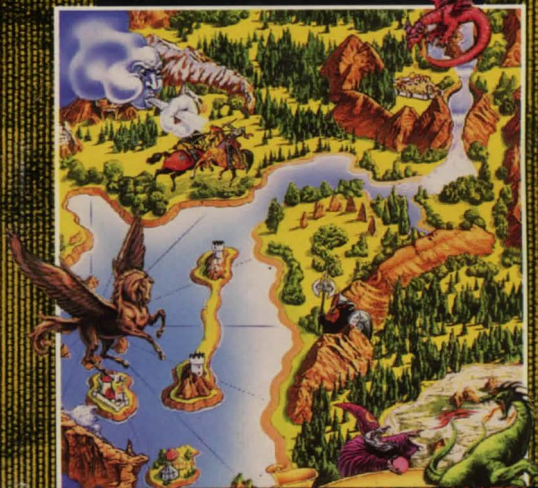


ELECTRONIC ARTS®



MIGHT AND MAGIC

GATES TO
ANOTHER WORLD

NEW WORLD COMPUTING™

About New World Computing...

With subject matter ranging from fantasy roleplaying adventures to tongue-in-cheek wargames, players have come to expect the unexpected from New World. Small wonder, since New World's designers know what it means to play. Their interests range beyond computer and video games to include race car driving, rollerblading, and board gaming. As New World founder Jon Van Caneghem puts it, "The best life is a fun life." He should know.

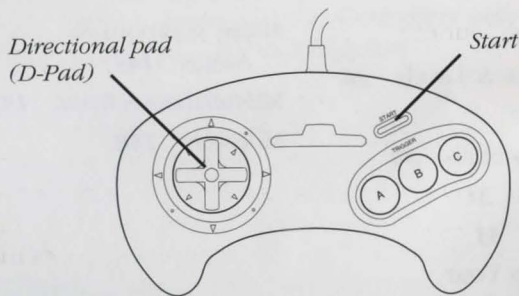
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Starting Might & Magic

1. Turn the power switch OFF. (Never insert a game cartridge when the power switch is on.)
2. Insert the Might & Magic cartridge into the slot on the SEGA™ Genesis™ and press firmly to lock the cartridge in place.
3. Turn on the power switch. The Electronic Arts® and New World Computing® logos will appear. If the logos do not appear, begin again from step 1.
4. Press Start to begin the game.

Choosing Options



There are a number of option screens that appear in Might & Magic that cover many different situations: General Options, Combat Options, etc. To select an option from any of these screens, press the D-Pad up or down to position the Selection Marker (a blinking red sphere that appears on the left hand side of option screens) beside the option you want, and then press the C Button. Choosing options will be explained in greater detail as the different options screens are explained in this manual.

Introduction

I, Corak the Mysterious, authored this history of the world called CRON.

Ages ago, the four elemental lords coveted the void that separated their domains. While the other three bickered, Acwalandar the Water King flooded the void with a vast sea. The center was thus his to rule. The other Elemental Lords watched from their corners, and grew jealous, each thinking they should rule the center. Two of them, Shalwend the Air Tyrant and Pyrannaste the Fire Monarch, invaded the sea, but they did not attack together; just as they sought to defeat Acwalandar, they also sought to defeat each other. There were no alliances possible between them, and their battle seemed endless.

Then Earth Emperor Gralkor the Cruel and his minions struck, and the war turned in their favor. However, the elemental lords allied against him and hatched a scheme: Water would soak them in a great flood; then Fire would bake them to dust; and finally, Air would lift them up and scatter them, breaking their power forever.

But Gralkor foresaw this, and his minions merged to form a great continent. Water could soak it, but not sink it. Fire could crack it, but not crumble it. Air could carry it away as dust, but the dust returned to the greater mass. Gralkor could not be defeated. He assumed supreme power and Air, Fire, and Water were forced to bow to him. Where the elements mixed, the world of Cron appeared.

Gralkor's continent became the surface of Cron. Soon, other beings appeared, humanoid beings known as Humans, Elves, Gnomes, and Dwarves. They appeared weak, but possessed unexpected power. Water beaded on their skin, air swirled past them, fire burned them but their burns healed, and they farmed and mined the earth. But the humanoids' greatest power was the power of magic, which they used to make Cron their own. Only then did Gralkor recognize their might.

Gralkor fought back, but the humanoids' spells destroyed his minions. To defeat Gralkor himself, the most powerful humanoid spellcasters met on the Isle of the Ancients and created an Orb of Power and four talons to hold it, one talon for each element. When the talons and Orb were

combined, they could dominate or destroy any elemental. Gralkor saw this, and knew he must strike.

But tests were necessary to perfect the Orb and Talons, yet Gralkor unleashed his fury before they could even begin. Cron's greatest warriors and sorcerers died in the first attack. Only one minor princeling was left to complete the tests. His name was Kalohn; he mastered the Orb and Talons, and pledged to overthrow Gralkor. So he scaled Cron's tallest peak, and challenged the elemental lords. The battle that followed levelled the summit where Kalohn stood; in its place is the fatal plain still called The Dead Zone. But the power of the Orb overcame the elementals, sealing them in the world's corners behind mighty barriers. Kalohn placed a talon in each elemental zone, but kept the Orb against the elementals' return.

