SORCERIAN™

MASTER SCENARIO

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CREDITS

Executive Producer
Ken Williams

Producer — Japanese Version
Masayuki Katoh

Producer — English Version
Guruka Singh Khalsa

Game Designers
Tetsuya Igarashi
Kazunari Tomi
Tomoh Yamane
Kazuhiko Tsuzuki

Graphic Designers
Tomoh Yamane
Kazuhiko Tsuzuki
Takahiro Ohura
Yoshimi Satoh
Ayano Koshiro

Lead Programmer— Japanese Version
Yoshio Kiya

Lead Programmer — English Version
Gary Butts

CREDITS

Composers
Yuzo Koshiro
Mieko Ishikawa
Reiko Takebayashi
Hideaki Nagata

Music Midi Conversion
Rob Atesalp

English Text Translation by
Akiko Skjellerup

English Text Editor
Bridget McKenna

Sorcerian Documentation
Translated from the Japanese by
Akiko Skjellerup
English Text Editing by
Bridget McKenna

Special Thanks to
Conrad T. Kozawa
Tadanobu Inoue
Koiti Hatakeyama
Toshio Tachikawa
Noriyoshi Akiba
Masaya Hashimoto
Seigou Oketani
Tomoyoshi Miyazaki
Yoshihiko Kurata
Hiroshi Nakajima
Shizuo Kanai
Katsumi Togashi
Akiko Hagiya

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How to Read this Manual

Throughout this manual we will use the following ways of representing information:

Typed commands will appear as **bold type.**

Example: 'type: **sorcerian**'

'type: **cd \sierra**'

Portions of the command line not meant to be typed will *not* appear in bold type. For example, in the line 'type: **cd \sierra**', 'type:' should not be typed.

[EXAMPLE TEXT] and [Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: 'Press [Shift-Right Arrow] to dash right.'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

ALL SYSTEMS

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed. Failure to review the README file before installing the program may cause unexpected results during installation, loading or playing the game.

MS-DOS README INSTRUCTIONS

From C:\SIERRA\SORCERIA, type **readme** to see the README file onscreen. Use [PageUp]/[PageDown] keys to scroll through the file.

GETTING STARTED: DISKETTE DRIVES

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

MS-DOS

INSTALL THE GAME

Place the back-up copy you have made of Disk 1 into your diskette drive. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step.

If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the diskette drive.
2. Type: the letter of the drive followed by a colon (Example: **a:**) and press [ENTER].
3. Type: **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].
2. Type **sorceria** and press [ENTER].

SAVING CHARACTERS/PARTIES

PLEASE NOTE: If you have installed SORCERIAN to a diskette drive, you must have a separate formatted diskette ready before you can save. The 'User Disk' provided with the game already contains the directories and files you will need to save your characters and parties. If you want to format another diskette for saving, be sure to copy the file named ID from the original 'User Disk' to the new diskette, then create a directory named USER on the new diskette.

If you have installed SORCERIAN to a hard disk, the game will automatically create a USER directory on your hard drive (c:\sierra\sorceria\user), to which it will save all saved characters/parties.

To save from the Game Startup screen: choose SAVE. You will see a window asking you to choose a save position between 1 and 9 (position 0 is the position for the pre-made characters that come with the game). Type the number of the position where you want to save this character or party setup, and the setup will be saved to that position. If there is previously saved information in this position, the new information will overwrite the old.

To save a game from within an adventure: press [**F5**]. All information about characters, items, gold, experience, etc, will be saved to allow you to restore the adventure from this point. If you save again within the same adventure, the new information will overwrite the old.

To restore a game saved with [F5]: load any existing character who is not in a party, and begin the adventure. As soon as you see the first screen of the adventure, press [**F7**]. The adventure will resume in the same position, and with the same characters and information as when you saved with [**F5**].

LOADING CHARACTERS/PARTIES

To load a previously saved character or party set, choose LOAD CHARACTER/PARTY from the game startup screen. You will see a window asking which saved character or party you want to load. Type the number of the position where you saved the character or party you want to load. The character/party will be loaded. To load the pre-made party, type [**0**].

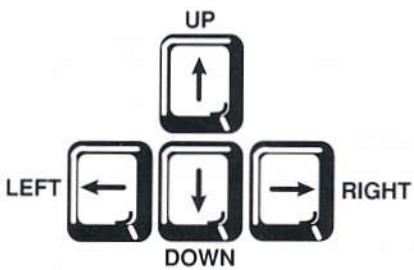
PRE-MADE PARTY

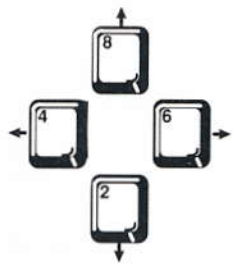
Your SORCERIAN game includes 4 pre-made characters, already equipped and trained in 4 important areas of knowledge. If you'd like to try your hand advernturing before you construct, equip & train your first characters, load position 0, and begin your adventure.

MOVING YOUR CHARACTER

You may move your character on the screen with the [Arrow] keys, the numeric keypad, or the joystick. To move character with keyboard, press the [Arrow] key in the direction you want the character to move. To stop the character, release the [Arrow] key.

Complete instructions for creating SORCERIAN characters, forming parties and going on adventures can be found on pages 8 to 13.





Joystick

Move the stick in the direction you want the character to move. To stop the character, center the joystick.

NOTE: The joystick can be used to take the place of keyboard commands in Sorcerian. Left and right stick movement = [Left/Right Arrow] keys. Up and down stick movement = [Up/Down Arrow] keys. **A** button = [**ENTER**]/[**Z**]. **B** button = [**Spacebar**]/[**X**].

Keyboard

GAME SPEED CONTROL

Game speed can be altered at any time during an adventure by pressing [**S**] and choosing a new speed for the game animation. You will see a window asking you to choose a number corresponding to the desired game animation speed. **0** is the fastest speed; **9** is the slowest speed.

COMMON COMMANDS

[**F1**]	Help
[**F2**]	Toggle Sound Effects on/off
[**F4**]	Toggle Music on/off
[**F5**]	Save Game During Adventure
[**F7**]	Restore (saved) Game
[**E**]	View Equipment
[**I**]	View Inventory
[**M**]	View Monster Information
[**P**]	View Status
[**S**]	Game Speed Control

[**T**]	Time Out (Pause Game)
[**Ctrl**-Q]	Quit Game
[**Shift-Arrow**]	Dash (in [Arrow] Direction)
[**CapsLock**]	View Hit Points/Magic Points
[+]	Increase Music Volume (if supported by music hardware)
[-]	Decrease Music Volume (if supported by music hardware)

Commands used in creating characters:

[**ENTER**]/[**Z**]	Increase Ability Score Value
[**Spacebar**]/[**X**]	Decrease Ability Score Value
[**Arrow Keys**]	Move Between Window Choices

Anytime a game command causes a window to appear onscreen during the adventure, *with the exception of the hit points/magic points window*, the game will pause while the window is visible. Press the [**Spacebar**] to close the window and continue the game. To close the hit points/magic points window, press [**CapsLock**].

INVENTORY

If you wish to see the items you are carrying, press [I] at any time during the adventure. The game will pause while you view your inventory. Press any key to continue.

PAUSING YOUR GAME

If you wish to pause the game, press [T]. Press [T] again to resume play.

QUITTING YOUR GAME

To stop playing, press [**Ctrl**-Q].

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

(209) 683-4463

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.

A. CompuServe: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.

B. Prodigy: go to the PC Club and enter the Adventure Games forum (Jumpword: PC CLUB).

C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line..

D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**.

E. GEnie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

1. CompuServe (800) 848-8199
2. Prodigy (800) 822-6922
3. PCLink (800) 458-8532
4. AppleLink (800) 227-6364
5. GEnie (800) 638-9636

3. The magazine Questbuster's Journal is a helpful source of many game hints.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type, the game you are playing, and the nature of your problem.

Disk Replacement Policy

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

THE WORLD OF SORCERIAN

Welcome to the world of Sorcerian, where monsters plot revenge against human kingdoms, sorcerers enchant the swords of adventurers with spells of power, and the Gods of the seven planets rule the lands.

In the Sorcerian world, magic is real and powerful, and the knowledge of magic and its workings is necessary for any adventurer hoping to fulfill a quest. Adventurers gather in Pentawa City in the kingdom of Pentawa, awaiting the chance to prove their courage and dedication against the foes of humans, elves and dwarves. While waiting, they equip themselves with the items they will need, and take training in the arts of combat, magic and defense.

Once you have installed and loaded the game (see instructions on pages 1 and 2), the first screens you will see are the introduction to Sorcerian. To skip the introduction, press the [**ENTER**]. The next screens are the game credits. To skip the credits, press the **[ENTER] again.**

Sorcerian begins at the game startup screen, from which you will create characters, organize parties, save character/party setups, and load previously saved character/party setups.

On the startup screen are the options for creating, viewing and equipping characters, and for performing basic game operations. One of these options will be highlighted. This will be the active option. To move the highlight to a different option, use the [**Arrow**] keys on the numeric keypad or (with the NumLock key off) the cursor control [**Arrow**] keys. To choose a highlighted option, press [**ENTER**].

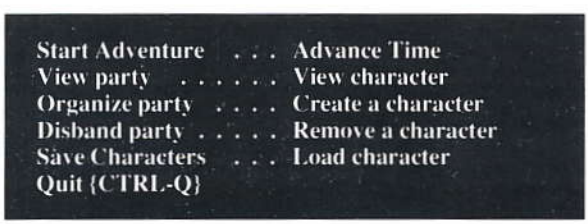
The first step in play is to create at least one character with which to play Sorcerian. You can create up to ten characters, and form parties of up to four for going out on adventures.

CREATING CHARACTERS

Using the arrow keys, move the highlight to the choice: CREATE CHARACTER and press [**ENTER**].

A small window will appear over the startup screen with a space for entering the name of the character you are creating. The name may be up to 11 characters long, but may not include spaces. To correct errors, use the [**Backspace**] key. When you have typed in the name, press [**ENTER**].

The first window will disappear, and two new windows will appear over the startup screen. The larger window contains the character's name and a list of abilities. When it first appears, it will show the default class and sex: FIGHTER / MALE. The class — FIGHTER — will be highlighted. The smaller window is a picture of a young male fighter. To change either class or sex, highlight the line you want to change, and use the right or left [**Arrow**] key to go through the choices.



CHARACTER CLASS

There are four character classes in Sorcerian: Fighter, Wizard, Dwarf and Elf. Each of these classes has advantages and disadvantages as player characters.

FIGHTER

Fighters begin with high strength, protection and vitality values. Their dexterity is lower than that of other classes, and their intelligence is only average.

WIZARD

Wizards begin with high intelligence and magic resistance. They have slightly higher dexterity, but their strength and vitality are low.

DWARF

Dwarves begin with high strength, protection, vitality and dexterity, but have lower than average intelligence.

ELF

Elves begin with better than average intelligence and dexterity, but low strength and vitality. They have the highest natural karma.

To change the character's class, press either the left or right [**Arrow**] keys to move through the class choices: FIGHTER, WIZARD, DWARF, ELF. The picture in the smaller window will change as you change the character's class.

SEX

In general, male characters begin with higher strength, protection and vitality than females, but females begin with more intelligence, magic resistance, dexterity and karma.

To change the character's sex, move the highlight down to MALE and use either the left or right [**Arrow**] keys to toggle between MALE and FEMALE. The picture in the smaller window will change as you change the character's sex.

When the window shows the class and sex you desire for this character, press [**ENTER**]. A new line will appear in the center of the window, showing this character's bonus points. Each character will be awarded a random number of bonus points which can be used to increase any character abilities you desire.

BONUS POINTS

The basic ability scores each character begins with are determined by class and sex. Bonus points are randomly determined, and are used to change the values of other abilities to customize your character. Any ability can be increased or decreased, which affects the number of bonus points. To increase or decrease an ability value, move the highlight to the value you want to change.

To increase a character ability, move the highlight to the desired ability and press [**ENTER**]. When you increase an ability value, the bonus score will decrease.

To decrease a character ability, move the highlight to the desired ability and press [**Spacebar**]. When you decrease an ability value, the bonus score will increase.

If you decrease a basic ability value lower than the value the character started with, it will require two points of ability to increase 1 point of bonus. Abilities can not be decreased to a negative value (below 0) during character creation.

BONUS POINTS AND AGE

The bonus score can also be increased by increasing the character's age. Each character begins at the age of 16. To increase a character's age, move the highlight to the age value and press [**Spacebar**]. When you increase the age value, the bonus points will increase. To decrease the age, press [**ENTER**]. Note that this is the opposite effect of the same keys when changing ability values.

Fighters and Wizards can gain one bonus point for every two years of age increase. Dwarves must increase age four years to gain one point, and Elves must increase age nine years to gain one point of bonus score. This is because Dwarves and Elves have longer lifespans than humans.

AGING IN THE WORLD OF SORCERIAN

Your Sorcerian characters will grow older as you play them. One year passes in the game each time characters return from an adventure, and time can be advanced one year at a time using the ADVANCE TIME option in the game startup screen.

When a character passes from youth to middle age, and from middle age to old age, his or her appearance will change. Abilities also change with age, and the choice of occupations a character can hold will become more limited as that character grows older.

Dwarves live longer than Fighters or Wizards, and Elves live longer than all three, but eventually characters will grow too old to adventure, and die of old age. When this happens, you will see a message: '[Character Name] is dead. Would you like to regenerate this character?'. The regeneration option gives you the opportunity to create a second-generation character with the same abilities as the first. Press [**Y**] to regenerate the character, [**N**] to pass up this option.

CHARACTER ABILITIES

To master weapons	(STR)
To master magic	(INT)
To dodge attacks	(PRT)
To dodge magic	(MGR)
To gain strength	(VIT)
To escape from traps	(DEX)
To communicate well	(KRM)

STR = Strength

Strength is essentially the ability to attack with weapons. A fighter or dwarf must have a strength value greater than 0

INT = Intelligence
Intelligence is necessary for the use of magic. Although all characters with an intelligence value higher than 0 can use magic, characters with higher intelligence will use it more effectively.

PRT = Protection
Protection is the character's defense against damage if attacked. The higher the PRT value, the less damage will be inflicted by an attack.

MGR = Magic Resistance
A character with a high MGR value will be more likely to evade magic traps, and suffer less damage from magic attacks.

VIT = Vitality
Vitality is necessary to using physical strength. For instance, a character with a high VIT value may be able to open doors than cannot be opened by characters with lower VIT values.

DEX = Dexterity
A high DEX value is important for escaping from traps. The higher the character's DEX, the less likely he or she is to remain stuck in a trap.

KRM = Karma
KRM affects how the character interacts with others, including the price paid for goods and services, and the chance of succesfully resurrecting other characters after death.

MAXIMUM ABILITY VALUES
At each level, a character has a maximum value for his or her abilities. The maximum value is not granted automatically, but the character can take training that will raise the value until it reaches maximum for that level (For types of training and the ability values they affect, see TRAINING FIELD, Pages 17 & 18).

TIME, AGE AND CHARACTER ABILITIES
In the world of Sorcerian, characters actually grow older before your eyes. As a character ages, ability scores change. One year will pass each time a character goes on an adventure and returns home. Time can also be advanced using the ADVANCE TIME option in the game startup screen.

CHARACTER OCCUPATIONS
Each Sorcerian character can choose an occupation from a list of 60, and can change occupations during his or her lifetime. However, conditions apply to certain careers depending on class, sex, age, and abilities. A character's occupation may be changed at any time from the game startup screen.

CHOOSING AN OCCUPATION
If you choose the option: CHOOSE OCCUPATION you will see a screen with a list of 60 occupations.

The occupations your character can hold are indicated in yellow letters, and the ones impossible for that character to obtain are indicated in blue letters. The amount of income each occupation earns appears at the top of the screen. As you move the highlight to a different occupation, this figure will change to reflect the income for that occupation.

The amount of income your character earns, as well as any increase in abilities, will depend on the occupation chosen. The amount of the annual income is shown on the top line of the screen,

and changes as you move the highlight to show the income for that occupation. Income is also affected by Karma.

The following is a list of Sorcerian occupations:

FARMER	FISHERMAN	SPY	SPINNER
SINGER	FERRYMAN	GOLDSMITH	CARPENTER
FIGHTER	WINEMAKER	UNDERTAKER	BEGGAR
SOLDIER	SCULPTOR	BODYGUARD	MISSIONARY
FLORIST	SAILOR	JEWELER	PAPERMAKER
COACHMAN	BASKETMAKER	BONECARVER	MINSTREL
PRIEST	BOWMAKER	SHOEMAKER	FORTUNE-TELLER
WEAVER	MONK	CHEESEMAKER	INTERPRETER
BAKER	MINER	CHARCOALMAKER	MIDWIFE
PHARMACIST	HERBALIST	TAILOR	THIEF
COOK	STONECUTTER	MERCHANT	SHEPHERD
CLOWN	GRAVEKEEPER	BLACKSMITH	HORSETRAINER
WOODCUTTER	SCRIBE	HUNTER	MILLER
HOUSEKEEPER	KEYMAKER	EXORCIST	DANCER
TAXIDERMIST	DOCTOR	NURSE	HAIRDRESSER

After 1 year of game time, any characters not organized into parties will collect an annual income and experience points, based on the occupation chosen. Character ability scores also change with every passing year, depending on the occupation chosen. Any given occupation may increase some ability values and decrease others. For this reason, it is important to keep track of your character abilities from year to year and note the changes.

Because certain character abilities can decrease each year if certain occupations are chosen, it is possible for ability values to fall below 0.

REMOVING CHARACTERS

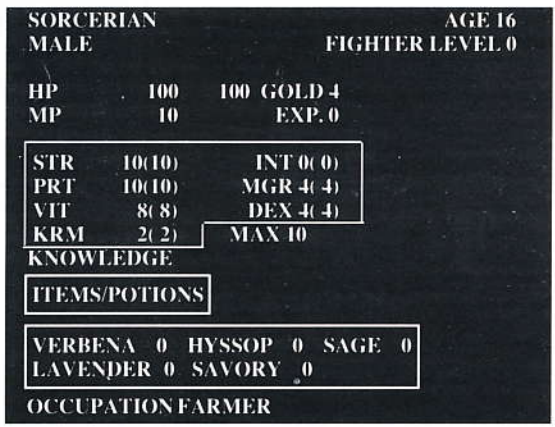
You can create up to 10 characters at a time. If you want to delete a character, either because you have made a mistake during the character creation process, or because you want to make room for a new character, highlight the REMOVE CHARACTER option and press [ENTER].

You will see a list of existing characters displayed onscreen. Move the highlight to the name of the character you want to delete and press [ENTER]. You will see the message: 'DELETE [Character Name]?' with the option to choose YES or NO. Choose YES to delete the character. Choose NO if you do not want to delete this character.

VIEWING CHARACTERS

When you choose the VIEW CHARACTERS option, you will see a window showing information on your character, including *Name*, *Sex*, *Class*, *Age*, *Level*, *Hit Points*, *Magic Points*, *Abilities*, *Gold*, *Experience*, and *Maximum* allowable *ability values* at the character's present level. This window also shows the character's present *occupation*, whether or not the character is presently in *training*, and if the character is dead, how much time has passed since death (this is important in case you wish to have a character resurrected).

