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### World of Xeen Bonus Section
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There are five towns on the Darkside of Xeen. Alamar has placed a guard in front of each to prevent unauthorized entry, so you will need a pass to enter each town. The pass to Castleview (the town you begin the game in) can be found just a few steps outside of town for 1,000 gold pieces. Vespar the Wizard in area B3 has the pass to Sandcaster; Geoffrey the Monitor in Sandcaster has the pass to Lakeside, and the pass to Nécropolis is hidden in Lakeside. Only the Dragon Pharaoh can give you a pass to Olympus.
Castleview

The game begins with your characters receiving the Dragon Pharaoh's orb from Zelda the Herbalist at location 0. Whether you are starting a new Darkside game or are bringing characters over from Clouds, Castleview is a good place to prepare your characters for the challenges that lay ahead. We recommend that you spend some time to complete some of the quests inside Castleview and its sewer before you leave the safety of its walls.

1. Tavern
2. Temple
3. Bank
4. Blacksmith
5. Training Grounds
6. Guild
7. Ellinger's Tower
8. Pathfinder
9. Cartographer
10. Swimming Trainer
11. Gettlewaithe
12. Mayor
13. Gypsy
14. Nadia the Hoarder

Gettlewaithe, king of the Gremlins, rules his chaotic subjects at location 11. He is aggressive, and will order his guards to attack you if you bother him too much. If you defeat his guards, Gettlewaithe will become much easier to negotiate with. Gettlewaithe has three Energy Disks under his throne.

Four Drawkcab Monks speak strangely, but there is method to their madness. Visit them all in reverse order, starting with Tinit and ending with Tinit, and you will receive a reward.

Jethro the Cartographer will reward you for releasing his brother, Jasper, from the town jail. He will also exchange Joe's fake treasure map for a real one once you have freed Jasper.

Madame Oorla (Neena) the Gypsy can be visited for advice if you are stuck and don't know what to do next. She will point you in the right direction.

Ellinger's Tower rises above the town, forbidden to visitors. You can only enter it if you have the key. The only person in town with a key is Nadia the Hoarder.

Nadia the Hoarder has lost her onyx necklace, and she wants it back. The necklace can be found in the sewer below the town. If you return it to her, she will give you the key to Ellinger's Tower.
Monster List

Gremlin
Experience 2000 HP 20 AC 7
Speed 35 Attacks 2 Damage 2-20
Damage Type Physical Range Attack N

Gremlin Guard
Experience 3000 HP 50 AC 10
Speed 35 Attacks 2 Damage 6-30
Damage Type Physical Range Attack N

Goblin
Experience 1000 HP 10 AC 5
Speed 30 Attacks 2 Damage 2-12
Damage Type Physical Range Attack N

Gettewaithe
Experience 5000 HP 100 AC 15
Speed 35 Attacks 2 Damage 5-25
Damage Type Physical Range Attack N
Castleview Sewer

The sewer under Castleview is a nasty place, filled with rats and sewer slugs. Some small magic items can be found here, though, and the only way into some areas of Castleview is through the sewer. The entrances/exits in the sewer correspond with those in Castleview.

1. Exit to outdoors
2. Onyx Necklace
3. Valio the Simple
4. Direction Sense

Felix the Tinker sells the direction sense skill for 1000 gold at location 4. You will have to fight a couple of rats to get there.

Valio the Simple wants Rooka, the Queen Rat, exterminated. Rooka is in the same room as the Onyx Necklace at location 2. Once you have exterminated Rooka, report back to Valio for your reward. Warning: Don't try to take Valio's treasure.

Sewer drains sometimes hide weak magic items. Search them when you can.

Piles of trash also sometimes hide weak magic items. These are usually easier to get to, because sewer slugs often guard the passages leading to sewer drains.

Barrels of green and red liquid can be found in a couple of places in the sewer. Green liquid improves endurance, while red liquid improves might. Both varieties will make your characters sick, however.

The Onyx Necklace at location 2 should be recovered and returned to Nadia the Hoarder in Castleview. She holds the key to Ellinger's Tower and won't give it up 'til she has her necklace back.

Monster List

<table>
<thead>
<tr>
<th>Sewer Slug</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Damage Type</th>
<th>Speed</th>
<th>Attacks</th>
<th>Damage</th>
<th>Range Attack</th>
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<tbody>
<tr>
<td></td>
<td>1000</td>
<td>25</td>
<td>2</td>
<td>Physical</td>
<td>25</td>
<td>1</td>
<td>2-20</td>
<td>N</td>
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<table>
<thead>
<tr>
<th>Sewer Rat</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Damage Type</th>
<th>Speed</th>
<th>Attacks</th>
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<th>Range Attack</th>
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<td>3-30</td>
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<table>
<thead>
<tr>
<th>Rooka</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Damage Type</th>
<th>Speed</th>
<th>Attacks</th>
<th>Damage</th>
<th>Range Attack</th>
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<tr>
<td></td>
<td>5000</td>
<td>60</td>
<td>5</td>
<td>Physical</td>
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<td>1</td>
<td>3-30</td>
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<table>
<thead>
<tr>
<th>Valio</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Damage Type</th>
<th>Speed</th>
<th>Attacks</th>
<th>Damage</th>
<th>Range Attack</th>
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<tr>
<td></td>
<td>60000</td>
<td>150</td>
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<td>Magic</td>
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<td>10-250</td>
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</table>
Next to Castleview, Sandcaster is the most important town in Darkside. The town has a guild with a fine selection of spells, but there is a dispute over who should be running it. Xenoc the Wizard and Morgana the Sorceress hold de facto sway at the moment, but theirs is a violent and selfish rule. A reward awaits those who can topple them from power.

Astra, the good Sorceress at location ⑪ will reward you for ridding the town of Xenoc and Morgana. The reward is large, the danger is high.

Vulture Repellent is sold like snake oil at this town on the edge of the desert. Don’t buy it—it doesn’t work.

Natasha can be found at location ⑨. Natasha will enchant Ambrose’s bridle for 50,000 gold if you bring it to her.

Lakeside Passes are sold at location ⑩. You will be unable to enter the town of Lakeside without a pass!

Colored potions can be found in bookcases around the city. Red potions increase might, blue personality, white luck, orange intellect, purple speed, green endurance, and yellow increases accuracy. Each potion is good for three uses, so choose which character gets the increases carefully.

<table>
<thead>
<tr>
<th>Monster List</th>
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</thead>
<tbody>
<tr>
<td><strong>Sorceress</strong></td>
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<tr>
<td><strong>Enchantress</strong></td>
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<tr>
<td><strong>Morgana</strong></td>
</tr>
<tr>
<td><strong>Wizard</strong></td>
</tr>
</tbody>
</table>

Tavern ①
Temple ②
Bank ③
Blacksmith ④
Training Grounds ⑤
Guild ⑥
Navigator ⑦
Linguist ⑧
Natasha ⑨
Lakeside Passes ⑩
Prestidigitation ⑪
Guild Membership ⑫
Astra ⑬
Merchant ⑭
Eastern Tower Key ⑮

Sandcaster

The Town of Sandcaster

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Master Wizard
Experience 120000 HP  500 AC  25
Speed 150 Attacks 2 Damage 10-400
Damage Type Fire Range Attack Y

Xenoc
Experience 250000 HP  700 AC  35
Speed 175 Attacks 1 Damage 10-500
Damage Type Energy Range Attack N
Sandcaster Sewers

The sewer below Sandcaster is a lot like sewers everywhere: dark and dangerous. You will have to use the sewer to get under the wall that separates the town of Sandcaster from the Wizard’s zone. Remember that the entrances and exits in the sewers correspond to those in the town above.

① Body building
② Exit to desert
③ Exit to Wizard’s zone

Sewer Drains sometimes conceal powerful magic items. Search them if you dare: sometimes they conceal Beholder Bats instead of treasure.

The Sewer Gym has a book that teaches the body building skill and some powerful potions that increase might and endurance. The fee to enter is high, but worth it.

Monster List

**Beholder Bat**
- Experience: 10000
- HP: 15
- AC: 75
- Attacks: 80
- Damage Type: Fire
- Damage: 5-25
- Range Attack: N

**Sewer Hag**
- Experience: 50000
- HP: 10
- AC: 75
- Attacks: 40
- Damage Type: Electricity
- Damage: 10-250
- Range Attack: Y
Lakeside

Once a bustling lake town, Lakeside has been converted into a Witch’s haven. The Witches run an extremely profitable business kidnapping local peasants, turning them into monsters, and selling them as cheap labor and warriors to evil people. Lakeside has an excellent guild, but the rest of the business owners have been converted into minotaurs and are now guarding the Dungeon of Lost Souls.

1. Guild
2. Pass to Necropolis
3. Boat ride to Island of Lost Souls
4. Guild Membership

**Guild Membership** is available for free for those who solve the riddle of the skull at location 4. The answer is “WITCH”.

**Bubbling Cauldrons** are scattered here and there in the town. Some cauldrons turn drinkers to stone right away, others will reward a drinker with improved statistics once—then turn all other drinkers to stone. Pay attention to your clairvoyance gargoyles before you drink from these cauldrons.

**Cages with prisoners** will yield good experience if you set their occupants free, along with gratitude and some free advice.

---

**Monster List**

**Witch**

- Experience: 80000
- HP: 150
- AC: 15
- Speed: 70
- Attacks: 1
- Damage: 10-100
- Damage Type: Electricity
- Range Attack: Y

**Coven Leader**

- Experience: 20000
- HP: 250
- AC: 20
- Speed: 100
- Attacks: 1
- Damage: 10-150
- Damage Type: Energy
- Range Attack: Y
Lakeside Sewer

The Witches of Lakeside have purchased one of the magical statuettes stolen from Luna the Druid by the Thieves of the Southern Tower and stored it down here. You will need to be able to swim to move through these passages, so make sure all members of your party have that skill before you give this sewer a try.

① Magic Statuette
② Prayermaster

**Discarded potions** of Resurrection and Stone to Flesh litter the passageways. Though their original owners didn’t think much of them, perhaps you can put them to use.

**Joseph the Prayermaster** at location ② will sell his skill for a mere 10,000 gold. This skill will add to your Cleric’s spell points, and is worth every penny.

---

A Magical Statuette rests in an alcove at location ①. The statuette is one of the three statuettes stolen from Luna the Druid in area A3. Collect this one and the other two for a massive experience bonus from Luna.

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**Monster List**

**Sewer Stalker**

- Experience: 50000 HP 250 AC 30
- Speed: 25 Attacks 1 Damage: 3-300
- Damage Type: Physical Range Attack: N
Necropolis

Necropolis is a dead town. All the inhabitants are undead, and most of them don't like living visitors. The only town service available in Necropolis is the guild, which has some of the best spells in the game.

1. Sandro
2. Guild
3. Guild membership
4. Magical Statuette

Sandro the Lich sits on his throne at location 1. Sandro wishes to die, but he needs his heart returned to him before he can. The heart can be found in the sewer below this town. Sandro will fight you every time you visit him without his heart. Once you return the heart, Sandro will give you the key to the Dungeon of Death on the other side of the world and will allow you to take the magical statuette sitting at location 4.

Books of the Dead, vol. 1-9 await readers in alcoves around the town. You will have to have a very high intellect before you can read some of the books, and each reading will age your characters. We recommend that you do not read the books until you have returned the Jewel of Ages to Thaddeus, the Fountain Keeper in area F4. Once you have done so, the Fountain of Youth will fix the magical aging that these books cause. Reading the books will award at least 999,999 experience points per reading.

Coffins for Liches hide very powerful magic items. You will need a might of at least 150 to open a coffin, and then you will have to face its owner in battle. The reward is worth it if you can survive the combat.

The Well of Death offers quick release to those tired of this mortal life. It has no other function.

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Monster List

Power Lich
Experience 200000 HP 500 AC 20
Speed 60 Attacks 1 Damage 10-100
Damage Type Magic Range Attack Y

Higher Mummy
Experience 100000 HP 400 AC 20
Speed 60 Attacks 1 Damage 10-400
Damage Type Physical Range Attack N

Sandro
Experience 200000 HP 1000 AC 20
Speed 75 Attacks 1 Damage 10-100
Damage Type Magic Range Attack Y
Necropolis Sewer

The sewer below Necropolis is filled with lava due to its proximity to the volcanic mountains of the Northwest. You will need characters with either a lot of hit points or a lot of fire resistance to last long in this place. The treasure here is worth whatever risks you take to get it.

1. Sandro’s heart

**Sandro’s heart** is kept in a box at location 1. Return Sandro’s heart to Sandro for the key to the Dungeon of Death and one of Luna’s magical statuettes.

**Barrels of the food of the dead** are scattered about the sewer. Eat from them if you dare: They cause great damage, but grant one permanent level to survivors.

**Sewer drains** hide powerful magic items. Be sure to search them all!

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**Monster List**

<table>
<thead>
<tr>
<th>Lava Roach</th>
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<tbody>
<tr>
<td>Experience</td>
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<tr>
<td>HP</td>
</tr>
<tr>
<td>AC</td>
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<tr>
<td>Speed</td>
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<td>Attacks</td>
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<tr>
<td>Damage</td>
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<tr>
<td>Damage Type</td>
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<tr>
<td>Range Attack</td>
</tr>
</tbody>
</table>
Olympus can only be entered by those who have visited the Dragon Pharaoh. If you have made it this far, you are close to completing the game. Olympus is a full-service town, and contains the Soulbox you will need to put Corak into in order to win the game. Olympus also contains the answers to many of the riddles in the game. There is no level limit on the Training Grounds in Olympus.

1. Tavern  
2. Temple  
3. Blacksmith  
4. Training Grounds  
5. Guild  
6. Guild membership  
7. Soulbox  
8. Sewer Grate

Four statues, each with part of a poem revealing how to win Darkside of Xeen, are in the corners of the town.

**Guild membership** at location ⑥ is free. The Olympus Guild has every spell in the game.

**The sewer grate** at location ⑧ leads to the part of the sewer that leads to the Soulbox at location ⑦.
Olympus Sewer

A trip through the Olympus sewer is the only way to get to the Soulbox in the town above. Watch where you step in this sewer: the sky squares will drop you to the ground (with damage) if you step on them.

1. Cyrano Jones
2. Password check

Cyrano Jones will sell you a tribble if you pay him. You shouldn’t. Tribbles are worthless.

Sewer drains contain small pieces of paper that, put together, spell the word tribble. Tribble is the answer to the password check at location 2.
Towers

There are five towers in Darkside, one of which is in Castleview. All of the towers require the proper key before allowing you to enter them. Each tower, except Ellinger’s, has two Energy Disks in it. You will need to take Energy Disks that you find in the game and bring them to Ellinger so that he can restore Castle Kalindra. You cannot win the game without giving twenty Energy Disks to Ellinger.
Ellinger's Tower

Ellinger's Tower is located inside Castleview. You will need to visit Ellinger a few times to get him to restore Castle Kalindra. The tower cannot be entered until Nadia the Hoarder has given you the key. Nadia can be found in Castleview.

**Tapestries** conceal buttons that open passages and disarm traps. Be sure to search all the tapestries and push all the buttons you can find—it never hurts to push a button in here.

**Two Books** of Electricity and Fire resistance can be found on the second level of the tower. Each character can benefit, so make sure each character reads both books.

**Crates** contain boots and traps. Pay attention to your clairvoyance spell for advice on searching crates.

**Cabinets** can be opened to reveal powerful magic boots. The boots make good armor, and can be sold for a high price at the Blacksmith if you don't need them.

Ellinger sits on his throne in level four. Before you enter his room you will be asked “Who do you seek?”. The answer is ELLINGER.
Great Northern Tower

The key to the Northern Tower can be found in the hands of Bosco, the Dwarf King, just outside the front door to the tower. The Tower is filled with puzzles and opportunities for experience, so it is worth it to complete the entire tower if you are trying to build up your characters.

1. Chalice of Protection
2. Euphoria Throne

**Magical books** with riddles in them are hidden in cabinets throughout the castle. Here are the answers to the riddles in one easy place:

Lesson 1: eeeoei
Lesson 2: eoauaaue
Lesson 3: eeeoeoueeoee
Lesson 4: eeeoei eoooai
Lesson 5: oooaeoeeau
Lesson 6: aooaoaeaoae
Lesson 7: ieeoeoeouie

The Chalice of Protection is at location 1. You will need to answer a password to receive the chalice. The answer is “aie.” Once you have the chalice, take it back to Bosco for your reward.

There are six thrones of the emotions to sit on on level four. Never sit on the throne of the Dunce. It serves no useful purpose. If you sit on all of the thrones except Dunce and Euphoria and then sit on the Euphoria Throne at location 2, your characters will gain permanent statistic and level bonuses. This will only work once per character.

Monster List

**Death Knight**
Experience 100000 HP 750 AC 50
Speed 80 Attacks 2 Damage 2-500
Damage Type Physical Range Attack N

**Slayer Knight**
Experience 50000 HP 500 AC 30
Speed 50 Attacks 1 Damage 2-500
Damage Type Physical Range Attack N

**Doom Knight**
Experience 500000 HP 1000 AC 50
Speed 100 Attacks 4 Damage 2-500
Damage Type Physical Range Attack N
Great Southern Tower

The Southern Tower is the home of the Thieves' guild on Darkside. Thaddeus, keeper of the fountain, will give you the key to this tower if you visit him in area F4. This is the easiest of the towers in Darkside to complete.

Three Gongs can be found in this tower. The gong on level two will summon Thieves to attack you, but the gongs on level 3 will open passages into the Thieves' treasure room. All gongs require 3 rings to activate them.

Illusionary treasure lies on the floor of level one, apparently unguarded. Touching this treasure sets off an alarm that will summon the Thieves to defend their tower.

