him with food, lodging, privacy, and an occasional emerald, against the possible need of his protection against the Powers of Darkness.

Dwarves usually stay at home, prepared to protect their mines when danger is near, and to produce as much wealth as possible when danger goes elsewhere. (But accomplishment is the important thing, not greed—remember this when you meet a dwarf in the road.) Some of the dwarves, however, feel a greater duty toward the entire realm of Deruvia. You will meet them in the Knights' Rooms, and you will be impressed by their strength and stamina. If

you recruit a dwarf as a companion in your quest, you will find that he prefers axes to swords—long handles go better with short arms.

• **ELVES**

The Elves are a mysterious race. Tall and slender, but not as tall as they seem, and stronger than they appear. Youthful in appearance, but the youngest elf can tell tales of the ages before the first Wizard appeared in Deruvia. Elves live in the forests and love the forests, as Dwarves live in the mountains and love the mountains. The two races seem similar, but are as different as forests are from mountains. Dwarves love the mountains for what the mountains give to the dwarves; Elves love the forests for what the elves give to the forests. Men have, for ages, tried to judge between the dwarves' pride in the bounty brought forth from the mountains and the elves' pride in the glory invested into the forests. Neither the Elves nor the Dwarves have paid the slightest bit of attention to the pronouncements of the Men.

Like Dwarves, Elves are much inclined to stay home: it is so very important to maintain the living environment of the forest's trees, birds, animals, . . . down to the worms creeping through the mud. But there are a very few Elves who understand that the Forces of Darkness are threatening even the lowly worms. They have come to the Castles of Man to volunteer their services in your quest. You will find, as many before you, that Elves are endowed with an impressive amount of magic skill, although few Elves have been allowed to leave home without surrendering their magic books. You may also be surprised to discover the other skills that the elvish folk can bring to the companionship.

Prince Nethien: With all respect to Lord Banas, it is impolite to compare dwarves to elves, and par-

ticularly impolite to say that elves are "like dwarves" in any way. The culture of the dwarves is simple and easily understandable, even by the race of man. Our elvish culture is much more complex, and cannot really be explained to other races.

• **HALFLINGS**

The Halfling race may be related to the Elves. Halflings and Elves both have pointed ears, and both races have an uncanny ability to remove themselves from unwanted attention. However, for the Elves, almost any attention is unwanted; for the Halflings, attention is unwanted only when accompanied by a large weapon in rapid motion. Also, Elves do not have large furry feet. And the average Halfling is half the height of the average Elf.

Prince Nethien: Actually, there are no average elves. We are all considerably above average. Although the halflings are an endearing race, they are not related to us.

Halflings are excellent conversationalists. They tell interesting stories, and they listen very attentively—especially over a hearty meal. A well-fed Halfling could charm the scales from a dragon. But Deruvian history has no records of any Halflings who have considered themselves well-fed. . . .

• **MAN**

The origin of the race of Man is unknown. The histories of the Dwarves and the Elves, and the fireside tales of the Halflings, all include old stories of the time before Man. But, some thousands of years ago, Man appeared in Deruvia, and quickly became the dominant race. Some would say that Man became dominant because Dwarves, Elves and Halflings saw no reason to strive for domination, but they cannot deny that the race of Man is the hope of Deruvia. Among the Children of Light, only the race of Man has the poten-

tial to become powerful in all areas. Elves, Halflings and Dwarves are born and raised to nearly their full potential. A Man must work hard to match any of the other races in their strengths, but can work even harder to match all of them at once.

Some groups of the race of Man have settled in the forests of Deruvia, and have become close allies of the native Elves. An occasional Man child has been brought up with the Elvish rangers, and has received their magical training.

• WIZARDS

Wizards look like they belong to the race of Man. They are considerably taller than Dwarves and Halflings. They do not have the Elves' pointed ears.

However, Wizards look like the race of Man only to the extent that one can imagine a Man surviving long beyond his normal span of years. The other races have no records of any young Wizards; the other races have no knowledge of how Wizards are born, created, or trained.

Prince Nethien: Although pointed ears are essential to civilized behaviour, they have nothing to do with the origin of the wizards. I am afraid that there are some things that the race of man was simply not meant to know.

Wizards have forsaken the physical skills for the magical. Wizards are slow. Wizards are weak. Wizards barely know which end of a sword is the hilt, and cannot find the hilt of a bow or an arrow at all. Wizards live for, with, and (probably) by magic.

The Professions

The folk of Deruvia provide for themselves in many ways. Farmers live off the land, merchants buy and sell goods for a profit, monks depend upon the kindness of

strangers, and scholars never know from where their next meal will come.

The volunteers for your quest will come from more exciting professions. As you call them into the Knights' Room, you will see their exact characteristics. These are the nine professions you can expect:

• CARPENTER

While many of the volunteers are dedicated to combat—mercenaries, fighters and knights—some will have more mundane professions. Do not overlook such professions as "carpenter." Carpenters have strong arms, accurate eyes, and an expert's knowledge of the forests of Deruvia. In the wilderness, a good carpenter can piece together a shelter so that camping out is nearly as comfortable as resting in a castle. And, like other non-fighting professionals, a carpenter can often find a job to provide food and lodging for himself and extra gold for his companions.

• FIGHTER

Fighters have committed themselves to defeating the enemy. (For the fighters you meet in the Knights' Rooms, "the enemy" is Darkness. For the fighters on the side of Darkness, "the enemy" is you.) Fighters are highly skilled in combat, but embarrass themselves easily in times of peace. Fighters on the side of Light usually come from the races of Dwarves and Man.

• GEM-CUTTER

Like carpenters, gem-cutters have been trained in skills other than combat. But combat skills are not the only important skills: a steady hand, a keen eye, and an ability to recognize the true worth of gems for sale may prove more useful than being able to chop orcs into small pieces. Especially when there aren't any orcs in the vicinity. (Except for some leftover small pieces.)

• **KNIGHT**

Some members of the race of Man are privileged to be trained as knights. Knight training includes not only combat skill, but also an ingrained duty to protect the Children of Light.

Prince Nethien: Somewhat pretentious. Knighthood is an institution invented by the race of man in an attempt to give itself some dignity. But there is no doubt that knights are strong fighters, with excellent armor.

• **MAGE**

Only Wizards are mages; only mages are Wizards. The profession and the race are the same, and no one outside the profession really understands anything about wizards—except that it is foolhardy to face the forces of Darkness without wizardly allies.

• **MERCENARY**

The recent history of Deruvia has required combat service from many of the Children of Light. Some of the race of Man have trained themselves well, and offer their expert services for hire, where the need is highest and the pay is best. While the Deruvians might admire the mercenaries' skill in combat, they tend to shun them in social situations.

• **METAL SMITH**

You will find both dwarves and halflings trained in metal-working. Dwarves emphasize the focused power needed to beat

unyielding iron into shape; halflings concentrate on the subtleties of keen edges and perfect balance. Your volunteers will be welcome employees of any smithy in Deruvia, and their knowledge of weaponry will serve you well both during combat and afterwards, when your weapons need repair.

• **RANGER**

The rangers protect the forests of Deruvia. Most rangers are Elves, but some few are of the race of Man. They hunt well, and move efficiently through unknown terrain. They have been trained to oppose the Forces of Darkness with magical powers as well as physical weapons.

Prince Nethien: I understand that you yourself have been trained as a ranger. I trust that our training will serve you well.