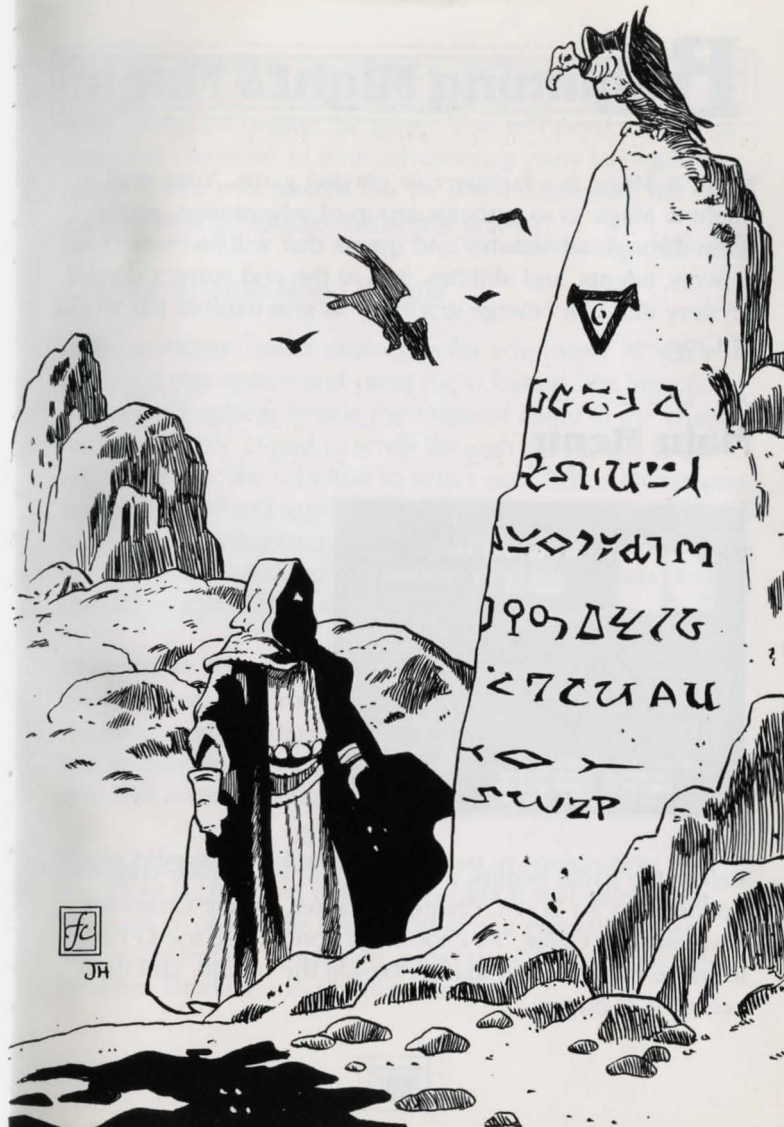
With the elemental forces banished, civilization began. Kalohn became King Kalohn the Conjuror, ruler of a golden age. People were happy and content. But banished Gralkor seethed over the elementals' defeat. His rage took shape as a creature of terrible wickedness, filled with the destructive power of fire Gralkor had extorted from Pryannaste. The first and greatest dragon was thus born, and was sent forth to destroy first the king and then all of Cron.

Kalohn and the dragon met on the beautiful Savannah of Plenty. But the conjurer-king was old now, and had only the Orb, not the talons, for aid. Alas, it was not enough. Just as Kalohn called forth a great water shield, the dragon's

fiery breath destroyed him. Yet the king's spell still took form, and water gushed forth in a great torrent, engulfing both the savannah and the dragon. Unable to swim, he drowned.

Cron was saved from the dragon, but still suffers. The Savannah of Plenty is now the Quagmire of Doom, where the lost Orb is said still to rest. Lesser dragons entered through the weakened elemental barriers. Princess Lamanda, Kalohn's daughter, ascended the throne, but her rule is tenuous. A dark chaotic age has settled upon Cron. All that remain of past glories are tales of warriors and wizards, and the mournful lay of a tragic lord, King Kalohn the Vanquished.

But if the Orb and Talons are found...



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Beginning Might & Magic

Might & Magic is a fantasy role playing game. Your goal in Might & Magic is to gather a group of adventurers, guide them through adventures and quests that will increase their powers, talents, and abilities, and in the end solve a central mystery that will emerge gradually as you explore the world of Cron.

Main Menu



Before the game begins, a Main Menu will appear with four options: Go To Town, Create Character, Delete Character, and Initialize Game. To choose an option, use the D-Pad to move the selection marker beside the option, and then press the C button.

Go To Towns

This command begins the game. You will need to have at least one character in your adventuring party to begin the game. When you use the Go To Town command, the Character Selection Options menu will appear.

Character Selection Options

Choose Party: Select characters for your party. When you highlight this option and press the C button, the Selection Marker will appear beside the topmost name in the character list. Use the D-pad to scroll through the names in this list, and press the C button to select one. When a character is selected a ✓ will appear beside it. Push the C button again to de-select a character, and press the B button to return to the Character Selection Options menu. A maximum of six characters can belong to a party.