Other information includes *Herbs*, *Knowledge* (gained through training), and up to six *items* including weapons and armor.

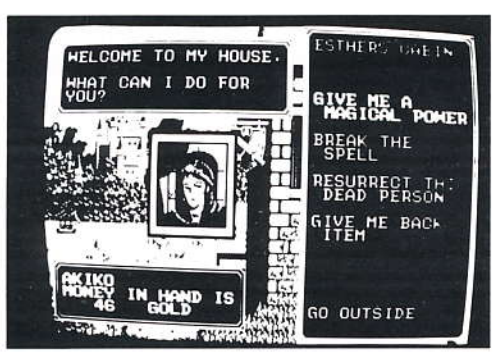


EQUIPMENT

Before you can send your characters on adventures, they must have the necessary equipment. This equipment will vary depending on character class. Fighters and Dwarves need weapons, shields and armor, Elves and Wizards need rods, robes and rings. These items can all be found at the WEAPON SHOP in town.

GOING TO TOWN

The Sorcerian city of Pentawa is the place where characters will go to equip and prepare themselves for going on adventures. If your characters have formed a party, disband the party before going to town.



Highlight the option: 'GO TO TOWN' and press [**ENTER**]. You will see a window with a list of your characters. Highlight the character who is going to town first and press [**ENTER**]. You will see a window listing the places the character can go when in town. In a smaller window on the left side of the screen is the amount of money this character has to spend. Move the highlight to the place you want the character to go first and press [**ENTER**].

WEAPON SHOP

The weapons master runs a small store where adventurers can buy and sell weapons, armor, and other essential equipment. All these items can be enchanted by one who knows the art of giving magic to items (there is a magician in town who knows how to do this).

ITEMS

SHORT SWORD.
This is an ideal weapon for a Fighter. It is light and easy to handle.

AXE.
This single bladed axe is too heavy for a human fighter, but just right for a Dwarf.

STAFF.
This item is important for releasing magical energy generated by Wizards and Elves. It can also be used for fighting.

ARMOR.
Leather armor, suitable for a Fighter or Dwarf.

ROBE.
A necessary item for Wizards and Elves.

SHIELD.
A leather and iron shield used by Fighters and Dwarves.

RING.
This ring has defensive powers which can be used by Wizards and Elves.

Other weapons and items of equipment are sometimes found in the process of adventuring.

MAGICIAN'S HOUSE

This is the home of a magician named Esther, who knows many magical arts.

ENCHANTING ITEMS

Esther can give the powers of the Gods of the seven planets to characters' possessions. These enchantments can be quite expensive, and take several years to complete. During this time, the item remains in Esther's possession.

When the amount of time quoted for the enchantment has passed, the character can retrieve the item. If the item is retrieved before the proper amount of time has passed, it will not have the magic power, and the player's money will not be refunded.

Esther can enchant only one item at a time for each character.

BREAKING SPELLS

Esther can break spells that have been put on a character during the course of an adventure.

REVIVING THE DEAD

Esther can sometimes return life to one who has been killed during an adventure, depending on the length of time since death, and other factors. There are sometimes side-effects to resurrection.

HERBALIST'S SHOP

The herbalist knows how to prepare herbs which the character has obtained during adventures. She will make these into potions which have magical powers. It is also possible to buy potions ready-made.

PREPARATION OF HERBS:

Herbs can be prepared separately or combined into different potions, as described in ***The Book of Herbal Magic***. To have the herbalist prepare potions for you, highlight PLEASE PREPARE THESE HERBS and press [ENTER]. The herbs you have will appear in the window. Move the highlight to the herb(s) you want prepared and press [**ENTER**] to select.

When you have highlighted all the herbs, in the correct order for the potion you want, highlight MIX POTION and press [ENTER]. The herbalist will give you the name of the potion she will prepare. For details on magic potions and their ingredients, see ***The Book of Herbal Magic***.

TEMPLE OF THE SEVEN GODS

This is the place where adventurers come to ask blessings from the Gods of the seven planets. The priest will assist you in your devotions.

CONFESSING

Confession is only necessary for improving the KRM score of characters with less than 0 Karma. It should be done *after donating 20 gold pieces*, and only *once per year*.

PRAYING

Praying is an important activity for the character's Karma. Characters should be sure to pray at the temple whenever they visit town.

RESURRECTING THE DEAD

The priest will perform resurrections on characters who have died during an adventure. Chances for a completely successful resurrection vary depending on several considerations concerning *the character asking for the resurrection* such as age, Karma, prayer and confession record. Another factor is the length of time since death ocurred.

DONATING GOLD

Donating 20 gold pieces to the temple is only necessary to improve the KRM score of characters with less than 0 Karma. It should be done *before confessing*, and only *once per year*.

ELDER'S HOUSE

The elder is the oldest and wisest man in Pentawa. His knowledge of magic is extensive, and he can tell you what spell has been cast on a character or item. His services require a donation of gold.

THRONE ROOM

The king will grant an audience to Sorcerian adventurers, and inform them of any changes in level. If the character has gained enough experience to advance one or more levels, the king will inform him or her of the new level and new maximum hit point value.

If the character is not yet ready to advance a level, the king will inform him or her how many experience points must be gained to advance to the next level.

When a new level is gained, the necessary experience points are absorbed, and the character's new experience point value will reflect how many points are left over toward the next higher level.

TRAINING FIELD

Here characters train for special knowledge and ability that will help them accomplish their missions during adventures.

There are eleven types of training available. The first seven types of training concentrate on raising ability scores to their maximum value, which increases each time the character goes up one level in experience. Each period of training raises the ability value by 5 until the maximum for that level is reached.

Training	Ability Increased
MASTER WEAPONS	(STR)
MASTER MAGIC	(INT)
MASTER DEFENSE	(PRT)
MAGIC ESCAPES	(MGR)
GAIN VITALITY	(VIT)
TRAP ESCAPES	(DEX)
CONVERSATION SKILLS	(KRM)

The remaining four areas of knowledge are abilities which are frequently needed during the course of an adventure, or after an adventure is finished. This type of training only needs to be taken once.

KNOWLEDGE OF ITEMS

One who has this knowledge can appraise the worth of items gained during an adventure.

KNOWLEDGE OF TRAPS

With this knowledge, a character will know what kinds of traps are encountered.

KNOWLEDGE OF MONSTERS

A character who knows monsters is aware of the characteristics and abilities of monsters as they are encountered.

KNOWLEDGE OF HERBS

A character with this knowledge will be able to prepare potions from herbs without having to go to the herbalist.

BEGINNING THE ADVENTURE

Forming a Party

When you have created and equipped your characters, you will need to form them into a party before you can begin an adventure. A party can consist of from one to four characters. Some adventures will limit player characters to three.

From the game startup screen, highlight the option: ORGANIZE PARTY and press [ENTER]. You will see a window with the names of the characters you have created. Move the highlight to the name of each character you want to include in the party and press [ENTER]. When you have formed the party, highlight RETURN TO MENU and press [ENTER].

If you change your mind about the formation of the party, choose DISBAND PARTY and follow the prompts.

The first character you choose for the party will be the leader, and will be first in priority when items are divided at the end of the adventure.

To see the party you have formed, highlight VIEW PARTY and press [ENTER]. You will see pictures of all your characters, and a window showing the characters' names. The large window contains the statistics on the lead character. To view the statistics of the other characters, move the highlight to the other character names and press [ENTER].

To save this basic setup, choose SAVE and designate a number between 1 and 9 under which to save it. Whenever you want to take this party on an adventure, choose LOAD and type the number for this setup (**0** is the number for the preset characters included with the game).

DISBANDING A PARTY

In order for your characters to go to town, or for the members of the party to be changed, the party must be disbanded. Choose DISBAND PARTY and follow the prompts.

CHOOSING AN ADVENTURE

There are fifteen separate adventures in Sorcerian, divided into three scenarios of five adventures each. Because each adventure within a scenario is progressively more difficult than the last, requiring greater skills and higher ability values, it is recommended that you play them in order, from 1 to 5.

Choose START ADVENTURE. You will see a window asking which adventure you want to play.

Scenario I

Level 1 : The Stolen Scepter
Level 2 : The Lost Talisman
Level 3 : Lucifer's Floodgate
Level 4 : The Cursed Oasis
Level 5 : The Tower of Thieves

Scenario II

Level 1 : The Master of the Dark Marsh
Level 2 : The Dragon King
Level 3 : Riddle of the Red Jewel
Level 4 : The Dark Magician
Level 5 : The Cursed Ship

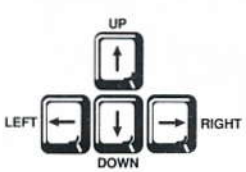
Scenario III

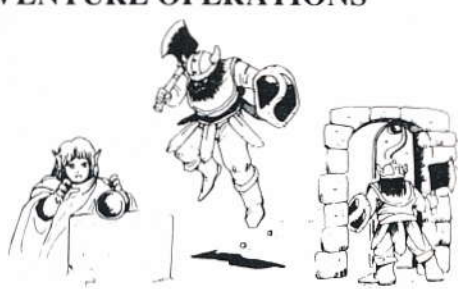
Level 1 : Garden of the Gods
Level 2 : The Ice Cavern
Level 3 : The Curse of Medusa
Level 4 : The Missing Magician
Level 5 : The Water of Life

When you highlight an adventure and press [ENTER], the adventure will begin. (If you are playing from diskettes, follow the prompts to insert to correct game disk). From the place where you first see your characters, go right to begin the adventure. Go left toward this starting point when you are ready to end the adventure and return to the city of Pentawa (For more information on ending an adventure, see ENDING THE ADVENTURE, Page 24).

BASIC ADVENTURE OPERATIONS

Move Character





To move the game characters, press and hold down the [Arrow] key for the direction in which you want the character to move. The lead character will move in the indicated direction until he or she comes to an obstruction, and the remaining characters will follow. Pressing the [Up Arrow] will make the character jump up.

Characters can be moved using the joystick, the number keypad [Arrow] keys, or the cursor control [Arrow] keys (when the [NumLock] key is toggled off).

Jump

The game characters can jump quite high when necessary to cross a gap, or reach something that can't be reached by normal movement. To jump the lead character straight up, press the [Up Arrow] (or move the joystick forward) and keep it pressed. To jump diagonally, press a direction [Arrow] key while pressing the [Up Arrow]. To jump to maximum possible height, press the [Up Arrow] twice in rapid succession (or hold the joystick forward). If the character is falling down from a height, the direction of the fall can be affected by pressing a direction [Arrow] as soon as possible after the fall begins.

'Look at' Game Objects

To 'look at' anything onscreen, place the lead character directly in front of the object and press the [Up Arrow]. The character will appear to jump up in front of the object. If there is any information about the object, it will be displayed in a window.

Doors

Some doors require only physical strength to open. For these doors, use the character in the party with the highest vitality score in the lead position. Doors in higher numbered adventures within a scenario will require progressively more Vitality to open.

Some doors open with a special key or magic item which must be found, others with a stone which fits into a hole beside the door and operates the lock.

Doors which hide important secrets may be protected by traps.

Traps
To have the best chance of avoiding traps, put the character with the highest dexterity score in the lead position.

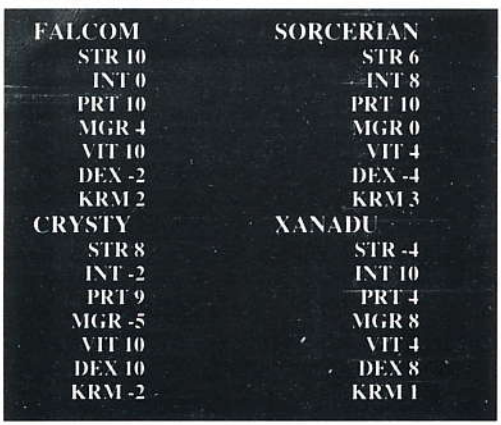
Speed up Animation
To speed up animation, press [**S**]. This speeds up all game animation. Choose a speed between 0-9, with 9 being the fastest speed.

Dash
This affects the speed of the adventurers only. It is useful for escaping from enemies, but its successful use depends on the characters' remaining vitality and other conditions. To Dash, press [**Shift-Arrow**], using the [Arrow] key for the direction you want the character to run in.

Display Inventory

To view a list of items you are carrying, gold found and experience gained, press the [**I**] key. The game will pause. You will see a window listing the characters' items. Press any key to exit the window and resume the game.

View Player Status

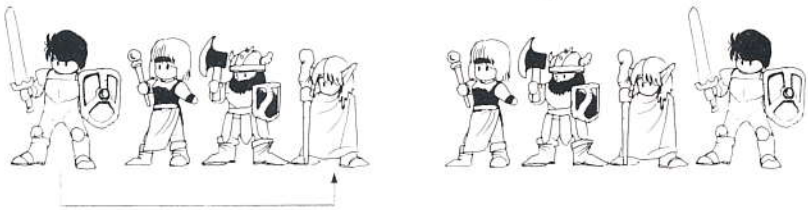


To view the current ability values of all player characters in the party, press [**P**]. The game will pause. You will see a window with all characters' ability scores. Press any key to exit the display and resume the game.

View Equipment

To view equipment and/or to make changes in the equipment you are presently using, press [**E**]. Use [**Arrow**] keys to highlight items of equipment, and [**ENTER**] to make your selection. Press the [**Spacebar**] to exit the equipment window.

Change Order of Characters



BEFORE AFTER

The lead character will take any items found, and open any doors encountered. Sometimes, if strength or training the lead character does not posses becomes necessary, you may want to change the order in which the characters appear. To change character order, press [**C**]. The first character in line will become last each time you press [**C**].

Display Hit Points and Magic Points

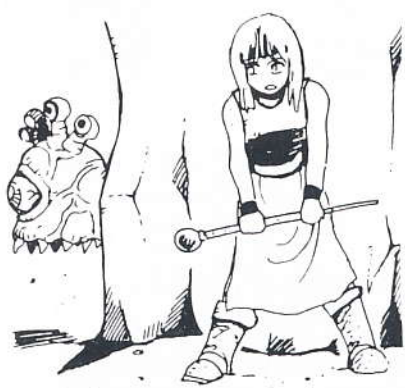
HIT. P	MAG. P
FALCOM	
100	10
SORCERIAN	
100	10
CRYSTY	
100	10
XANADU	
100	10

To see a continuous display of hit points and magic points, press [**Caps Lock**]. Press [**Caps Lock**] again to toggle the display off. This display will remain onscreen without causing the game to pause. When necessary to keep from covering up important onscreen information, the display will move to another part of the screen.

Regain Lost Hit Points and Magic Points

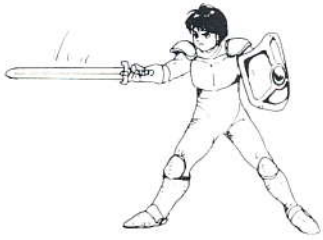
When hit points and magic points are depleted, they will build up again gradually. Magic points are regained gradually whenever magic is not being used, until they reach the character's maximum magic point value. Hit points are regained when the character rests for a time.

If it is not possible to have the character rest, hit points can be regained by use of a HEAL potion. When one character uses this potion, up to 70% of all the party's hit points are regained.



Use Magic/Weapons

The Equipment menu displays items from which magic can be used, such as magic potions and enchanted weapons. Press [**E**] to view equipment, and use the [**Arrow**] keys to choose the magical item (potion, enchanted sword, etc.) you want to use. To use the item and its spell, press [**ENTER**]. To use a weapon alone (without a magic spell) press [**Spacebar**]



Knowledge of Monsters

When a character with training in the knowledge of monsters is in the lead position, information on any monsters onscreen at the time can be gained by pressing [**M**]. The game will pause. You will see a window showing information on the monster. Press any key to exit the window and resume the game.

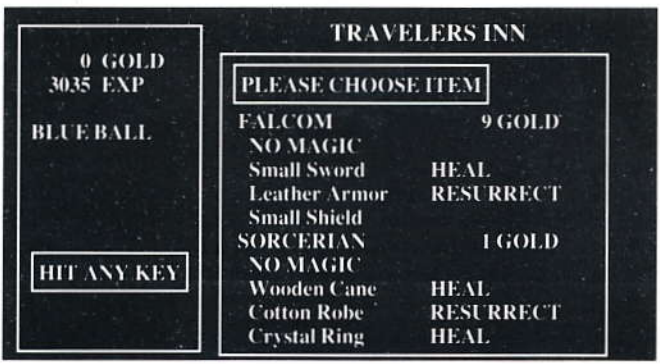
ENDING THE ADVENTURE

When you move the characters back to the left side of the first adventure screen and end the adventure, you will see a screen showing the character's scores and items. This screen represents the inn, where items gained on the adventure are appraised, divided, and/or sold. When you leave the inn, game time will have been advanced one year, and each character will be one year older.

The inn screen will display information on two characters at a time. To see the rest of the characters in your party, if any, use the [**PageUp**] and [**PageDown**] keys.

At the inn, you will be awarded gold by the king, and your accumulated experience points will also be paid for in gold, at the rate of one gold piece per ten experience points.

Appraising Items



Next, you will dispose of any items gained during the adventure. If one of the characters in the party has training in Knowledge of Items, that character can appraise the items, which can then be kept or sold, depending on the results of the appraisal.

Highlight the item to be appraised, and press [ENTER]. Choose which character will appraise the items. If that character has training in the knowledge of items, you will see information about the item.

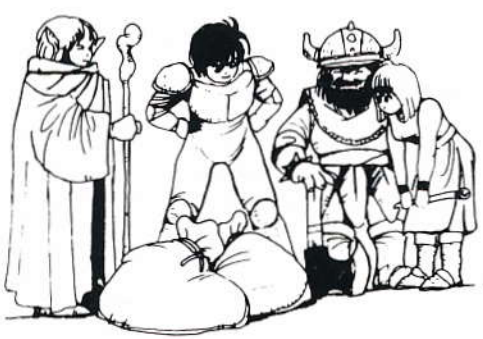
Selling Items

Highlight the item you wish to sell and press [ENTER]. The amount you receive will be added to the character's gold.

To sell items you owned before the adventure, such as weapons and other equipment, press the [**Right Arrow**] to highlight these items.

Dividing Items

Highlight the item you want to divide, and press [ENTER]. If it is possible to divide the item, it will be divided among the characters who can own it.



Limit to Items

Each character is limited to carrying three items in addition to basic weapons and equipment from the Weapon Shop. These extra items can be weapons, equipment, potions, or anything else. In order to carry any new items, once this limit is reached, one of the old items must be sold.