• **TAILOR**

A brave little tailor may seem an unlikely choice to help save Deruvia from the powers of Darkness. True, a tailor will be of little use while fighting goblins and scaling mountain passes. But a good tailor can get a high-paying job in nearly any town in Deruvia. And, more importantly, a tailor can talk to anyone. A nervous Deruvian who might swallow his own tongue when approached by a scar-faced fighter will be happy to carry on a long, relaxed conversation with a humble tailor.

Conversations

You and your companions do not face the Forces of Darkness alone. There are many other Children of Light in Deruvia who stand ready to assist worthy adventurers with advice and information. Some have even more assistance to offer, when and if the circumstances warrant. Lord Bhardagast, His Majesty's Chief Advisor, offers his guidance in dealing with them.

While you are not engaged in deadly combat, you will have many opportunities to talk to strangers in the castles, towns, villages and roads of Deruvia.

However, times are desperate, and feelings are running high. Most people are concerned with their own survival. You will find few with the wisdom of Belazar, who are willing to put their immediate concerns aside to help the party of heroes for the ultimate triumph of Deruvia.

In times like these, a person confronted by a gruff dwarf or fearsome wizard will, understandably, bow politely, make an excuse, back away, and go about his or her business. This person needs to be put at ease, made comfortable, impressed with his or her importance . . . Charisma must be put to use. Halflings are amazingly good at extracting information from people. (It's because they're so cute and cuddly, but don't tell

the halflings—they think it's because they're so courageous and daring.)

Greeting someone politely serves as an introduction. In most cases, the most you will receive is the person's name—but that name could be crucial information. However, sometimes a mere greeting will lead to much more, as you will find when you return to King Rebnard's Throne Room and greet His Majesty after selecting the companions for your quest.



After greeting someone, you should ask for more detailed information. Almost anyone who will talk to you at all will have advice for you and will be eager to pass along the latest rumors. . . . His or her advice or rumors, or information you have learned earlier, may lead you to ask about other subjects.

Some people may be willing to greet you, say "Hello, how are you, best of luck on your quest," but then be unwilling to com-

mit themselves further. This is a sign that additional charisma would come in handy. Make sure that the proper party member is speaking. You may need to change your party's formation to approach the stranger best. If the stranger still doesn't respond, you'll be sure to remember Lord Belazar's advice about Halfling Teachers.

Things To Remember

The other Children of Light have their own schedules. Take, for instance, Ferdo, a wealthy merchant of Pheron who spends his mornings running his business, and then stands by the fountain outside Rebnard's Throne Room in the afternoons, waiting for inside information about the struggle between the Forces of Darkness and the

Children of Light. If you need to talk to Ferdo, arrange your schedule so some of the companions are outside the Throne Room while he is enjoying the fountain's spray.

When someone gives you advice or information, listen closely for further subjects of inquiry. If someone says, "Ask Pyotr about 'temples' in Bihun," you probably won't get any more information from this person on the subject of temples, but he probably can tell you more about Pyotr or Bihun. You can bet that Pyotr, if you can find him, has something to say about temples—if you're lucky, he can tell you where to find the temples in Bihun and the rituals that they expect.

The Servants of Darkness

Sir Brontos has spent years studying the Servants of Darkness, the "monsters" invading Deruvia. He has studied many of them with sword in hand, in bloody combat. He has studied others only in the reports of travelers, and admits that such study is considerably less wearying. He envies you the excitement of your quest, and presents to you the results of his studies. He recommends that you study them closely. "A matter of life or death," he says, "which might well be important."

Monster Classification

I call them "Monsters." Others may call them the Servants of Darkness, or the Minions or Denizens of Darkness; I call them "Monsters." Lord Banas has explained to me, in great detail and at great length, that the term "monster" only applies to creatures that could not be expected to exist in nature. His Grace says that orcs and goblins and zorlims may be ugly and evil, but that they are not, strictly speaking, monsters. His Grace admits that fermigons are monsters. I call all of them "Monsters," and I hope you succeed in arranging that the Children of Light never see any of them again.

At any rate, I have found that monsters fall into several categories. By this I mean that they will attack you in several different ways. I suppose that they could be classified by eating habits (universally disgusting), cultural proclivities (none), or in some other way. But what you need to know is how to defeat them in combat. I feel sure that the monsters will not invite you to dinner and an evening at the theater.

The most primitive monsters are what I call the soldiers and the beasts. They will attack you by advancing until they are

within striking distance, then attempting to whack your head off or tear your guts out. Most of them simply head for the nearest target and fight to the death.

The archers are harder to defend against. I call them archers, because they attack in the same way that your archers will. They move into a position where they have a target in a straight line, then bombard their opponents with missiles. Unlike your archers, however, they do not use bows and arrows. Some of them throw rocks the size of cattle. Others are even more dangerous.

Most dangerous are the thaumaturges. (Rimfiztrik taught me the word "thaumaturge." I'm not particularly happy with it, but it serves.) These monsters and demons cast magical spells, usually where it will do you the most harm. If you encounter one, make it your first target.

Soldiers

ORCS: Orcs are stupid creatures. You will face many of them. The Powers of Darkness seem to have decided to use orcs and their close cousins, goblins, as their primary invading forces. I imagine that this is because there are so many of them, and none of them will be mourned. Orcs sometimes go into a rage, neglecting to defend

themselves. This rage does the orc no good, but leaves it open to attack from anyone. Your aged aunt with a knitting needle could severely damage an enraged orc. The orc, however, could severely damage her in turn. None of the Minions of Darkness are harmless.

GOBLINS: Goblins are not quite as stupid as orcs. They are small, but strong. One might be tempted to compare goblins to dwarves, with their short stature, high stamina, and preference for the axe as a weapon. Personally, I abhor such a comparison. One might as well compare orcs to the race of Man. Goblins, incidentally, are also subject to the fighting rage, but not so much as orcs.

WOLVINGA: Sadly, it is impossible to avoid comparing wolvinga to elves. Goblins are not (I swear) debased dwarves, and orcs cannot possibly be perverted specimens of the race of Man. But it cannot be denied that the wolvinga are elves gone bad. There seems to be no hope of redemption for these "dark elves." Call them monsters. Eliminate them. Thank the gods that the wolvinga have forgotten their ancestral archery skills.

TROLLS: I may be wrong to classify trolls as "soldiers" instead of "beasts." Trolls are nearly as stupid as they are strong. Nevertheless, they are intelligent enough to extort large sums of money as fees for crossing the bridges they guard. Trolls become enraged even more easily than orcs, especially when they encounter interesting opponents. I wager that your party will never have the chance to pay a toll in lieu of battle.

GNOLLS: Gnolls are the most skillful of the soldier types. They seem to be a result of breeding demons to goblins, with some orc and troll blood thrown in. From the demons, they inherit a dislike of daylight. From the orcs, they inherit a taste for the

sword. From the breeding program, they inherit a hearty appetite for more breeding. I wish you much luck in your efforts to control the resulting underground overpopulation.

Beasts

SANDGUS: Although sandgus can be found anywhere, their natural habitat is the desert. A sandgu has large claws, a hard carapace, and a vile disposition. Built low to the ground, sandgus are quite agile. They do not kill for food (they eat thorny desert plants), but for enjoyment.



SLIMES: The sanguineous cephalopod, or "slime," is a thoroughly disgusting creature. It has filthy habits, it emits a terrible stench, and it carries hideous diseases on its pustular tentacles. Slimes live in moist, dark, filthy and disgusting places. They fit quite well into the armies of Darkness.

MINOTAURS: Minotaurs are at least as intelligent as trolls. However, I am forced

to classify them as beasts, since they shun weapons and simply tear travelers to bits with their heads and hands. A minotaur's head resembles a bull's, with horns hardened and honed. Its body resembles . . . well, you have met Sir Rexor. Imagine a body half again as large and strong.