Treasure chests on level three will yield great treasure or great damage. Check your clairvoyance spell before opening any of them. The Ali Baba chest requires a password to open. It is “OPEN SESAME.”

The Manual of Master Thievery should only be read by Ninjas and Thieves. All others will suffer damage.

A book marked “For the eyes of the Prince only” will eradicate any character who is not a Prince of Thieves (a title received in Clouds of Xeen). A Prince will gain 5 levels for reading the book.

Monster List

Thief
Experience 10000 HP 100 AC 15
Speed 40 Attacks 1 Damage 100
Damage Type Physical Range Attack N

Rogue
Experience 5000 HP 50 AC 10
Speed 30 Attacks 1 Damage 60
Damage Type Physical Range Attack N

Master Thief
Experience 20000 HP 100 AC 20
Speed 50 Attacks 1 Damage 250
Damage Type Physical Range Attack N
Great Eastern Tower

The Eastern Tower is probably the most difficult of the Towers to complete. You can find the key to this tower in Sandcaster, guarded by Wizards.

1. Jewel of Ages
2. Fountain of life
3. Fountain of Minimal Abilities

The Jewel of Ages can be found at location ① on level three. Return the Jewel to Thaddeus, Keeper of the Fountain, in area F4 to restore the Fountain of Youth.

The Book of Fantastic Knowledge is on level four. Only Sorcerers, Rangers, and Archers should read from it; all others take damage.

The Book of Great Power is also on level four. Anyone can read from it, but it will strip characters of all their secondary skills (including Thievery!) Reading from the book will grant five levels once per character.

The Fountain of Life at location ② will grant a free level, but it will age the drinker fifty years. This aging can be cured by drinking from the fountain of youth.

The Fountain of Minimal Abilities at location ③ will raise any statistic that is less than 10 by 10 for any character. The effects are permanent.

Monster List

Magic Mage
Experience 200000 HP 300 AC 25
Speed 80 Attacks 1 Damage 10-300
Damage Type Electricity Range Attack Y

Mystic Mage
Experience 100000 HP 200 AC 20
Speed 70 Attacks 1 Damage 10-200
Damage Type Electricity Range Attack Y

Mega Mage
Experience 500000 HP 500 AC 35
Speed 100 Attacks 1 Damage 10-400
Damage Type Electricity Range Attack Y

Gamma Gazer
Experience 1000000 HP 5000 AC 60
Speed 200 Attacks 7 Damage 10-200
Damage Type Energy Range Attack N
Great Western Tower

Like all towers in Darkside, the Western Tower cannot be entered from the front door without a key. You can find the key by entering from the sky-road above the tower and searching at location ①. Once you have the key you should return to Dreyfus in area A2 to let him in the tower.

① Western Tower Key  
② Magical Statue  
③ Dreyfus' desk

A magical statue rests in an alcove in the center of the tower on the first level at location b. This is one of the statues stolen from Luna the Druid in area A3.

Wall fountains will improve a character's resistance to the elements if his resistance is low. Be sure to have each character drink from the fountains!

Dreyfus, High Priest of Mok, sits at location ③ when he is in the tower. He will be here to give you your reward for helping him if you have let him in the tower.

---

Monster List

Cleric of Mok  
Experience 30000 HP  125 AC  10  
Speed 40 Attacks  1 Damage 250  
Damage Type Electricity  Range Attack  Y

Mok Heretic  
Experience 50000 HP  150 AC  12  
Speed 50 Attacks  1 Damage 500  
Damage Type Magic  Range Attack  Y

Cult Leader  
Experience 100000 HP  100 AC  20  
Speed 60 Attacks  1 Damage 10-100  
Damage Type Energy  Range Attack  Y
There are three castles on Darkside, none of which require a key to enter. Castle Kalindra, however, is out of phase and divided into four parts, requiring you to give five Energy Disks per part to Ellinger so that he can restore the castle to reality. You will also be unable to access the lower levels of castle Blackfang unless Ambrose, the Queen's Knight, flies you in. Castle Alamar is open to all who wish to enter.
Castle Kalindra

No key is required to enter Castle Kalindra, but the castle is out of phase and needs to be restored to reality before it can be entered. You will need to give five Energy Disks per level to Ellinger so that he can restore the castle.

Fireplaces often have hidden buttons that will open up new areas of the castle. If you can't find any way into some part of the castle, try searching the fireplaces and pressing the buttons you find.

Wall safes are usually hidden behind tapestries and can be opened by entering the correct combination. Your Thief or Ninja can tell what the combination to a safe is if he is good enough. Wall safes contain everything from armor to Energy Disks.

Barrels of brew will increase your statistics if you drink from them. Queen's brew will raise personality and Knight's brew will raise might.

The sundial on level three will activate the mirror portals. Mirror portals will take you to most places with a name on the map.

Dimitri, Captain of the Guard, is too despondent over the Queen's capture to do anything. If you bring him the Songbird of Serenity he will do what he can to help you rescue the Queen.

Megan, Dimitri's daughter, will give you the key to the Dungeon of Lost souls if you visit her. The Songbird of Serenity is in the Dungeon of Lost Souls. Both Megan and Dimitri are on level two of the castle.

Monster List

<table>
<thead>
<tr>
<th>Name</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
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<td>2000-4000</td>
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<th>Damage</th>
<th>Damage Type</th>
<th>Range</th>
<th>Attack</th>
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<td>Vampire</td>
<td>200000</td>
<td>400</td>
<td>30</td>
<td>80</td>
<td>1</td>
<td>10-100</td>
<td>Physical</td>
<td>N</td>
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<td>Vampire Lord</td>
<td>300000</td>
<td>500</td>
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<td>100</td>
<td>1</td>
<td>10-300</td>
<td>Physical</td>
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<tr>
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<td>150</td>
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<td>Octopod</td>
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<td>2500</td>
<td>40</td>
<td>80</td>
<td>1</td>
<td>2-200</td>
<td>Poison</td>
<td>N</td>
<td></td>
</tr>
</tbody>
</table>

**Castle Blackfang**

No key is required to enter Castle Blackfang, but you will not be able to get into the part of the castle that Queen Kalindra is held in without the help of Ambrose, the Queen’s Knight. Ambrose will help you get into the castle once you have paid to have his griffin’s bridle enchanted. See the Ambrose quest in area B2 for more information.

1. Queen Kalindra
2. Count Blackfang
3. Trap

**Traps** are located in inconvenient locations throughout the castle. We have marked the traps with an O on the map to help you avoid them.

**Count Blackfang** sleeps in his coffin at location 2. You must slay the Count before you can walk down the stairs to visit Queen Kalindra.

**Queen Kalindra** languishes at location 1.

When you first visit her she will give you the combination to her safe back on level three of Castle Kalindra. You will need to take her crown from the safe and return it to her in this castle. Once you do so she will provide you with the key to the Great Pyramid.

**Coffins with vampires** in them abound in Castle Blackfang. Some of the coffins contain treasure (plus an undead occupant). The treasure items are fairly powerful, so it may be worth your while to search the coffins.
Castle Alamar

Nothing stops you from entering Castle Alamar anytime you like. The castle is a difficult place to adventure in, however. When you finally have Corak in his Soulbox, Castle Alamar is the final stop in the game.

1. Sheltem/Alamar
2. Prince Roland
3. Exit to Clouds of Xeen

**Sheltem** on level two must all be set to nine. When the four dials are set, it is safe to take the path to the center of level two to answer the question of the statue there. The answer is "SHELTEM". Once you have done this, you will be permitted to climb the stairs to level three.

**Level three** is composed of a mass of elemental squares that will drop you down to level one if you step on the wrong ones. We have drawn the correct path on your map for you to follow.

**Sundials** on level two must all be set to nine. When the four dials are set, it is safe to take the path to the center of level two to answer the question of the statue there. The answer is "SHELTEM". Once you have done this, you will be permitted to climb the stairs to level three.

**Prince Roland** can be found at location ②. To get to him, you will have to get several items from the other side of the world. Refer to the World of Xeen section for more information on this subject.

**A passage** to Shangri-La on the other side of the world is located at ③. You can use this passage to move between the two games if you have Clouds of Xeen on your hard drive.

---

Monster List

**Annihilator**
- Experience: 1000000
- HP: 1500
- AC: 40
- Speed: 200
- Attacks: 12
- Damage: 5-250
- Damage Type: Energy
- Range: Attack Y

**Autobot**
- Experience: 1000000
- HP: 2500
- AC: 100
- Speed: 200
- Attacks: 2
- Damage: 5-500
- Damage Type: Energy
- Range: Attack N
There are two bona fide dungeons in Darkside, plus the Great Pyramid. As with just about all structures in Darkside, a key is required to enter each. It is not necessary to finish the Temple of Bark to win the game, but the Temple will improve your characters’ statistics. The Temple is a good head start to surviving the walk to Sandcaster from Castleview.
Temple of Bark

The Temple of Bark should be the first dungeon you attempt. Nibbler the Monkeydog has the key in area B3, but you will have to bring him a Monga Melon before he will even TELL you he has the key. Nibbler will ask you to visit the Temple of Bark and then return to him before he gives you the key. When you have done that, he will demand a second Monga Melon. Once you have brought him the second Monga Melon, Nibbler will give you the key to the Temple of Bark.

Strange text in books can be found all over the Temple of Bark. Only a linguist can decipher these works.

Ceiling spears on levels one and two will come down hard on party members who walk in the middle of large rooms or through archways. We have marked each such trap with an x on the map. Use the jump spell to get past these locations when they block your way.

Magic walls will appear in front of the party in some locations. Just back up a step and cast the jump spell to get past these barriers.

Colored potions await drinkers on the first and second levels. Each potion is good for three drinks, then vanishes. Refer to the potion key in the appendix of this clue book to determine what each potion will do.

Black Barrels are explosive and will destroy everything in a room if they are opened. The barrels will damage your characters as well.

Prisoners of the Orcs are kept in cages to await sacrifice to the Orcs' bloody god. Releasing prisoners will win experience. Releasing the sprite in the central room of level three will win the gratitude of the sprites in the forest above the Temple.

Dials set in the walls on level four can be turned in four directions. Set the western dials to one, the northern to two, and the eastern to three. Once that is done, pull the only lever on level four and drink from the fountain to become a disciple of Bark. Only disciples of Bark can descend to level five.

Gem devouring skulls inhabit level five. If you feed the skulls to the south five gems each, they will activate the four fountains in the fruit rooms. These fountains will increase elemental resistance in characters whose resistance is below 50. If you feed the Skulls to the north five gems each, you will release the horrible Barkman from his prison in the central chamber of level five. Barkman has 40000 hit points and does a lot of damage when he hits. If you manage somehow to slay Barkman, you will gain access to the huge treasures in the chests on this level.

level three will win the gratitude of the sprites in the forest above the Temple.

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Monster List

**Orc Guard**
Experience 5000 HP 60 AC 10
Speed 20 Attacks 1 Damage 3-30
Damage Type Physical Range Attack N

**Orc Shaman**
Experience 10000 HP 50 AC 15
Speed 30 Attacks 1 Damage 5-25
Damage Type Cold Range Attack Y

**Orc Elite**
Experience 15000 HP 200 AC 15
Speed 40 Attacks 2 Damage 5-50
Damage Type Physical Range Attack N

**Shaalth**
Experience 20000 HP 300 AC 15
Speed 50 Attacks 1 Damage 5-50
Damage Type Cold Range Attack N

**Barkman**
Experience 4000000 HP 40000 AC 25
Speed 100 Attacks 3 Damage 250
Damage Type Fire Range Attack N

Temple of Bark Level 1

Temple of Bark Level 2
Dungeon of Lost Souls

The key to the Dungeon of Lost Souls is in the hands of Megan, daughter of Dimitri, Captain of the Guard. You will have to have restored the first two levels of Castle Kalindra before you can visit them. At the bottom of this dungeon is the Songbird of Serenity. You must give the songbird to Dimitri so that he can carry on with his duties.

1. Songbird of Serenity

Hourglasses on level one must be turned over before you descend. If you don’t turn them all, you will be punished for it later. There are only four hourglasses to turn.

Four levers on level two must be pulled before you can descend to level three. We have marked the levers with an x on your map.

Four dials on level three must be turned up before you can pull the lever (marked with an x). Once you pull the lever you must drink from all of the positive soul waters before you descend to the next level.

Pull the levers marked as letters on your level four map in alphabetical order to descend to level five.

The Songbird of Serenity is at location 1 on level five. There are other songbirds here as well. Freeing them will increase your party’s statistics.

An important message is spelled out in the walls of level five.

Dungeon of Lost Souls Level 1

Monster List

Minotaur
Experience 250000 HP 2000 AC 80
Speed 120 Attacks 1 Damage 100-400
Damage Type Physical Range Attack N

Gorgon
Experience 50000 HP 4000 AC 90
Speed 100 Attacks 1 Damage 100-300
Damage Type Physical Range Attack N
Great Pyramid

The Great Pyramid is the home of the Dragon Pharaoh, Guardian of Xeen. The key to the pyramid is in the hands of the Queen. You will have to free Queen Kalindra from the Vampires of Castle Blackfang before she will give you the key. Be well protected against elements before entering the Great Pyramid.

Six Torches on level one near the entrance to the pyramid must be lit before you can ascend to the next level. Each torch can be lit by pulling one of the six levers marked by an $\bigcirc$ on your map.

A series of riddles on level one refer to the numbers 3, 4, 5, 6, 7, 8, 9, and 10. Answer each riddle correctly and pull the lever in the small room to the south of the riddles. A passage will open in the southeast corner of the riddle room, allowing access to a huge treasure trove.

A simple arithmetic riddle will be asked on level two before you can ascend to level three. The answer is 1701 and can be worked out by visiting the statues on level two.

Level three is a spiral that leads to a staircase to level four. There are four locations on the level that will teleport you to an earlier position in the level. These teleports are marked on the level three map and can be overcome by jumping over them.

The Dragon Pharaoh resides on level four. He will direct you to investigate Corak’s ship when you first visit him. You will need to visit the Pharaoh a few times before you win the game.

A single wall safe is hidden in the Pharaoh’s quarters. The wall safe’s combination is 20, 30, 1.

Monster List

Cloud Dragon
- Experience 500000
- HP 2000
- AC 40
- Speed 150
- Attacks 1
- Damage 600
- Damage Type Cold
- Range Attack Y

Green Dragon
- Experience 500000
- HP 2500
- AC 50
- Speed 150
- Attacks 1
- Damage 500
- Damage Type Fire
- Range Attack Y

The Brew of Pure Power should not be touched under any circumstances. The Brew will eradicate characters foolish enough to drink from it.

A single wall safe is hidden in the Pharaoh’s quarters. The wall safe’s combination is 20, 30, 1.
There are 24 outdoor areas in Darkside. We have grouped them into six zones with four areas in them for the cluebook. Each map has a name like “A1” or “B3”. You can find the name of a map by looking at the map that came with your copy of Darkside of Xaan. There are six letters printed across the top of the map (A-F) and four numbers printed on the side (1-4). Simply cross-reference the letters with the numbers to find the name of the map.
Outdoors Areas

A1,A2,B1,B2

This area is mostly lava and mountains. Castle Alamar squats in the center of the lava mass, and Necropolis lies at the edge of the Desert of Doom in area B2. This is not a friendly area, and the monsters here are among the toughest in the game. Avoid coming here until your characters are very powerful.

Ambrose, the Queen's Knight, needs help taming a griffin he has caught near Griffin Pass. He is suspicious of strangers, however, and will ask you who sent you to him. Tell him that "DIMITRI" sent you. Once the introductions are out of the way, Ambrose will ask you to take a bridle to Natasha the Enchantress in Sandcaster for enchanting. The enchantment will cost 50,000 gold pieces. When you have enchanted the bridle, bring it back to Ambrose so that he can use the griffin to fly you into Castle Blackfang.

Genies in lamps will reward adventurers who free them... usually. Some genies have spent so much time in their lamps that they have grown bitter. These genies will take their anger out on the first person they see. One more warning: If a genie offers all of his money, don't take it! The genie will resent you and gain revenge at a later date.

Freed the Mountaineer will teach you the Mountaineering skill in area B2 for 5,000 gold per character. Two of your characters must have the skill before you intend to get along with the Barbarians later. Destroying the camps will make the Barbarians hate you.

Two strange spacecraft have crashed in this region. You will be unable to enter one of them until you have visited the Dragon Pharaoh.

Monster List

<table>
<thead>
<tr>
<th>Name</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Speed</th>
<th>Damage</th>
<th>Damage Type</th>
<th>Range</th>
<th>Attack</th>
</tr>
</thead>
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<td>Gamma Gazer</td>
<td>1000000</td>
<td>500</td>
<td>60</td>
<td>200</td>
<td>7</td>
<td>Energy</td>
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<td>Y</td>
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<tr>
<td>Lava Dweller</td>
<td>500000</td>
<td>1500</td>
<td>30</td>
<td>40</td>
<td>1</td>
<td>Fire</td>
<td>N</td>
<td>Y</td>
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<td>Barbarian</td>
<td>5000</td>
<td>50</td>
<td>5</td>
<td>40</td>
<td>3</td>
<td>Physical</td>
<td>Y</td>
<td>N</td>
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<tr>
<td>Griffin</td>
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<td>800</td>
<td>35</td>
<td>150</td>
<td>2</td>
<td>Physical</td>
<td>N</td>
<td>N</td>
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<tr>
<td>Giant</td>
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<td>25</td>
<td>45</td>
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<td>Physical</td>
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<td>N</td>
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<tr>
<td>Iguanasaurus</td>
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<td>30</td>
<td>1</td>
<td>Physical</td>
<td>N</td>
<td>N</td>
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</tbody>
</table>
Outdoor Area
A3,A4,B3,B4

This region is the safest place in Darkside. Castleview is on the edge of the River of Wrath in area A3, while Castle Kalindra lies near the edge of the world in the same area. No monster in this region should present much of a challenge, even to weak characters.