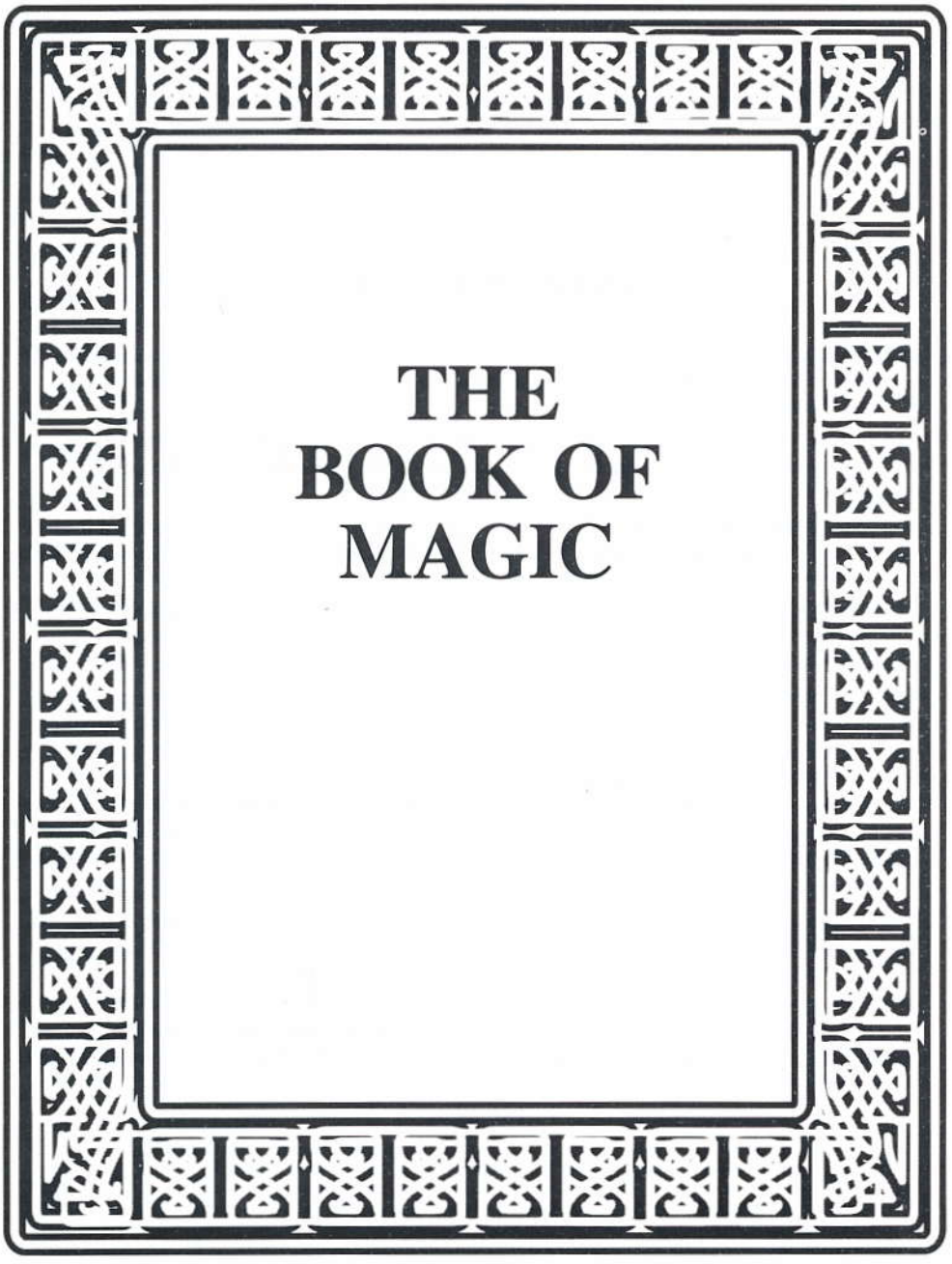
When you are through appraising, dividing and/or selling items at the inn, choose END. If there are items left over, they will be discarded.

ADVANCING TIME

It is sometimes necessary to advance game time while the characters are still in the city; for example, during training, or while waiting for an item to be enchanted by the magician. Choose the option: ADVANCE TIME. Each time you choose ADVANCE TIME, game time will advance by one year, and each character will be one year older.

Every time a game year passes, *except during training or when characters are formed into parties*, the characters draw an annual salary from their chosen occupation, and their ability scores are adjusted as a result of that occupation.

Be cautious about advancing time without a good reason, as your characters can grow older without accomplishing anything.


THE
BOOK OF
MAGIC

INTRODUCTION

In this book are written the secret principles which have been handed down from generation to generation in our Sorcerian household. As you hold this book in your hands, remember that you are a descendant of the Sorcerians.

In times long past, the Sorcerians served the Gods of the seven planets and controlled many magical powers. In those times we lived among the Gods and never died. We were almost like gods ourselves.

Long ages ago, as mortals count time, evil beings who opposed the will of Heaven escaped from captivity and came to make their home among the people of the earth. At that time we acquired a new purpose; our ancestors were sent to earth by the Gods to annihilate the evil ones.

But the earth is not like Heaven. Here the flame of life burns quickly, and they realized it would be impossible to destroy the evil in one generation. Thus the Sorcerians established themselves on earth as mortal beings and handed down their sacred purpose from generation to generation.

When you have read this book, you who have inherited our blood must make a decision: deny your Sorcerian heritage and live as normal mortals, or become a Sorcerian adventurer, striving to achieve your ancestors' purpose and doing all you can to destroy the evil forces of the five elements that will array themselves against you.

The evil ones use powerful magic and the once-godlike Sorcerians are now only humans whose power is limited. Therefore you must learn the secrets of magic which have been handed down through the generations.

Even though you are a Sorcerian, magic is not easy to control. It is a demanding art which taxes your whole body, mind and spirit. You should realize that unless your entire being has been trained, you will accomplish little but an early death. Many techniques of might and magic must be perfected by the true adventurer if the adventure is to achieve its purpose.

Before you embark on an adventure, choose companions whose desires and goals are like yours, and who are likewise trained in the disciplines of body, mind and spirit. When you have such a group, united in determination and purpose, go forth and battle the powers of evil as we have been ordained to do. And may the protection of the Gods go with you.

THE GODS OF THE SEVEN PLANETS

THE SUN

The Sun, as the source of all life, controls the power of life, vitality, creativity, and regeneration.

Sun magic is the power of creation. When combined with Mars, it is destruction. Sun magic also gives strength and vitality.

THE MOON

As the Moon drives away darkness, her magic has power over beings of the dark. As she reflects the light of the Sun, her magic also reflects other magics. As she controls the tides, so does her magic control the element of water.

Moon magic gives resistance against magic spells.

MERCURY

Mercury is the God in charge of intelligence, language and communication. He is also the God of speed and movement, and controls the power of the wind.

Mercury magic bestows intelligence and the power of magical offense.

VENUS

Venus is the Goddess of harmony, balance and peace. Hers is the power to avoid confrontation.

Venus magic is essential for any sort of purification. She can unite the warring powers of other gods, and bestow dexterity.

MARS

Mars is the God of battle, destruction and fire. Mars magic has the ability to combine the magic of other Gods into a strong destructive force.

Mars' power is the power of offense.

JUPITER

Jupiter is the God of justice, wisdom and luck. His power is second only to the Sun, and grows stronger when combined with Sun magic.

Jupiter magic gives the power of healing and revival, and increases vitality.

SATURN

Saturn is the God of darkness, destruction and death. He controls the forces of the earth.

Saturn magic is an important offensive force

MONSTERS OF THE FIVE ELEMENTS

The elements which make up all life on Earth and in Heaven are earth, fire, water, AIR and spirit. All enemies you will encounter have their being in one of these elements.

EARTH ELEMENT MONSTERS

Every mortal thing that walks or crawls on the ground belongs to the earth element. This includes humans and humanoid monsters. Ground-dwelling animals also belong to this element.

FIRE ELEMENT MONSTERS

Those creatures born from heat and flame belong to the fire element. They frequently resemble fire in some way. Fire element monsters dislike water in any form.

WATER ELEMENT MONSTERS

Anything made of liquid, jelly or slime belongs to the water element. Monsters which inhabit the water are also water element creatures. All such creatures hate fire.

AIR ELEMENT MONSTERS

Creatures that fly upon the wind belong to the air element. Most air element monsters are invisible, but may attack by means of wind, such as a tornado.

SPIRIT ELEMENT MONSTERS

Spirits and other non-physical creatures belong to the spirit element. Skeletons and Mummies are also sky creatures, since they have no real physical existence in our world.

ON THE EFFECTS AND USES OF MAGIC.

The magics available to you can be made into 120 different spells, by combining the powers of the seven planets. The full knowledge of this cannot be written here, for fear of this book falling into the wrong hands. However, here are three keys to guide you in your study of the uses of magic:

The First Key

Magic may be locked into an item, such as a weapon or some other personal item. A person versed in enchantments can perform this task, granting powers to your possessions.

The powers of the seven Gods combine in different ways, and not all of the Gods work well together, so care must be taken in combining the powers of the planets.

Magic can also be infused into potions made from the five sacred herbs. An herbalist knows how to prepare herbs properly to bring out their magic powers.

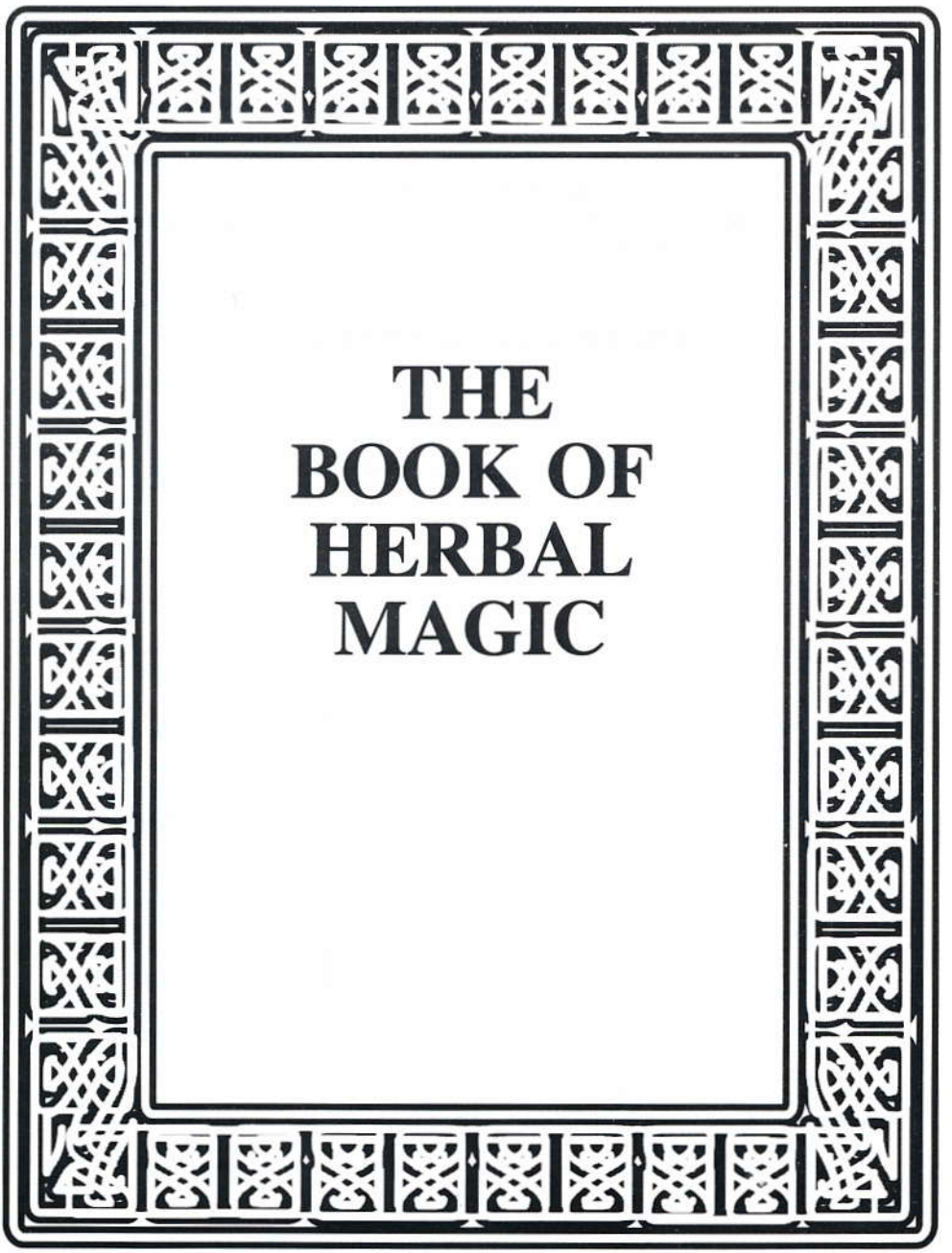
The Second Key

Since all magic is granted by the seven Gods, magic spells are characterized by those things governed by the Gods whose magic is being called upon. Some magics will be more effective than others against certain enemies, because of the nature of the enemy and the nature of the magic. The character of the enemy can be known by knowing its origins; the character of the magic can be known by observing its effects.

Great care must be taken not to use the magic of one element against a creature of that same element, for fear of strengthening your enemy rather than weakening it.

The Third Key

The strongest and most powerful magics are those which partake of the powers of the most Gods. These are the best magics for defeating enemies of the spirit element.


THE
BOOK OF
HERBAL
MAGIC

Herbal Potions

Herbs show their power only when made into potions by one who knows this art. An herbalist is specially trained to prepare these potions.

THE FIVE SACRED HERBS

VERBENA

Verbena has been used in traditional magic ceremonies since ancient times. It is sometimes found growing in ruins and deserted places.

LAVENDER

Since ancient times, Lavender has been used as a pain-killer and a sleeping medicine. It is often found in the woods.

SAGE

Sage has the power to neutralize poisons. It grows mostly in the desert.

HYSSOP

Since Hyssop is the symbol of the Gods, it has the power to purify mind, body, and spirit. It grows in the high mountains.

SAVORY

The power of savory relates to vitality and life. It grows on wet land by the banks of marshes.

Magic Spells Made from the Five Sacred Herbs

Spell: . . . . .AIRSBANE
Effect: . . . . .Sends a storm to disperse air monsters.
Components: .Verbena, Sage, Hyssop, Savory

Spell: . . . . .ANTI-MAGIC
Effect: . . . . .Protects against all monsters.
Components: .Verbena, Savory

Spell: . . . . .BECOME AIR
Effect: . . . . .Enables you to pass through air monsters.
Components: .Lavender, Savory

Spell: . . . . .
Effect: . . . . .Reverses the effect of poisons.
Components: .Verbena

Spell: . . . . .DEATHBOLT
Effect: . . . . .Defeats creatures of the earth, fire, water and air elements.
Components: .Sage, Savory, Hyssop

Spell: . . . . .EARTH CHAIN
Effect: . . . . .Stops the motion of earth monsters.
Components: .Verbena, Lavender, Sage

Spell: . . . . .EARTHSBANE
Effect: . . . . .Dissolves earth monsters.
Components: .Lavender, Savory, Hyssop, Sage

Spell: . . . . .FIRE WALL
Effect: . . . . .Protects you from earth and water monsters.
Components: .Verbena, Hyssop

Spell: . . . . .FIRESBANE
Effect: . . . . .Destroys monsters of the fire element.
Components: .Verbena, Lavender, Hyssop, Savory

Spell: . . . . .FLY
Effect: . . . . .Gives the power of flight.
Components: .Verbena, Hyssop, Lavender, Savory, Sage

Spell: . . . . . FOG BANK
Effect: . . . . Summons a fog to protect you from earth and fire monsters.
Components: Sage, Hyssop

Spell: . . . . . HEAL
Effect: . . . . Summons the powers of the Gods to renew vitality.
Components: Sage

Spell: . . . . . ICE STORM
Effect: . . . . Freezes **earth, water** and **air** monsters.
Components: Lavender, Sage, Savory

Spell: . . . . . ICE WALL
Effect: . . . . Protects against **earth, fire** and **air** monsters.
Components: Lavender, Sage

Spell: . . . . . INVINCIBLE
Effect: . . . . Makes **all** enemies powerless against you.
Components: Sage, Savory

Spell: . . . . . MELT
Effect: . . . . Creates warmth to revive one who has been frozen.
Components: Lavender

Spell: . . . . . METEOR
Effect: . . . . Calls stars down on enemies of the **earth, fire, water** and **air** elements.
Components: Savory, Hyssop, Lavender

Spell: . . . . . PROTECT
Effect: . . . . Summons a shield of living metal to protect you from **all** monsters.
Components: Lavender, Hyssop

Spell: . . . . . RESURRECT
Effect: . . . . Restores life to a dead person.
Components: Savory

Spell: . . . . . SENILITY
Effect: . . . . Causes rapid aging in **earth, fire, water** and **air** monsters.
Components: Verbena, Sage, Savory

Spell: . . . . . SHIELD
Effect: . . . . Gives protection from **earth** monsters.
Components: Verbena, Sage

Spell: . . . . .STOP
Effect: . . . . .Stops the motion of one **spirit** monster.
Components: .Verbena, Lavender, Savory

Spell: . . . . .SPIRITSBANE
Effect: . . . . .Purifies and destroys **spirit** element monsters.
Components: .Verbena, Lavender, Sage, Savory

Spell: . . . . .STILL
Effect: . . . . .Stops the motion of **all** monsters.
Components: .Savory, Hyssop

Spell: . . . . .STILL AIR
Effect: . . . . .Stops the movement of one **air** monster.
Components: .Verbena, Lavender, Hyssop

Spell: . . . . .STILL FIRE
Effect: . . . . .Stops the motion of one **fire** monster.
Components: .Lavender, Sage, Hyssop

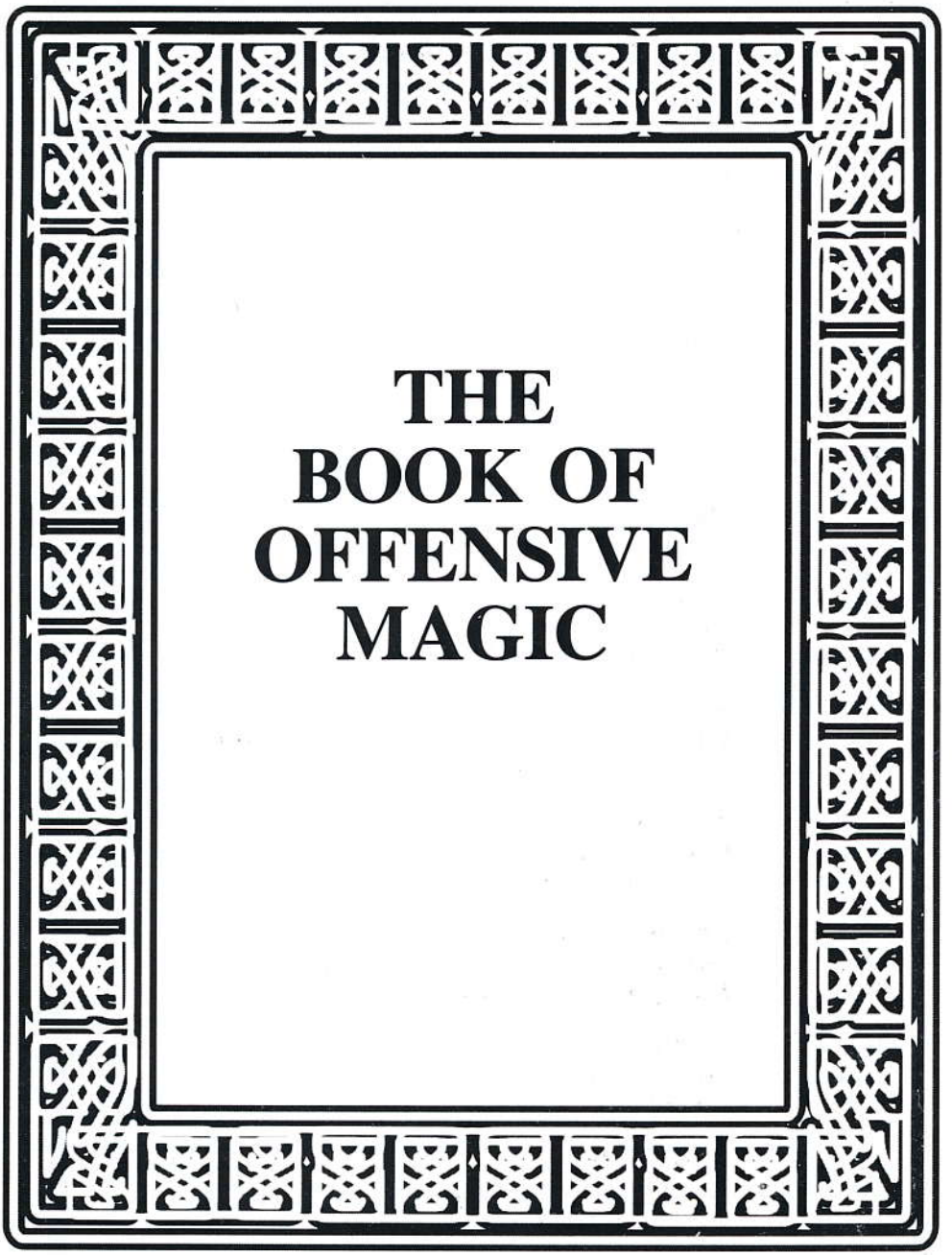
Spell: . . . . .STILL WATER
Effect: . . . . .Stops the motion of one **water** monster.
Components: .Verbena, Sage, Hyssop

Spell: . . . . .STONE FLESH
Effect: . . . . .Restores life to one who has been turned to stone.
Components: .Hyssop

Spell: . . . . .STONE TOUCH
Effect: . . . . .Turns **earth** monsters to stone.
Components: .Verbena, Hyssop, Savory

Spell: . . . . .UN-CURSE
Effect: . . . . .Reverses a spell put on you by an enemy.
Components: .Verbena, Lavender

Spell: . . . . .WATERSBANE
Effect: . . . . .Uses fire to evaporate **water** monsters.
Components: .Verbena, Lavender, Sage, Hyssop


THE
BOOK OF
OFFENSIVE
MAGIC

MAGIC SPELLS FOR OFFENSE

The spells in this book are to be used for attack. These spells can be imparted to physical objects by one versed in the arts of enchantment. Each spell combines the powers of two or more planetary Gods to achieve its effect.