HRAFFELS: Hraffels do not smell quite so bad as slimes, but hraffels are much more sharp. The hraffel's quills carry deadly diseases, and serve as arms, legs and piercing weapons. Keep your distance.

BARGS: Bargs smell better yet. They smell like clean, fresh mountain air in a thunderstorm. And their touch brings a lightning bolt. Neither armor nor magical shields will protect you from the touch of a barg.

FERMIGONS: Monsters by any definition, fermigons were created by the forces of Darkness to guard treasures in their strongholds. Also, I think, as a cruel joke. You will recognize a fermigon when you see one—its mouth is bigger than its stomach, and than any other part of its body.



Archers

DOMUGS: The domug is a strange little creature. The forces of Darkness have, it seems, brought the domugs from the far East, beyond Gurtex. Domugs hang back from the battle line and throw sharp little four-pointed things. Quite often they hit vital spots.

CYCLOPS: His Grace, Lord Banas, insists that one cyclop is a cyclops, and that several cyclops are cyclopes, or cyclopides, or some such. I am sure that he is correct. But you and I know that one cyclop is a fearsome one-eyed giant, and several cyclops are a situation to be avoided at all costs. I mentioned monsters that throw rocks the size of cattle: those monsters are the cyclops.

ZEBANIS: Zebanis are lesser demons who do not attack with magic. They throw knives. There is probably magic involved in the fact that a Zebani never seems to run out of knives. . . . Unlike most other demons, Zebanis are willing to travel by daylight.

MONGORS: Like fermigons, mongors are true monsters, showing the crudity of the sense of humor of the powers of Darkness. Mongors have the ultimate in bad breath, which they use as archers use arrows and cyclops use boulders. Sturdy armor will allow you to resist its corrosive effects somewhat.

OGRES: It is common knowledge that ogres are extinct. I had better describe them to you anyway—it would embarrass us all if you were destroyed by an extinct monster. Ogres were giant creatures with incredible reserves of stamina. Ogres threw rocks as big as elephants.

ZUMAGINS: We recently captured a marauding wolvinga, which I had the opportunity to interrogate. He told a

story of a powerful demon called "Zumagin." This demon, according to the wolvinga, casts a ray of deadly light from its "diamond-like eyes." The wolvinga claimed that neither armor nor magical shields can resist this "death ray." All this information may, of course, be false.

Thaumaturges

ZORLIMS: You will quite often find a zorlim, or "goblin monk," leading a patrol of orcs or goblins. A zorlim leads from the rear. He will order his troops to charge, while he stands back and casts balls of fire at what he considers his most dangerous opponents.

DEATH KNIGHTS: The so-called "death knights" are, of course, not knights. The forces of Darkness have no trace of honor or nobility, and can therefore not have the concept of knighthood. Death knights are no more than dead bodies, magically animated and equipped with a mockery of knightly gear. Their swords are endowed with a deadly magic, allowing them to inflict severe damage over any obstacle, and against any opponent. I admit to a personal prejudice against the "death knights." I suppose that our priestly brethren would have a similar prejudice against zorlims and jerrahs because of their monkish garb.

JERRAHS: Jerrahs have but recently arrived in Deruvia, and little is known of them in the west. From reports, they are like zorlims—as a gorilla is like a monkey. Their magic spells apparently first paralyze their opponents, then destroy them with balls of fire. I would guess that the forces of Darkness plan for the jerrahs to replace our mayors and princes in the provinces of Deruvia.

NECROMEN: As a wolvinga is an elf gone bad, so is a necroman a wizard gone

bad. I shudder to think that necromen have become more than a theoretical possibility.

GRAGANS: There have been reports of demons known as "gragans," who cast a spell called "mindblast." This spell ignores all obstacles and passes through any armor (like the magic in the swords of death knights). Magical shields are apparently still effective.

GAEMS: Gaems are major demons in Gurtex, the home of Darkness across the Eastern Sea. Their powers seem to be similar to those of gragans, but are probably greater in effect. I have not heard of any Gaems invading Deruvia. Yet.

DREADS: Thousands of years ago, in the Elden Wars, a chief foe of the Children of Light was the dread, a being of purest evil. It was thwarted, but not defeated. I wish I did not need to tell you that the dread may still exist. It may have allied with the invading forces of Darkness. And, worst of all, it may have spawned more of its kind.

HIBLISS: In the caves of Mount Mandarg, in the heart of Gurtex, the Hibliss work their evil magic. It is the Hibliss who created the mongors, the fermigons and the death knights. It is the Hibliss who trained the jerrahs. But, as far as I know, none of the Hibliss have ever left their home caverns.

AZRAELS: The leaders of the forces of Darkness, while the archdemon Dreax remains imprisoned, call themselves "dark angels." I cannot give them that dignity, perverted though it is. I call them "azraels," after the first of their number. Father Gostav, I believe, will explain their history to you. My task is simply to tell you that the azraels exist, and that some of them are leading the invasion of Deruvia. Their powers are beyond my comprehension. I hope that, by the time you face the azraels, as I am sure you must, that your comprehension will be far beyond mine.

Combat

Commander Grolf commands the defenses of King Rebnard's castle. He has faced many of the Minions of Darkness, and is glad to tell you of their habits, their strategy and tactics, and his recommendations for their defeat.

First, let me congratulate you on the honor of being chosen to undertake your mission. I wish only that His Majesty had allowed me to volunteer to join you.

Next, I want to make sure that you know the danger of your mission. I don't claim to know everything about fighting the Forces of Darkness, but I know more than anyone else in this castle, including you. So read what I have to say carefully. Anything you miss could turn out to kill you.

Where the Monsters Are

Now let's get down to business. I want to tell you where the monsters are, so you can stay away from them when you have to, and find and kill them when you can.

When you leave the castle, you'll start running into enemy patrols. If you have a wizard with the Locate spell, he can probably find some right away. Patrols wander around looking for victims. If a patrol finds you, it'll stay on your tail until you leave the province or cast a Confuse spell. Or fight it. The patrols here in Pheron aren't much to worry about, once you're equipped with decent weapons and armor and a good supply of mushrooms. Lady Subia says that they get a lot stronger as you travel east or south, especially on some of the islands.

Patrols keep searching night and day. If you camp for the night, you should have someone stand watch to avoid ambushes.

There are some groups of monsters out there that don't move around. The Powers of Darkness have given them strategic locations to guard, or maybe they've decided on their own to stick to one spot, like a bridge. The guards can be tougher than the patrols, but there's usually a good reason to fight them.

One thing you should take advantage of is the replacement schedule. Once you've killed a patrol or a guard party, they're gone for a while. Around here, replacements have been coming in three times a year. You'll be glad to know that they just arrived a few days ago.

There are more monsters in the dungeons. Sir Levnkor will tell you more about dungeons. The one under this castle has been sealed up for years. I don't know why, but I intend to leave it that way. Lady Subia says that there's a dungeon at the Crystal Castle, too. And there's an old mine in Uberion that people call a dungeon. It's called Dermagud. We know something about how the monsters that live there behave.

Some of the dungeon monsters hide in the corridors and wait in ambush when they hear strangers approaching. If you're exploring a dungeon, and you run into a real-

ly tough ambush, your best strategy might be escaping if you can, then trying some other corridors or finding a place to rest.

Other monsters live in chambers in the dungeons. They usually guard something important or valuable. The more important or valuable, the more powerful the monsters.