Castle Kalindra is out of phase and cannot be entered without first giving five Energy Disks to Ellinger. Ellinger can be found at the top of his tower in Castleview.

Castleview cannot be reentered until you have purchased a town pass from J ustine the Thief. J ustine is located just outside of town.

Nibbler the Monkeydog wants M onga Melons. You can find M onga Melons in areas A4 and B4. Nibbler wants one melon before he will tell you about the Temple of Bark, then he will ask you to visit the Temple and return to him. He will ask for a second M onga Melon if you return to him after visiting the Temple. Once you have delivered the second M onga Melon to him he will give you the key to the Temple of Bark.

Luna the Druid has lost three magical statuettes she needs to support her healing powers. Luna will reward you very well if you return the statuettes to her. There is one statuette in the sewer below Lakeside, one in Necropolis, and one in the Western Tower.

Kramer the Caravan Owner is plagued by marauding ogres. You can receive a reward from Kramer if you eliminate the ogres near Ogre Pass.

Yog the Barbarian is the chief of the Sardaj tribe. Yog can only give you some food to help you out in your quest, and maybe a little information. If you have attacked any of his people's encampments, Yog will probably attack you when you visit him.

Dreyfus, High Priest of Mok, sits in his tent in area A3. He has been deposed by heretics in his cult and locked out of the Western Tower. If you can find the key and let him in, Dreyfus will reward you from his desk inside the tower. The key is in a small room on the fourth level of the tower that can be reached from the Skyroads.

Four Gemsmiths have shops near Acid Pond. The smiths will turn diamonds, emeralds, rubies, or sapphires into magic weapons or armor if you pay them in gems.

Brother Reger mediates at the edge of the world in area A4. Brother Reger will ask members of the Drakkab society what it is that the monks of Castleview are studying. The answer is PALIN DROMES.

Vespar the Wizard has lost the emerald handle of his staff. The handle can be found just off the road to Sandcaster in area E3. If you return it to him, Vespar will give you the key to Sandcaster.
### Monster List

<table>
<thead>
<tr>
<th>Monster</th>
<th>Experience</th>
<th>HP</th>
<th>AC</th>
<th>Speed</th>
<th>Attacks</th>
<th>Damage</th>
<th>Damage Type</th>
<th>Range Attack</th>
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<tr>
<td><strong>Arachnoid</strong></td>
<td>4000 HP</td>
<td>50</td>
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<td>40</td>
<td>1</td>
<td>3-15</td>
<td>Poison</td>
<td>N</td>
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<tr>
<td><strong>Barbarian</strong></td>
<td>5000 HP</td>
<td>50</td>
<td></td>
<td>40</td>
<td>3</td>
<td>1-20</td>
<td>Physical</td>
<td>Y</td>
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<tr>
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<td></td>
<td>50</td>
<td>1</td>
<td>50</td>
<td>Electricity</td>
<td>N</td>
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<tr>
<td><strong>Yog</strong></td>
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<td>100</td>
<td></td>
<td>60</td>
<td>1</td>
<td>30</td>
<td>Physical</td>
<td>N</td>
</tr>
<tr>
<td><strong>Medusa Sprite</strong></td>
<td>5000 HP</td>
<td>30</td>
<td></td>
<td>30</td>
<td>1</td>
<td>3-9</td>
<td>Physical</td>
<td>N</td>
</tr>
</tbody>
</table>
**Outdoor Areas**

**C1,C2,D1,D2**

This region is made up of snow, mountains, and desert. You can find the Great Pyramid in the center of the Desert of Doom. The desert monsters aren't too powerful, but you should be at least 15th level before you venture here. Remember, you will lose four hours per step in the desert if you don't have a navigator!

**Enchanted boulders** dot the landscape in the Desert of Doom. Each one contains a clue to a question that one of them will ask you. The correct answer is “PALADIN.” Once you have answered the question, revisit the other boulders. Each boulder will give you an obsidian piece of armor or a weapon.

**Gurodel the Giant** will give you Energy Disks if you behave yourself when you first meet him. He will not listen to what you have to say, however, if you have destroyed any Giant encampments.

---

**Monster List**

<table>
<thead>
<tr>
<th>Monster</th>
<th>Experience</th>
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<th>AC</th>
<th>AC</th>
<th>Level</th>
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<td>50</td>
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<td>4000</td>
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<td><strong>Griffin</strong></td>
<td>60000</td>
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<td>35</td>
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<td>60000</td>
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<td><strong>Giant</strong></td>
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<td><strong>Iguanasaurus</strong></td>
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<td><strong>Sand Flower</strong></td>
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<td></td>
<td>100000</td>
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**Speed**

<table>
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<tr>
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<td>40</td>
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<td>3-15</td>
<td>Poison</td>
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<td>150</td>
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<tr>
<td>150</td>
<td>1</td>
<td>5-300</td>
<td>Physical</td>
<td>N</td>
<td></td>
</tr>
</tbody>
</table>

**Damage Type**

- Poison
- Physical

**Range Attack**

- N
**Outdoors Area**

**C3,C4,D3,D4**

This region is mostly composed of forest and mountains. The forest is filled with sprites, wolves, and ogres thirsty for adventurer blood. The monsters in this region are tougher than those nearer Castleview, but they are still relatively weak. Don't forget, however, that sprites can turn unlucky characters to stone!

**Sharla the sprite** wants some heroes to enter the Temple of Bark and rescue the sprites in the Temple from the Orcs. She will reward you with Energy Disks if you free the prisoners and return to her.

**Magic fruit** can be found in huts in the forest. Some of the fruit is dangerous, so be sure to check your clairvoyance gargoyles before you partake.

**Troll Holes** can open beneath your feet if you step on them without a levitate spell. Some of the Troll Holes have treasure in them, so you may want to search them if you don't mind fighting trolls.

---

**Monster List**

**Medusa Sprite**
Experience 5000 HP  30 AC  5  
Speed  30 Attacks  1 Damage  3-9  
Damage Type  Physical  Range Attack  N

**Dark Wolf**
Experience 10000 HP  70 AC  10  
Speed  70 Attacks  3 Damage  3-24  
Damage Type  Physical  Range Attack  N

**Ogre**
Experience 10000 HP  100 AC  15  
Speed  30 Attacks  1 Damage  4-40  
Damage Type  Physical  Range Attack  N

**Sharla**
Experience 10000 HP  50 AC  5  
Speed  50 Attacks  1 Damage  3-12  
Damage Type  Physical  Range Attack  N

**Vulture Roc**
Experience 200000 HP  2500 AC  50  
Speed  150 Attacks  1 Damage  5-200  
Damage Type  Physical  Range Attack  N

**Graalg**
Experience 20000 HP  200 AC  15  
Speed  50 Attacks  1 Damage  5-50  
Damage Type  Physical  Range Attack  N
Outdoors Area

E1,E2,F1,F2

This part of the map is mostly snow and mountains. Castle Blackfang and Lakeside town are the only two elements of civilization (if you can call the vampires of Blackfang civilized) in the region. The monsters here are especially tough, so be prepared for violence if you come here.

Two wizards near Magic Mountain are camped out in the snow for different reasons. One wants to buy the treasure map you can get from Jethro the Cartographer in Castleview for some gems. Since you can’t find anything with the map, be sure to sell it to him. The other wizard simply points out the 1000 spell points available in the nearby Fountain of Great Magic.

Ector the Woodsman has lost his ring, and will reward you handsomely for its return. The ring is in one of the woodpiles in the snow near his hut.

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The Dungeon of Lost Souls is in the middle of the Isle of Lost Souls. You can get the key from Megan on level two of Castle Kalindra.

Castle Blackfang cannot be entered from the ground without the help of Ambrose, the Queen’s Knight. Ambrose can be found (if he is not here) in area B2.

Lakeside cannot be entered without a pass. You can buy the pass to Lakeside in Sandcaster.

Monster List

Hell Hornet
Experience 50000 HP 250 AC 30
Speed 50 Attacks 2 Damage 2-500
Damage Type Poison Range Attack N

Arachnoid
Experience 4000 HP 50 AC 10
Speed 40 Attacks 1 Damage 3-15
Damage Type Poison Range Attack N

Armadillo
Experience 60000 HP 800 AC 50
Speed 15 Attacks 1 Damage 100-600
Damage Type Physical Range Attack N

Vulture Roc
Experience 200000 HP 2500 AC 50
Speed 150 Attacks 1 Damage 5-300
Damage Type Physical Range Attack N

Octopod
Experience 250000 HP 2500 AC 40
Speed 80 Attacks 1 Damage 2-200
Damage Type Poison Range Attack N

Gargoyle
Experience 30000 HP 150 AC 35
Speed 30 Attacks 2 Damage 5-250
Damage Type Physical Range Attack N
Outdoors Area
E3,E4,F3,F4

This region is almost entirely forest. The monsters here are a LOT tougher than the monsters in areas C4 and D4. Be sure that your characters are at least 12th or 13th level before you wander around here. The Beastmaster spell should come in handy against the forest animals.

**Thaddeus, Keeper of the Fountain**, will restore the fountain if you can bring him the Jewel of Ages. The Jewel is somewhere in the Eastern Tower. Drinking from the restored fountain will remove all unnatural aging from your characters. Thaddeus also has the key to the Southern Tower.

**Sandcaster** requires a pass to enter. The pass is in the hands of Vespar the wizard in area B3.

**Magic fruit** can be found in huts in the forest. Some of the fruit is dangerous, so be sure to check your clairvoyance gargoyles before you partake.

**Troll Holes** can open beneath your feet if you step on them without a levitate spell. Some of the Troll Holes have treasure in them, so you may want to search them if you don't mind fighting trolls.

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**Monster List**

<table>
<thead>
<tr>
<th>Monster</th>
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<th>HP</th>
<th>AC</th>
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<th>Damage</th>
<th>Damage Type</th>
<th>Range Attack</th>
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<tr>
<td>Armadillo</td>
<td>60000</td>
<td>800</td>
<td>50</td>
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<td>2-200</td>
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<tr>
<td>Killer Cobra</td>
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<td>1000</td>
<td>25</td>
<td>100</td>
<td>1</td>
<td>2-200</td>
<td>Physical</td>
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<tr>
<td>Gargoyle</td>
<td>30000</td>
<td>150</td>
<td>35</td>
<td>30</td>
<td>2</td>
<td>5-250</td>
<td>Physical</td>
<td>N</td>
</tr>
</tbody>
</table>
Skyroads float above the Darkside of Xeen, allowing access to the tops of most of the significant buildings on Darkside. You do not need to cast a levitate spell to walk on the skyroads, but you DO need to cast one to walk on clouds. No levitate spell can save you, however, if you walk off the road and into the sky.

The skyroads are labeled the same as the ground: 24 areas of a-f and 1-4. In the four corner areas (A1,A4,F1,F4) are entrances to the elemental planes. You will need to visit the elemental planes in order to win the World of Xeen later on in the game. See the bonus World of Xeen section at the end of this book for more details.
Skyroads A1,A2,B1,B2

Area A1 is the home of the Elemental Plane of Fire. It also contains the top of Castle Alamar. The monsters that can be found in this region are VERY powerful, so make sure that YOU are powerful as well when you travel here.

Castle Alamar cannot be entered from the top without slaying the Mega Dragon (fat chance) that lives near the entrance of the castle. We recommend that you find a more conventional means of entering the castle.

Genies, both good and bad, are trapped in lamps on single squares of cloud floating in the sky. You can reach these clouds by using the teleport spell and the maps provided. Some of these genies will grant riches, while others will ask you who in your party will die for his friends. If you encounter the wrong type of genie, never try to get out of your punishment—the genie will kill the entire party.

Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

Monster List

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<th>Damage</th>
<th>Damage Type</th>
<th>Range</th>
<th>Attack</th>
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<tr>
<td>Mega Dragon</td>
<td>100 Mill</td>
<td>64000</td>
<td>100</td>
<td>200</td>
<td>1</td>
<td>10-200</td>
<td>Energy</td>
<td>Y</td>
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<tr>
<td>Cloud Dragon</td>
<td>500000</td>
<td>2000</td>
<td>40</td>
<td>150</td>
<td>1</td>
<td>600</td>
<td>Cold</td>
<td>Y</td>
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<tr>
<td>Sky Golem</td>
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<td>1000</td>
<td>50</td>
<td>100</td>
<td>1</td>
<td>2-200</td>
<td>Cold</td>
<td>Y</td>
<td></td>
</tr>
<tr>
<td>Griffin</td>
<td>60000</td>
<td>800</td>
<td>35</td>
<td>150</td>
<td>2</td>
<td>50-300</td>
<td>Physical</td>
<td>N</td>
<td></td>
</tr>
</tbody>
</table>
Skyroads A3,A4,B3,B4

This region is the easiest region in the Skyroads. Area A4 is the home of the Elemental Plane of Water. The monsters here are weak and won't give any party much trouble.

**Ellinger's tower** is surrounded by a small cloud world in area A4. The tower provides an easy access to the Skyroads from Castleview.

**The Western Tower** can be reached from area A3. You must enter this tower from the sky and retrieve the key from the pile of bones just inside the door before you will be able to enter the tower from the ground.

**Castle Kalindra** can also be reached from the sky, but you will need to have restored the entire castle before this will be possible.

A rope hanging from a well leads to the surface in area A3. You can use this rope to climb to the skyroads or descend to the surface directly, rather than resort to climbing a tower. The rope descends to Dark Grove in Outdoor Area A3.

Lucio, Boatman to the Gods, will give rides to Olympus if you are Chosen Ones. You can become Chosen Ones by visiting the Dragon Pharaoh at the top of the Great Pyramid.

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**Monster List**

**Medusa Sprite**
Experience: 5000 HP 30 AC 5
Speed: 30 Attacks 1 Damage 3-9
Damage Type: Physical Range Attack N

**Cloud Dragon**
Experience: 500000 HP 2000 AC 40
Speed: 150 Attacks 1 Damage 600
Damage Type: Cold Range Attack Y

**Sky Golem**
Experience: 200000 HP 1000 AC 50
Speed: 100 Attacks 1 Damage 2-200
Damage Type: Cold Range Attack Y
Skyroad areas C1, C2, D1, D2

This region is remarkably similar to other skyroad regions: A single strip of road, a few scattered clouds, and sky. The monsters here are as tough as anywhere else in the sky.

The Great Pyramid pokes into the sky in area D2. There is no way to get there from the sky; you must go the hard way from the ground up.

Olympus sits in the center of a cloud in area C2. You will not be able to enter without a pass. The pass is available from the Dragon Pharaoh on the top level of the Great Pyramid.

The top of the Northern Tower can easily be reached from the Skyroads in area D1. This makes a convenient entrance to the tower if you can survive the fight to get here.

Lucio, Boatman to the Gods, will give rides to and from Olympus for free, if you are Chosen Ones. You can become a Chosen One by visiting the Dragon Pharaoh.

Monster List

Griffin
Experience 60000 HP 800 AC 35
Speed 150 Attacks 2 Damage 50-300
Damage Type Physical Range Attack N

Cloud Dragon
Experience 500000 HP 2000 AC 40
Speed 150 Attacks 1 Damage 600
Damage Type Cold Range Attack Y

Green Dragon
Experience 500000 HP 2500 AC 50
Speed 150 Attacks 1 Damage 500
Damage Type Fire Range Attack Y

Sky Golem
Experience 200000 HP 1000 AC 50
Speed 100 Attacks 1 Damage 2-200
Damage Type Cold Range Attack Y
Skyroad areas C3, C4, D3, D4

This region is very empty. A lone tower marks the sky, and a few monsters stay near the skyroad to dine on passing skyroad travellers.

The Southern Tower can be reached from the skyroad. This is the Thieves’ tower, and there are no special restrictions on who can enter.

A lone evil Genie awaits travellers in area C3. Don’t open the bottle if you know what’s good for you.

Monster List

Sky Golem
Experience 200000 HP 1000 AC 50
Speed 100 Attacks 1 Damage 2-200
Damage Type Cold Range Attack Y

Cloud Dragon
Experience 500000 HP 2000 AC 40
Speed 150 Attacks 1 Damage 600
Damage Type Cold Range Attack Y
Skyroad E1,E2,F1,F2

This region is the home of the Elemental Plane of Air. The monsters in this region are as tough as, if not tougher, than monsters in other parts of the skyroads. Be careful.

Castle Blackfang can be reached from the sky in area F1. Note that you will be unable to reach Queen Kalindra if you enter from this spot. You MUST get Ambrose to let you in to the castle from the surface in order to rescue the Queen.

Genies, both good and bad, are trapped in lamps on single squares of cloud floating in the sky. You can reach these clouds by using the teleport spell and the maps provided. Some of these genies will grant riches, while others will ask you who in your party will die for his friends. If you encounter the wrong type of genie, never try to get out of your punishment—the genie will kill the entire party.

Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

Monster List

Cloud Dragon
Experience 500000 HP 2000 AC 40
Speed 150 Attacks 1 Damage 600
Damage Type Cold Range Attack Y

Green Dragon
Experience 500000 HP 2500 AC 50
Speed 150 Attacks 1 Damage 500
Damage Type Fire Range Attack Y

Sky Golem
Experience 200000 HP 1000 AC 50
Speed 100 Attacks 1 Damage 2-200
Damage Type Cold Range Attack Y
Skyroad areas E3,E4,F3,F4

Area F4 is the home of the Elemental Plane of Earth. The monsters here are very tough, so be prepared.