Spell: . . . . . ABSORB
Effect: . . . . Consumes the life energy of **earth**, **fire**, **water** and **air** monsters.
Powers: . . . Mercury, Venus, Saturn, Jupiter

Spell: . . . . . ACID STORM
Effect: . . . . Creates acid to drive away **earth** monsters.
Powers: . . . Mars, Mercury, Jupiter, Saturn

Spell: . . . . . ACID BLAST
Effect: . . . . Dissolves **earth**, **fire**, **water** and **air** monsters.
Powers: . . . Mercury, Jupiter, Moon, Sun, Saturn

Spell: . . . . . AIR BLAST
Effect: . . . . Sends the powers of the air to eliminate **earth**, **fire**, **water**
. . . . . and **spirit** monsters.
Powers: . . . Mars, Mercury, Jupiter, Moon, Venus, Saturn

Spell: . . . . . AIRSBANE
Effect: . . . . Enlists spirits of earth, fire, water and spirit to combat **air** monsters.
Powers: . . . Mercury, Jupiter, Moon, Sun, Venus, Saturn

Spell: . . . . . ANGUISH
Effect: . . . . Gives excruciating pain to **earth**, **fire, water and** air monsters.
Powers: . . . Mars, Jupiter, Moon, Saturn

Spell: . . . . . ARROW STORM
Effect: . . . . Summons magical arrows to pierce **all** monsters.
Powers: . . . Mercury, Sun, Venus, Saturn

Spell: . . . . . ASCENSION
Effect: . . . . Causes **spirit** monsters to leave the vicinity.
Powers: . . . Jupiter, Venus

Spell: . . . . . ASTRAL FIRE
Effect: . . . . Sends a sacred flame to burn **spirit** monsters.
Powers: . . . Mercury, Moon, Venus, Saturn

Spell: . . . . .ASTRAL WAVE
Effect: . . . . .Summons a powerful magic to destroy **spirit** monsters.
Powers: . . . .Mars, Moon, Venus

Spell: . . . . .BLAST BLADE
Effect: . . . . .Summons a magic wind sword to cut **earth** monsters into pieces.
Powers: . . . .Mars, Mercury, Moon, Venus, Saturn

Spell: . . . . .BLAZE
Effect: . . . . .Creates a wave of fire against **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Jupiter, Moon

Spell: . . . . .BOMBARD
Effect: . . . . .Summons magic missiles to defeat **all** monsters.
Powers: . . . .Mercury, Jupiter, Moon, Sun, Venus

Spell: . . . . .CORROSION
Effect: . . . . .Speeds up aging of **earth**, **fire**, **water** and **air** monsters.
Powers: . . . .Mercury, Moon, Saturn

Spell: . . . . .CRUSH
Effect: . . . . .Crushes **earth** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Moon

Spell: . . . . .DEATH
Effect: . . . . .Annihilates all monsters of **earth**, **fire**, **water** and **air**.
Powers: . . . .Mars, Moon, Sun, Venus, Saturn

Spell: . . . . .DEATH ARROW
Effect: . . . . .Creates magic arrows which poison **earth**, **fire**, **water** and
. . . . . **air** monsters.
Powers: . . . .Mars, Saturn

Spell: . . . . .DEATHBOLT
Effect: . . . . .Sends spirit flames to protect against **earth**, **fire**, **water** and
. . . . . **air** monsters.
Powers: . . . .Mars, Jupiter, Moon, Sun, Venus

Spell: . . . . .DEATHSOUND
Effect: . . . . .Creates high frequency sound waves to destroy **earth**, **fire** and
. . . . . **water** monsters.
Powers: . . . .Mars, Jupiter, Venus, Saturn

Spell: . . . . . DEATH TOUCH
Effect: . . . . Summons spirits to destroy **earth**, **fire**, **water** and **air** monsters.
Powers: . . . Mars, Mercury, Moon, Sun, Saturn

Spell: . . . . . DEEP FREEZE
Effect: . . . . Locks **earth**, **fire** and **air** monsters into pillars of ice.
Powers: . . . Mars, Mercury, Jupiter, Sun, Venus

Spell: . . . . . DELUGE
Effect: . . . . Sends heavy rains against **earth**, **fire** and **air** monsters.
Powers: . . . Moon, Saturn

Spell: . . . . . DRAGONSLAYER
Effect: . . . . Combines the powers of ALL the planets against dragons.
Powers: . . . Mars, Mercury, Jupiter, Moon, Sun, Venus, Saturn

Spell: . . . . . EARTHSBANE
Effect: . . . . Combines the powers of fire, water, and air against **earth** monsters.
Powers: . . . Mars, Mercury, Jupiter, Sun, Venus, Saturn

Spell: . . . . . ENGULF
Effect: . . . . Absorbs the power of **spirit** monsters.
Powers: . . . Mercury, Jupiter, Moon, Venus, Saturn

Spell: . . . . . ERADICATION
Effect: . . . . Brings strong magic to bear against **all** monsters.
Powers: . . . Mars, Moon, Sun

Spell: . . . . . EXPLOSION
Effect: . . . . Causes **earth**, **fire**, **water** and **air** monsters to explode.
Powers: . . . Mars, Jupiter, Sun, Saturn

Spell: . . . . . FIRE BLAST
Effect: . . . . Summons fire to destroy **earth**, **water** and **air** monsters.
Powers: . . . Mars, Mercury, Sun

Spell: . . . . . FIRE FOX
Effect: . . . . Summons a fire spirit to destroy **earth**, **water** and **air** monsters.
Powers: . . . Mercury, Moon, Sun

Spell: . . . . . FIRE STORM
Effect: . . . . Summons a fire spirit to defeat **earth**, **water** and **air** monsters.
Powers: . . . Mars, Mercury, Jupiter

Spell: . . . . .FIRESBANE
Effect: . . . . .Summons spirits of earth, water, air and spirit to destroy **fire** monsters.
Powers: . . . .Mars, Jupiter, Moon, Sun, Venus, Saturn

Spell: . . . . .FIREWORKS
Effect: . . . . .Creates fireworks to use against **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Mercury, Moon, Sun, Venus

Spell: . . . . .FIST OF AIR
Effect: . . . . .Summons an invisible fist for fighting **earth** monsters.
Powers: . . . .Mercury, Moon, Sun, Venus

Spell: . . . . .FLAME
Effect: . . . . .Summons a fire spirit to burn **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Sun

Spell: . . . . .FLAME BURST
Effect: . . . . .Sends flames to burn up **earth** and **water** monsters.
Powers: . . . .Mercury, Jupiter, Moon, Venus

Spell: . . . . .FLASH FLOOD
Effect: . . . . .Creates water to use against **earth** and **fire** monsters.
Powers: . . . .Mars, Moon, Sun, Venus

Spell: . . . . .FREEZE
Effect: . . . . .Summons extreme cold to freeze **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Sun, Saturn

Spell: . . . . .GAS CLOUD
Effect: . . . . .Creates a cloud of fire, water and air to defeat **earth** monsters.
Powers: . . . .Mercury, Sun

Spell: . . . . .GOD THUNDER
Effect: . . . . .Calls down the rage of the Gods against **all** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Moon, Sun, Venus

Spell: . . . . .HAMMER
Effect: . . . . .Sends the hammer of the gods against **earth**, **fire**, **water** and **air** monsters.
Powers: . . . .Mars, Jupiter, Moon, Venus, Saturn

Spell: . . . . .HOLY FLAME
Effect: . . . . .Creates fire to battle **earth**, **water** and **air** creatures.
Powers: . . . .Jupiter, Moon, Sun, Venus, Saturn

Spell: . . . . . ICY WIND
Effect: . . . . Creates a freezing wind to defeat **earth** and **fire** monsters.
Powers: . . . Mercury, Jupiter, Moon, Saturn

Spell: . . . . . IGNITE
Effect: . . . . Creates balls of flame to send against **earth**, **water** and
. . . . . **air** monsters.
Powers: . . . Mars, Mercury, Moon, Venus

Spell: . . . . . LIGHT CROSS
Effect: . . . . Gathers the powers of the gods to fight **all** monsters.
Powers: . . . Mars, Mercury, Jupiter, Venus

Spell: . . . . . LIGHTNING
Effect: . . . . Summons lightning against **earth** monsters.
Powers: . . . Moon, Venus

Spell: . . . . . METEOR
Effect: . . . . Summons star power to defeat **earth**, **fire**, **water** and
. . . . . **air** monsters.
Powers: . . . Mars, Mercury, Sun, Venus

Spell: . . . . . NEEDLE
Effect: . . . . Summons magic needles to pierce **earth** monsters.
Powers: . . . Mars, Moon

Spell: . . . . . POISON
Effect: . . . . Poisons **earth**, **fire**, **water** and **air** monsters.
Powers: . . . Mars, Mercury, Jupiter, Venus, Saturn

Spell: . . . . . PROJECTILE
Effect: . . . . Creates magic projectiles to destroy **earth** monsters.
Powers: . . . Mercury, Moon, Venus)

Spell: . . . . . PULSE STOP
Effect: . . . . Stops the hearts of **earth** monsters.
Powers: . . . Mercury, Jupiter, Sun

Spell: . . . . . RAGE
Effect: . . . . Brings down the anger of the gods against **all** monsters.
Powers: . . . Mars, Mercury, Sun, Venus, Saturn

Spell: . . . . .ROCK RAIN
Effect: . . . . .Causes a rain of rocks to fall from the sky on **earth**, **fire**, **water** and
. . . . . **air** monsters.
Powers: . . . .Mars, Jupiter, Sun, Venus, Saturn

Spell: . . . . .SACRED FIRE
Effect: . . . . .Summons a powerful fire to burn monsters of **earth**, **water** and **air**.
Powers: . . . .Mars, Mercury, Moon

Spell: . . . . .SPARKS
Effect: . . . . .Sends fire to defeat **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Venus

Spell: . . . . .SOUL BLAST
Effect: . . . . .Causes **spirit** monsters to explode.
Powers: . . . .Mars, Jupiter, Moon, Sun, Saturn

Spell: . . . . .SPIRITSBANE
Effect: . . . . .Sends the power of the Gods to neutralize monsters of the
. . . . . **spirit** element.
Powers: . . . .Mars, Mercury, Moon, Sun, Venus, Saturn

Spell: . . . . .SPIRIT CLAW
Effect: . . . . .Sends the power of spirit against **earth**, **fire**, **water** and **air** monsters.
Powers: . . . .Mercury, Jupiter, Saturn

Spell: . . . . .SPIRIT FIRE
Effect: . . . . .Sends a sacred flame to burn **earth**, **water** and **air** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Sun, Saturn

Spell: . . . . .STAR BLADE
Effect: . . . . .Creates a magic sword to use against **all** monsters.
Powers: . . . .Mars, Jupiter, Saturn

Spell: . . . . .STAR FLAME
Effect: . . . . .Calls down star power against **earth**, **water** and **air** monsters.
Powers: . . . .Jupiter, Sun, Saturn

Spell: . . . . .STONE SPIRIT
Effect: . . . . .Calls the spirits of the stones to defeat **earth**, **fire**, **water** and
. . . . . **air** monsters.
Powers: . . . .Jupiter, Moon, Sun, Saturn

Spell: . . . . .STONE TOUCH
Effect: . . . . .Turns **earth** monsters to stone.
Powers: . . . .Jupiter, Moon, Saturn

Spell: . . . . .STORM
Effect: . . . . .Summons a storm to drive away **earth** and **fire** monsters.
Powers: . . . .Mars, Mercury

Spell: . . . . .STORM BLAST
Effect: . . . . .Creates a sudden storm against **earth**, **fire** and **air** monsters.
Powers: . . . .Mercury, Moon, Sun, Venus, Saturn

Spell: . . . . .SUFFOCATE
Effect: . . . . .Asphyxiates **earth** monsters.
Powers: . . . .Venus, Saturn

Spell: . . . . .SUN RAY
Effect: . . . . .Sends the light of the sun to destroy **all** monsters.
Powers: . . . .Mars, Jupiter, Sun, Venus

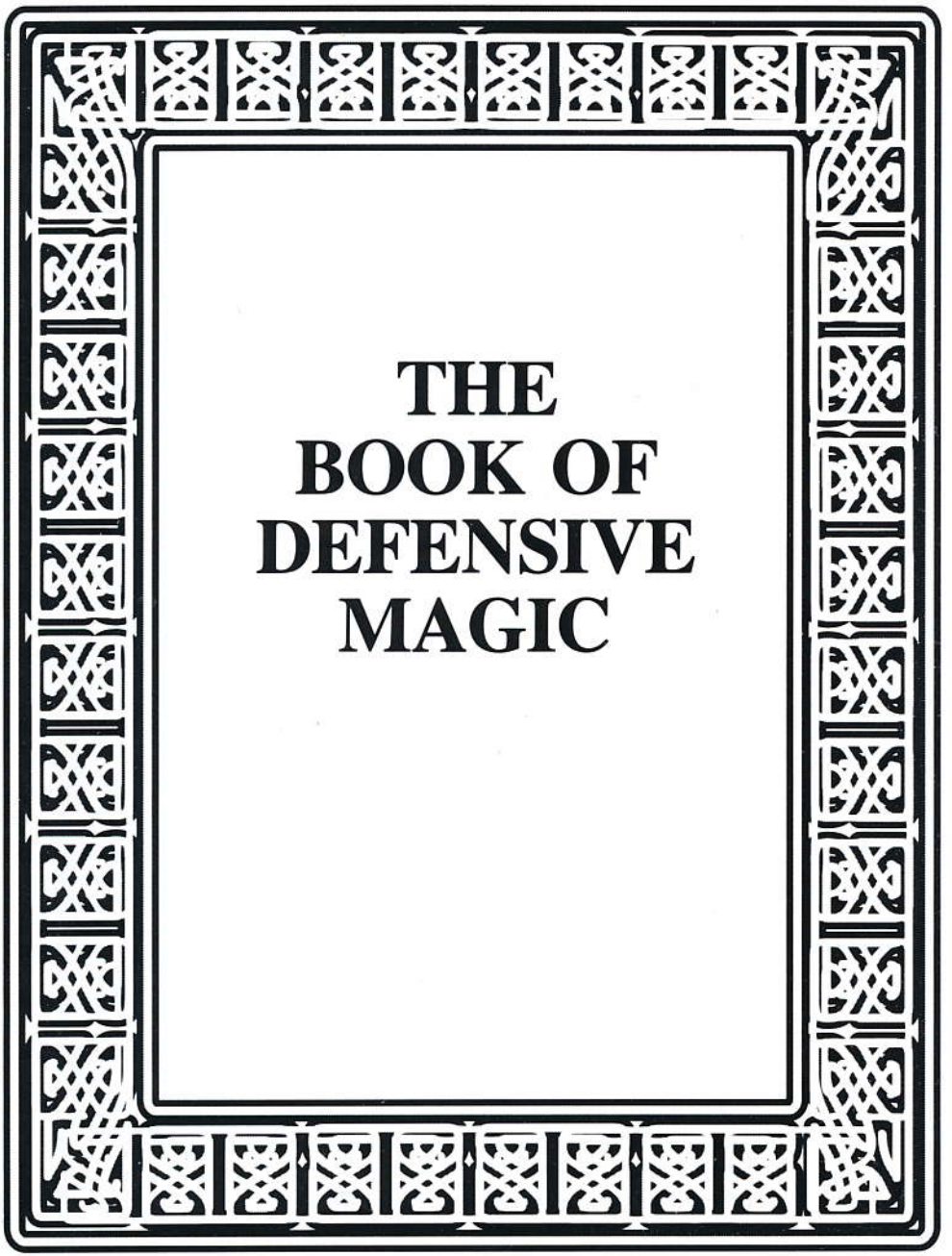
Spell: . . . . .THUNDER
Effect: . . . . .Summons thunder against **earth**, **fire**, **water** and **air** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Moon, Sun,

Spell: . . . . .THUNDERBOLT
Effect: . . . . .Summons a bolt of sacred lightning against **spirit** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Moon, Saturn

Spell: . . . . .TORNADO
Effect: . . . . .Summons a whirlwind to destroy **earth**, **fire** and **water** monsters.
Powers: . . . .Mercury, Jupiter, Sun, Saturn

Spell: . . . . .VICTORY
Effect: . . . . .Strengthens the spirit against **earth**, **fire**, **water** and **air** monsters.
Powers: . . . .Mars, Mercury, Sun, Saturn

Spell: . . . . .WATERSBANE
Effect: . . . . .Vaporizes **water** monsters.
Powers: . . . .Mars, Mercury, Jupiter, Moon, Sun, Saturn


THE
BOOK OF
DEFENSIVE
MAGIC

MAGIC SPELLS FOR DEFENSE

The spells in this book are to be used for defense. These spells can be imparted to physical objects by one versed in the arts of enchantment. Each spell combines the powers of two or more planetary Gods to achieve its effect.