The Powers of Darkness don't seem to have a replacement policy for the dungeons, as they do for the patrols and guards on the surface.

One other place you will find monsters is in their tower in Delkona. It's an old eight-story lighthouse, and is supplied by sea. The monsters are using it as a headquarters for the patrols and guards in Fubernel. If you can conquer it, the Delkonans will adore you. It wouldn't surprise me to find out that the Forces of Darkness are set up the same way in the eastern towns.

Tactics

Now let's discuss tactics. Three things should be second nature to you:

- ***Know Your Enemy***

Remember everything that Sir Brontos told you about the Forces of Darkness.

- ***Stay Alert***

Avoid ambushes. If you're ambushed, the enemy can do its worst before you can even draw your swords.

- ***Be Prepared***

Always have your weapons in good repair. Keep your magical shields charged. Eat mushrooms and use magic plants ahead of time.

Beyond those three, your tactics have to depend on the monsters you're facing and what you're facing them with.

Swords and Axes: You swordsmen (and axe-wielding dwarves) must always remember that you can't do any damage until you close with your opponent. To get

there as soon as possible, use a gonshi mushroom. To make sure you hit, use a luffin. To do the most damage, use a mirget. To protect yourself, use a nift.

Against the weaker monsters, you can afford to save your mushrooms and plants. Sir Rector's plate armor, for example, will protect him from almost all the damage the orcs in Pheron can give. He should save his nifts. Sakar's strength and skill mean that he doesn't really need mirgets and luffins against our local monsters, as long as you all are healthy enough to help him.

Try to surround your opponent. If he has nowhere to dodge, you are bound to hit him. And, for the same reason, don't let yourself get surrounded. Corpses on the ground prevent dodging as much as live fighters, although corpses can be kicked aside when you're moving.

Buy your best weapon. A better weapon does more damage. I see some of you with short swords, when you should be carrying scimitars. When you get stronger, you can carry even better weapons. By the way, the weapon shop in Port Avur is across the street from the guest house.

Bows and Arrows: You archers have to make your arrows count. Move to a spot where you can shoot at several monsters with the same arrow. Maybe not all of them will dodge. If you are behind one of your companions, it is likely that the monsters will stay in your line of fire, and others may move in.

Keep an eye out for monsters who are blocked from dodging sideways. Shoot at them. Dodging forward or back won't stop an arrow.

Buy a brom bow. Its increased pull will increase the damage your arrows do. Buy a sword. When you run low on arrows, you'll have something to do. Talk your companions into buying arrows. They can

carry them around, and then transfer them to you when you run short.

Magic: Rimfiztrik will explain the magic that you spell-casters can use in combat. I have a few recommendations.

Have plenty of gonshi and sermin mushrooms. You need to work quickly and recover fast.

Buy a sword. It will come in handy mopping up the last orc or two. You might even kill one, if it's surrounded.

Choose a spell ahead of time and stick to it if you can. It's hard to find the time to switch to another spell in the middle of combat.

Use the terrain according to your spell. If you need a line of sight for Fireball or Shatter, pick a spot where you can see the enemy. If you are using Energy or Fear, pick a spot where they can't see you.

Some monsters are intelligent enough to concentrate on magic-using opponents. You can deal with this by avoiding magic, disappearing, or spreading the magic around, whichever seems right at the time.

Magical monsters are likely to have magical shields. Non-magical monsters are likely to have physical armor. All of you—not just the magic users—should remember this when choosing your attacks.

Defense

Now that you know how to kill monsters, you need to know how to keep the monsters from killing you. And, after you survive one bunch, how to survive the next bunch. There are three kinds of defense. Four, if you count common sense, like staying out of the way of flying rocks. But the three I have in mind are "solid," "volatile," and "panic."

• *Solid Defense*

The most dependable kind of defense is good armor. Armor costs money, and it

takes time to make, but it's always there. It doesn't protect you against everything, but it never does you any harm.

The other solid defense is a magical shield. It doesn't last, like armor, but it only wears out when it has to. It's never wasted, like some of the mushrooms. There's no harm in keeping your shields up all the time.

• *Volatile Defense*

Armor and shields are always solid. They're not a gamble, just an expense. There are other defenses that you'll be using, and should be using, but they might not pay off.

The best example is the nift plant. It protects you completely from the next three non-magical attacks. A great idea. But if the next three attacks wouldn't have hurt you much, then you've wasted a nift.

It's still a good idea for most of you to be using nifts all the time. Pass nifts up only if you don't expect serious danger and you have enough stamina and armor to put up with a few orcs or goblins.

Some of the magic spells fall into the same category. Fear and Freeze can protect you from the worst monsters, but they're a waste of energy against the monsters you can beat without them. Disappear is another. There's no point in disappearing somebody who isn't in any real danger, but sometimes you have to hide someone. Like your only survivor who knows Resurrect.

Escaping from combat is also a gamble. For one thing, the monsters will attack you as you retreat. So make sure to Freeze or Fear them before you issue the order to escape. The other thing is that you'll probably have to face them again, after they've rested.

• *Panic Defense*

Sometimes you'll have to spend time, energy and resources on defense, even though you know it's expensive, and might

not be needed. It's usually a choice in the heat of battle.

Say that Amad gets wounded fighting some fermigons. He can use a potion to recover his stamina. Or a nift plant might stop any further damage. Or Ziyx could cast a Heal spell to bring his stamina back. Maybe he should use a gonshi to make sure he has enough time. Maybe Ziyx needs a gonshi to take care of Amad right now and get back to the fermigons. Maybe Amad can make it anyway. If not, maybe the rest of you can kill the fermigons and Resurrect Amad. But if Amad survives, he'd recover his stamina with a good night's sleep. Meanwhile, the fermigons are gnashing their teeth.

I can't tell you what to do. You'll have to make your own decisions in every fight. Your choices will usually involve Energy and Heal spells, and sermins, potions, nifts and gonshis. And time.

Wear and Tear

Take care of your weapons. They become bloody, damaged and generally worn out when you use them. The higher their wear and tear ("W-T"), the likelier they are to break. Sir Gustron has told you how important it is to fix your weapons when you have the chance.

After Combat

After combat is over, you'll have some cleaning up to do.

• Casualties

Your first priority is taking care of your dead and wounded. Resurrect your dead. If you're out of Resurrect spells, be sure to transfer all of your dead companion's possessions to the survivors. Then take care of the wounded, ill and poisoned, using mushrooms, plants or spells. Some of them might be able to wait until a rest period, especially if you're near one of the monks' sanctuaries.

If you have split up into parties, and one party is slaughtered, the monsters won't leave any traces for another party to find. However, the Powers of Darkness might return some of their belongings to their original hiding places.

• Plunder

Before you leave the scene of combat or begin a rest period, be sure to search all your slain opponents for valuables.

In Dermagud, the Forces of Darkness are said to keep treasures in locked chests. Take along a pick to unlock them. Take a spare pick in case the first one breaks.

The dwarves who were forced out of Dermagud by the Minions of Darkness tell of magical fountains there. If you find any, inspect them closely. They might still be working.

The dwarves had to abandon buried treasures when they fled Dermagud. Take along a shovel in case the monsters have not found them.

Magic

The Honorable Rimfiztrik, Court Magician and Wizard Laureate of Shertuz, has agreed to advise you on the use of magical spells, plants and mushrooms. Unfortunately, his Honor has not quite finished. We have taken the liberty of including our scribes' notes of Rimfiztrik's comments in the spots that are not yet completed.

The Laws of Magic

Magic is an art practiced by wizards, elves, and those few of the race of Man who have been trained as rangers. Wizards are, at least potentially, the most competent.