Sky rides to the skylake are available in area F4 for 1,000 gold.

Sky Merchants sell amulets of protection against the elements for lots of gems. They are worth it if you can afford it.

The Eastern Tower is easily reachable from area F3. There are no restrictions on entry.

Skybandits will occasionally try to rob you. You have a choice of giving 10,000 gold to them or fighting. The fights are difficult.

Four wagons carrying cargo from one elemental plane to another will ask you what their cargo is. The four possible answers are: Steam, smoke, dust, and mud.

Monster List

Sky Golem
Experience: 2000000 HP 1000 AC 50
Speed: 100 Attacks 1 Damage 2-200
Damage Type: Cold Range Attack Y

Cloud Dragon
Experience: 5000000 HP 2000 AC 40
Speed: 150 Attacks 1 Damage 600
Damage Type: Cold Range Attack Y
Elemental Planes

There are four Elemental Planes near Darkside. You can reach them by jumping through the elemental “holes” at the outer corners of skyroad areas A1, A4, F1, and F4. Before you are permitted to enter an elemental plane, you will be asked what you seek. The answer is either air, earth, water, or fire. Once inside an elemental plane, you can leave by jumping through the exit hole you will find somewhere on the plane.
Elemental Plane of Fire

The Elemental Plane of Fire is the most dangerous of the four elemental planes. You will need protection from fire before you come here, or you will surely perish.

The Fire Sleeper sleeps in his throne (marked by $\bigcirc$), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of fire from the shrine on this plane. Touching the chest will deliver 250 points of fire damage if you have not taken the test of fire and you will be unable to open the chest. Taking the test of fire will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stands at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.

Monster List

Fire Blower
Experience 250000 HP 1000 AC 20
Speed 60 Attacks 1 Damage 5-500
Damage Type Fire Range Attack N
Elemental Plane of Air

Be sure to have a levitate spell active before you visit this plane, or you will fall through the clouds. Also, remember to get your business here done before you have to rest or 5:00 am comes around or you will fall out of the plane and back to the skyroads.

The Air Sleeper sleeps in his throne (marked by ⊗), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of air from the shrine on this plane. Touching the chest will deliver 250 points of electrical damage if you have not taken the test of air and you will be unable to open the chest. Taking the test of air will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.

Monster List

Whirlwind
Experience 250000 HP 1000 AC 10
Speed 250 Attacks 1 Damage 5-500
Damage Type Physical Range Attack N
Elemental Plane of Earth

There are no movement restrictions on this plane, nor is there any constant danger to protect yourself against, barring the occasional earthquake. Because of this, the Elemental Plane of Earth is the easiest of the Planes to adventure on.

The Earth Sleeper sleeps in his throne (marked by Θ), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of earth from the shrine on this plane. Touching the chest will deliver 250 points of physical damage if you have not taken the test of earth and you will be unable to open the chest. Taking the test of earth will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

A statue stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.

Monster List

Earth Blaster
Experience 250000 HP 1000 AC 10
Speed 100 Attacks 1 Damage 5-500
Damage Type Physical Range Attack N
All of your characters will have to know the swimming skill before you venture here. This plane is relatively benign, though the elemental monsters here are as tough as the elemental monsters on the other planes.

**The Water Sleeper**
sleeps in his throne (marked by Θ), waiting for the Chosen ones to awaken him so that he may prepare for the completion of the Prophecy. You must be a designated Chosen One before you can awaken the Sleeper.

A lone chest awaits adventurers brave enough to take the test of water from the shrine on this plane. Touching the chest will deliver 250 points of cold damage if you have not taken the test of water and you will be unable to open the chest. Taking the test of water will deliver much more than 250 points of damage, but the survivors will be allowed to open the chest and take the riches within.

**A statue** stand at the center of the plane with an inscription written at its base. The inscription is one of four parts of an explanation of how to fulfill the Prophecy.

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**Monster List**

**Tidal Terror**
Experience 500000 HP 1000 AC 10
Speed 200 Attacks 1 Damage 5-500
Damage Type Cold Range Attack N
There are four places in Darkside that don't easily fall under any category. They are Corak and Sheterm's spaceships, the Troll Holes, and the Gemstone Mines. The Troll Holes and the Gemstone Mines appear on one map for convenience, even though there are many holes and mines.
Gemstone Mines

There are nine separate Gemstone Mines. One of the mines will permit you to cross under the gemstone range without climbing the mountains.

Gem veins can be mined for normal gems or Diamonds, Emeralds, Sapphires, and Rubies. These gems will permit you to buy magical armor and weapons from the Gem Smiths in areas A3 and B3. Be sure all of your characters are healthy before you mine—sometimes you will crack open a gem by accident, bathing the party with some sort of elemental damage.

Rubble conceals Beholder Bats and, occasionally, a powerful magic item. Use your clairvoyance spell to help determine which piles to search.

The God of Minerals will reset all the gem veins that you have depleted for a mere 250,000 gold pieces. Pay him if you are still in need of good weapons for the Gem smiths. To make him easier to find, we have marked his location on your map.

Monster List

Beholder Bat
Experience 10000 HP    75 AC    15
Speed 80 Attacks 1 Damage 5-25
Damage Type Fire       Range Attack N

Sabertooth
Experience 10000 HP    100 AC   20
Speed 60 Attacks 3 Damage 5-50
Damage Type Physical   Range Attack N
Troll Holes

Scattered throughout the forest areas of Darkside are concealed Troll Holes. If you walk over a Troll Hole without a levitate spell active, you will fall in one of the holes. There are fourteen holes in the forest.

Troll Juice is stored by Trolls for the winter. If a character drinks it, the juice will poison him and raise his statistics by one each.

Hobstadt, Strongest of the Trolls, will give you some unpleasant choices if you run into him. He will offer to take all your gold, take the life of one character, or fight. We recommend fighting. To help you avoid him, we have marked his throne on your map.

Monster List

Troll Grunt
Experience 10000 HP 100 AC 5
Speed 50 Attacks 1 Damage 2-50
Damage Type Physical Range Attack N

Troll Guard
Experience 15000 HP 200 AC 10
Speed 60 Attacks 1 Damage 2-70
Damage Type Physical Range Attack N

Troll Chief
Experience 20000 HP 300 AC 15
Speed 65 Attacks 1 Damage 2-100
Damage Type Physical Range Attack N

Hobstadt
Experience 25000 HP 400 AC 20
Speed 70 Attacks 1 Damage 2-100
Damage Type Physical Range Attack N
Two spacecraft crashed on Darkside one night a while back, setting in motion the events that put your characters in the place they're at. One of the craft can be entered without trouble, while the other one (Corak's) cannot be entered until you have visited the Dragon Pharaoh.

*Both ships have a couple of working terminals* that you can use to bring up the personal logs of Corak and Sheltem and other miscellaneous data. Both ships also have inoperative weapons and damaged equipment, so they won't be taking to the air anytime soon.

*Corak* is still locked in stasis in his own ship. You can help him out by answering the question of the terminal behind him. The answer is “WHERE NO MAN HAS GONE BEFORE”. Once out, Corak will tell you that he would like to fight Sheltem, but he must approach undetected. He will not help you until you find a method of doing so. Return to the Dragon Pharaoh to report on what Corak told you.
Monsters

Monsters are that which stands between you and winning the game. All monsters act pretty much the same way—when they see you, they try to kill you.

No monster will run away from a fight. Killing the party is a sacred duty to the monsters, and they will carry it out to the best of their abilities.

While all monsters behave in much the same way, (charging forward with murderous intent) the methods they employ to do your party in vary widely.

This next chapter deals with the monsters and their strengths and weaknesses. If you are having trouble with a particular kind of monster, you may want to look it up here.
Autobot
Experience 1000000
HP 2500
AC 100 Speed 200
Attacks 2 Damage 5-500
Damage Type Energy
Range Attack N

Autobots are tougher versions of Annihilators, but their attacks are not as frequent, nor are they ranged. For best results, blast these metal beasts from a distance with the implosion spell.

Barbarian
Experience 5000
HP 50
AC 5 Speed 40
Attacks 3 Damage 1-20
Damage Type Physical
Range Attack Y

Untrained fighters, Barbarians foolish enough to get in your way will surely go down easily. They are immune to nothing and have few hit points to make up for it. Their attacks are weak and often miss.

Barkman
Experience 4000000
HP 40000
AC 25 Speed 100
Attacks 3 Damage 250
Damage Type Fire
Range Attack N

If you are foolish enough to release Barkman, you get what you deserve. If you must fight him, cast Mass Distortion as he approaches, then turn and jump away. Repeat. By the time you are out of power, he may have lost enough hit points to be defeated.

Annihilator
Experience 1000000
HP 1500
AC 40 Speed 200
Attacks 12 Damage 5-250
Damage Type Energy
Range Attack Y

Annihilators are alien machines created and used by Sheltem to guard his castle. Annihilators are fearsome opponents, virtually immune to all attacks but energy and magic.

Arachnoid
Experience 4000
HP 50
AC 10 Speed 40
Attacks 1 Damage 3-15
Damage Type Poison
Range Attack N

Unintelligent, Arachnoids hunt prey as large as a man, and sometimes mistake men for prey. These monsters aren't too tough and should go down before a competent party. Arachnoids are 100% immune to poison/acid attacks.

Armadillo
Experience 60000
HP 800
AC 50 Speed 15
Attacks 1 Damage 100-600
Damage Type Physical
Range Attack N

Armadillos are resistant to most attacks, but are vulnerable to electrical and magical damage as well as the Hypnotize and Finger of Death spells. Sometimes their armor breaks weapons used against them.
Leader of a coven of evil witches that rule Lakeside town, the Coven Leader is the strongest of her sisters. She is immune to energy and electrical attacks and her attack often drains the spell points of her targets.

Count Blackfang is a tough opponent. Not only does he have 1500 hit points and a high armor class, but he is 75% immune to every kind of attack. His own attack sometimes kills characters outright, even if they still have hit points left.

Leader of the breakaway cult of Mok Heretics, the Cult Leader is 100% immune to energy and 50% immune to all other elements. Close the distance with him quickly to avoid his powerful range attack.

Probably the coolest monster in the game, Beholder Bats can't do much damage, nor can they take much damage. 'Bats are 100% immune to fire and 50% immune to electricity.

Renegade followers of a discredited sect of Mok, these Clerics will defend their tower with zeal. The Clerics are 100% immune to electricity and lightly resistant to all other elements.

Cloud Dragons are the weakest and most common type of Dragon on Darkside. Nevertheless, a single Cloud Dragon can take out your entire party in one or two attacks if you are unprepared. These Dragons are immune to cold and poison attacks and resistant to all other attacks but fire.
Dark wolves infest the forest between Castleview and Sandcaster. Fortunately, Dark wolves are easy to kill and are immune to nothing. Even weak characters will have no trouble with these beasts.

Death Knights are the elite fighting force of the Vowelless Knights of the Northern Tower. They are 50% immune to all attacks but magic.

Doom Knights can also be found in the Northern Tower. They are even tougher than Death Knights, are 80% immune to all attacks but magic, and dish out twice as many attacks as Death Knights. Sometimes their attack will slay an unlucky opponent before he is out of hit points.

Dragon Mummies are among the most powerful monsters in the game. Their touch causes disease and 2 to 4 thousand points of damage. If that's not bad enough, Dragon Mummies are 100% immune to cold and poison, 80% to electricity, and 90% to physical attacks. Dragon Sleep works against them.

Earth Blasters can only be found on the Elemental Plane of Earth. They are virtually immune to all but energy and magic attacks. Implosion works well against these monsters.

Electrapedes are found in the meadows south of Castleview. They are dangerous for their paralysis attack and resistance to elemental spells.
Enchantresses live in Sandcaster and take their orders from Morgana, the Sorceress. They are resistant to elemental attacks and immune to electricity. Note that their attack is both ranged and powerful.

**Gamma Gazer**

- Experience: 1,000,000
- HP: 5,000
- AC: 60
- Speed: 200
- Attacks: 7
- Damage Type: Energy
- Range Attack: Y

Only powerful characters should even THINK of taking on a Gamma Gazer. "Gazers are completely immune to all elemental attacks but cold and magic, and are 60% resistant to physical damage. Use Mass Distortion a couple of times to cut them down to size.

Happily, Energy Dragons can only be found on the Dragon Cloud on the other side of the world. They are more or less resistant to everything and 100% immune to energy and poison attacks. Avoid.

**Energy Dragon**

- Experience: 200,000
- HP: 5,000
- AC: 100
- Speed: 250
- Attacks: 1
- Damage Type: Energy
- Range Attack: Y

Gargoyles are moderately strong monsters that lair near the Eastern Tower. They are only 20% resistant to magic and can be hurt by everything else.

**Gargoyle**

- Experience: 30,000
- HP: 150
- AC: 35
- Speed: 30
- Attacks: 2
- Damage Type: Physical
- Range Attack: N

Fire Blowers can only be found on the Elemental Plane of Fire. Fire Blowers cannot be hurt by fire, of course, but are wide open to magic and cold attacks.

**Fire Blower**

- Experience: 250,000
- HP: 1,000
- AC: 20
- Speed: 60
- Attacks: 1
- Damage Type: Fire
- Range Attack: N

Arrogant king of the Gremlins, Gettlewaithe is not worth the time it takes to kill him. With only 100 hit points and no resistances, Gettlewaithe is a danger only to the weak, incompetent, or severely wounded.

**Gettlewaithe**

- Experience: 5,000
- HP: 100
- AC: 15
- Speed: 35
- Attacks: 2
- Damage Type: Physical
- Range Attack: N

Enchantresses live in Sandcaster and take their orders from Morgana, the Sorceress. They are resistant to elemental attacks and immune to electricity. Note that their attack is both ranged and powerful.

**Enchantress**

- Experience: 40,000
- HP: 100
- AC: 25
- Speed: 60
- Attacks: 1
- Damage Type: Electricity
- Range Attack: Y

Enchantresses live in Sandcaster and take their orders from Morgana, the Sorceress. They are resistant to elemental attacks and immune to electricity. Note that their attack is both ranged and powerful.

**Gamto**

- Experience: 500,000
- HP: 100
- AC: 100
- Speed: 250
- Damage Type: Energy
- Range Attack: N

Happily, Energy Dragons can only be found on the Dragon Cloud on the other side of the world. They are more or less resistant to everything and 100% immune to energy and poison attacks. Avoid.

**Energy Dragon**

- Experience: 200,000
- HP: 5,000
- AC: 100
- Speed: 250
- Attacks: 1
- Damage Type: Energy
- Range Attack: Y

Gargoyles are moderately strong monsters that lair near the Eastern Tower. They are only 20% resistant to magic and can be hurt by everything else.

**Gargoyle**

- Experience: 30,000
- HP: 150
- AC: 35
- Speed: 30
- Attacks: 2
- Damage Type: Physical
- Range Attack: N

Fire Blowers can only be found on the Elemental Plane of Fire. Fire Blowers cannot be hurt by fire, of course, but are wide open to magic and cold attacks.

**Fire Blower**

- Experience: 250,000
- HP: 1,000
- AC: 20
- Speed: 60
- Attacks: 1
- Damage Type: Fire
- Range Attack: N

Arrogant king of the Gremlins, Gettlewaithe is not worth the time it takes to kill him. With only 100 hit points and no resistances, Gettlewaithe is a danger only to the weak, incompetent, or severely wounded.

**Gettlewaithe**

- Experience: 5,000
- HP: 100
- AC: 15
- Speed: 35
- Attacks: 2
- Damage Type: Physical
- Range Attack: N
Ghost Mummies can only be found in the Southern Sphinx on the Clouds side of the world. They are resistant to all attacks but fire. Their touch is damaging and causes magical aging.

Giant: Experience 100000
HP 500
AC 25    Speed 45
Attacks 2  Damage 100-500
Damage Type  Physical
Range Attack  N

Though the People are on the whole a friendly race, sometimes rogue giants will try to rob or eat lost humans. Giants can sometimes strike their enemies unconscious with the force of their blows before their enemies are out of hit points. They are not resistant to any form of attack.

Goblin: Experience 1000
HP 10
AC 5      Speed 30
Attacks 2   Damage 2-12
Damage Type  Physical
Range Attack  N

Pitiful creatures that were once human, goblins have been turned loose on the Castleview streets by the pesky gremlins. They are resistant to nothing and fall to the feeblest of attacks.

Gorgon: Experience 50000
HP 5000
AC 90     Speed 100
Attacks 1   Damage 100-300
Damage Type  Physical
Range Attack  N

Denizens of the Dungeon of Lost Souls, Gorgons are VERY dangerous. Gorgon attacks are swift and painful, turning unlucky characters to stone. Gorgons are difficult to hit and are resistant to physical and magical damage.

Graalg: Experience 20000
HP 200
AC 15     Speed 50
Attacks 1   Damage 5-50
Damage Type  Physical
Range Attack  N

Graalg is the dim witted leader of the Ogres. If you anger him (this is easy to do) he will fight you. Fortunately, Graalg, like his brethren, is resistant to nothing and his attack is relatively weak.

Green Dragon: Experience 500000
HP 2500
AC 50     Speed 150
Attacks 1   Damage 500
Damage Type  Fire
Range Attack  Y

Another dragon that can only be found on the Dragon Cloud, Green Dragons are tough and resistant to all attacks but cold.
Gremlin
Experience 2000
HP 20
AC 7 Speed 35
Attacks 2 Damage 2-20
Damage Type Physical
Range Attack N

Obnoxious pests, Gremlin attacks are little more than an irritant. Gremlins are resistant to nothing and make excellent target practice for beginning players.