Spell: . . . . . ANTI-MAGIC
Effect: . . . . Neutralizes the magic powers of **all** monsters.
Powers: . . . Jupiter, Moon

Spell: . . . . . BARRIER
Effect: . . . . Creates a barrier of light to protect you from **earth** and **water** creatures.
Powers: . . . Mercury, Moon, Sun, Saturn

Spell: . . . . . BINDING
Effect: . . . . Binds one **spirit** element creature.
Powers: . . . Moon, Venus, Saturn

Spell: . . . . . BLIND
Effect: . . . . Causes blindness to creatures of **all** elements.
Powers: . . . Mars, Sun, Venus

Spell: . . . . . BOLT
Effect: . . . . Frightens away **earth**, **fire**, **water** and **air** creatures.
Powers: . . . Mars, Mercury, Jupiter, Moon, Sun

Spell: . . . . . CONFUSION
Effect: . . . . Creates confusion and loss of intelligence in **all** monsters.
Powers: . . . Mercury, Saturn

Spell: . . . . . DEMORALIZE
Effect: . . . . Causes monsters of **all** elements to run away from you
. . . . . (also effective against magical creatures)
Powers: . . . Moon, Sun, Venus, Saturn

Spell: . . . . . DISPEL
Effect: . . . . Removes a spell that has stopped your motion.
Powers: . . . Mars, Jupiter, Moon, Venus

Spell: . . . . . EARTH CHAIN
Effect: . . . . Stops the movement of one **earth** element creature.
Powers: . . . Sun, Saturn

Spell: . . . . .EXORCISM
Effect: . . . . .Banishes evil **spirits** from your body.
Powers: . . . .Moon, Sun, Venus

Spell: . . . . .FEAR
Effect: . . . . .Causes monsters of **all** elements to fear you.
Powers: . . . .Mars, Mercury, Jupiter, Moon, Venus

Spell: . . . . .FIRE WALL
Effect: . . . . .Sends a wall of flame against **earth** and **water** monsters.
Powers: . . . .Mars, Moon, Sun, Saturn

Spell: . . . . .FOG BANK
Effect: . . . . .Creates a magical fog that makes you invisible to **earth** and
. . . . . **fire** monsters.
Powers: . . . .Mercury, Moon

Spell: . . . . .FORGET
Effect: . . . . .Causes monsters of **all** elements to wander aimlessly.
Powers: . . . .Mars, Mercury, Venus

Spell: . . . . .GO MAD
Effect: . . . . .Summons heavenly lights which drive **earth**, **fire**, **water** and
. . . . . **air** monsters insane.
Powers: . . . .Mars, Mercury, Moon, Sun

Spell: . . . . .HOLY WATER
Effect: . . . . .Weakens the powers of **spirit** element monsters.
Powers: . . . .Mercury, Jupiter, Moon

Spell: . . . . .HYPNOTIZE
Effect: . . . . .Uses illusion against **earth**, **fire**, **water** and **air** monsters,
. . . . . causing them to wander away.
Powers: . . . .Mars, Jupiter, Venus

Spell: . . . . .ICE WALL
Effect: . . . . .Summons an ice spirit to form a shield against
. . . . . the elements of **earth**, **fire** and **air**.
Powers: . . . .Mercury, Jupiter, Moon, Sun

Spell: . . . . .ILLUSION
Effect: . . . . .Weakens the powers of **earth**, **fire**, **water** and **air** creatures.
Powers: . . . .Mars, Venus, Saturn

Spell: . . . . . INVINCIBLE
Effect: . . . . Makes you more powerful than enemies of **all** elements.
Powers: . . . Mercury, Jupiter, Sun, Venus

Spell: . . . . . NEGATE
Effect: . . . . Stops the flow of time and movement for **all** monsters
. . . . . (also effective against magical creatures).
Powers: . . . Mars, Mercury, Saturn

Spell: . . . . . PROTECT
Effect: . . . . Creates a living shield against monsters of **all** elements.
Powers: . . . Jupiter, Moon, Sun, Venus

Spell: . . . . . SHIELD
Effect: . . . . Creates a shield of power to protect from **earth** monsters.
Powers: . . . Moon, Sun

Spell: . . . . . TURN SPELL
Effect: . . . . Combines the powers and protection of all the gods against
. . . . . **all** monsters.
Powers: . . . Jupiter, Moon, Sun

Spell: . . . . . PEACE
Effect: . . . . Calms monsters of **all** elements.
Powers: . . . Mercury, Venus

Spell: . . . . . SAND STORM
Effect: . . . . Creates a storm which reduces the speed of **earth fire, water**
. . . . . and **spirit** creatures.
Powers: . . . Mercury, Jupiter

Spell: . . . . . SCARE
Effect: . . . . Frightens away **all** monsters.
Powers: . . . Jupiter, Saturn

Spell: . . . . . SENILITY
Effect: . . . . Causes premature aging and weakening of **earth, fire**
. . . . . **water** and **air** monsters.
Powers: . . . Sun, Venus, Saturn

Spell: . . . . . SLEEP
Effect: . . . . Causes a magical sleep to fall upon **earth, fire, water** and
. . . . . **air** creatures.
Powers: . . . Mercury, Jupiter, Venus

Spell: . . . . .SLOW
Effect: . . . . .Reduces the speed of creatures of **all** elements, in relation to
. . . . . your speed.
Powers: . . . .Mercury, Jupiter, Sun, Venus, Saturn

Spell: . . . . .SPELLBOUND
Effect: . . . . .Binds creatures of **all** elements.
Powers: . . . .Jupiter, Venus, Saturn

Spell: . . . . .STILL AIR
Effect: . . . . .Stops the movement of one **air** monster.
Powers: . . . .Mercury, Sun, Saturn

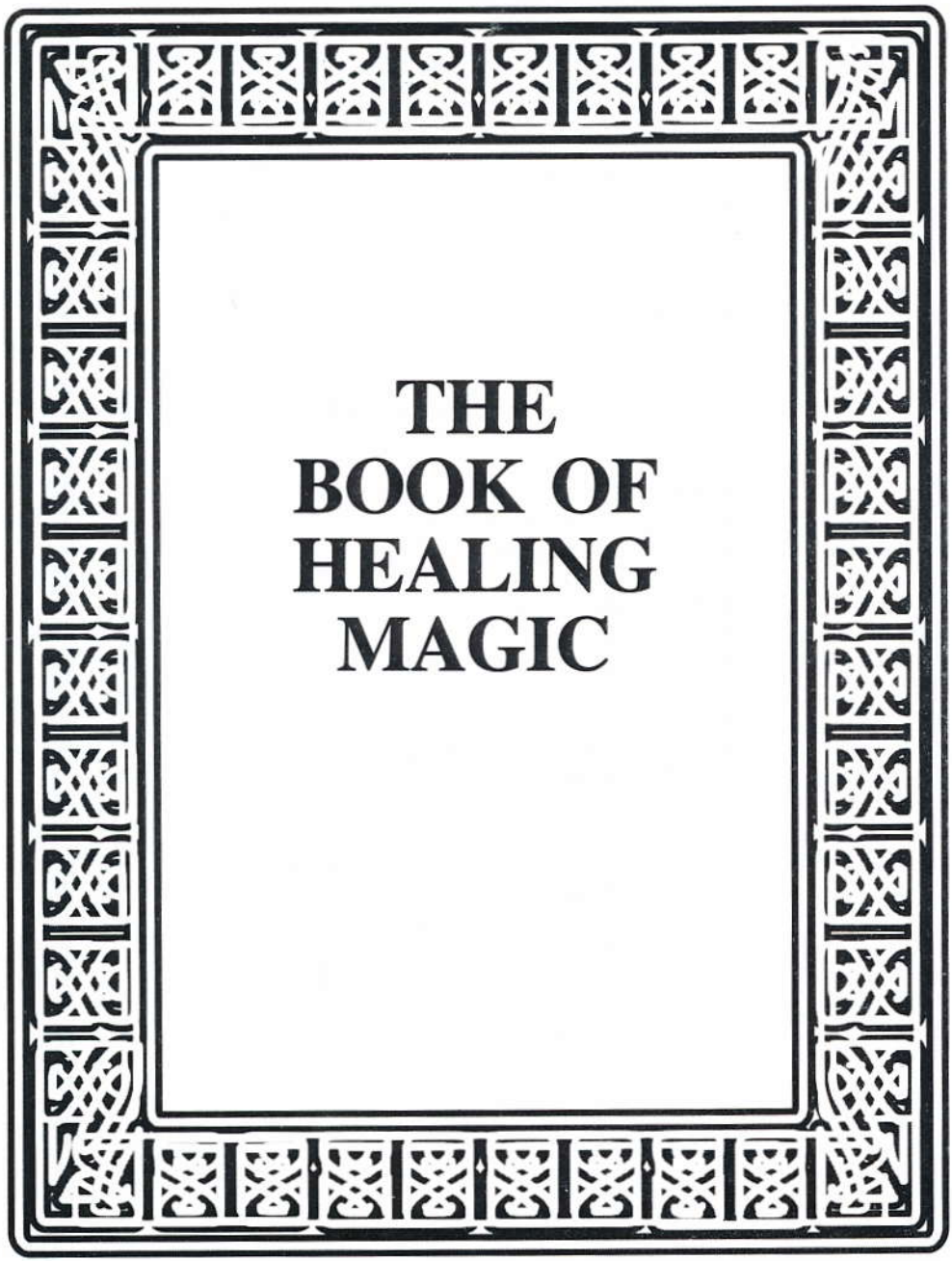
Spell: . . . . .STILL FIRE
Effect: . . . . .Stops the movement of one **fire** creature.
Powers: . . . .Mercury, Venus, Saturn

Spell: . . . . .STILL WATER
Effect: . . . . .Stops the movement of one **water** creature.
Powers: . . . .Moon, Sun, Saturn

Spell: . . . . .TIMIDITY
Effect: . . . . .Frightens creatures of **all** elements.
Powers: . . . .Mars, Moon, Saturn

Spell: . . . . .TURN UNDEAD
Effect: . . . . .Chases away creatures of the **spirit** element.
Powers: . . . .Mars, Jupiter

Spell: . . . . .WEAKEN
Effect: . . . . .Weakens the attack power of **all** monsters.
Powers: . . . .Jupiter, Moon, Venus, Saturn


THE
BOOK OF
HEALING
MAGIC

Spell: . . . . . ADD TO LIFE
Effect: . . . . Increases your life power for fighting powerful enemies.
Powers: . . . Mars, Jupiter, Moon, Sun

Spell: . . . . . CURE
Effect: . . . . Heals one who has been poisoned.
Powers: . . . Sun, Venus

Spell: . . . . . GIVE VIGOR
Effect: . . . . Increases the power of one monster.
Powers: . . . Mars, Mercury, Moon, Saturn

Spell: . . . . . HEAL
Effect: . . . . Brings back strength to one who is wounded.
Powers: . . . Jupiter, Sun

Spell: . . . . . MELT
Effect: . . . . Restores those who have been frozen.
Powers: . . . Mars, Sun, Venus, Saturn

Spell: . . . . . REJUVENATE
Effect: . . . . Restores youth.
Powers: . . . Mars, Jupiter, Sun

Spell: . . . . . RESURRECT
Effect: . . . . Revives those who have been killed.
Powers: . . . Jupiter, Sun, Venus

Spell: . . . . . STONE FLESH
Effect: . . . . Returns life to those who have been turned to stone.
Powers: . . . Jupiter, Sun, Venus, Saturn

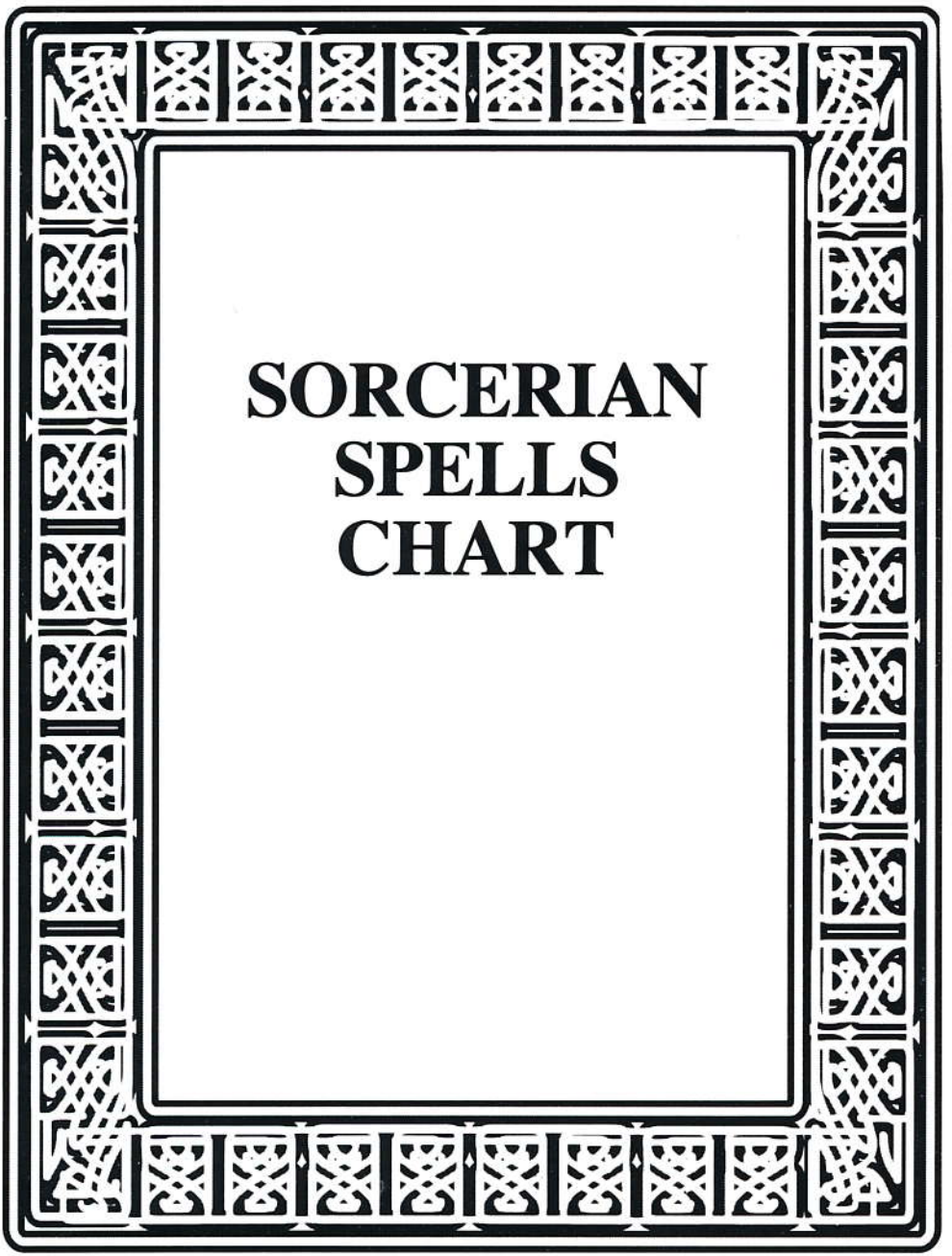
THE BOOK OF TRANSFOR-MATION MAGIC

Spell: . . . . . BECOME AIR
Effect: . . . . Causes you to be invisible to **all** monsters.
Powers: . . . Jupiter, Moon, Venus

Spell: . . . . . EXIT
Effect: . . . . Returns you and your belongings to the city where you started.
Powers: . . . Mercury, Sun, Venus

Spell: . . . . . REDUCE LIFE
Effect: . . . . Reduces the life of one party member by half. Only used as a
. . . . . last resort to free someone from a trap, so that they can
. . . . . be revived later.
Powers: . . . Mars, Mercury, Venus, Saturn

Spell: . . . . . TURN TO STONE
Effect: . . . . Changes the spell caster's body to a stone idol. Can not be reversed
. . . . . by the one who cast it.
Powers: . . . Mars, Moon, Venus, Saturn


SORCERIAN
SPELLS
CHART

Type	*Planets:*	*Herbs:*	*Effect:*
D = Defensive	Ma = Mars	Hy = Hyssop	E = Earth
Hb = Herbal	Me = Mercury	La = Lavender	F = Fire
He = Healing	Ju = Jupiter	Sg = Sage	W = Water
O = Offensive	Mo = Moon	Sv = Savory	A = Air
T = Transform.	Su = Sun	Vb = Verbena	S = Spirit
	Ve = Venus		M = Magic
	Sa = Saturn		

Name	*Type*	*Powers*	*Effective*
Absorb	O	Me,Ve,Sa,Ju	E,F,W,A
Acid Blast	O	Me,Ju,Mo,Su,Sa	E,F,W,A
Acid Storm	O	Ma,Me,Ju,Sa	E
Add to Life	He	Ma,Ju,Mo,Su	N/A
Air Blast	O	Ma,Me,Ju,Mo,Ve,Sa	E,F,W,S+M
Airsbane	*Hb*	*Vb,Sg,Hy,Sv*	*A*
	O	Me,Ju,Mo,Su,Ve,Sa	A
Anguish	O	Ma,Ju,Mo,Sa	E,F,W,A
Anti-Magic	*Hb*	*Vb,Sv*	M
	D	Ju,Mo	N/A
Arrow Storm	O	Me,Su,Ve,Sa	All
Ascension	O	Ju,Ve	S
Astral Fire	O	Me,Mo,Ve,Sa	S
Astral Wave	O	Ma,Mo,Ve	S
Barrier	D	Me,Mo,Su,Sa	E,W
Become Air	*Hb*	*La,Sv*	*A*
	T	Ju,Mo,Ve	N/A
Binding	D	Mo,Ve,Sa	S
Blast Blade	O	Ma,Me,Mo,Ve,Sa	E
Blaze	O	Ma,Ju,Mo	E,W,A
Blind	D	Ma,Su,Ve	All
Bolt	D	Ma,Me,Ju,Su	E,F,W,A
Bombard	O	Me,Ju,Mo,Su,Ve	All
Confusion	D	Me,Sa	All
Corrosion	O	Me,Mo,Sa	E,F,W,A
Crush	O	Ma,Me,Ju,Mo	E