You will undoubtedly want to include magic-users in your quest. In fact, as I understand, you are something of a magic-user yourself.

He is? Then why do I need to go through all the basics? Well, maybe a list of the twelve rules. I'll put in an intro later.

Rule 1. Spells are recorded in spell books, and can only be learned from those books.

Rule 2. Spells can be learned from spell books only during a period of undisturbed concentration.

Rule 3. Spells that have been learned must be recalled to memory before they can be cast.

Rule 4. Once a spell has been cast, it escapes from the caster's mind. However, if the spell has been learned more than once, the next copy immediately jumps into the caster's recollection. No more than 99 copies of any one spell can be learned at a time.

I should talk about the mystic number 99. Maybe later. It doesn't fit in here.

Remind me.

Rule 5. Spell-casting uses energy. Less-experienced casters use their own energy. Those of more experience draw some of the energy from the atmosphere surrounding them.

Rule 6. More experienced spell-casters get a greater effect from most spells. (Fireball does more damage, Fear lasts longer, Teleport goes farther.)

Rule 7. The time it takes to learn a spell depends on the difficulty of the spell, and on the learning skill of the magic-user learning it.

Rule 8.

Does anyone remember rule 8 and rule 9? One of them is the one about "If you pull a dove out of someone's ear, sooner or later you'll have to put it back." Never mind. I'll look them up.

Rule 10. Spell effectiveness depends on environment and circumstances. (Teleport does not work indoors. Resurrect requires a newly dead body. Each spell has its limits of appropriateness.)

I'll put in the last two rules later. They're not that important unless you cast spells to make a living.

Spell Books

Four different spell books are known to the mages of Deruvia. Each has a different set of spells, and each is directed to a different purpose. Sabano is the book of conflict, Ishban is the book of change, Demaro is the book of protection, and Zoxinn is the book of

I don't remember what they call Zoxinn. I can't just call it the book of "Look out, here it comes!" Besides, I don't even know if there are any Zoxinns left in Deruvia. And I'm feeling bad about not mentioning Whacha, the book of entertainment, but I think I have the only one, and they won't need it. I'll fix this part up later.

The Book of Sabano

Sabano is the book of conflict. Like the other books, it contains six spells. Sabano's spells all deal with the fight against the Forces of Darkness. You should learn several of each of the spells recorded in Sabano.

Boring! These people know about the first three spell books; otherwise Rebnard wouldn't have let them in the door! And Sabano is *Ziyx's* book, for the gods' sake! I can't teach *him* anything—he taught me everything that *I* know!

All right. Yes, it's important. I'll explain the spells. In detail, if you want. Well, I'll do Fear in detail now, and explain the others as soon as I can spare the time.

FEAR instills a fear of combat into an opponent for a time. The length of time depends both on the skill of the magic-user casting the Fear spell and the Dark power of

the opponent who is the target. The target will neither move nor attack for the duration of the Fear spell. Your companions may approach and attack your target without danger—from him. But Fear does not paralyze him. He can still dodge your attacks. An inexperienced magic-user will expend almost half his energy on a Fear spell. It will take him about three hours (36 "ticks") of rest time to learn another Fear.

CONFUSE avoids conflict when traveling outdoors. When enemy patrols have located your party and are pursuing you, a Confuse spell will cause them to forget about you. They will resume their random wanderings. Of course, there is no guarantee that they will not randomly find you again right away.

SHATTER is a deadly spell in the form of an ice ball which shatters upon contact, with dozens of small ice particles piercing the target. The damage varies greatly from attack to attack, but the average damage done depends on the caster's magic skill.

REPEL is the only way to resolve conflicts with the poisonous snakes that infest some dungeon corridors. Each Repel spell clears a path for one person to take one more step. You may need to cast several to clear a path for your entire party.

LOCATE can be used either to avoid conflict or to find it. When a Locate spell is cast, the party becomes aware of all the Forces of Darkness in the area. It can only be cast outdoors. Its duration depends on the skill of the caster.

ASSESS gives you knowledge of your opponents. If it is cast during combat, it will give you detailed knowledge of each of your enemies' strengths and weaknesses. If it is cast outdoors, it allows you to determine the general makeup of a faraway patrol or guardpost. The outdoor range depends on the skill of the caster.

The Book of Ishban

Ishban is the book of change.

Hokum! All spells make changes—otherwise, there wouldn't be any point in casting them, would there?

FIREBALL changes the very air to fire, and propels it toward your chosen opponent. Like Shatter, its strength depends on the caster's magic skill. Unlike Shatter, its power is always predictable.

TELEPORT changes the location of the caster and his companions. The teleport spell can only be used outdoors, and only where conditions are proper for it. Its range is limited by its caster's magic skill. The most powerful mages can save several hours of travel by teleporting, but Teleport is more often used to cross impassible terrain than to save time.

HEAL changes the stamina of its target to be as high as possible. It does not cure illness or poisoning. For that, you need magical plants, or a visit to one of the monks' sanctuaries.

WEAKEN changes the target opponent's armor to sand, and its magical shield to air. Later attacks on that opponent will then do far more damage.

VISION changes doors to glass for a brief time. After casting a vision spell, the magic user can see the hostile occupants of the chamber his party is considering. (The wizard's code prohibits using the vision spell to invade the privacy of friendly folk.)

FREEZE changes the target's sense of time, paralyzing him so that he is unable to attack or defend. The duration of the spell depends on the magic skill of the caster and the strength of the target.

The Book of Demaro

Demaro is the book of protection. Its spells are used to prevent harm, to remove obstacles, and to repair damage.

ENERGY restores the target's energy to its maximum possible. The maximum is lower when the target is ill or poisoned.

PIERCE removes the energy fields that the Powers of Darkness use to block access to vital areas of their strongholds.

DISAPPEAR protects the person on whom it is cast by making him invisible for a short time. The duration of the invisibility depends on the magic skill of the caster. An invisible person can attack an opponent with no chance of missing, but the attack immediately makes him visible again.

WALKWATER congeals portions of underground pools and streams, allowing the caster and his party to walk on them. It is not effective on deeper and swifter bodies of water, such as oceans, lakes and rivers. The distance that can be covered during each walkwater spell depends on the magic skill of the caster. Several walkwater spells may be needed to cross a large pond, so it is important to plan ahead.

SHIELD erects a magical shield around the target. The shield protects against magical attacks only, not against physical attacks, poison or disease. The strength of the shield depends on the caster's magical skill. A second shield spell will increase the strength of the shield, up to a maximum of 99 magic points.

RESURRECT is the most powerful spell in the Demaro book. It actually raises the dead. But it has its limits. The person to be resurrected must have been slain in combat with the Forces of Darkness, and cannot have been dead for very long. The resurrect spell should always be cast as soon as possible.

Resurrect works by cleansing the corpse of the traces of Darkness. That usually returns the body from "nearly alive" to "nearly dead." I should explain the theory.

The Book of Zoxinn

Zoxinn does a lot of things to a lot of people. They call it "The Book of Something."

Here are the spells.

ZOFIR is the counterspell to Freeze. It removes paralysis, allowing its target to return to combat immediately.

ZAPALL throws fireballs against all the party's opponents at once. The fireballs are only half as powerful as those thrown against a single opponent by the fireball spell, but still have their effect.

ZENGRL restores full stamina to all the members of the caster's party. While it can be cast in combat, it is usually more useful afterwards.

ZISHOXE is to "Shield" as Zapall is to "Fireball." It strengthens the magical shields of everyone in the caster's party, but only half as much as an individual shield spell would.