Gremlin Guard
Experience 3000
HP 50
AC 10 Speed 35
Attacks 2 Damage 6-30
Damage Type Physical
Range Attack N

Individually weak, Gremlin Guards can get a little dangerous in large groups, like the one that Gettlewaithe will sic on you if you bother him enough. Prepared characters, however, will mow them down.

Griffin
Experience 60000
HP 800
AC 35 Speed 150
Attacks 2 Damage 50-300
Damage Type Physical
Range Attack N

Wild and powerful, Griffins can rip even strong characters to shreds with a single attack and are 80% immune to magic damage. Griffins can sometimes be tamed and used as flying mounts by someone with the right skills and enchantments.

Gurodel
Experience 100000
HP 750
AC 30 Speed 60
Attacks 2 Damage 100-600
Damage Type Physical
Range Attack N

Leader of the People, Gurodel shares his race's ability to knock opponents unconscious with a single lucky blow. He is tough, but resistant to nothing.

Hell Hornet
Experience 50000
HP 250
AC 30 Speed 50
Attacks 2 Damage 2-500
Damage Type Poison
Range Attack N

The only danger from Hell Hornets comes from their poisonous attack and their ability to magically weaken characters touched by it. Hell Hornets are resistant to all but magical damage, and are immune to poison/acid attacks.

Higher Mummy
Experience 100000
HP 400
AC 20 Speed 60
Attacks 1 Damage 10-400
Damage Type Physical
Range Attack N

Long term residents of Necropolis, Higher Mummies don't appreciate living visitors much, and do their best to convert them to non-living visitors. They are resistant to all but fire attacks and their touch curses the items of their opponents.
**Hobstadt**
Experience 25000  
HP 400  
AC 20 Speed 70  
Attacks 1 Damage 2-100  
Damage Type Physical  
Range Attack N

Strongest of the Trolls, Hobstadt still isn't much of a threat. A moderately strong party can take him and all his guards out without much trouble. Hobstadt is 50% resistant to fire, cold, electricity, and poison.

**Iguanasaurus**
Experience 100000  
HP 2500  
AC 20 Speed 30  
Attacks 1 Damage 10-500  
Damage Type Physical  
Range Attack N

Iguanasaurausi live exclusively in the Desert of Doom. They are moderately resistant to all forms of attack but magic, and their bite causes insanity.

**Killer Cobra**
Experience 25000  
HP 1000  
AC 25 Speed 100  
Attacks 1 Damage 2-200  
Damage Type Physical  
Range Attack N

Killer Cobras are found in the Southeast Darkside forest. Killer Cobras are 100% immune to poison damage and 50% resistant to magic. Their bite ages their victims.

**Lava Dweller**
Experience 500000  
HP 1500  
AC 30 Speed 40  
Attacks 1 Damage 5-500  
Damage Type Fire  
Range Attack N

Lava Dwellers can be seen in the fire pits surrounding Castle Alamar. They are 100% immune to fire, electricity, and poison.

**Lava Roach**
Experience 50000  
HP 500  
AC 20 Speed 70  
Attacks 1 Damage 5-250  
Damage Type Fire  
Range Attack N

Lava Roaches grow to enormous sizes feeding off the heat and the food of the dead in the sewer under Necropolis. Lava Roaches are totally immune to fire, electricity, and poison attacks.

**Magic Mage**
Experience 200000  
HP 300  
AC 25 Speed 80  
Attacks 1 Damage 10-300  
Damage Type Electricity  
Range Attack Y

Magic Mages are human wizards mutated by their experiments with unusual spells. They live in the Eastern Tower and hate visitors. Magic mages cannot be harmed by electricity.
Mantis Ant
Experience 40000
HP 300
AC 30  Speed 40
Attacks 2  Damage 2-200
Damage Type  Physical
Range Attack  N

Mantis Ants are one of the monsters that clog the road to Sandcaster. Their bite is poisonous and they are, predictably, unhurt by poison.

Master Thief
Experience 20000
HP 100
AC 20  Speed 50
Attacks 1  Damage 250
Damage Type  Physical
Range Attack  N

The Master Thief lives at the top of the Southern Tower. He isn’t much of a problem to serious characters, but weak ones may have trouble. Hit him before he hits you!

Master Wizard
Experience 120000
HP 500
AC 25  Speed 150
Attacks 2  Damage 10-400
Damage Type  Fire
Range Attack  Y

Master Wizards live in and rule Sandcaster. They can take and give a lot of damage and are 100% immune to fire spells. They are also 50% resistant to all other damage but physical.

Medusa Sprite
Experience 5000
HP 30
AC 5  Speed 30
Attacks 1  Damage 3-9
Damage Type  Physical
Range Attack  N

Medusa Sprites not under Queen Sharla’s command are often aggressive and dangerous. Their attack is pitifully weak, but unlucky characters can be turned to stone by their touch.

Mega Dragon
Experience 100000000
HP 64000
AC 100  Speed 200
Attacks 1  Damage 10-2000
Damage Type  Energy
Range Attack  Y

The Mega Dragon is the mightiest monster in the game. It is 100% immune to all but physical attacks, to which it is only 90% resistant. Unlucky characters will be eradicated by its awesome breath. Good luck.

Mega Mage
Experience 500000
HP 500
AC 35  Speed 100
Attacks 1  Damage 10-400
Damage Type  Electricity
Range Attack  Y

The Mega Mage is the leader of the mages in the Eastern Tower. He is resistant to all forms of attack but physical damage, and he is totally immune to electrical attacks.
Minotaurs are created by the witches of Lakeside and sold to the keepers of the Dungeon of Lost Souls for a hefty charge. Minotaurs age their victims.

Misguided Clerics, Heretics of Mok are moderately resistant to most forms of attack. Note that their personal attack does a LOT of damage.

Morgana is the leader of the Sorceresses in Sandcaster. She is resistant to all forms of attack except physical, and is totally immune to energy damage. Her attack can paralyze characters, making her very dangerous. Handle with care.

An less expensive model than the Magic Mage, Mystic Mages are dangerous nevertheless. Mystic mages are resistant to all forms of attack by physical, and they cannot be harmed by electricity.

Not surprisingly, Octopods live in Octopod lake. They are 50% resistant to cold and cannot be harmed by poison. Their attack is both acidic and poisonous.

In spite of the Ogres’ self image, Ogres are weak as monsters on Darkside go. They are resistant to nothing and are slow and easy to hit and kill.
Onyx Golems were created to guard Darkstone Tower. The Golems are totally immune to everything but physical damage, and their magical attack drains the spell points of their victims. Try to avoid creating more of these things than you must on your way to the top of the tower.

Smarter than the average Orc, Orc Elite can take three times as much punishment as Orc Guards. They are resistant to nothing.

Orc Guards are sword fodder that work in the Temple of Bark. You will have no trouble slaying them by the dozens.

Orc Shamans are the wizard caste of the Orcs. Their cold spells are not very damaging, but the sleep spell it is combined with is very dangerous. If the whole party goes to sleep at once you will lose the battle.

Another Dragon that only lives on the Dragon Cloud, Phase Dragons make Cloud Dragons look like wimps. They are resistant to all forms of damage but fire, and are unharmed by cold and poison.

Phase Mummies “live” in the Southern Sphinx. They are resistant to all damage but fire and their touch drains spell points. Though powerful, Phase Mummies usually stay in their sarcophagi unless disturbed.
**Power Lich**  
Experience 200000  
HP 500  
AC 20 Speed 60  
Attacks 1 Damage 10-100  
Damage Type Magic  
Range Attack Y  

Citizens of Necropolis, Power Liches are tough opponents. Their attacks will knock unlucky characters unconscious, even if they still have hit points. Power Liches are resistant to physical and magical damage.

**Royal Vampire**  
Experience 400000  
HP 750  
AC 40 Speed 125  
Attacks 1 Damage 10-500  
Damage Type Physical  
Range Attack N  

Royal Vampires are members of the royal family of Blackfang. They are the strongest of the vampires in Castle Blackfang and are resistant to all forms of damage. Their touch curses the items of their foes.

**Rogue**  
Experience 5000  
HP 50  
AC 10 Speed 30  
Attacks 1 Damage 60  
Damage Type Physical  
Range Attack N  

Weak thieves. These characters will fall to your party with the greatest of ease. They are resistant to nothing.

**Sabertooth**  
Experience 10000  
HP 100  
AC 20 Speed 60  
Attacks 3 Damage 5-50  
Damage Type Physical  
Range Attack N  

Sabertooths dwell in the Gemstone Mines. They are easy to kill and aren’t resistant to any kind of damage. If you can survive the attacks of the Beholder Bats, you can survive a fight with these critters as well.

**Rooka**  
Experience 5000  
HP 60  
AC 5 Speed 40  
Attacks 1 Damage 3-30  
Damage Type Physical  
Range Attack N  

The Queen of the Rats. Rooka presents a small danger to low level characters. Her bite causes disease.

**Sand Flower**  
Experience 10000  
HP 100  
AC 10 Speed 50  
Attacks 5 Damage 5-25  
Damage Type Physical  
Range Attack N  

Sand Flowers live in the Desert of Doom. Their low hit points make them easy to kill, but their attack is damaging and their touch will put (unlucky?!) characters in love. Sand Flowers are resistant to physical and magical damage.
Sandro is a powerful lich dwelling in Necropolis. Though you may defeat him in battle, Sandro will come back to life if you return to him without his heart. Sandro’s attack will sometimes kill characters outright, even if they still have hit points. Sandro is very resistant to physical and magical damage.

Scraps is a dragon mummy imprisoned in the dungeon below Castle Kalindra. He is immune to cold and poison damage and very resistant to physical and electrical attacks.

Screamers are 100% immune to poison damage and 60% resistant to physical attacks. Their attack poisons their victims.

Dwellers of the sewer below Sandcaster, Sewer Hags are Sorceresses too evil to remain in the guild above ground. They can’t be hurt by electrical or poison attacks and their attack will drive unlucky characters insane.

Sewer Rats are pests that live in the sewer below Castleview. Even weak parties should have no trouble disposing of these unclean rodents.

Another inhabitant of the Castleview Sewer, Sewer Slugs are even easier to kill than Sewer Rats. Sewer rats are totally immune to poison.
Sewer Stalker
Experience 50000
HP 250
AC 30 Speed 25
Attacks 1 Damage 3-300
Damage Type Physical
Range Attack N

Sewer Stalkers live in the sewer below Lakeside and eat adventurers poking around where they don’t belong. They are resistant to poison and cold and have no special attacks.

Shaalth
Experience 20000
HP 300
AC 15 Speed 50
Attacks 1 Damage 5-50
Damage Type Cold
Range Attack N

Shaalth is the spiritual leader of the Orcs. Shaalth’s cold spell is simultaneously a sleep spell. There is a danger that the entire party will fall asleep at once and lose the battle.

Sharla
Experience 10000
HP 50
AC 5 Speed 50
Attacks 1 Damage 3-12
Damage Type Physical
Range Attack N

Sharla is the Queen of the Sprites. She is peaceful, so you shouldn’t attack her. She can’t take or give much damage.

Sky Golem
Experience 200000
HP 1000
AC 50 Speed 100
Attacks 1 Damage 2-200
Damage Type Cold
Range Attack Y

Similar in appearance to Onyx Golems, Sky Golems are much less powerful. They are, however, more than a match for all but the most powerful of characters. Sky Golems are 50% resistant to all forms of attack.

Skeletal Lich
Experience 500000
HP 2000
AC 30 Speed 200
Attacks 1 Damage 1000
Damage Type Energy
Range Attack Y

Skeletal Liches are residents of the Dungeon of Death. Their attack can eradicate unlucky characters before their time. They are resistant to all forms of damage.

Slayer Knight
Experience 50000
HP 500
AC 30 Speed 50
Attacks 1 Damage 2-500
Damage Type Physical
Range Attack N

Slayer Knights are the weakest kind of Knight in the Northern Tower. They have no special attack and they are 50% resistant to all damage but magic and physical.
Sorceresses live and work in Sandcaster. The guild has gone bad, though, and many Sorceresses rob and extort the townspeople for a living. Sorceresses are lightly resistant to all forms of attack.

**Sorceress**
Experience 80000
HP 200
AC 30   Speed 80
Attacks 1   Damage 2-100
Damage Type  Magic
Range Attack Y

Troll Chiefs are merely powerful members of their race. They are 50% resistant to attacks involving fire, cold, electricity, and poison.

**Troll Chief**
Experience 20000
HP 300
AC 15   Speed 65
Attacks 1   Damage 2-100
Damage Type  Physical
Range Attack N

Troll Grunts are weak members of their race. Like all trolls, Troll Grunts are 50% resistant to fire, cold, electricity, and poison.

**Troll Grunt**
Experience 10000
HP 100
AC 5    Speed 50
Attacks 1   Damage 2-50
Damage Type  Physical
Range Attack N

Thieves infest the Southern Tower. They have no special resistances, but their attack is strong.

**Thief**
Experience 10000
HP 100
AC 15   Speed 40
Attacks 1   Damage 100
Damage Type  Physical
Range Attack N

Trolls infest the Southern Tower. They have no special resistances, but their attack is strong.

**Troll Guard**
Experience 15000
HP 200
AC 10   Speed 60
Attacks 1   Damage 2-70
Damage Type  Physical
Range Attack N

Tidal Terrors can only be found on the Elemental Plane of Water. They are vulnerable to magical damage, but they are not harmed by physical, fire, or poison damage.

**Tidal Terror**
Experience 500000
HP 1000
AC 10   Speed 200
Attacks 1   Damage 5-500
Damage Type  Cold
Range Attack N

Tidal Terrors can only be found on the Elemental Plane of Water. They are vulnerable to magical damage, but they are not harmed by physical, fire, or poison damage.

**Tidal Terror**
Experience 500000
HP 1000
AC 10   Speed 200
Attacks 1   Damage 5-500
Damage Type  Cold
Range Attack N

Troll Guards are the mid-range models. They are resistant to the same things other trolls are: fire, cold, electricity, and poison.

**Troll Guard**
Experience 15000
HP 200
AC 10   Speed 60
Attacks 1   Damage 2-70
Damage Type  Physical
Range Attack N
Valio
Experience 60000
HP 150
AC 15 Speed 60
Attacks 1 Damage 10-250
Damage Type Magic
Range Attack N

Valio is a weak Master Wizard. Valio will only fight you if you try to steal from him. He is resistant to all forms of damage but physical.

Vampire
Experience 200000
HP 400
AC 30 Speed 80
Attacks 1 Damage 10-100
Damage Type Physical
Range Attack N

Vampires are standard, controlled undead recently “turned” by a more powerful vampire living in castle Blackfang. Their touch weakens their victims, and they are 50% resistant to all attacks.

Vampire King
Experience 3000000
HP 10000
AC 60 Speed 200
Attacks 1 Damage 10-250
Damage Type Physical
Range Attack N

Vampire Kings can only be found in the Dungeon of Death. They are very resistant to all forms of damage, and their attack will eradicate unlucky characters.

Vampire Lord
Experience 300000
HP 500
AC 35 Speed 100
Attacks 1 Damage 10-300
Damage Type Physical
Range Attack N

Vampire Lords can be found in Castle Blackfang. They are powerful vampires under their own control. The attack of a Vampire Lord may put the victim asleep.

Vulture Roc
Experience 200000
HP 2500
AC 50 Speed 150
Attacks 1 Damage 5-300
Damage Type Physical
Range Attack N

Vulture Rocs are dangerous desert pests that don’t wait for their food to die on its own. Fortunately, they have no special resistances to damage, nor does their attack have any extra magical effect.

Whirlwind
Experience 250000
HP 1000
AC 10 Speed 250
Attacks 1 Damage 5-500
Damage Type Physical
Range Attack N

Whirlwinds are elemental beasts that can only be found on the Elemental Plane of Air. They can only be harmed by magic and energy. Try Implosion.
Witches live in Lakeside. Have no pity for these evil women: They have sent many a villager to the Dungeon of Lost Souls in the shape of a Minotaur. Witches are totally immune to electricity.

Wizards can usually be found in Sandcaster. They are moderately resistant to all forms of attack but physical.

Xenoc is the leader of the Wizards in Sandcaster. His attack is powerful and he is entirely resistant to energy attacks (no Implosion!)

Yog is the chief of the Barbarians. He will not pick a fight with you if you don't pick a fight with him. Yog has no special resistances or attacks.
Spells

Magic. In Clouds of Xeen, magic works on a daily basis. At 5:00 AM the new Magical Day begins and all magic from the previous day wears away, cancelling protection, light and other active spells.

Who can cast spells. Most character classes in Clouds of Xeen possess some capacity for magic. Clerics, Sorcerers, and Druids are the primary spell casters; Paladins, Archers, and Rangers are secondary. Knights, Robbers, Ninjas, and Barbarians are unable to cast spells. Secondary spell casters have half as many spell points as primary spell casters.

There are two types of spells: Cleric and Sorcerer. Clerics and Paladins can only cast Cleric spells, Sorcerers and Archers can only cast Sorcerer spells, and Druids and Rangers can cast some of both.

Spell Descriptions. There are 76 unique spells in Clouds of Xeen, some of which are shared between character classes. The descriptions of these spells include the following:

Name: Generally descriptive of the spell’s effects.
Cost: The number of Spell Points and, in some cases, Gems that must be spent to cast a spell. Some spells require a certain number of Spell Points to be spent per level of the spell caster.
Object: Who is affected by the spell.
Party Member: A single player character.
Party: All characters that make up the party.
Single Monster: One opponent.
Group: Three opponents standing before the party.
Cone: All opponents in front of the party.
Effect: What effect the spell has on its recipient.
Acquiring Spells. All spells can be purchased from the various Mage Guilds in the land of Xeen. Many spells can also be found while adventuring.