Name	*Type*	*Powers*	*Effective*
Cure	*Hb*	*Vb*	*N/A*
	He	Su,Ve	N/A
Death	O	Ma,Mo,Su,Ve,Sa	E,F,W,A
Death Arrow	O	Ma,Sa	E,F,W,A
Death Touch	O	Ma,Me,Mo,Su,Sa	E,F,W,A
Deathbolt	*Hb*	*Sg,Sv,Hy*	*E,F,W,A*
	O	Ma,Ju,Mo,Su,Ve	E,F,W,A
Deathsound	O	Ma,Ju,Ve,Sa	E,F,W
Deep Freeze	O	Ma,Me,Ju,Su,Ve	E,F,A
Deluge	O	Mo,Sa	E,F,A
Demoralize	D	Mo,Su,Ve,Sa	All
Dispel	D	Ma,Ju,Mo,Ve	M
Dragonslayer	O	Ma,Me,Ju,Mo,Su,Ve,Sa	All
Earth Chain	*Hb*	*Vb,La,Sg*	*E*
	D	Su,Sa	E
Earthsbane	*Hb*	*La,Sv,Hy,Sg*	*E*
	O	Ma,Me,Ju,Su,Ve,Sa	E
Engulf	O	Me,Ju,Mo,Ve,Sa	S
Eradication	O	Ma,Mo,Su	All
Exit	T	Me,Su,Ve	N/A
Exorcism	D	Mo,Su,Ve	N/A
Explosion	O	Ma,Ju,Su,Sa	E,F,W,A
Fear	D	Ma,Me,Ju,Mo,Ve	All
Fire Blast	O	Ma,Me,Su	E,F,A
Fire Fox	O	Me,Mo,Su	E,W,A
Fire Storm	O	Ma,Me,Ju	E,W,A
Fire Wall	*Hb*	*Vb,Hy*	*E,W*
	D	Ma,Mo,Su,Sa	E,W
Firesbane	*Hb*	*Vb,La,Hy,Sv*	*F*
	O	Ma,Ju,Mo,Su,Ve,Sa	F
Fireworks	O	Ma,Me,Mo,Su,Ve	E,W,A
Fist Of Air	O	Me,Mo,Su,Ve	E,
Flame	O	Ma,Su	E,W,A
Flame Burst	O	Me,Ju,Mo,Ve	E,W
Flash Flood	O	Ma,Mo,Su,Ve	E,F
Fly	*Hb*	*Vb,Hy,La,Sv,Sg*	*N/A*

Name	*Type*	*Powers*	*Effective*
Fog Bank	*Hb*	*Sg,Hy*	*E,F*
	D	Me,Mo	E,F
Forget	D	Ma,Me,Ve	All
Freeze	O	Ma,Su,Sa	E,W,A
Gas Cloud	O	Me,Su	E
Give Vigor	He	Ma,Me,Mo,Sa	N/A
Go Mad	D	Ma,Me,Mo,Su	E,F,W,A
God Thunder	O	Ma,Me,Ju,Mo,Su,Ve	All
Hammer	O	Ma,Ju,Mo,Ve,Sa	E,F,W,A
Heal	*Hb*	*Sg*	*N/A*
	He	Ju,Su	N/A
Holy Flame	O	Ju,Mo,Su,Ve,Sa	E,W,A
Holy Water	D	Me,Ju,Mo	S
Hypnotize	D	Ma,Ju,Ve	E,F,W,A
Ice Storm	*Hb*	*La,Sg,Sv*	*E,W,A*
Ice Wall	*Hb*	*La,Sg*	*E,F,A*
	D	Me,Ju,Mo,Su	E,F,A
Icy Wind	O	Me,Ju,Mo,Sa	E,F
Ignite	O	Ma,Me,Mo,Ve	E,W,A
Illusion	D	Ma,Ve,Sa	E,F,W,A
Invincible	*Hb*	*Sg,Sv*	*All*
	D	Me,Ju,Su,Ve	All
Light Cross	O	Ma,Me,Ju,Ve	All
Lightning	O	Mo,Ve	E
Melt	*Hb*	*La*	*N/A*
	He	Ma,Su,Ve,Sa	N/A
Meteor	*Hb*	*Sv,Hy,La*	*E,F,W,A*
	O	Ma,Me,Su,Ve	E,F,W,A
Needle	O	Ma,Mo	E
Negate	D	Ma,Me,Sa	All+M
Peace	D	Me,Ve	All
Poison	O	Ma,Me,Ju,Ve,Sa	E,F,W,A
Projectile	O	Me,Mo,Ve	E
Protect	*Hb*	*La,Hy*	*All*
	D	Ju,Mo,Su,Ve	All

Name	*Type*	*Powers*	*Effective*
Pulse Stop	O	Me,Ju,Su	E
Rage	O	Ma,Me,Su,Ve,Sa	All
Reduce Life	T	Ma,Me,Ve,Sa	N/A
Rejuvenate	He	Ma,Ju,Su	N/A
Resurrect	*Hb*	*Sv*	*N/A*
	He	Ju,Su,Ve	N/A
Rock Rain	O	Ma,Ju,Su,Ve,Sa	E,F,W,A
Sacred Fire	O	Ma,Me,Mo	E,W,A
Sand Storm	D	Me,Ju	E,F,W,S
Scare	D	Ju,Sa	All
Senility	*Hb*	*Vb,Sg,Sv*	*E,F,W,A*
	D	Su,Ve,Sa	E,F,W,A
Shield	*Hb*	*Vb,Sg*	*E*
	D	Mo,Su	E
Sleep	D	Me,Ju,Ve	E,F,W,A
Slow	D	Me,Ju,Su,Ve,Sa	All
Soul Blast	O	Ma,Ju,Mo,Su,Sa	S
Sparks	O	Ma,Ve	E,W,A
Spellbound	D	Ju,Ve,Sa	All
Spirit Claw	O	Me,Ju,Sa	E,F,W,A
Spirit Fire	O	Ma,Me,Ju,Su,Sa	E,W,A
Spiritsbane	*Hb*	*Vb,La,Sg,Sv*	*S*
	O	Ma,Me,Mo,Su,Ve,Sa	S
Star Blade	O	Ma,Ju,Sa	All
Star Flame	O	Ju,Su,Sa	E,W,A
Still	*Hb*	*Sv,Hy*	*All*
Still Air	*Hb*	*Vb,La,Hy*	*A*
	D	Me,Su,Sa	A
Still Fire	*Hb*	*La,Sg,Hy*	*F*
	D	Me,Ve,Sa	F
Still Water	*Hb*	*Vb,Sg,Hy*	*W*
	D	Mo,Su,Sa	W
Stone Flesh	*Hb*	*Hy*	*N/A*
	He	Ju,Su,Ve,Sa	N/A
Stone Spirit	O	Ju,Mo,Su,Sa	E,F,W,A

Name	*Type*	*Powers*	*Effective*
Stone Touch	*Hb*	*Vb,Hy,Sv*	*E*
	O	Ju,Mo,Sa	E
Stop	*Hb*	*Vb,La,Sv*	*S*
Storm	O	Ma,Me	E,F
Storm Blast	O	Me,Mo,Su,Ve,Sa	E,F,A
Suffocate	O	Ve,Sa	E
Sun Ray	O	Ma,Ju,Su,Ve	All
Thunder	O	Ma,Me,Ju,Mo,Su	E,F,W,A
Thunderbolt	O	Ma,Me,Ju,Mo,Sa	S
Timidity	D	Ma,Mo,Sa	All
Tornado	O	Me,Ju,Su,Sa	E,F,W
Turn Spell	D	Ju,Mo,Su	All+M
Turn to Stone	T	Ma,Mo,Ve,Sa	N/A
Turn Undead	D	Ma,Ju	S
Un-curse	*Hb*	*Vb,La*	*N/A*
Victory	O	Ma,Me,Su,Sa	E,F,W,A
Watersbane	*Hb*	*Vb,La,Sg,Hy*	*W*
	O	Ma,Me,Ju,Mo,Su,Sa	W
Weaken	D	Ju,Mo,Ve,Sa	All

THE BOOK OF ADVENTURES

THE STOLEN SCEPTER

It is sometimes said that the history of Pentawa is the history of its battles. Since the first people came here, hundreds of years ago, they have never been free of the need to defend their territories and their lives from the monsters than inhabit this land.

Those victories were not gained without sacrifice, but there was also a valuable resource that helped maintain relative tranquility: the Royal Scepter. As long as this magical treasure remained with the ruler of Pentawa the people would prevail over their enemies, and the nation would endure.

Unfortunately, the human capacity for treachery is always present. One of the king's advisors betrayed the secret of the scepter to a band of Ouks, dangerous cave dwelling monsters. Needless to say, the Ouks were overjoyed to have this information.

The Ouks attacked the capital city immediately, marching straight for the castle, and ignoring any soldiers or civilians who were not directly in their path, but destroying anyone who stood in their way. In the end, though the king's life was spared, the scepter was taken to the Ouk stronghold under the city, and the kingdom was left in chaos.

Robbed of the source of their power, Pentawa weakened day by day. The people watched in fear as their king seemed to wither before their eyes, and monsters gathered at their borders...

GOAL

The royal scepter has been stolen by monsters and taken to their underground hideout. The kingdom is vulnerable to attack from numerous sources, and the people are living in fear.

The king has issued a proclamation: 'To whoever will recover the scepter, I will give a great reward of gold, and your name will live forever in the history of our people.'

Brave the underground caves beneath the city, find the scepter hidden there, and return it to the king.

ITEMS

BLUE BALL

A large blue gemstone that fits into a number of holes in the dungeon that are situated near doors.

DIAMOND SHAPED STONE

Can be found in the hand of a blue demon statue somewhere in the dungeon.

ROYAL SCEPTER

Insures victory to the people of Pentawa. Without it, the kingdom will fall apart. Hidden somewhere under the city.

MONSTERS

BAT

Like ordinary bats, these use reflected sound emanations to locate objects even in complete darkness. Unlike ordinary bats, these will attack humans.

GNOME

A gnome is a small dwarf-like humanoid that can see in the dark. They are very aggressive.

GIANT RAT

About 1 meter long. Multiple bites may cause paralysis.

OUK

Violent semi-humanoid. Attack by throwing rocks from above.

GOBLIN

Related to the Ouks, but much smaller. Attack in large groups, and can be quite ferocious.

BOGARD

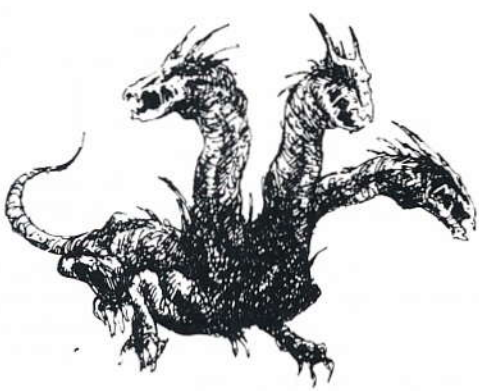
Small, wild humanoid. Attacks in large numbers — uses a saber.

SKELETON

Attacks from under the ground in large numbers.

HYDRA

Three-headed dragon relative. All three heads must be cut off before it can be defeated.



THE LOST TALISMAN

The leaves have fallen from the trees in the city of Pentawa, and there is snow on the bare branches. The capital suffers in the grip of winter, but elsewhere in the world it is summer. In frozen Pentawa, people are beginning to whisper 'Perhaps something has happened to the Talisman.' Meanwhile, it grows colder.

The Talisman of which they speak is a magic stone with the power to control nature. Even locked inside the golden pedestal which controls its power, it has created a dense forest all around itself.

Rumor has it that an evil magician — Destru — and a band of his malicious followers have come to live in the Talisman forest, perhaps with the intent of controlling the magic stone for their own purposes.

The king sends a scouting party to the Talisman forest to investigate. They arrive to find everything seemingly normal, but as they are leaving, a tree springs up before them and grows with incredible speed until they can no longer see its tip against the sky. It's evident that someone or something in the forest is tampering with the balance of nature. Suddenly afraid, the party hurries to the pedestal where the Talisman is kept, and finds it...empty!

GOAL

The Talisman, a magic stone with the power to control the forces of nature, has been removed from its rightful place in the center of a great forest, and is being turned against the city of Pentawa. It may be the doing of Destru, an evil magician, and his followers.

Find the Talisman and return in to the golden pedestal before Destru uses its power to destroy Pentawa and conquer the world.

ITEMS

SAP FROM THE GIANT TREE

This sap is collected from the roots of the great tree in the center of the forest. It has a strong scent.

PRISON KEY

This can be found in a place where some of Destru's followers are hiding. It opens the doors to the jail cells.

PRIEST'S KEY

Carried by one of Destru's priests, it is carved with religious symbols.

GOLD PEDESTAL

Only this pedestal has the ability to restrain the awesome powers of the Talisman.

TALISMAN

A magical stone which has the power to control the forces of nature, for good or evil.

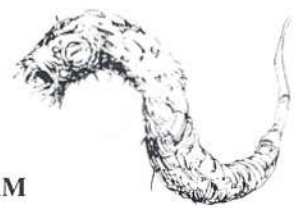
MONSTERS

CHRONODEMON

A rotting skeleton in a red robe, summoned by Destru to protect his followers. It possesses strong offensive magic.

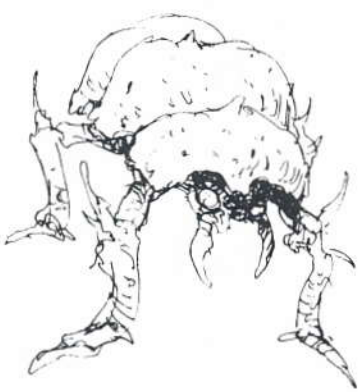
HILL GIANT

Semi-intelligent humanoids. They work for Destru, and will club to death anyone who comes close to his stronghold.



PURPLE WORM

These 3-4 meter long worms live under ground. They attack when they feel the vibrations of someone passing overhead.



DESTRU

A powerful and evil magician. His goal is to use the Talisman to control the forces of nature and rule the world. Some say he is also a shapechanger.

SAND MARIBO

Crablike monster with a large body and four long jointed legs. It hides in the sand, and pounces on its victims.

LUCIFER'S FLOODGATE

The river that borders the kingdom of Pentawa on the west is called 'Blood River'. Although this name seems odd to strangers, this river is the only source of fresh water in the kingdom. It provides all the water for drinking, and for irrigating crops. For Pentawa, Blood River is the life's blood without which the land could not survive.

One day, the flow of the river slowed, then slowed again, until it was no more than a trickle of muddy water flowing over the riverbed. The king sent a small band of explorers to the river's source to investigate. When they returned, it was with news that someone had built a dam at the river's head, blocking the flow of water downstream. The floodgate could not be opened by any means known to them, but they reported that monsters in the vicinity seemed to be guarding something in the caves near the dam, and perhaps the key to the mystery could be found there.

There was almost no water stored anywhere in Pentawa, and if the gate could not be opened in the next few days, the crops would fail, and the people would begin to die of thirst.

GOAL

Blood River, the only source of fresh water for the entire kingdom of Pentawa, has been dammed by an unknown enemy. If no way can be found to open the floodgate, Pentawa will begin to die of thirst within days.

The monsters who live in the caves near the source of the river are guarding something that may be the key to opening the floodgate. Find a way to open the gate and restore water to the dying land.

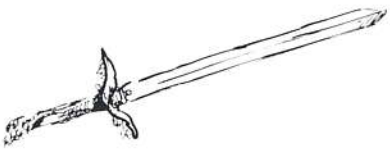
ITEMS

WHITE POWDER

Traces of this powder are sometimes found in dead fires.

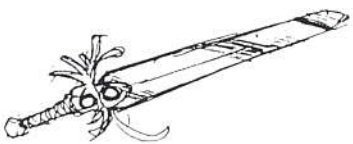
THE SWORDS OF THE ARCHANGELS

Three swords named after three archangels. Possibly magical.

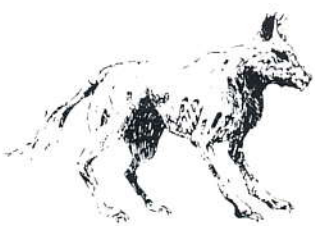


CRYSTAL SWORD AND SILVER SWORD

Forged by monsters. May have magical powers.



MONSTERS



WOLF

These wolves live on the flesh of local monsters and the occasional adventurer.

GRIMLOCK

Dwelling underground, they have lost the ability to see, but their senses of hearing and smell are very well developed.

TROLL

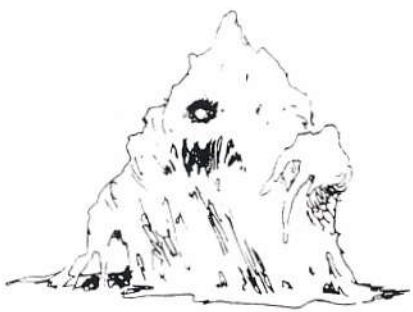
Trolls have the power of regeneration, and only fire will kill or permanently injure them.

HOBGOBLIN

Related to goblins and giants, hobgoblins are large and fierce. The ones in this area are unarmed.

GOLEM

A humanoid monster made entirely of earth. it attacks by throwing the fresh mud that oozes from it constantly.

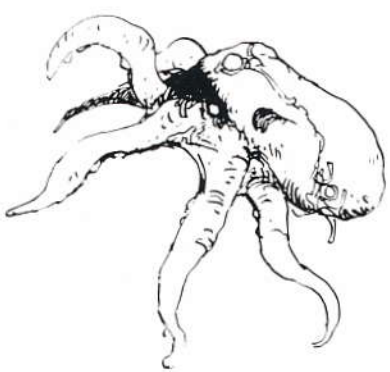


LIZARDMAN

Resembling a cross between human and reptile, they are skillful swordfighters. Their scaly hide functions as armor.

KRAKEN

Lives deep underwater. It attacks by throwing swords which it has taken from unlucky adventurers.



THE CURSED OASIS

Hudson Bowyer had scarcely begun his breakfast of kippered herrings, when he heard footsteps running up the stairs to his bowmaking shop. The door burst open on the breathless figure of Shermas Winemaker. "Bad news, Hudson," he gasped. "They're saying that Ruwan has used his magic to poison the oasis!"

Hudson chuckled. "I can't remember the last time I saw you upset enough about anything to run. Sit down and have some of these kippers. Pentawa gets its water from Blood River, and the river doesn't run within a hundred miles of the oasis — we're in no danger."

"Hudson, you never think things through, do you?" Shermas sat down heavily in the other chair. "If the desert king prevents caravans from using the oasis, they won't come here from Varaga any longer, and your supply of kippers will be cut off for good, along with about everything else Pentawa imports."

Hudson looked down at his kippers, then up at his friend. "By the Gods, you're right, Shermas. This is a genuine emergency. This means there'll be parties of adventurers leaving for the oasis right away. They'll need bows! And arrows!"

"And wine!" Shermas exclaimed, jumping up from his seat. "I must go tend my shop."

The door slammed behind Shermas Winemaker, and Hudson went back to his breakfast. Who, he wondered, would these courageous men and women be, who would brave the wrath of Ruwan the desert king, and restore the pure waters of the cursed oasis?

GOAL

A vast desert lies between the seaport of Varaga and the city state of Pentawa. The oasis that provides fresh water for caravans traveling between the cities has been poisoned with a curse.

Trade between Varaga and Pentawa will cease, causing severe hardship to both cities, unless someone can reverse the spell and purify the water.

ITEMS

OIL

There are many jars of oil stored beneath Ruwan's castle. It appears to be olive oil.

CRYSTAL GLASSES

A pair of odd-looking eyeglasses.

THE MAGIC KEY

This key opens an important door somewhere in the castle.

OASIS HERBS

A special herb grows in the oasis. When burned, its smoke has a magical effect.

HOLY WATER

This is the only substance which can reverse Ruwan's spell of pollution.

MONSTERS

BASILISK

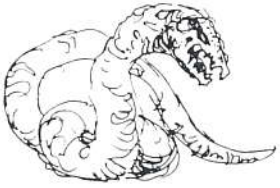
A magical reptile with the dreadful ability to turn a person to stone.