ZEFOAR throws a giant fireball. It damages everyone near its landing point, friend or enemy, as would a normal fireball spell. Use with care.

ZUTYUN makes the "Weaken" spell obsolete. It affects all your opponents as Weaken would affect one of them. Their armor turns to sand; their shields vanish into air.

Magical Mushrooms and Plants

Casting spells is not all there is to magic. The informed use of magical plants and mushrooms is also very important, especially for those of you who are unable to cast magical spells. *Anyone* can eat a mushroom.

You may buy magical plants and mushrooms in supply shops in the towns, or find them growing wild in secluded spots. Make careful note of the location of any wild mushroom patches you find, so that you may return for another harvest when more have grown.

I should remind them to leave a few—if they pick all the plants, nothing will ever grow there again.

To restore energy when you can't afford to sleep, eat a **SERMIN** mushroom. Its effects are the same as the Energy spell. Sermins are especially important to magic-users. During combat, sermins restore the energy used by casting spells. Afterwards, they allow a magic-user to stay awake learning spells while his companions sleep.

Eating a **GONSHI** mushroom before or during combat will give you a burst of magical dexterity. When next you act, you will accomplish three times as much as a person of normal dexterity.

Eat a **DRELIN** mushroom to keep up with the rest of your party. It will increase your traveling speed significantly, for a considerable period of time. Since a party is only as fast as its slowest member,

I don't need to tell Ziyx about drelins.

When your next attack *must* succeed, chew a **LUFFIN** flower. It will magically increase your sword or axe skill, so that your next swing will be guaranteed to connect. Although luffins are only useful during combat, they may be eaten ahead of time to make sure that your first attack strikes home. Luffins grow well in deserts.

If you rub the leaves of the **MIRGET** plant on your arm, your strength will magically increase for the next swing of your sword or axe. If you connect, the damage you do will be the greatest your weapon can afford. (To make sure you don't waste a mirget, use a luffin at the same time.) Mirgets grow in swamps and marshes.

If you rub the leaves of the **NIFT** plant on the back of your neck, your flesh will be magically toughened against physical attacks by the Minions of Darkness. Their next three blows will do you no harm. Nifts

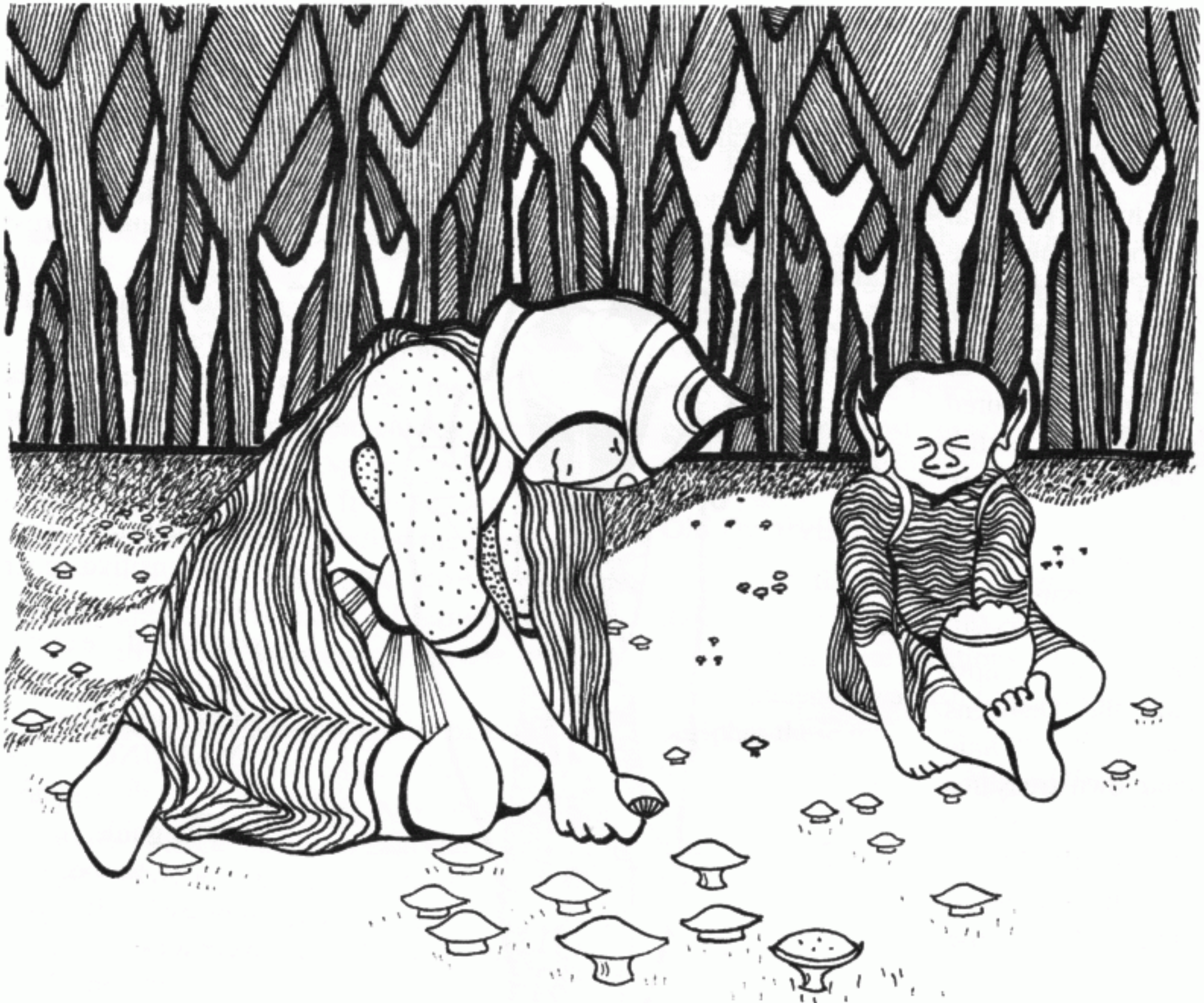
are of no avail against the magical spells of Darkness.

The monks cure poison with tea made from the root of the **LOKA** plant. You can also carry the powdered loka root with you. It removes the poison from your body, but will not restore your lost stamina and energy. Loka is said to grow in hidden valleys and mountain passes.

The **MEDICIN** plant is grown by the monks, who make a paste of its seeds. This medicin paste is the universal cure for diseases carried by the Minions of Darkness.

Pronounced "meDISSin," not like the medicine I take for my rheumatism.

Finally, the monks distill a powerful healing **POTION** from extracts of a variety of herbs and fungi. This potion restores stamina in the same way as a "Heal" spell.



Strongholds of Darkness

Sir Levnkor, a noted explorer, has recently departed King Rebnard's castle. He left behind the following notes for the use of the companions.

As the Forces of Darkness have gained strength in Deruvia, they have also established strongholds. They have taken over abandoned mines; they have constructed towers; they have even infiltrated castle dungeons. In fact, "Dungeon" has become the word Deruvians use to refer to the strongholds of Darkness.

On general principles, these dens of vile-ness should be cleaned up. General principles aside, there are many practical reasons to take time from your quest to explore these "dungeons." Some of the most treasured secrets of earlier Deruvians were hidden underground—in the very spots the Denizens of Darkness now occupy. And the Denizens themselves hide their own treasures in their strongholds—ill-gotten gains that should be put to better use (after careful inspection, cleaning and polishing).