Types of Spells. Spells perform different services for the party, such as combat, first aid, or general assistance. These three different types are represented with the following symbols for easy reference:

First Aid. These spells are used to heal the Party’s wounds, resurrect characters who have died, and remove conditions from a distressed Party member.

Combat. These spells are used to defend the Party or attack an opposing force.

General. Spells of general assistance to the Party, such as Light or Create Food.
### Sorcerer and Archer Spells

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<tr>
<td>Clairvoyance</td>
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<tr>
<td>Dancing Sword</td>
<td>3 SP per Level/10 G</td>
</tr>
<tr>
<td>Day of Sorcery</td>
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<tr>
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<td>1 SP per Level/1 G</td>
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<tr>
<td>Etherealize</td>
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<td>Fantastic Freeze</td>
<td>15 SP/5 G</td>
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<td>Finger of Death</td>
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<tr>
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<td>2 SP per Level/2 G</td>
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<tr>
<td>Golem Stopper</td>
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<td>Implosion</td>
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<td>Insect Spray</td>
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<td>Item to Gold</td>
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<td>Jump</td>
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<td>Levitate</td>
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<td>Light</td>
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<td>Lightning Bolt</td>
<td>2 SP per Level/2 G</td>
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<tr>
<td>Power Shield</td>
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<td>Prismatic Light</td>
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<tr>
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<tr>
<td>Toxic Cloud</td>
<td>4 SP/1 G</td>
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<tr>
<td>Wizard Eye</td>
<td>5 SP/2 G</td>
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### Druid and Ranger Spells

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<th>Spell</th>
<th>Cost</th>
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<tbody>
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<td>8 SP</td>
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<tr>
<td>Awaken</td>
<td>1 SP</td>
</tr>
<tr>
<td>Beast Master</td>
<td>5 SP</td>
</tr>
<tr>
<td>Bless</td>
<td>2 SP per Level/1 G</td>
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<tr>
<td>Clairvoyance</td>
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<tr>
<td>Cold Ray</td>
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<tr>
<td>Cure Wounds</td>
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<tr>
<td>Energy Blast</td>
<td>1 SP per Level/1 G</td>
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<tr>
<td>Fire Ball</td>
<td>2 SP per Level/2 G</td>
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<tr>
<td>First Aid</td>
<td>1 SP</td>
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<td>Flying Fist</td>
<td>2 SP</td>
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<td>Frost Bite</td>
<td>7 SP</td>
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<td>Heroism</td>
<td>2 SP per Level/1 G</td>
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<tr>
<td>Holy Bonus</td>
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</tr>
<tr>
<td>Identify Monster</td>
<td>5 SP</td>
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<tr>
<td>Insect Spray</td>
<td>5 SP/1 G</td>
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<tr>
<td>Jump</td>
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<td>Light</td>
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<td>Lightning Bolt</td>
<td>2 SP per Level/2 G</td>
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<td>Magic Arrow</td>
<td>2 SP</td>
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<tr>
<td>Nature's Cure</td>
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<td>Power Cure</td>
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<td>Power Shield</td>
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<td>Protection from Elements</td>
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<td>Revitalize</td>
<td>2 SP</td>
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<tr>
<td>Shrapmetal</td>
<td>1 SP per Level/1 G</td>
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<tr>
<td>Sleep</td>
<td>3 SP/1 G</td>
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<tr>
<td>Sparks</td>
<td>1 SP per Level/1 G</td>
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<td>4 SP</td>
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<tr>
<td>Toxic Cloud</td>
<td>4 SP/1 G</td>
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<tr>
<td>Turn Undead</td>
<td>5 SP/2 G</td>
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<tr>
<td>Walk on Water</td>
<td>7 SP</td>
</tr>
<tr>
<td>Wizard Eye</td>
<td>5 SP/2 G</td>
</tr>
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</table>
Cleric Spells

Acid Spray
Cost: 8 Spell Points
Object: All Visible Monsters
Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken
Cost: 1 Spell Point
Object: Party
Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Beast Master
Cost: 5 Spell Points and 2 Gems
Object: 1 Group of Animals
Hypnotizes a group of monsters into stillness until they overcome the spell.

Bless
Cost: 2 Spell Points per Level & 1 Gem
Object: 1 Party Member
Improves the armor class of a character by 1 per level of the caster.

Cold Ray
Cost: 2 Spell Points per Level & 4 Gems
Object: All Visible Monsters
A cone of absolute zero springs from the caster’s hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

Create Food
Cost: 20 Spell Points and 5 Gems
Object: Party
Creates one unit of food for each living party member.

Cure Disease
Cost: 10 Spell Points
Object: 1 Party Member
Removes the DISEASED condition from a character.

Cure Paralysis
Cost: 12 Spell Points
Object: 1 Party Member
Removes the PARALYZED condition from a character.

Cure Poison
Cost: 8 Spell Points
Object: 1 Party Member
Removes the POISONED condition from a character.
Cure Wounds
Cost 3 Spell Points
Object 1 Party Member
Magically cures one character of 15 points of damage.

Day of Protection
Cost 75 Spell Points and 10 Gems
Object Party
Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm
Cost 12 Spell Points
Object Group
Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Divine Intervention
Cost 200 Spell Points and 20 Gems
Object Party
Heals the entire party of all damage short of ERADICATION. Using this spell adds 5 years to the age of the caster.

Fiery Flail
Cost 25 Spell Points and 5 Gems
Object 1 Monster
Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage.

First Aid
Cost 1 Spell Point
Object 1 Party Member
Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist
Cost 2 Spell Points
Object 1 Monster
Deals a light blow to a monster, inflicting 6 points of Physical damage.

Frostbite
Cost 7 Spell Points
Object 1 Monster
Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism
Cost 2 Spell Points per Level & 3 Gems
Object 1 Party Member
Increases the temporary level of a character by 1 per level of the caster.

Holy Bonus
Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member
Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Bonus
Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member
Increases the damage inflicted by a character when fighting by 1 point per level of the caster.
Holy Word

Cost: 100 Spell Points and 20 Gems
Object: 1 Group of Undead

Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize

Cost: 15 Spell Points and 4 Gems
Object: Group

Like Beast Master, this spell hypnotizes a group of monsters into stillness until they overcome the spell, except that it works on monsters other than animals.

Light

Cost: 1 Spell Point
Object: Party

Fills a dungeon with a steady, soft light until the party rests.

Mass Distortion

Cost: 75 Spell Points and 10 Gems
Object: Group

Increases the weight of your opponents, effectively removing half of their hit points.

Moon Ray

Cost: 60 Spell Points and 10 Gems
Object: All Visible Monsters and Party

Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.

Nature's Cure

Cost: 6 Spell Points
Object: 1 Party Member

Heals a character of 25 points of damage.

Pain

Cost: 4 Spell Points
Object: Group

Stimulates the Pain centers of your opponent's brains, inflicting 8 points of physical damage.

Power Cure

Cost: 2 Spell Points per Level & 3 Gems
Object: 1 Party Member

Heals a character of 2-12 points of damage per level of the caster.

Protection From Elements

Cost: 1 Spell Point per Level & 1 Gem
Object: Party

Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead

Cost: 50 Spell Points and 10 Gems
Object: 1 Party Member

Removes the DEAD condition from a character. Using this spell will subtract 1 point from the endurance of the dead character.

Holy Word

Cost: 100 Spell Points and 20 Gems
Object: 1 Group of Undead

Completely removes the animating magic of the Undead, returning them to the dust from whence they came.

Hypnotize

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Object: All Visible Monsters and Party

Inflicts 30 points of Energy damage to each monster in sight and cures each party member of 30 points of damage.

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Heals a character of 25 points of damage.

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Object: Party

Reduces the damage the party receives from the elements. The caster can choose which element this applies to when the spell is cast.

Raise Dead

Cost: 50 Spell Points and 10 Gems
Object: 1 Party Member

Removes the DEAD condition from a character. Using this spell will subtract 1 point from the endurance of the dead character.
Resurrection

Cost: 125 Spell Points and 20 Gems
Object: 1 Party Member

Removes the ERADICATED condition from a character. Using this spell will add 5 years to the age of both the caster and the eradicated character.

Revitalize

Cost: 2 Spell Points
Object: 1 Party Member

Removes the WEAK condition from a character.

Sparks

Cost: 1 Spell Point per Level & 1 Gem
Object: Group

Envelopes the monsters in an electrically charged gas cloud, inflicting 2 points of Electrical damage per level of the caster.

Stone to Flesh

Cost: 35 Spell Points and 5 Gems
Object: 1 Party Member

Removes the STONED condition from a character.

Sun Ray

Cost: 150 Spell Points and 20 Gems
Object: All Visible Monsters

Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.

Suppress Disease

Cost: 5 Spell Points
Object: 1 Party Member

Slows the effect of disease on a character, but does not remove the DISEASED condition.

Suppress Poison

Cost: 4 Spell Points
Object: 1 Party Member

Slows the effect of poison on a character, but does not remove the POISONED condition.

Town Portal

Cost: 30 Spell Points and 5 Gems
Object: Party

Teleports the party to the town of your choice.

Turn Undead

Cost: 5 Spell Points and 2 Gems
Object: 1 Group of Undead

Weakens the evil magic that animates the Undead, inflicting 25 points of damage.

Walk on Water

Cost: 7 Spell Points
Object: Party

Allows the party to walk over both shallow and deep water.

Resurrection

Cost: 125 Spell Points and 20 Gems
Object: 1 Party Member

Removes the ERADICATED condition from a character. Using this spell will add 5 years to the age of both the caster and the eradicated character.

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Cost: 2 Spell Points
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Object: Group

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Object: 1 Party Member

Removes the STONED condition from a character.

Sun Ray

Cost: 150 Spell Points and 20 Gems
Object: All Visible Monsters

Shines the intensified light of the sun into all monsters in front of the caster, inflicting 200 points of Energy damage on each monster.
Sorcerer Spells

Awaken
- Cost: 1 Spell Point
- Object: Party
Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Clairvoyance
- Cost: 5 Spell Points and 2 Gems
- Object: Party
Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword
- Cost: 3 Spell Points per Level & 10 Gems
- Object: Group
Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6 to 14 points of Physical damage per level of the caster.

Day of Sorcery
- Cost: 40 Spell Points and 10 Gems
- Object: Party
This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power shield on all party members.

Detect Monster
- Cost: 6 Spell Points
- Object: Party
Shows the location of all the monsters near the party.

Dragon Sleep
- Cost: 10 Spell Points and 4 Gems
- Object: 1 dragon
Puts a dragon to sleep, much the way a sleep spell puts humans to sleep.

Elemental Storm
- Cost: 100 Spell Points and 10 Gems
- Object: All Visible Monsters
Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item
- Cost: 30 Spell Points and 20 Gems
- Object: 1 Item
Bestows magical power to an item that has none. The more powerful the spell caster, the better the chance for a powerful item.

Energy Blast
- Cost: 1 Spell Point per Level & 1 Gem
- Object: 1 Monster
A bolt of pure energy is fired from the caster's clenched fist, inflicting 2 to 6 points of Energy damage per level of the caster.
Etherealize
Cost  30 Spell Points and 10 Gems
Object  Party
Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Fantastic Freeze
Cost  15 Spell Points and 5 Gems
Object  Group
Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death
Cost  10 Spell Points and 4 Gems
Object  Group
Bloodlessly slays the opponents the caster points to.

Fire Ball
Cost  2 Spell Points per Level & 2 Gems
Object  Group
Sets off a fiery explosion within a group of monsters, inflicting 3 to 7 points of Fire damage per level of the caster.

Golem Stopper
Cost  20 Spell Points and 10 Gems
Object  1 Golem
Golem stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster
Cost  5 Spell Points
Object  Group
Reveals the condition of the monsters the party is fighting.

Implosion
Cost  100 Spell Points and 20 Gems
Object  1 Monster
The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy damage.

Incinerate
Cost  35 Spell Points and 10 Gems
Object  1 Monster
Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.
**Inferno**
Cost: 75 Spell Points and 10 Gems  
Object: Group

Engulfs one group of monsters in magical fire, inflicting 250 points of Fire damage on one group.

**Insect Spray**
Cost: 5 Spell Points and 1 Gem  
Object: Group

Coats a group of monsters with a poison specially designed to kill insects.

**Item to Gold**
Cost: 20 Spell Points and 10 Gems  
Object: Item

Converts an item into an amount of gold pieces equal to the value of the item (Merchant skill not included).

**Jump**
Cost: 4 Spell Points  
Object: Party

Puts enough strength into the legs of the party to jump over one square, provided there are no walls of matter or magic. This spell cannot be used in combat.

**Levitate**
Cost: 5 Spell Points  
Object: Party

Imparts weightlessness to the party members, preventing them from falling into pit traps, quagmires, through the clouds, etc.

**Light**
Cost: 1 Spell Point  
Object: Party

Fills a dungeon with a steady, soft light until the party rests.

**Lightning Bolt**
Cost: 2 Spell Points per Level & 2 Gems  
Object: Group

Lightning flashes from the caster’s hand, electrocuting monsters for 4 to 6 points of damage per level of the caster.

**Lloyd’s Beacon**
Cost: 6 Spell Points & 2 Gems  
Object: Party

This spell allows you to magically return to a place you have already been. Cast the spell once to set the beacon, and again when you wish to return. Each party member may have their own beacon.

**Magic Arrow**
Cost: 2 Spell Points  
Object: 1 Monster

Fires a magical bolt at one opponent, inflicting 8 points of damage of Magical damage.
Recharge Item
Cost 15 Spell Points and 10 Gems
Object 1 item
Restores 1 to 6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Shrapmetal
Cost 1 Spell Point per Level & 1 Gem
Object Group
Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep
Cost 3 Spell Points and 1 Gem
Object Group
Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst
Cost 200 Spell Points and 20 Gems
Object All Visible Monsters
Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each monster.

Super Shelter
Cost 15 Spell Points and 5 Gems
Object Party
Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Mega Volts
Cost 40 Spell Points and 10 Gems
Object Group
Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley
Cost 25 Spell Points and 10 Gems
Object All visible monsters
Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield
Cost 2 Spell Points per Level & 2 Gems
Object Party Member
Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light
Cost 60 Spell Points and 10 Gems
Object All Visible Monsters
Mysterious light springs from the caster’s palm, inflicting 80 points of a random damage type depending on which ray hits a monster. The damage type is unpredictable.
Teleport
Cost 10 Spell Points
Object Party
Sends the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion
Cost 8 Spell Points
Object Party
Warp time, giving the party just enough time to run away from a combat.

Toxic Cloud
Cost 4 Spell Points and 1 Gem
Object Group
Surrounds a group of monsters with noxious gasses, inflicting 10 points of Poison damage.

Wizard Eye
Cost 5 Spell Points and 2 Gems
Object Party
Wizard eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.
This next chapter is an explanation of the different powers, uses, and abilities that items can have in Darkside of Xeën. Most of the items in the game are “constructed” randomly using some simple rules that this chapter will detail. There are a few items that are not, and these items are called “quest items”. It is not possible to sell or lose a quest item, and most of the quest items have no offensive or defensive value. Quest items have one purpose and cannot be used for anything else. The only exception to this rule is the Xeën Slayer sword, which can be used as a weapon, but cannot be sold or dropped.
**Items**

There are five basic categories of items in Darkside of Xeen. They are: Armor, Weapons, Accessories, Miscellaneous, and Quest items. There are a small number of quest items in the game, so they will be detailed later. The rest of the items follow a few simple rules that determine the abilities of items you find while adventuring.

Each item (except quest items) can have one modifier to it. It is possible to find a silver shield, or a photon blade, or a box of light, but you will never find a blazing short sword of light.

There are four kinds of modifiers for items. They are:

**Elements**

An item that possesses an elemental modifier will, when equipped, affect the character's statistics. For example, if an armor or accessory item has the modifier Blazing, the fire resistance for that character is increased by 25 points. If a weapon has the modifier, the weapon will inflict an additional 20 points of fire damage. There are six different elemental modifiers. They are Fire, Electric, Cold, Acid/Poison, Energy, and Magic.

**Metals**

Equipping an armor or weapon item that has a Metal modifier also enhances character statistics. For an armor item, equipping it will increase (or, in some cases, decrease) the character's armor class rating. Equipping a weapon with a metal prefix affects the character's chance to hit as well as the amount of damage inflicted per hit. Additionally, a metal modifier contains a cost multiplier for the base item. For example, a silver item that costs 15 gold pieces normally would be multiplied by 5 for a total cost of 75 gold pieces. Accessories with the metal modifier have no special abilities—they are just worth more. Miscellaneous items cannot have the metal modifier.

**Attributes**

Equipping an item with the attribute modifier increases the specified attribute of the character. A luck sword, for instance, would increase the character's luck by 20. Miscellaneous items cannot have an attribute modifier.

**Special Abilities**

Only miscellaneous items can have special abilities. A special ability will look like "Box of Toxic Clouds" and mean that the item can cast the toxic cloud spell. Any character can use a miscellaneous item.

**Base items**

Base items are the simple objects in an item name, such as the sword in "blazing sword". Each base item contains five parts: the item name, the base cost of the item in GOLD PIECES, the item base modifier, how it is equipped, and the restrictions for the different classes for the item. The item base modifier
affects one of two statistics for the character. Armor items increase or decrease the character’s armor class. The modifier for a weapon item is the amount of damage per hit that the item inflicts. For instance, a short sword modifier is 2d3, which will inflict from 2-6 points of damage.

A character may equip a one-handed (1h) weapon and shield, or 1 two-handed (2H) weapon. Only 1 missile (1M) weapon may be equipped at a time. Other equipping restrictions include one helmet, pair of boots, belt, etc. at a time. Wearing a cloak as well as armor is also possible.