SANDWORM

Their stomachs are filled with unusually strong hydrochloric acid. They attack by spraying it from their mouths.

BERSERKER

Maniacal warriors who are totally without fear.

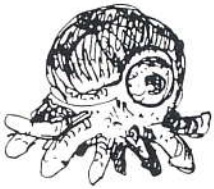


POISON SNAKE

Unusually large snakes from the surrounding desert. Their poison is fast-acting and very deadly.

OCULA

A frightful monster resembling a giant flying eyeball. It has eleven eyes and a mouth full of razor sharp fangs.



IMP

These flying devils are loyal to the desert king. They will attack anything that comes too near his castle.

GOLDEN DRAGON

A large, dull gold-colored dragon. Ruwan is frequently seen riding it. It hides in the water behind an illusory waterfall, and attacks with firebolts from its mouth.

THE TOWER OF THIEVES

A foul wind is blowing in the kingdom of Pentawa. It blows through towns and villages with gales of blood and tempests of destruction. It calls itself 'The Blue Wind'.

'The Blue Wind' is a group of ruthless thieves who are casting a shadow of fear over the countryside. They have taken over the ruins of an old castle abandoned long ago under mysterious circumstances; its strange, foreboding atmosphere seems somehow fitting to their purposes.

A man, wounded in battle and nearly dead from hunger and thirst, has wandered into Pentawa looking for assistance. He tells of a narrow escape from the castle, and of a beautiful princess and many brave warriors held captive there. He also speaks of a vile demon and a dragon imprisoned for ages who may soon be free again.

The king has issued an order for all Sorcerian adventurers worthy of the name to respond to this man's plea for help. 'Go forth in the name of your ancestors and rid the land of of this evil that calls itself 'The Blue Wind''.

GOAL

An outlaw band is using a deserted castle as a base from which to raid nearby villages. They have captured the princess of a neighboring country and her company of fighters, who came to the castle on business of their own. There may be a dragon imprisoned under the castle.

Infiltrate the Tower of Thieves, and rescue the princess and her warriors from this band of robbers, who may be more powerful than they seem.

ITEMS

VASE

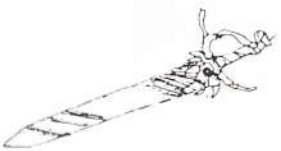
Located on the altar in the chapel of the deserted castle.

PASS

Several outlaws carry passes signed by Garok that allow them to go restricted places in the castle.

GARATEEN

A holy sword in a silver scabbard. The blade is silver carved with sacred runes.



RED BALL & BLUE BALL

These objects have something to do with opening some of the doors in the castle.

PENDANT

A gold necklace with a large gemstone hanging from it. It possesses a strong protective magic.

MONSTERS

GAR

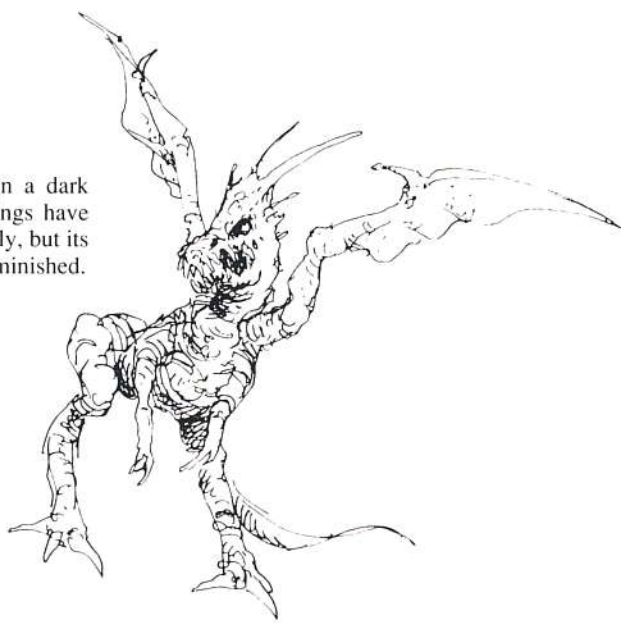
A ferocious fish that inhabits the lake under the castle. It has sharp teeth and powerful jaws.

MAJOR DEMON

A shapechanging demon that likes to take human form. Cruel and very deadly.

SHADOW DRAGON

This dragon has been imprisoned in a dark narrow cave for many years. Its wings have degenerated so that it can no longer fly, but its ability to breathe fire has not been diminished.



THE MASTER OF THE DARK MARSH

Leeza was lost. She had wandered from her father's house in the forest and now found herself in the center of a great gloomy marsh, where one direction looked exactly like any other.

"Are you lost?" She turned around to see a young man smiling at her. Leeza nodded, tears springing to her eyes. "I lost sight of my house. I can't even tell which direction it's in."

The young man put his arm around her shoulders. "Don't cry, pretty girl. I'll take you to the edge of the forest, and you can find your way home from there. You don't have to be afraid any more." He held out his hand and she took it. As they walked, she watched him out of the corner of her eye and thought how beautiful he was.

He told her his name was Fragiore, and he lived by himself in the marsh. Along the way they talked and laughed together, then just before sunset, they came to the edge of the forest. Leeza's heart sank, for she knew she would have to say goodbye to the young man, and that they might never meet again. She realized that she had fallen in love with him.

"How can I ever repay you for your help?" she asked him. "There is something you can do for me," he replied. "Though perhaps it is asking too much. I have been lonely in that unlit marsh. I have often thought of taking a wife, but until today I never met anyone I wanted to ask." He looked down at her with eyes as black as the space between the stars. "Will you come away into the marsh with me and be my wife?"

Leeza's father was horrified. "You foolish girl! Don't you know who Fragiore is? *What* he is?" "I'm going away to be with him, and you can't stop me!" Leeza shouted. She ran to the edge of the marsh, where her young man waited. She did not want to hear that Fragiore was actually the master of the dark marsh, an ancient and evil red dragon.

GOAL

Not far from Pentawa there is a dark marsh where dwells an ancient red dragon called Fragiore. He can no longer fly, and he can not leave the marsh, but he is still powerful and full of deceit.

He has tricked a young woman into marrying him, and her father has sent out a call for help. Someone must go into the marsh and convince her to leave Fragiore and return to her home before this awful marriage takes place.

ITEMS

CAULDRON

A large iron pot said to be good for preparing potions.

WOLFSBANE & MANDORAGORA

Rare magical herbs, used to create powerful potions.

BEE HIVE

Empty hives contain royal jelly extracts which have magic powers.

COIN OF JOY

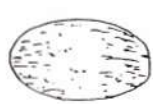
An ancient gold coin said to bring happiness to its owner.

JACK'S FLAME

Athough this strange burns constantly, it is never hot to the touch.

MOONSTONE, BLOODSTONE

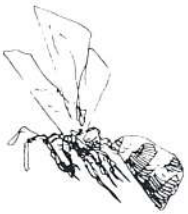
Two gemstones, hidden somewhere in the marsh, are said to 'open the way' for whoever possesses them.



MONSTERS

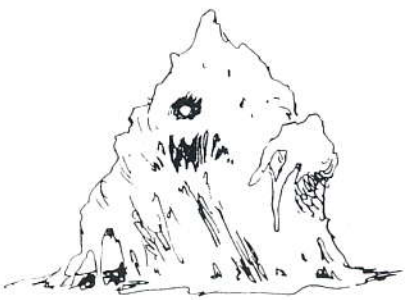
ZOMBIE

Reanimated bodies of people who have died in the marsh.



WASP

Wasps are aggressive and their poison is extremely strong.



MARSH GOLEM

This humanoid form made of swamp mud attacks by covering its enemies, who then drown in the mud of its body.

WATERSHELLY

This creature lives in the water, but has the power to control fire. It attacks by throwing fireballs.

RED DRAGON

This dragon is also a shape-shifting magician named Fragiore. He can not fly or leave the marsh, but he is still very dangerous.

THE DRAGON KING

There has been absolute peace in the kingdom of Pentawa for over a year. Since peace is what everyone supposedly desires, one might assume that this would make the people happy, and perhaps most of them are, but the Sorcerian adventurers of Pentawa are bored. They spend their days in a kind of dull sameness, and wish something — anything — would happen to bring some excitement into their lives.

Meanwhile, in the nearby kingdom of Azoruba, things are far from peaceful. Stories have begun to reach Pentawa of the kidnapping of Princess Serina, and of the great epidemic which swept the kingdom when she disappeared. They tell of a king controlled by the great dragon Vadis, and helpless citizens who have been turned into beasts. They tell of the need for heroes to reverse the awful fall of Azoruba by returning the lost princess and vanquishing the vile dragon that controls the mind of their king.

Pentawa City begins to come alive, as parties of adventurers prepare for a long journey and a fierce battle.

GOAL

A fiendish dragon has taken over the mind of the king of Azoruba. Many Azoruban citizens have disappeared from their homes. Now Princess Serina has been kidnapped, and with her absence, the city has fallen to a terrible epidemic.

Before Azoruba can know peace again, the princess must be returned to her people, the dragon Vadis destroyed, and the mind of the king restored.

ITEMS

POTION OF LONGEVITY

This potion prolongs life and heals the sick.

WISE MAN'S CANE

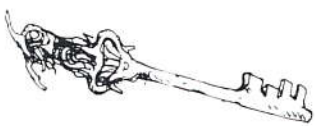
A wise man gave this cane to people who helped him while he was traveling through Azoruba.

HERMIT'S ROBE

This robe is said to have to power to travel between this world and the spirit world.

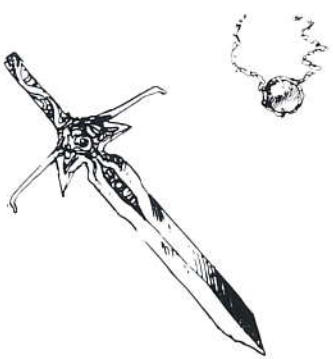
GOLDEN KEY

It is empowered with fairy magic. No door remains locked to it.



SCROLL WRITTEN IN AN ANCIENT LANGUAGE

This scroll is supposed to have been written by a wise man.



THE PRINCESS' NECKLACE

This necklace has the power to bring Serina back to the castle.

DRAGONSLAYER

Forged long ago by a circle of magicians for the purpose of slaying dragons. It is the strongest sword on earth.

MONSTERS

CHADA

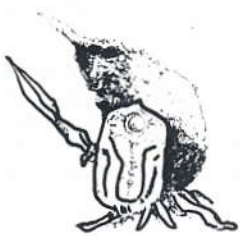
These strange pig-like creatures were once citizens of Azoruba. They mill around strangers hoping to be transformed back into their human forms.

SWORDSMEN

All the Azoruban fighters have been enchanted to work for the evil king. They are good swordsmen and powerful enemies.

DENDEN

These servants of the king have been turned into snails.



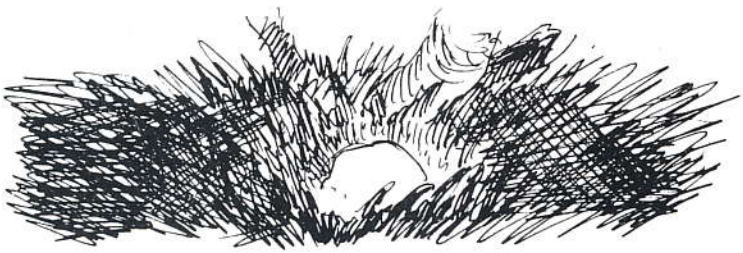
IBONU

A weak tribe that was chased underground. Now they seek revenge against Azoruba.

VADIS

This evil dragonlike creature is controlling the mind of the king of Azoruba. It resembles a gigantic caterpillar. It is almost impossible to kill.

RIDDLE OF THE RED JEWEL



Letter from Teto the silk spinner to his friend Nift, captain of the underground machine watch guard

Dear Nift,

I can only hope this letter reaches you, and that you are all right. We may be the only two people unaffected by the crisis that has befallen our land — you because you seldom venture aboveground, and I because of my blindness.

A few days ago a strange red gem fell from the sky, into the deepest part of the forest. It gave off pulsing beams of scarlet light, and seemed to hypnotize any who looked at it. At once, the animals of the forest began to go mad. Some grew to monstrous size. Soon even the elves that dwell in the tree-cities were affected. They are no longer a serene people in tune with the life of the forest, but a dark mockery of their former gentle selves. They raised the jewel to the top of the tallest tree in the forest, where its light could shine for miles around. Soon, there was soon no-one in the area who was not affected by it. All the people are its slaves, now.

Yesterday as I approached the room where I keep my silkworms, I heard loud frightening noises from inside. I was unable to open the door as the worms, which had grown to many times their normal size, were pressing up against it, trying to escape from the room.

Today, an expedition from Pentawa arrived at my door. They are here to try and find a way to neutralize the red jewel's power and return its victims to normalcy. They say they need our help to accomplish this. I pray you are still alive and well, and that together with the Sorcerian adventurers, we will be able to free the others from their bondage to the red jewel.

GOAL

A mysterious red jewel has fallen to the earth, and is causing madness with its pulsating red light. People, elves, even animals and insects are behaving in strange and dangerous ways.

A way must be found to neutralize the power of the jewel and make it harmless, thereby returning the beings affected by it to their previous state.

ITEMS

RED JEWEL

A mysterious red gem that fell from the sky. A strange red light shines from it, causing madness.

YELLOW JEWEL

When the red jewel's powers have been neutralized, it will turn yellow.

FAIRY TEARS

Tears cried by the fairy queen ages ago became gemstones. With them, one can see things that cannot be seen except by fairies.

LETTER

A letter written by the blind silkspinner Teto, to his friend who guards the underground machines.

MONSTERS

SCORPION

Unlike ordinary scorpions, these are quite aggressive.

SILKWORM

Teto's silkworms have gone berserk from the jewel's light, and grown to monstrous size.

PORCUPINE

Porcupines have become wild and vicious, and will attack anything that comes near them.

DARK ELF

The local elves have been transformed into dreadful beings of great ferocity. They are not to be trusted.

BEE

The bees have become as large as wasps. They can not enter their normal-sized hives, and fly about in swarms, attacking everything that moves.

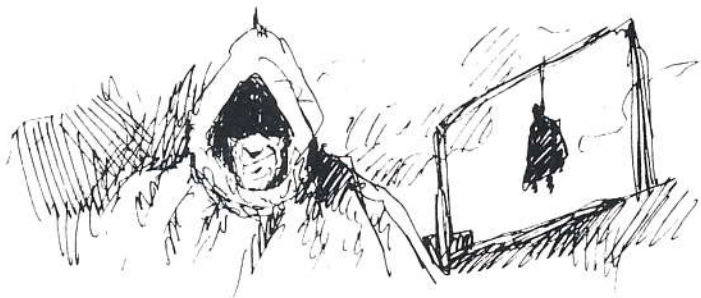
SPIDER

The spiders, which used to live on small insects, have become enormous and are now stalking small animals and elves.

GIANT MOTH

This monster shoots needles from its mouth, and leaves behind it a poisonous powder.

THE DARK MAGICIAN



"They have not seen the last of me! I will return from beyond death, and I will have my revenge, even if I have to sell my soul to the devil!" These were the last words of Ghedis the sorcerer, as the hangman's rope tightened about his neck. Then the trap beneath his feet sprang open, and Ghedis fell to his death; but his face wore a smile that sent a chill through the watching crowd.

Ghedis had been an excellent magician, perhaps the greatest in the kingdom of Pentawa, but his cold and selfish nature made him unsuitable for appointment as the Royal Magician, and the job went to Orsa, a lesser magician of better character.

Ghedis' anger and bitterness at being passed over grew year by year, until at last he determined to have his revenge. Using forbidden magics, he exerted control over the minds of the people, hoping to gain the kingdom for himself.

But Orsa used his own magics to counter Ghedis, and at last defeated him, binding him with a powerful spell. Ghedis was tried and executed for treason, but promised to return for vengeance from beyond the grave.

Fifty years have passed. Orsa is very old now, and in his nightmares he has begun to see recurring images: A dark cave, monsters ...and Ghedis, alive once more. "He lives again," Orsa says, to no-one. The years weigh heavily on him, and he is no longer as certain of his skills as he once was, but he knows what he must do. He must find Ghedis' hiding place before the dread magician can regain his full strength, and kill him for the last time. If only there were someone who could help.

GOAL

Half a century ago, the magician Ghedis was executed for treason. He promised to return from the dead to have his revenge on the kingdom of Pentawa. Now it would appear that he is indeed alive again.

The magician Orsa is on his way to the dark magician's hiding place. He plans to kill Ghedis before he can regain his strength and begin his reign of terror, but he may not be able to accomplish this without help from the Sorcerians.

ITEMS

MOON STONE

A round gem that shines like a miniature moon.

STAR STONE

This gem glows with the light of a million microscopic stars spinning in their own tiny galaxy at its center.

SUN STONE

A jewel that gives off light and heat as though it were a little sun. Its power varies depending on the owner.

A RING OF KEYS

Several brass keys on a large ring. They look like jail keys.

MONSTERS

GARGOYLE

A winged stone monster that looks like a statue until it moves. Its skin is as hard as rock.

GARBUG

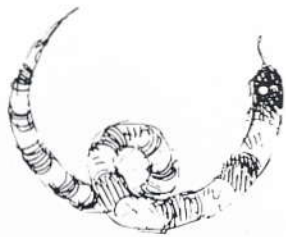
A flying monster that inhabits the upper levels of the caves. It attacks with scissor-like appendages.

DARKSTALKER

Humanoid monster that blends into the darkness of the caves. Has a fondness for human flesh.

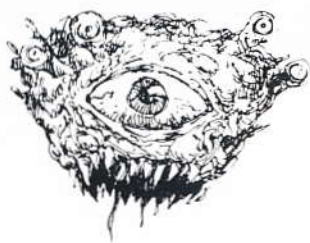
SNAKEGIANT

A large snake, several meters long. Crushes its prey, then swallows it whole.



SPECTATOR

The shape of this monster is similar to a human hand. It attacks using light beams from its eyes.



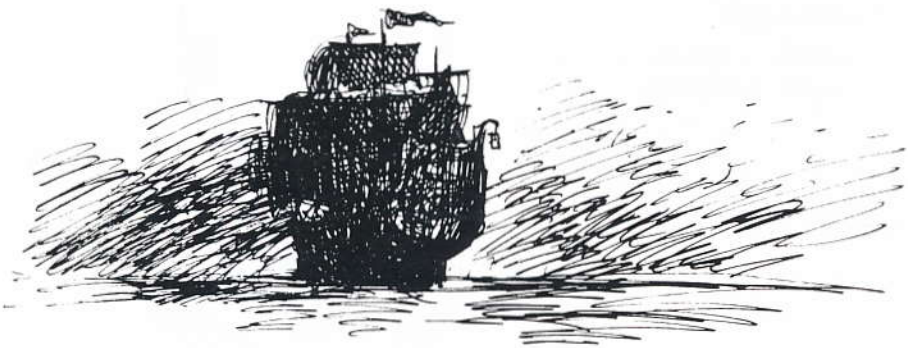
DARK MAGICIAN

This is Ghedis, recently revived from the dead to take revenge for his defeat and execution 50 years ago. He is the master of many powerful spells.