Dungeon Obstacles

The Powers of Darkness have, for their own reasons, built similar features into all their strongholds. These features are generally nasty, but can sometimes be turned to your advantage:

DOORS: Most of the valuable things, and most of the dangerous things as well, are behind closed doors. If you can't walk through a door, try kicking it off its hinges. (Hinges rust easily in a damp subterranean environment.)

STAIRS: Stairs might go up or down more than one level. Luckily, Deruvians have very sensitive inner ears—you can always tell exactly which level the party is exploring.

MAPPING: Without the sun and stars to guide you, it is easy to become confused. If you were an orc of little brain, imagine how much easier it



would be to become confused. To direct their Minions, the Lords of Darkness have placed mapping devices in their strongholds.

PORTAL AREAS: Some areas in a stronghold trigger automatic teleportal devices. These areas provide quick transportation to another part of the stronghold. They are strictly one-way.

CHUTES: More aids to quick transportation are the slippery chutes on which the Denizens of Darkness slide to a lower level. They generally land on each other at the bottom, causing a great deal of merriment and mayhem.

WATER: Subterranean areas are subject to seepage. The Powers of Darkness do not always concentrate on keeping things clean and dry and neat and tidy. You will find deep pools of water—or something looking much like water—in your path. The "Walkwatr" spell allows the party to skip gracefully across the pools—for a short period of time. Don't go forward farther than you can go back.

PARASITE MOSS: Damp areas are not always submerged. Sometimes they provide an ideal growing environment for a species of moss that spreads spores and extends tendrils to drain energy from anyone walking in the area. Exterminating the moss appears impossible. Just tiptoe across it, and make sure you have plenty of sermin mushrooms to restore your energy on the other side.

ENERGY FIELDS: Certain places are protected from casual visits, vandalism and graffiti by energy fields. Any magic-user with the "Pierce" spell can gain entrance.

GUARDIAN SNAKES: The Powers of Darkness do not trust energy fields to protect all the important locations in their

strongholds. They have also created poisonous entities resembling snakes that must be sent away with the "Repel" spell—normal attacks and other spells do not affect them.

LAVA: The Powers of Darkness do not always trust either energy fields or guardian snakes for protection. (If the truth be told, the Powers of Darkness have not yet been known to trust anything or anyone.) Since energy fields and guardian snakes are vulnerable to normal magic, some locations have been protected by rifts in the crust of the world. The resulting lava flows can be crossed only by wearing special protective boots. The rifts in the crust of the world are also a disheartening prospect.

TIME TRAPS: While the lava, snakes and energy fields protect the Secrets of Darkness from Darkness's own Minions, the Time Traps scattered throughout the strongholds are designed purely to defend against invasion by the Children of Light. Anyone stepping into a Time Trap feels no effect. But, on taking the next step, the party will realize that it is considerably later than they think. . . . The Forces of Darkness have gained their most precious commodity: time.

Old Dwarvish

Some of the dungeons were formerly dwarf mines. The signs and scrolls encountered at these locations will be written in the ancient Dwarvish tongue. In order to decipher these messages, you must find certain scholars who still possess the knowledge to understand the language. They can provide you with simple dictionaries.

History and Legends

Father Gostav has spent many years composing a history of the Deruvias. He is now on a pilgrimage, visiting his brother monks in their sanctuary in Uberion and searching for a passage to the lost temple of Valon. These abridged chapters of his history may be of use to you in your quest.

The Dark Invasion

In the latter part of the Elden Age, long before the appearance of wizards and the race of man in the Deruvias, the Powers of Darkness launched the greatest invasion history has ever known. From faroff Gurtex the Minions of Darkness came in thousands, and then came thousands more.

Surprised and overwhelmed, the Eldens were unable to resist. Their scattered remnants fled deep into the mountains of Udar and the forests of Trilliad to gather themselves for defense and counterattack.

In the crags and chasms of Udar, the hardy subjects of Dwarvenking Thorin joined with the Eldens led by the mighty warrior Zilbann and the great mage Zokadir to keep the Minions of Darkness at bay. During the years of exile, the dwarves forged for Zilbann the mighty sword Brennix, and Zokadir placed upon Brennix its famed enchantment.

Those same years were put to good use in Trilliad, where Speaker Zehran of the Eldens and King Enegail of the elves gathered and trained the largest army ever formed by the Children of Light.

Finally, Zehran sent the call southward. The two Elden armies and their allies would meet on the banks of the River Shelan in

South Bihun to drive the archdemon Dreax and his Dark Horde from Deruvia.

(Here, Father Gostav relates at length the trials and glories of the marches to Bihun.)

The Battles of Bihun

As the armies advanced northward into Bihun, they discovered the Forces of Darkness to be much stronger than their worst fears. Zehran had not expected an easy victory, even with the powerful new Elden magic from Zokadir's studies, but now any victory at all was almost beyond hope.

(Father Gostav details the many heroic battles that followed.)

After weeks of fighting, Zehran was close to despair. Despite victory after victory for the Children of Light, the forces of Darkness were as numerous as ever. With free access to the beaches of North Bihun, Dark reinforcements were arriving in swarms, as if they were created from the smoky air. There were too many beaches, and the Children of Light could not build a blockading navy in the mountains and forests.

In council, the great mage Zokadir uttered the now-famous words: "If you cannot wound the body, you must sever the head." All agreed that, were it not for the leader-

ship of the archdemon Dreax, the Dark Horde could be eventually defeated. But Dreax could not be killed. They had all seen Dreax slain in battle several times, only to vanish in a cloud of greasy smoke and reappear on the field the next day.

"Dreax cannot be killed, true," said Zokadir, "but he can be captured." He explained his plan. He and his apprentice Zirva had developed a series of spells designed to trap the mighty demon in the flame of a pure white candle.

The Capture of Dreax

(Father Gostav tells the well-known story of the "Five Against Bedan-gidar." We skip to the climax:)

Zilbann fell, still clutching the ichor-covered Brennix, with a gaping wound in his noble chest! Dolgas and Elmion rushed to the attack, but were no match for the demon, even with one arm gone. Dreax swatted Dolgas across the bloody chamber, then slashed the elf from gullet to bowel. The archdemon turned from the remains of Elmion to dispose of the semi-conscious dwarf and paused. He sniffed the dust and ashes in the air, whirled, finally noticed Zokadir and Zirva, and realized his doom. With a thunderous scream of despair, the archdemon was sucked into the flame of the Elden candle.

As the Elden mages completed their sealing spells, Dolgas staggered to his feet and went to Zilbann's side. The warrior still lived! "But not for long, young friend," Zilbann whispered. "Leave me. Save the candle. I would give you Brennix, but you know the spell. None save its rightful owner can lift the sword, and I fear that I will remain its owner until my spirit is laid to rest. Hurry! Save the candle!"

(The story continues with the flight

through the tunnels, Zokadir's tragic death, and the escape of Zirva and Dolgas with the candle. With Dreax gone, the Forces of Darkness begin to fight among themselves, and the Children of Light prevail. It's an old story, but Father Gostav tells it well.)

Fort Berbezza

The war was over. Enegail and his elves had returned to Trilliad. Thorin and his dwarves were about to leave. Most were returning to Udar with Thorin, but some were heading northwest with the hero Dolgas to see what lay beyond the Gambode Pass. As the groups parted, Thorin called to Dolgas. "May dwarvenkind always remember this struggle, and your bravery," said Thorin. He handed Dolgas his battered warhammer. "Take this with you as a reminder. May you never need to use it. If you do, use it well."