The following are the abbreviations used in the equipping restriction section:

<table>
<thead>
<tr>
<th>Ar</th>
<th>Archer</th>
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<tbody>
<tr>
<td>B</td>
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<td>Ro</td>
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<tr>
<td>S</td>
<td>Sorcerer</td>
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</table>

If a class is listed under the restrictions, a character of that class may not equip or use the specified item. "Max for K" would mean that is the heaviest armor that a Knight could normally wear.

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### Elements

#### Fire
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<thead>
<tr>
<th>Resistance</th>
<th>Damage</th>
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<tr>
<td>Fiery</td>
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<td>Pyric</td>
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### Attributes

#### Might Equip Bonus
- Might: 2
- Strength: 3
- Warrior: 5
- Ogre: 8
- Giant: 12
- Thunder: 17
- Force: 23
- Power: 30
- Dragon: 38
- Photon: 47

#### Intellect Equip Bonus
- Clever: 2
- Mind: 3
- Sage: 5
- Thought: 8
- Knowledge: 12
- Intellect: 17
- Wisdom: 23
- Genius: 30

#### Personality Equip Bonus
- Buddy: 2
- Friendship: 3
- Charm: 5
- Personality: 8
- Charisma: 12
- Leadership: 17
- Ego: 23
- Holy: 30

### Speed Equip Bonus
- Quick: 2
- Swift: 3
- Fast: 5
- Rapid: 8
- Speed: 12
- Wind: 17
- Accelerator: 23
- Velocity: 30

### Accuracy Equip Bonus
- Sharp: 3
- Accurate: 5
- Marksman: 10
- Precision: 15
- True: 20
- Exacto: 30

### Luck Equip Bonus
- Clover: 5
- Chance: 10
- Winners: 15
- Luck: 20
- Gamblers: 25
- Leprechauns: 30

### Hit Points Equip Bonus
- Vigor: 4
- Health: 6
- Life: 10
- Troll: 20
- Vampyric: 50
|| Magic Ability | Casts |
|---------------|-------|
| of Acid Spraying | Acid Spray |
| of Antidotes | Cure Poison |
| of Awakening | Awaken |
| of Beacons | Lloyd's Beacon |
| of Beast Control | Beastmaster |
| of Blessing | Blessed |
| of Clairvoyance | Clairvoyance |
| of Cold Rays | Cold Ray |
| of Curing | Cure Wounds |
| of Daily Protection | Day of Protection |
| of Daily Sorcery | Day of Sorcery |
| of Dancing Swords | Dancing Sword |
| of Deadly Swarms | Deadly Swarm |
| of Death | Finger of Death |
| of Dragon Sleep | Dragon Sleep |
| of Elemental Protection | Protection from Elements |
| of Enchant Item | Enchant Item |
| of Energy Blasts | Energy Blast |
| of Etherealization | Etherealize |
| of Feasting | Create Food |
| of Fireballs | Fireball |
| of Fiery Flails | Fiery Flail |
| of First Aid | First Aid |
| of Fists | Flying Fist |
| of Free Movement | Cure Paralysis |
| of Freezing | Fantastic Freeze |
| of Frost Biting | Frost Bite |
| of the GODS! | Divine |
| of Golem Stopping | Golem Stopping |
| of Heroism | Heroism |
| of Holy Bonuses | Holy Bonus |
| of Holy Words | Holy Word |
| of Hypnotism | Hypnotize |
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One Handed Weapons

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<td>300</td>
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<td>2H</td>
<td>No Cl, S, Dr, N</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Missile Weapons</th>
<th>Base Cost</th>
<th>Mod</th>
<th>Equip</th>
<th>Restrict</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short Bow</td>
<td>25</td>
<td>3d2</td>
<td>1M</td>
<td>No Cl, S, Dr</td>
</tr>
<tr>
<td>Long Bow</td>
<td>100</td>
<td>5d2</td>
<td>1M</td>
<td>No Cl, S, Dr</td>
</tr>
<tr>
<td>Crossbow</td>
<td>50</td>
<td>4d2</td>
<td>1M</td>
<td>No Cl, S, Dr</td>
</tr>
<tr>
<td>Sling</td>
<td>15</td>
<td>2d2</td>
<td>1M</td>
<td>No Cl, S, Dr</td>
</tr>
</tbody>
</table>
Clues and Hints

This chapter gives answers, locations, hints, and explanations of things that could not be easily categorized elsewhere in the cluebook. Included is a list of the awards, passwords, and secondary skills. You will also find some important charts about character classes, races, and locations of stat modifiers and quest items.
experience and statistic increases your characters will get there is worth the time it takes. Finishing the Temple will bring your characters to a level that will make travel to the rest of Darkside much safer.

If you feel you still are not strong enough, try visiting the Western Tower. You must first climb Ellinger’s tower to get to the sky roads, then take the sky road to the top of the Western Tower. (WARNING: Don’t wander around the sky roads past the Western Tower—the monsters are VERY powerful.) The key to the bottom of the Western Tower is at the top of the Western Tower. Get the key and return to the surface so that you can explore the tower from the bottom up. You will find a lot of treasure and experience within it.

Following the above suggestions should make you strong enough to try winning the game as outlined in the How to Win article later in this book. Below are a few suggestions for improving your chances for survival at all points in the game:

If you have the spell points, always cast the Day of Sorcery and Day of Protection spells. Both make a big difference in battle.

Remember that you can swap items during combat. If your healing characters go unconscious, use healing items to awaken them.

Be sure that your best armor and weapons are equipped—not simply carried.

Try to visit fountains that improve statistics and resistances every day. You may want to set a Lloyd’s beacon at your favorite fountain so that you can get there quickly. One fountain in the Northeast part of the
map will grant 1000 spell points. The Luck fountain in area B4 will reduce damage from elemental attacks tremendously.

Each member of your party can have a separate Lloyd’s beacon, even if they normally can’t cast spells. If you find an item “of beacons”, you can pass it to non spell using characters so that they can jump your party to the place where they last cast their beacon. These items are rare; make sure you cast the recharge item spell on it frequently.

Use the Town Portal spell to move about Darkside quickly. Most interesting places in Darkside are near a town.

If you are moving from fountain to fountain to increase your abilities prior to visiting a dangerous place, use the teleport spell to get around the outdoors quickly. You will find that you have much more time to finish a dungeon before 5:00 am.

Visit Sandcaster as soon as you can fight off the monsters surrounding it. Sandcaster has a good selection of spells and plenty of statistic improvers.

Temporary Statistic Modifiers

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Modifier</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>+2500</td>
<td>A1,2,13</td>
</tr>
<tr>
<td>Elemental Resistance</td>
<td>+100</td>
<td>B1,14,13</td>
</tr>
<tr>
<td>Levels</td>
<td>+3</td>
<td>A3,8,14</td>
</tr>
<tr>
<td>Hit Points</td>
<td>+50</td>
<td>A3,3,3</td>
</tr>
<tr>
<td>Spell Points</td>
<td>+50</td>
<td>A3,2,10</td>
</tr>
<tr>
<td>Might</td>
<td>+25</td>
<td>A4,9,11</td>
</tr>
<tr>
<td>Armor Class</td>
<td>+10</td>
<td>A4,3,10</td>
</tr>
<tr>
<td>Luck</td>
<td>+100</td>
<td>B4,2,2</td>
</tr>
<tr>
<td>Levels</td>
<td>+15</td>
<td>C2,1,8</td>
</tr>
<tr>
<td>Might</td>
<td>+100</td>
<td>D1,6,13</td>
</tr>
<tr>
<td>All statistics</td>
<td>+10</td>
<td>D4,12,4</td>
</tr>
<tr>
<td>Elemental Resistance</td>
<td>+50</td>
<td>D4,2,4</td>
</tr>
<tr>
<td>Magic Resistance</td>
<td>+50</td>
<td>F2,8,5</td>
</tr>
<tr>
<td>Armor Class</td>
<td>+50</td>
<td>F4,14,3</td>
</tr>
<tr>
<td>Remove magical aging</td>
<td>F4,6,7</td>
<td></td>
</tr>
<tr>
<td>Energy Resistance</td>
<td>+50</td>
<td>C1,1,7</td>
</tr>
<tr>
<td>Hit Points</td>
<td>+500</td>
<td>F1,13,8</td>
</tr>
<tr>
<td>Spell Points</td>
<td>+1000</td>
<td>E1,2,10</td>
</tr>
</tbody>
</table>
DEFEATED SHELTEM
Bringing Corak in his soulbox to Sheltem in Castle Alamar will end the game and earn you this award.

Defeated Xenoc and Morgana
Astra the Good Sorceress will give you this award after you have defeated Xenoc the Wizard and Morgana the Sorceress in Sandcaster.

Disciple of Bark
This award comes from solving the puzzle on level four of the Temple of Bark. You must be a Disciple of Bark in order to descend to the fifth level of the Temple.

Drawkcab Extraordinaire
Brother Reger in Outdoor Area A4 will ask you what the monks of Castleview study. Answering “PALINDROMES” will earn you this award.

Enchanted Bridle
Getting the bridle Ambrose gives you enchanted will get you this award.

Exterminated Queen Rat
Defeating Rooka, Queen Rat of the Sewer under Castleview, will earn your party this award.

Fed Nibbler
Feed Nibbler the Monkey Dog two Monga Melons to earn this glorious award.

Freed Corak
Solve the puzzle in Corak’s Spaceship and release him from stasis to win this award.

Freed Sandro
Find Sandro’s heart in the Necropolis Sewer and return it to him for this award.
Member Drawkcab Brotherhood
Your characters will become members of the Drawkcab Society after they have visited the four Drawkcab Monks in Castleview in reverse order.

Merchant’s Challenge
You will earn this award when you have successfully answered the Merchant’s Challenge riddle asked of you in Sandcaster. The answer to this riddle is “100.”

Paladin’s Friend
This award is won by answering a riddle asked of you by a talking rock in the Desert of Doom. The answer to this riddle is “PALADIN.”

Rescued Jasper
Awarded upon releasing Jasper from the Castleview jail and returning to Jethro the Cartographer.

Rescued Roland
This award can be won only if you are playing with the World of Xeen and rescue Roland, King Burlock’s brother. Roland can be found at the bottom of Castle Alamar behind two sealed walls.

Rescued Sprite
You will earn this award if you find and release the captured sprite in the Temple of Bark.

Restored Castle Kalindra
This award will be given to you once you have delivered the fourth set of Energy Disks to Ellinger.

Restored Fountain of Youth
You can get this award by returning the Jewel of Ages to Thaddeus the Fountain Keeper in area F4.

Goober
Reaching the computer at the end of the Dungeon of Death is the only way to get this award.

Helped Caleb
Finding and returning Caleb’s magnifying glass will earn this award.

Helped Dreyfus
You will get this award after you have helped Dreyfus get into the Western Tower.

Helped Ector
Find and return Ector’s gold ring for this award.

Helped Kramer
You must defeat the Ogres in Ogre pass and destroy their lairs before you earn this award.

Helped Megan
Bring the Songbird of Serenity to Dimitri and then visit his daughter, Megan, to receive this award.

Helped Nadia
Retrieve Nadia’s Onyx Necklace from the Sewer under Castleview for this award.

Helped Vespar
Find and return Vespar’s emerald staff handle to receive this award.

Master of Words
Awarded when you solve level one of the Dungeon of Death.
**Returned Orb**
This award comes when you first visit the Dragon Pharaoh and return the Command Orb to him.

**Returned Statuettes**
Returning the three magical statuettes to Luna the Druid in area A4 earns you this award.

**Saved the Queen**
Bringing Queen Kalindra her Crown from the third level of Castle Kalindra will win your party this award.

**Super Goober**
Reaching the end of the Dungeon of Death on Clouds of Xeen and answering the final question is the only way to get this most exalted of awards.

**Superior Intellect**
Awarded upon correctly answering the riddle concerning blacksmith's apprentices in Sandcaster. The answer to this riddle is “3.”

**Taste Tester Royale**
This title is awarded once you have returned the Chalice of Protection to Bosco, King of the Dwarves, just outside of the Northern Tower.

---

**Potion Key**
Throughout both Clouds of Xeen and Darkside of Xeen you will run into materials that improve your statistics. Some are potions, others barrels of mysterious liquids or foods. Since it is helpful to give the right statistic improvements to the right characters, you can use this key to determine in advance what a potion will do.

- **Red:** Might
- **Purple:** Speed
- **Yellow:** Accuracy
- **Blue:** Personality
- **Orange:** Intellect
- **Green:** Endurance
- **White:** Luck

**Black:** Usually not good; Poison, Disease, Explosive, etc. Sometimes gives mixed good and bad results.
### Character Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>HP*</th>
<th>Attacks**</th>
<th>Skill</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knight</td>
<td>10</td>
<td>5</td>
<td>Arms Master</td>
<td>No</td>
</tr>
<tr>
<td>Paladin</td>
<td>8</td>
<td>6</td>
<td>Crusader</td>
<td>Yes</td>
</tr>
<tr>
<td>Archer</td>
<td>7</td>
<td>6</td>
<td>None</td>
<td>Yes</td>
</tr>
<tr>
<td>Cleric</td>
<td>5</td>
<td>7</td>
<td>None</td>
<td>Yes</td>
</tr>
<tr>
<td>Sorcerer</td>
<td>4</td>
<td>8</td>
<td>Cartography</td>
<td>Yes</td>
</tr>
<tr>
<td>Robber</td>
<td>8</td>
<td>6</td>
<td>Thievery</td>
<td>No</td>
</tr>
<tr>
<td>Ninja</td>
<td>7</td>
<td>5</td>
<td>Thievery</td>
<td>No</td>
</tr>
<tr>
<td>Barbarian</td>
<td>12</td>
<td>4</td>
<td>None</td>
<td>No</td>
</tr>
<tr>
<td>Druid</td>
<td>6</td>
<td>7</td>
<td>Direction Sense</td>
<td>Yes</td>
</tr>
<tr>
<td>Ranger</td>
<td>9</td>
<td>6</td>
<td>Pathfinding</td>
<td>Yes</td>
</tr>
</tbody>
</table>

* HP gained per Level.
** Number of Levels to gain an attack.

### Character Races

<table>
<thead>
<tr>
<th>Race</th>
<th>HP Mod</th>
<th>Resistances</th>
<th>Thievery</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Fire</td>
<td>Elec</td>
<td>Cold</td>
</tr>
<tr>
<td>Human</td>
<td>0</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>Elf</td>
<td>-2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Dwarf</td>
<td>1</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Gnome</td>
<td>-1</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Half-Orc</td>
<td>2</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Paladins, Archers and Rangers are considered secondary magic users and receive half the normal spell points per level. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level. All other characters gain 2 points per level providing they possess the Thievery skill.
<table>
<thead>
<tr>
<th>Skill</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arms Master</td>
<td>Increases chance to hit during combat.</td>
</tr>
<tr>
<td>Astrologer</td>
<td>Increases a Druid's and Ranger's capacity to use magic by +2 Spell</td>
</tr>
<tr>
<td></td>
<td>Points/Level.</td>
</tr>
<tr>
<td>Body Builder</td>
<td>+1 Hit Points/Level.</td>
</tr>
<tr>
<td>Cartographer</td>
<td>One Party member must possess this skill to enable the auto-mapping</td>
</tr>
<tr>
<td></td>
<td>feature.</td>
</tr>
<tr>
<td>Crusader</td>
<td>Allows entrance to King Burlock's castle. All Party members who wish</td>
</tr>
<tr>
<td></td>
<td>to enter the castle must possess this skill.</td>
</tr>
<tr>
<td>Danger Sense</td>
<td>Allows a magical knowledge of monsters lurking in the immediate area.</td>
</tr>
<tr>
<td>Direction Sense</td>
<td>Grants knowledge of which compass heading the party is facing.</td>
</tr>
<tr>
<td>Linguist</td>
<td>Allows the character to understand foreign languages.</td>
</tr>
<tr>
<td>Merchant</td>
<td>Allows the party to obtain supplies at reduced cost.</td>
</tr>
<tr>
<td>Mountaineer</td>
<td>Two Mountaineers in the party allow passage through mountains.</td>
</tr>
<tr>
<td>Navigator</td>
<td>Prevents the party from becoming lost.</td>
</tr>
<tr>
<td>Pathfinder</td>
<td>Two Pathfinders in the party allow passage through dense forests.</td>
</tr>
<tr>
<td>Prayer Master</td>
<td>Increases a Cleric's and Paladin's capacity to use magic by +2 Spell</td>
</tr>
<tr>
<td></td>
<td>Points/Level.</td>
</tr>
<tr>
<td>Prestidigitator</td>
<td>Increases a Sorcerer's and Archer's capacity to use magic by +2 Spell</td>
</tr>
<tr>
<td>Spot Secret Doors</td>
<td>Detection of whether or not a wall directly in front of the party</td>
</tr>
<tr>
<td></td>
<td>can be bashed down.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Allows the party to travel in shallow water. All Party members who</td>
</tr>
<tr>
<td></td>
<td>wish to travel on water must possess this skill.</td>
</tr>
<tr>
<td>Thievery</td>
<td>A character must possess this skill to be able to pick locks on chests</td>
</tr>
<tr>
<td></td>
<td>and doors.</td>
</tr>
</tbody>
</table>
Mirror Words

As you have probably guessed by now, the mirrors in Darkside are transportation devices. All mirrors in the game start off inactive, but they can be reacti-
vated by adjusting the sundial on the fourth level of Castle Kalindra. To use a mirror, just type one of the words in the list below when it asks you “Where to?”. All but three of the words take you to places on the Darkside of Xeen map that came with your game. Showdown plays the endgame of Darkside (but doesn’t count as a win), Genesis plays the third endgame, and Showtime plays the Clouds of Xeen endgame (if you have clouds on your hard drive).