BLUE DRAGON

Summoned by Ghedis to carry him to Pentawa in triumph when he has regained his strength.

THE CURSED SHIP



From the ship's log of the Maria Regina:

17th day, month of Dagonn. Fine. A good west wind. Good progress. Toward sunset, the cabin boy found Jacob's body in the forward hold. His throat had been cut. There were no witnesses. I can think of no-one who might want to kill Jacob — he was well-liked among the crew. He had been ill the last few days, but it seems unlikely that he committed suicide.

24th day, month of Dagonn. Rain. I am afraid for my son. I don't like the idea of his being here on the ship, now that I'm certain that someone aboard is a murderer. I've tried to warn him to be cautious, but he wouldn't listen. Maybe my timing was bad; his pet macaw just disappeared. We will be putting in at Pentawa soon, and I want him to stay with his mother. Tensions are running high on the ship. The sailors are beginning to whisper that we are cursed.

3rd day, month of Hydra. Calm. When we dropped anchor in Pentawa Harbor, some people came on board asking for passage. They are adventurers, it seems, off to right some wrong somewhere. They treat it like some kind of sport. I offered them free passage in exchange for convincing my son to stay ashore when we leave. They may find this task harder than battling dragons.

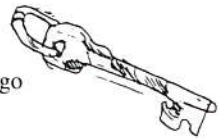
GOAL

The ship Maria Regina is anchored in Pentawa Harbor. One of the sailors has been brutally murdered, and the rest of the crew is anxious and uneasy. The Captain's son refuses to go ashore to the safety of his mother's house.

If the captain's dilemmas can be solved, he might be willing to give you passage aboard the Maria Regina to exotic ports where adventure abounds.

ITEMS

HATCH KEY



A key of simple design, it unlocks one of the ship's cargo holds.

GOLD JAR

On its surface is engraved in ancient letters, "the one that is hard to let go".

BLOOD STAINED AXE

No murder weapon has yet been found. Could this be it?

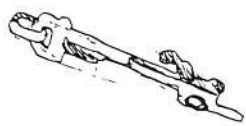
AUGER

A common shipboard tool, used to make holes in barrels.

MACAW

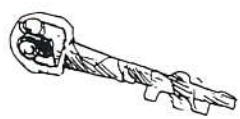
The captain's son's beloved pet. It was startled by a ship's rat and flew away. The boy is very upset.

CABIN KEY



Key to unlock one of the sailor's private cabins.

DESK KEY



This key opens a drawer in a desk somewhere on the ship.

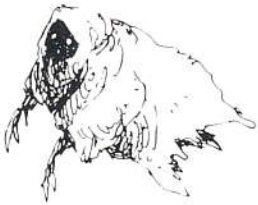
MONSTERS

RAT

The rats aboard the ship have become very aggressive lately.

GHOST

Spirits who seek out the living to rob them of life energy.

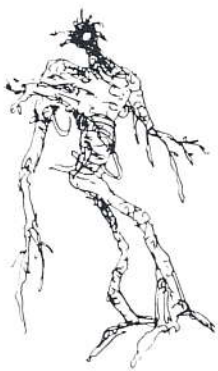


SEAGULL

The seagulls are beginning to exhibit strange behavior, including attacking people.

OWL

These owls, like the other animals around here, have begun to attack people.



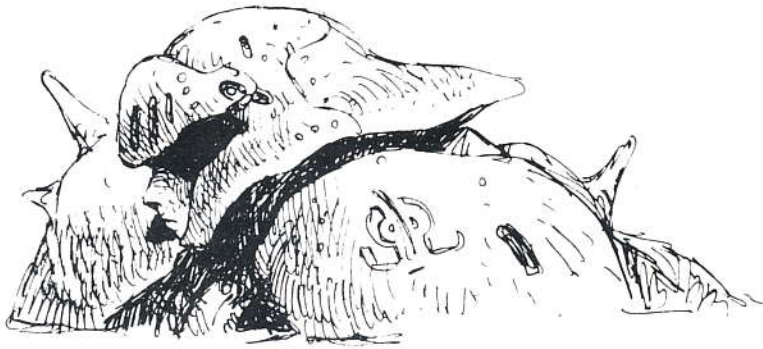
OAKROT

At first glance, this monster resembles the oak trees from which it evolved.

ARCHDEMON

This demon takes the form of a huge devil-face. Burning rays shoot forth from its mouth.

THE GARDEN OF THE GODS



From the journals of a Sorcerian adventurer —

I took up adventuring in my teens, when I was good for little else than following about after more experienced adventurers and swinging my sword at everything that moved. Since then, I have been many places and seen many things: I have killed — not only monsters, but humans like myself; I have been across the ocean and seen how large the world really is; I have stood in the shadow of a dragon whose wings blotted out the sun; I have made a mistake that cost the life of my dearest friend.

As I grew older, I began to realize that I could not go on fighting monsters as though I were still a reckless teenager. I decided that I would hang up my sword and live out my life quietly in Pentawa City, never to go forth again on wild and perilous adventures. I did not know how mistaken I was.

It all began when refugees began pouring over the northern border of Pentawa. These were the inhabitants of the foothills that lay beneath the great mountain range called 'The Garden of the Gods', where the Gods of Pentawa had their home. The line of ragged, exhausted people pouring into the capital city stretched to the horizon and beyond. I stopped to comfort a little girl who was crying uncontrollably, her dirty face streaked with tears. "The Gods are angry at us," she wept. "We made offerings, but it didn't help. The shrine maiden says the Gods are unhappy with our prayers! The river flooded our town, even though there was no rain. Our animals are dying, and there is no food!"

I didn't care what the Gods' excuse was for being angry; the sight of this child's misery made me furious. I made up my mind to gather up my old friends, and confront these unfeeling gods directly. If I'd known what difficulties and dangers awaited me I might have stayed in Pentawa, but if I had, I would have missed the greatest adventure of my life.

GOAL

The gods who live on a high mountain near Pentawa seem to be wreaking some awful vengeance on the people of the city at the mountain's base. Strange natural disasters have caused the people of this city to have to leave their homes and seek refuge in Pentawa to avoid starvation.

In order to uncover the reason behind these supernatural occurences, it may be necessary to journey to the 'Garden of the Gods' and negotiate directly with the ruling deities of the land.

ITEMS

WINE

This wine is made from grapes especially rich in sugar that occur only once in every 100 years.

RED SEED

A large seed of unknown origin which was found in a empty house in the deserted village.

SEED OF FLAME

This seed was created by the Sun God.

GOLDEN WINE

Wine from the golden apples that grow in the Garden of the Gods.

RED FRUIT

this fruit grows on a giant vine whose top reaches above the clouds. No human being has ever tasted it.

SILVER HARP

The sound of this harp has the power to clear the minds of any who listen.

GOD'S BRACELET

This powerful magic artifact was stolen from the abode of the Gods. It could be used to control the world.

MONSTERS

PELUTON

This monster has the head of an antelope and the body of a bird. It is said that its appearance marks the beginning of the destruction of Pentawa.

ARALORA

A bird monster with a human face. Attacks with beak and claws.

ADANA

A shrine maiden who sold her soul to the powers of darkness. She seeks the powers of the gods for herself.

THE CAVERNS OF ICE

I can no longer remember the last time I saw the sun. In here, there is no difference between day and night, and we have lost all sense of time. I suppose it doesn't matter, really, how long we have been imprisoned here, for sooner or later, the one we once called our leader will take our lives from us.

Sokuram was the man I looked up to most in all the world. He was the greatest alchemist who ever lived, and when he was driven from Pentawa for conducting experiments in artificially creating life, I followed him into exile, along with many of his other assistants.

From Pentawa City, we headed for the mountains to the West. In a cave in these mountains was a deserted temple; in the temple, on a ruined altar, was a book. On its cover was written, in faded letters under ages of dust, 'Kitabu Alu Ajifi', 'The Book of the Dead'. How I wish he had never found it!

After spending many days and nights reading the ancient book, Sokuram emerged from seclusion with an insane light in his eyes. "We willnow begin experiments to raise the dead," he announced. I remembered then what I had once heard about this legendary 'Book of the Dead' — that it had been written by a madman, and that madness came to all who sought to understand its secrets.

His plan was to resurrect this demented religious leader and place him on the throne of the world with all Sokuram's secret magics at his command. We tried to stop him, but our combined powers were not enough. He locked us into this cage, and here we will stay while he causes the destruction of all we know. Meanwhile, the world grows colder as Sokuram draws all heat and energy for miles around to the service of his unnatural task. I am so cold...

GOAL

The kingdom of Pentawa is suffering from an unusual cold spell. It is as though an unseasonal winter wind were blowing from the mountains to the west, where only a few short weeks ago, the alchemist Sokuram was sent into exile for conducting forbidden experiments to create life.

The king has asked the Sorcerian adventurers of Pentawa to journey to these mountains to discover the cause of this icy wind and find out if Sokuram's magic is behind the phenomenon.

ITEMS

LETTER PLATE

There are plates set into the walls in several places in the cavern. They have letters written on them.

LEVER

This angular piece of metal can be found somewhere in the cavern.

TEARDROP OF THE WIND

A faintly glowing blue-white stone. It belongs to the wind spirit.

MONSTERS

SNOW TROLL

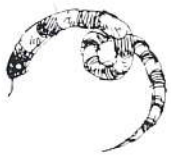
Humanoid monster made of ice and snow. It is very strong, with thick, icy skin.

SNOWBALL

A giant snowflake, magically animated. It attacks by throwing smaller flakes.

WHITE BEAR

This large bear patrols the caverns constantly, attacking all intruders.



KILLER SNAKE

A large vicious snake, given to Sokuram by a snake god.

SOKURAM

The powerful alchemist has learned many new tactics from 'The Book of the Dead'. He can now create multiples of himself.

KAHZEH

A wind spirit imprisoned by Sokuram to do his bidding.

THE CURSE OF MEDUSA

The spring wind swayed the ears of new wheat on the hill, and turned the vanes of a windmill in the valley. It brought the smell of green growing things to the weary adventurers approaching the village. From a distance, everything seemed normal, but as the small party of adventurers drew closer, the peace of the little village seemed more like the peace of death.

There was no sign of life in the village — not the barking of dogs or the laughter of children or the sounds of people going about their business. They began to knock on the doors of the houses, then entered when no-one answered. What they found was mysterious and frightening: Supper set on tables, warm ashes in the hearths, tasks left half-done. And everywhere, a complete absence of life. Whatever came here, came suddenly.

The party of adventurers entered a nearby mine shaft, thinking perhaps the villagers had sought refuge there. As they moved single file through the gloomy confines of the tunnels, they could feel a presence, see a shape looming up ahead. "Hello," the man in front called, "Is there someone here from the village? We're here to help you."

A moment later his companions saw a flash of light, and heard a frightened gasp. Their leader turned to stone before their eyes. One by one they rushed forward to confront the threat that had defeated their friend, and one by one they met the same fate under the gaze of the most feared creature on earth — the dread Medusa.

GOAL

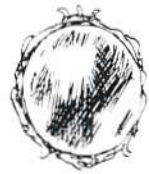
The king of Pentawa has sent a party of Sorcerian adventurers to investigate the sudden lack of communication from a village not too far from the capital city. Now many days have passed, and no word has been heard from the Sorcerians.

A new party must be formed to find out what happened to the original adventurers, and discover the fate of the villagers.

ITEMS

MIRROR SHIELD

This item will reflect back Medusa's gaze.



BLUE CORD

The token of an agreement between the villagers and the spirit of a nearby fountain. When thrown into the fountain, it has a magical effect.

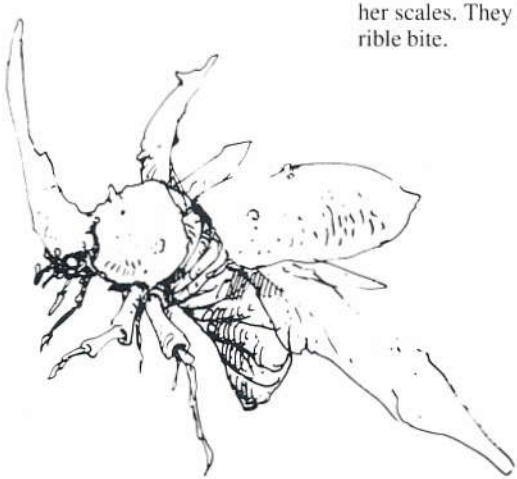
VENOM NEUTRALIZER

This medicine makes the one who drinks it resistant to snake venom.

MONSTERS

GIANT BEETLE

Medusa created these insect monsters from her scales. They have sharp horns and a terrible bite.



GILLMAN

This mer-creature has the body of a fish and humanlimbs. It guards the old marsh, attacking invaders with a harpoon.

GRYFON

This fierce beast has the upper body of an eagle, and the lower body of a lion. It attacks invaders with beak and claws.

MEDUSA

This snake-woman has venomous snakes for hair, and the power to turn living beings to stone with a look.

THE MISSING MAGICIAN

"Gone?" The king of Pentawa rose, gripping the arms of his great throne. "The Royal Magician is gone? Where?"

"No-one knows, sire," the Captain of the Guard replied, "He left no word. No-one is even sure how long he's been gone. His servant said he had been meditating all day and night in his room, and he had orders not to disturb him. Until you summoned him, it was not known that he was no longer in his quarters. We have sent soldiers out into the city, but he's not there, either. Should I order a wider search?"

"Let me consider for a moment," the king said, beginning to pace on the dais before the throne. "He would not have left the city without telling me, no matter how dire the emergency. Without his protecting wards, Pentawa would be at the mercy of every wandering demon in this quarter of the world. And even his servant didn't know he'd gone. No, I can't believe he left of his own will." He turned back to the Captain. "He has battled many evil forces for the defense of Pentawa. Who do think would be most likely to want revenge on him?"

"The monsters who dwell near the volcano swore to find a way to defeat him when he set up a barrier of protection they weren't able to break. Perhaps they found a way through his barrier and kidnapped him."

"Perhaps that's the answer. At any rate, I'll need you and the Castle Guard to defend the city while he's gone. Put out a call for Sorcerian adventurers to travel to the volcano in search of him."

"Yes, your highness. Right away." The Captain bowed again, then turned and left the throne room to carry out his king's order.

"Yet I wonder," the king said to himself, "How monsters can have abducted the Royal Magician, who is himself our shield against monsters. Perhaps the Sorcerians will be able to solve this mystery."

GOAL

The Royal Magician, who protects the kingdom from invasion by monsters, has myteriously disappeared. The king suspects he may be being held prisoner near a volcano not far from Pentawa City. Without him, the kingdom is helpless against magical attack.

Sorcerians must travel to the city under the volcano to find and rescue the kidnapped magician before Pentawa falls victim to assault by monsters seeking revenge.

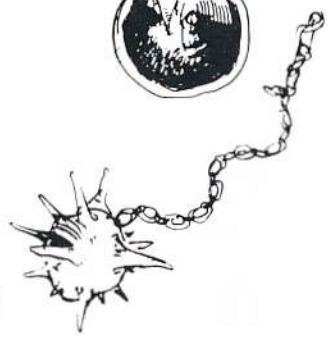
ITEMS

RED GEMSTONE

This stone is a key to closed doors, but it gives off a powerful energy that will burn anyone who touches it.

FLAME CRYSTAL

This crystal is immune to heat and fire.



MORNING STAR

An iron ball radiating sharp spikes, swung from a chain attached to a handle.

MONSTERS

WERE RAT

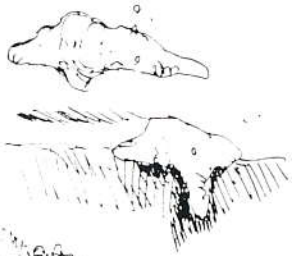
Can take the shape of human or rat, but normally looks like a hybrid of both.

OGRE

Large humanoid monster, known for its cannibalistic eating habits.

AMOEBA

A huge one-celled animal which tries to dissolve and digest its victims.



SPIDER

These spiders are as large as human beings. Some wait for victims in their webs, others hunt their food more actively.

HARPY

A vulture with the head and upper body of a woman. It attacks by clawing, or by throwing its droppings.

HORNET

These giant insects have a nest somewhere in the area. They attack in groups, using their sharp poisonous stings.

FIRE ELEMENTAL

Born from hot lava, this powerful spirit controls the forces of fire. It attacks invaders with balls of flame.

THE WATER OF LIFE

The atmosphere in the Dragon's Tooth tavern in Pentawa today is noisy and discontented. Farmers, normally in their fields this time of day, have taken to drowning their sorrows here long before sunset, and you can hear their loud grumbling all the way out in the street:

"How can I make a living off my land the way it is now? Even weeds won't grow in it!"

"I know. Nothing I planted this spring has so much as sprouted a leaf. And if *our* children don't eat, neither do anyone else's. Without crops, this country will die!"

"And the royal magician doesn't even know what's causing it. A lot of help he turned out to be!"

"But when we get the Water of Life, everything will be all right again. Then the land will grow food, and no-one will go hungry. That's what I've been told."

"Are you drunk, or just daydreaming? The one they sent to find the Water of Life never returned. The soil of Pentawa is cursed. We should take our families and find a place to live where we can at least grow enough food to eat."

Meanwhile, in another part of the capital city, the king has issued a call for more adventurers to follow in the footsteps of the missing explorer. The Water of Life must be found if Pentawa is to survive.

GOAL

The once-fertile fields of Pentawa have become poor, and nothing will grow. The royal magician has prescribed the Water of Life, a magical substance to be found in a nearby place full of dangers and mysteries untold. The king sent an explorer to bring back this powerful potion, but soon after sending back a message of success, he disappeared. Now the king asks for others to follow in his footsteps.

Are there any brave enough to meet this challenge and go to recover the Water of Life for the sake of Pentawa? And will they return in triumph, or meet the same fate as the one who went before them?

ITEMS

CRYSTAL VALVE

This valve has some kind of effect on the living heart of these caverns.

SILVER TUNING FORK

This may have been left behind by the missing adventurer.

WATER OF LIFE

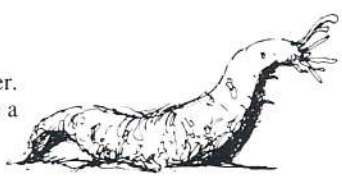
This holy water has the power to restore life. If it can be returned to Pentawa, it can be used to heal the soil.

MONSTERS

CARRION CRAWLER

This giant caterpillar has a mouth full of poisonous tentacles.

SLUG



Like an ordinary slug, but much larger. Salt will dissolve it, but it would take a large amount.

DOPPELGANGER

This monster has the ability to take on the form of anyone it has seen. It could be posing as a member of your party.

HIRU

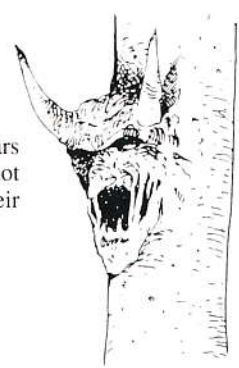
A giant leech that hangs from the ceiling and drops down on those who walk under it.

WHITE BLOOD CELL

These are the natural defenders of the living caverns. They are secreted by the walls to fight invaders.

PILLAR DEMONS

These demons were locked into pillars years ago by a magician. They cannot leave the pillars, but attack with their eyes.



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