Zehran bade farewell to Thorin and Dolgas. But where was the other hero? Zirva had, thought Zehran, been absent from many of the recent ceremonies and celebrations. He sought Zirva out in Zokadir's old quarters, and found him slumped in exhaustion at the table on which stood Dreax's candle.

How much bravery resembles foolishness, thought Zehran. Throughout the close of the war, throughout the celebrations, throughout the ceremonies, Zirva must have been maintaining the candle's spells all by himself, never asking for help. Zehran's thoughts unwillingly proceeded to his own foolishness. He should have realized that candles melt and that candle flames are likely to flicker out. All of Zirva's energies must have gone to keeping the candle at its full height and the flame at its full strength.

And so it came to pass that Speaker Zehran ordered a mighty fortress built at Berbezza. Zirva and his new assistants—for Zirva was now a master mage, no longer an apprentice—were given the finest of accommodations there, with the best of serving staffs to attend to their everyday needs.

A giant candle of purest white was made under Zirva's direction and installed in Berbezza's main hall. Forty-four Elden mages labored for forty-four days to transfer the archdemon Dreax from the flame

brought from Bedandigar to the flame of the giant candle at Berbezza. King Enegail of the elves sent forty-four of his finest rangers to seal the passes into Berbezza with elvish sorcery, so that none might wander into Berbezza unwanted.

And so it came to pass that the valley of Berbezza became known as the "Hidden Vale," and the giant candle in Fort Berbezza became known as the "Magic Candle." And forty-four mages labor there still. And so shall they forever.

Father Gostav, as you have noticed, borrows from holy liturgy in this chapter. Since he left, the liturgy has been shaken to its very roots. "Forever" may be over. We have not had word from even one mage at Berbezza this year, let alone 44. The Magic Candle cannot last long if it is unattended.

Appendices

Strategies in the Early Game

After you have recruited your companions, talked to the inhabitants of King Rebnard's castle, traveled to Port Avur, bought supplies, and talked to the townsfolk in the streets, in the library, and at the tavern, you may be unsure about the right thing to do next. That's fine. We, the developers and playtesters of *The Magic Candle*, believe that there is no one "right thing" to do next. There are several possibilities, and most of them are worthwhile.

Your ultimate goal, of course, is to restore the Magic Candle and keep Dreax captive forever. You can't do that yet. You need more resources, more power, and more information.

Port Avur

You might stay in Port Avur for a while, building up resources and power. Resources in the form of wages working at the smithy, gem works or tailor shop; power by going to school or by learning spells while resting at the guest house. Not a bad idea, but it can waste valuable time.

Pheron

You might explore the province of Pheron, especially if you have talked to Lufer. Resources are found as Lufer says, and on the corpses of the patrols and guards you defeat. Check out the rumor that bridge guardians carry a lot of cash. Cleaning out the patrols and guards also gives you power as your weapon and magic skills increase by successful use, and makes Pheron safe for future travel (until September). You can also gain information—both about interest-

ing locations in Pheron and from encounters on the roads. While you're resting at night, you can learn spells and hunt for food.

Bondell

If you have been having trouble getting people to talk to you, you can travel to Bondell to improve your charisma. The trip won't be cheap—you'll need over 500 coins for passage and lessons. 1000 coins would be even better. This strategy is good for increasing power—the charisma you'll gain, and the spells you'll learn on shipboard—and information, from the citizens of Keof and Bondell.

Soldain

Two immediate reasons to visit Soldain are to check out Sir Gustron's rumor about the Hammer of Thorin and to follow Chilek's advice about spell books. Much information is to be gained, both during the trip and after your arrival. And, if you can afford to buy a spell book in Soldain (which, frankly, is unlikely), you will gain a great deal of power.

Dermagud

Your boldest and most dangerous strategy is to set off for Dermagud immediately from Port Avur. Before you set out, you should be properly equipped and should know the magic words to chant at Dermagud's gate. Although Dermagud is full of peril, it is an excellent source of power, resources, and information.

Fragments of the Zirvanad

Our loyal servant Chilek has found a scrap of parchment in a storage room. It might be a fragment of the lost Zirvanad. Some parts are illegible.

Chapter V. Should the candle start to melt.

In the event that the candle starts to melt, the following steps must be taken to prevent Dreax's escape.

Three magic users must enter the hall and locate the three lighting stones.

Each magic user must possess one of the following items: The white amulet of light; The green ring of order; The blue ring of power.

The holder of each item must stand on the stone of its color: blue on blue, white on white, and green on green.

The holder of the starts the process by chanting the "**Ritual of**" It is essential that the steps described herein be executed in the exact order specified.

(Three of the following spells must be cast immediately after using magical dusts and ashes. Do not allow the dust to settle before chanting the magic words.)

Next, the wearer of the must throw into the air and conjure a "**Bubble of Captivity.**" The bubble will cage Dreax while the candle is being repaired.

Once the bubble is formed, it is time to transfer Dreax from the flame of the candle into the bubble.

This is done by the holder, who sprinkles dust in the air and chants the "**Three**" while the dust floats around the candle.

Without the effect, Dreax cannot be contained within the bubble for more than a few seconds.

Following the transfer, the chants "**Ude**", "**S.....**" and "**D.....**" to prepare the candle for repair.

Immediately, holder must fling a pinch of into the air and chant "**Exi.....to**", "**H.....**" and "**Behsaim**" before it settles.

At this point, if all was done properly, the candle will be whole again.

There now remains one last step, the task of transferring Dreax back into the candle's flame.

This operation is performed by chanting "**E.....**", "**Hox**" and, finally, "**Begone**".

CREDITS

"The Magic Candle"™ was created by Ali N. Atabek.

Programming

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C64 version by Don Likeness, Ali N. Atabek

APPLE II version by Ali N. Atabek

Computer Graphics

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Special thanks to Joe Ybarra for providing much needed insight on production issues.

QUESTIONS OR PROBLEMS?

If you experience any difficulty with this product, due to defective media or error(s) in the program, or if you need clarification or assistance with the rules of the game, you may contact our customer support hot-line at (213) 320-5215 during regular business hours (PST). Or you may write to us at our address below:

**Mindcraft Software, Inc.
2341 205th Street, Suite 102
Torrance, California 90501**

Supply Shop Catalog

Potion	Monkish concoctions that restore stamina (12/pouch)
Gonshi	Mushrooms that give super dexterity (12/pouch)
Sermin	Mushrooms that restore energy (24/pouch)
Mirget	Dried leaves that give super strength (6/pouch)
Nift	Dried leaves that protect from physical attack (12/pouch)
Luffin	Pressed flowers that give super sword skill (12/pouch)
Rope	Needed in travel through mountain passes
Loka	Powdered roots that cure poison (6/pouch)
Drelin	Mushrooms that increase travel speed (12/pouch)
Pearl	Trading item—rumored to be useful in dungeons
Blanket	Comfortable when camping outdoors
Pick	Lockpick—for opening locked chests
Boots	Special protective heat-resistant footgear
Shovel	Needed to dig for buried treasure
Lens	Magnifier—for reading ancient scrolls and inscriptions
Medicin	Seed pastes that cure illness (6/pouch)

Weapon Store Catalog

Weapon Type	Strength Needed	Maximum Damage
Short sword	114
Scimitar	1529
Long sword	3039
Broad sword	4059
Grand sword	6099
Light axe	2044
Battleaxe	4564
Great axe	6599
Ash bow	11/2 Str*
Brom bow	13/4 Str*
Arrows (used with bows)		

Armory Catalog

Armor Type	Protection
Leather armor2
Ring mail4
Chain mail6
Steel plate8
Methreal armor	12

* (+5 damage for Elves using bows)