Acid Pond    Howling Woods
Aging Forest  Isle of Lost Souls
Castle Alamar  Lakeside
Castle Blackfang  Magic Mountain
Castle Kalindra  Necropolis
Castleview  Octopod Lake
Crossroads  Ogre Pass
Dark Grove  Parabolic Barrier
Desert of Doom  Perishing Sands
Forbidden Zone  Quivering Forest
Forest of Peril  River of Wrath
Gemstone Range  Sandcaster
Genesis  Showdown
Great Western Tower  Showtime
Great Southern Tower  Snow River Rapids
Great Eastern Tower  Sprite Forest
Great Northern Tower  Venom Pond

Dark Prophecy

If Pharaoh’s realm should take a fall
The Dragon must put forth a call
Mystic orb to the wind is cast
Seeks the hand of heroes last
Four parts castle at five per stage
A score of disks to help the Mage

A Golden bird will sorrow ease
Sweet song will Knight’s lost soul appease
Help the rider to soothe the beast
Gain a flight when expected least
The symbol of royal power
Frees the Queen from evil tower

Dragon’s orb the world shall roam
Yet must again return to home
Pharaoh’s magic back in its place
Helps to free the visitor from space
Code’s the key to thinking machines
Starman knows the truth about Xeen

Dragon once more will get you by
Owns key to city of the sky
Starman needs to hide in a box
Alamar’s defenses outfox
Face to face in Alamar’s lair
Out the box springs the land’s last prayer
**How to Win Darkside of Xeen**

Find the Onyx Necklace in the sewer below Castleview and return to Nadia the Hoarder in Castleview. Nadia will give you the key to Ellinger's Tower. Visit Ellinger at the top of his tower so that he can still the chest that runs away from you in Castleview. You will need that gold for spells and training.

Leave Castleview and search areas A3 and A4 until you find two Monga Melons. Bring one of the Monga Melons to Nibbler in area B3. Visit the Temple of Bark in area C4 and return to Nibbler. Give Nibbler your other Monga Melon and receive the key to the Temple of Bark from him. Return to the temple, but first visit the sprites outside of the temple and agree to help them. Once you have visited the sprites, enter the Temple of Bark and release all of the prisoners from their cages. One of these prisoners will be the sprite captured by the orcs. Return to the sprites to let them know the good news and receive your reward: Two Energy Disks.

Return to Castleview so that you can defeat Gettlewaite's gremlins and extort three Energy Disks from the terrified monarch. Climb Ellinger's Tower and give him the five Energy Disks. This will open Castle Kalindra's first level to you. There is some treasure and skills in there you may want to pick up before you continue on your quest to save the world.

When you are ready to continue, make sure that you have bought the hypnotize spell. Take the road leading east from Castleview, stopping to visit the wagons and tents you see along the way. One of the tents will be Vespar the Wizard. Set a lloyd's beacon here for convenience, if you can. You will need to come back to this spot soon. Fight your way along the road 'til you come upon Vespar's emerald handle lying by the roadside. If you are forced to fight armadillos, use the hypnotize spell and heroism to stop them from hitting you and to allow you to hit them. Take the handle and return to Vespar. Vespar will give you a pass to Sandcaster.

Sandcaster will present another opportunity to improve your characters and buy spells. Be sure to purchase the Town Portal spell. You will soon see that it's well worth the cost. Also purchase the merchant skill for one of your characters as soon as possible. The merchant skill will double the money your characters get when they sell items to the blacksmith. Note that only the character with the skill gets the benefit! You can also buy a pass to Lakeside and find the key to the Eastern Tower in this city.

The next thing you must do is collect at least five more Energy Disks, along with growing in levels and abilities. Each tower has two Energy Disks in it, and the Ogres and Giants also have two Energy Disks they will give you if you don't offend them. When you have your disks, visit Ellinger in his tower again. Ellinger will open up the second level of Castle Kalindra.

On level two of Castle Kalindra is Dimitri, Captain of the Guard, and Megan, his daughter. Megan will give you the key to the Dungeon of Lost Souls. You must fight your way to the bottom of the dungeon and retrieve the Songbird of Serenity. The dungeon is very tough, so make sure your characters are COMPLETELY prepared before you try it. This means all protection spells on and as many fountains as you can visit before you enter the dungeon. You will also need 250,000 gold to complete the dungeon. Once you have the Songbird, return to Dimitri to cheer him up.
When you are checking out the spaceship, you will come upon Corak, trapped in stasis. Solve the puzzle and free Corak. After you have spoken with Corak, use your Lloyd's Beacon to return to the Pharaoh. He will give you a pass to Olympus.

You can get to Olympus through his back door or by use of the Town Portal spell. Inside of Olympus is the Soulbox that Corak wants you to get. You will have to go through the Olympus sewer to get to the part of town the soulbox is in. Take the soulbox directly to Corak when you have it.

From here, all that remains is to get through Castle Alamar and see Sheltem. Corak will take care of the rest.

Dimitri will let you know the combo to his safes, where you will find even more Energy Disks. You only need ten more disks, and between Dimitri, the towers, the Giants, and the Ogres, you should have no trouble finding them.

Bring the ten disks to Ellinger so that he can finish restoring the castle. This is the last time you will need to visit Ellinger. Travel next to Ambrose, the Queen's Knight. Ambrose is near Griffin Pass in area B1. Tell Ambrose that Dimitri sent you, then take his bridle to Natasha the Enchantress in Sandcaster. The easiest way to do this is to set a Lloyd's beacon at Ambrose, Town Portal to the town, and pay Natasha her 50,000 gold piece fee. Return to Ambrose with the enchanted Bridle.

Next, travel to Castle Blackfang. Ambrose will let you into the Castle. Queen Kalindra is in the Dungeon of the Castle, so you will need to fight your way there. When you see her, she will tell you that she needs her crown from her safe...but she will forget to tell you the combination. See her again before you leave her, and she will tell it to you.

Return to Castle Kalindra. There is only one safe on level three of the Castle, and it contains the Crown. If you forgot the combo, check your autonotes. Bring the Crown back to the Queen for the key to the Great Pyramid.

The Great Pyramid is another tough dungeon. Fight your way to the top and visit the Dragon Pharaoh. I strongly recommend that you place a Lloyd's beacon here, unless you want to run the gauntlet every time you want to see the Pharaoh. The Pharaoh will tell you to investigate the strange craft stuck in the lava southwest of Necropolis.
This section contains all of the maps and hints that require both Clouds of Xeen and Darkside of Xeen to be on your hard drive at once. The Dragon Tower, Dragon Cloud, Darkstone Tower, Clouds of the Ancients, Southern Sphinx, and Dungeon of Death on the Clouds of Xeen side cannot be entered without getting the keys from Darkside.

The goal of the "third endgame" is to reach the center of the Clouds of the Ancients with both the Scepter of Temporal Distortion and the Cube of Power and all four elemental sleepers awake. If you can do this, you will see the third endgame and enjoy the satisfaction of having finished the World of Xeen.
The Dragon Tower cannot be entered without first getting the key from the bottom of Castle Alamar on the darkside of Xeen. The tower is very dangerous by any Xeen standard, but it also holds enormous treasure. Take the central staircase when you enter if you want to charge straight through to the cloud world with minimum encounters.

**Allister the Druid** wants a dragon egg. Don't give it to him. He will use the egg to turn himself into a dragon king and attack you.

A **single dragon egg** sits in a straw nest of the third level. The only thing this egg is good for is Allister's potion.

**Heaps O' Treasure** are guarded by dragon kings on the top level of the tower. The treasure is out in the open, so there is no reason to just let it be. Take it.

**Two Tomes** of Great Experience await you in alcoves on level four. Both Tomes will grant 10,000,000 experience points to each character.

**Monster List**

**Acid Dragon**
Experience 60000 HP 220 AC 25
Speed 22 Attacks 1 Damage 100
Damage Type Poison Range Attack Y

**Frost Dragon**
Experience 100000 HP 450 AC 35
Speed 30 Attacks 1 Damage 250
Damage Type Cold Range Attack Y

**Fire Dragon**
Experience 80000 HP 350 AC 30
Speed 28 Attacks 1 Damage 200
Damage Type Fire Range Attack Y

**Dragon King**
Experience 250000 HP 2000 AC 45
Speed 40 Attacks 1 Damage 400
Damage Type Energy Range Attack Y
Dragon Cloud

The Dragon Cloud can only be reached by climbing the Dragon Tower. The dragons on the cloud are MUCH stronger than the dragons in the tower, so you will need to be fully armed and armored before you give the cloud a try. The silver key card is hidden here.

Ancient Books of the Dragon can be read if the reader has an intellect above 100. Each one will give two letters toward the answer to the secret of the dragon.

The Well of Fantastic skill will give 50 temporary levels to drinkers, as long as no other level increasing well's powers are still in effect.

Dragon Crystals will deliver 3-5 permanent levels and 2000 points of electrical damage to whoever touches them. They can only be used once.

Crystal Balls allow you to peer into some aspect of the Dragon past, present, or future. Those with intellects under 200 will die.

A large statue near the northern edge of the map at the "eye" of the dragon will ask you what the secret of the Dragon is. The answer is "INFINITY". Giving the correct answer will win you the silver key card and create a number of dragons near your location (you may want to Lloyd's Beacon home). Giving the wrong location will result in party eradication.

Monster List

Cloud Dragon
- Experience: 500000
- HP: 2000
- AC: 40
- Speed: 150
- Attacks: 1
- Damage Type: Cold
- Damage: 600
- Range Attack: Y

Phase Dragon
- Experience: 2000000
- HP: 4000
- AC: 80
- Speed: 200
- Attacks: 1
- Damage Type: Cold
- Damage: 750
- Range Attack: Y

Green Dragon
- Experience: 500000
- HP: 2500
- AC: 50
- Speed: 150
- Attacks: 1
- Damage Type: Fire
- Damage: 500
- Range Attack: Y

Energy Dragon
- Experience: 2000000
- HP: 5000
- AC: 100
- Speed: 250
- Attacks: 1
- Damage Type: Energy
- Damage: 1000
- Range Attack: Y
Darkstone Tower cannot be entered without a key from the bottom of Castle Alamar. The key can be found by first finishing the Dragon Tower and the Dragon Cloud and then returning to the Castle Alamar dungeon with the silver key card. The gold key card is in this tower.

Five gongs need to be rung before you can ascend the tower. Ring each one only once. Doing so will deliver a LOT of damage to the party and create more onyx golems, but it is the only way up.

A skull in an alcove on level four will ask you a riddle before you will be allowed to take the gold key card from the display case. The answer is “120”.

A display case holds the gold key card. A force field will prevent you from taking the card until you have answered the riddle one of the skulls asks you.

Stairs up to the clouds of the ancients cannot be used until you have the chime of opening. You can get the chime in the Southern Sphinx.

Statues will give cryptic numbered messages if you examine them. The messages are arranged in groups of four and can be read if you put them in order on a piece of paper and then read by columns instead of rows.

Monster List

<table>
<thead>
<tr>
<th>Onyx Golem</th>
</tr>
</thead>
<tbody>
<tr>
<td>Experience 1000000</td>
</tr>
<tr>
<td>Speed 100</td>
</tr>
<tr>
<td>Damage Type Magic</td>
</tr>
</tbody>
</table>
Clouds of the Ancients

The Clouds of the Ancients cannot be visited without first getting the Chime of Opening from the Southern Sphinx and the key to Darkstone Tower from Castle Alamar. Once you have arrived here, the only danger lies in falling off the cloud. Walk carefully and you will make it to the end, unless you pass 5:00 am, in which case you will fall to the base of Darkstone Tower. If you think this is about to happen to you, you can sleep at one of the rest stops to pass the time and recast your spells.

The third endgame will play when you reach the end of the spiral and enter the pyramid if all of the following are true:

1. You have the Cube of Power.
2. You have Xeen's Scepter of Temporal Distortion.
3. You have awakened the four Elemental Sleepers on the Elemental planes of Darkside.
Southern Sphinx

The Southern Sphinx will be inaccessible until you have freed Prince Roland from his captivity at the bottom of Castle Alamar. The Chime of Opening is in this Sphinx.

Golden Sarcophagi lay in alcoves, sealed to grave robbers like yourselfs. They can be opened by a character with a might of 200 or greater, but each character will be cursed and attacked by mummies. Most sarcophagi have a powerful magic item inside.

Barrels of embalming fluid are stored throughout the Sphinx. Messing with the fluid will cause it to explode and spray the party with acid. For what it's worth, the party will get a lot of experience if this happens to them.

Hieroglyphics adorn the walls all over the sphinx. Only a linguist can decipher them. Most are clues to the “What's my name?” question at the stairs up to level two.

Treasure piles may be either illusions or real. Good luck picking the right ones...

One set of stairs leading up will repel characters who are cursed. You can fix this condition if you visit a temple or cast the Divine Intervention spell. If your characters are not cursed you will be asked the question: “What is my name?”. The answer is “PICARD”.

Thrones of the Legends should not be sat in by non-legendary characters. There is no special reward for sitting in them.

Picard the aged sits on his throne on level two. Picard wants a widget before he will give you the Chime of Opening. You can get a widget by finding the ever hot lava rock and giving it to Halon the Efficient on this side of the world. Halon will give you a widget for your efforts. Halon can be found at area B3, 9, 6. The lava rock can be found at E2, 7, 11.

Monster List

Ghost Mummy
Experience 500000
HP 500
AC 35
Speed 175
Attacks 1
Damage 200-1000
Damage Type Physical Range Attack N

Phase Mummy
Experience 500000
HP 500
AC 35
Speed 175
Attacks 1
Damage 200-1200
Damage Type Physical Range Attack N

Dragon Mummy
Experience 2000000
HP 3000
AC 30
Speed 100
Attacks 1
Damage 2000-4000
Damage Type Physical Range Attack N
Dungeon of Death

The Dungeon of Death is the hardest dungeon in the game. Nothing here has anything to do with winning the game. This dungeon is strictly for people who want to give themselves a challenge. The key to this dungeon is in the hands of Sandro the Lich in Necropolis on Darkside.

The first level is a maze of water. It really is a crossword puzzle, and we have filled out the answers for you in the map provided. You will be unable to descend to lower levels until you have solved the entire puzzle.

The second level is much simpler than the first and most of the dials do nothing. We have marked the two dials that open the way to the stairs down to the next level. Open coffins at your own risk.

Level three is also relatively simple. Never walk on a treasure pile—it will force you to start over. All you have to do is ring the four gongs and pull the lever near the stairs up. Doing this will remove the block (Ø on your map) and allow you to descend.

Level four is full of Lord Xeen monsters. You will need a Xeen Slayer sword to defeat them... and you can get Xeen Slayer swords by telling a mirror on the Clouds of Xeen side “I lost it”. There is a main computer terminal that will grant you an award simply for reaching it, and a second reward for answering the code question correctly. The answer is “COMPUTER”.

Monster List

Autobot
Experience 1000000 HP 2500 AC 100
Speed 200 Attacks 2 Damage 5-500
Damage Type Energy Range Attack N

Annihilator
Experience 1000000 HP 1500 AC 40
Speed 200 Attacks 12 Damage 5-250
Damage Type Energy Range Attack Y

Lord Xeen
Experience 600000 HP 500 AC 25
Speed 50 Attacks 1 Damage 1000
Damage Type Energy Range Attack Y

Devil
Experience 40000 HP 350 AC 30
Speed 66 Attacks 1 Damage 3-99
Damage Type Cold Range Attack Y

Demon
Experience 30000 HP 300 AC 30
Speed 33 Attacks 1 Damage 3-99
Damage Type Fire Range Attack Y

Skeletal Lich
Experience 500000 HP 2000 AC 30
Speed 200 Attacks 1 Damage 1000
Damage Type Energy Range Attack Y

Vampire King
Experience 3000000 HP 10000 AC 60
Speed 200 Attacks 1 Damage 10-2500
Damage Type Physical Range Attack N

Screamer
Experience 500000 HP 3000 AC 50
Speed 200 Attacks 1 Damage 10-200
Damage Type Poison Range Attack N
How to Win the World of Xeen

Before trying to finish the World of Xeen, first complete both Darkside of Xeen and Clouds of Xeen. You will need the Scepter of Temporal Distortion and the Cube of Power to finish the World of Xeen.

Visit the elemental planes on Darkside and awaken the elemental Sleepers. If you have the Cube and the Scepter and have awakened the Sleepers, you are ready to complete the World of Xeen.

Unfortunately, this is not easy. Visit the bottom of Castle Alamar and get the key to the Dragon Tower. Use the key to climb the tower to the Dragon Cloud above it. Find the Silver Key Card on the Dragon Cloud.

Bring the Silver Key Card back to the bottom of Castle Alamar and show it to the skull that rests in the same room you found the key to the Dragon Tower in. It will open a stone slab that leads into another room with another skull and the key to Darkstone Tower.

Visit Darkstone tower and get the Gold Key Card from the fourth level. Return to Castle Alamar and use the Card on the new skull. It will let you in to see Prince Roland. Prince Roland will give you the amulet of the Southern Sphinx.

Before you enter the Southern Sphinx, take the time to solve Halon the Inventor's Quest in the Clouds of Xeen if you haven't already done so. You will need the widget to finish the Southern Sphinx.

Take the Widget to Picard in the Southern Sphinx. He will give you the Chime of Opening. The chime will get you through the barrier in Darkstone Tower.

Once on the Clouds of the Ancients, take the path to the center of the map. A pyramid and the third endgame await you.