Show Next Town: Using this option will scroll through the five towns in Cron: Atlantium, Middlegate, Sandsobar, Vulcania, and Tundara. If there are any characters in those towns, they will appear in the Character List. Only Middlegate will contain characters at the beginning of the game.

Show Hirelings/Characters: Used in conjunction with the Show Next Town option, this option will show what hirelings or characters are available in a particular town. When this option is selected, press the C button to toggle between Hireling and Character lists.

Main Menu: Return to the Main Menu.

Leave The Inn: Leave the inn where the party has been resting and begin your adventure.

Create Character

Create characters for your adventuring party. Might & Magic provides a party of adventurers for you, so you will not need to create characters to begin the game. Character creation is explained in a separate section of this manual.

Delete Character

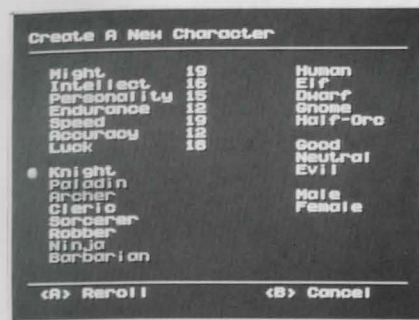
Delete a character. Highlight the character's name using the D-Pad and press the C Button. Once a character has been deleted, it is gone forever.

Initialize the Game

Erases previous gameplay and resets characters to their beginning level. If you select this option, you will be asked if you are sure you want to use it, because if you do use it, **you will not be able to reverse its effects!**

Characters

Creating Characters



If you decide to play Might & Magic with the characters already provided, you can skip this section for now. But to get a good grasp of how characters work, what makes them strong or weak, and what advantages some characters have that others do not, you might want to read this section anyway.

Character Creation Quick Start

To create a character, choose the Create Character option from the Main Menu by highlighting it and pressing the C button. An anonymous character will appear with a set of 7 Statistics: Might, Intellect, Personality, Endurance, Speed, Accuracy, and Luck. If you do not like a set of Statistics, press the A button and a new set will appear.

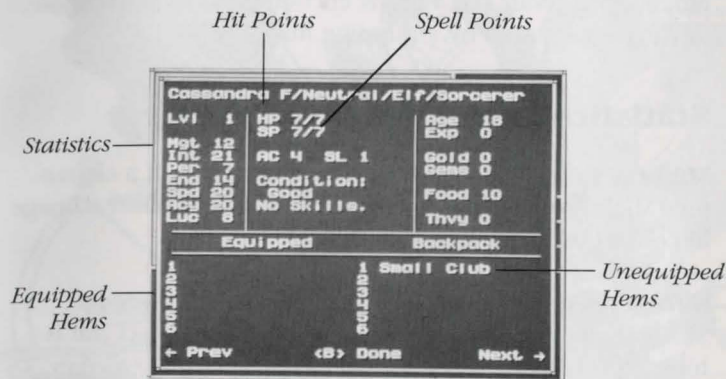
A list of 8 character Classes will appear below the Statistics: Knight, Paladin, Archer, Cleric, Sorcerer, Robber, Ninja, and Barbarian. The Classes the character can become are determined by his Statistics, and are highlighted in this list. Use the D-Pad to move the selection marker beside the class you want, then press the C button to select it, and a ✓ will appear by it.

Next, select the character's Race: Human, Elf, Dwarf, Gnome, or Half-Orc. A character's Race will modify their Characteristics slightly, raising some and lowering others. Select the Character's race by highlighting it using the D-Pad and pressing the C button.

Now select the Character's Sex. Your choices here are limited to the customary two. Select the character's sex by highlighting it using the D-Pad and pressing the C button.

Now select the Character's alignment: Good, Neutral, or Evil. Select the Character's alignment by highlighting it using the D-Pad and pressing the C button.

Finally, name the character. Press the D-Pad up or down to scroll through the alphabet. Pressing the A button will switch between upper and lower case letters. Press the D-Pad to the right for the next character, left for changes. Names can be 12 characters long. Press the C button to enter the name.



Statistics

Statistics are the sum of a character's physical, intellectual, and spiritual qualities. These seven numbers determine what a character can and cannot be. If a character has low Might, they cannot follow a warlike profession. If their Intellect is below average, they are not qualified to be a Sorcerer. And anyone with minimal luck has no business being a Robber.

Rolling Statistics

Statistics are generated by a random system called rolling. This works just the same as rolling three dice numbered 1-7. So a new character's beginning Stats can be from 3 to 21. These stats can be increased (sometimes temporarily, sometimes permanently) by various encounters during the game, or can be increased by equipping magic items.

Statistics Explanations

Might is the measure of a character's strength. If a character's Might is especially high, they will inflict greater damage in combat using hand-held weapons.

Intellect is the sum of a character's general knowledge. Sorcerers will get more spell points if their Intellect stat is high.

Personality is the combination of a character's mental strength and personal appeal. High Personality will bestow higher spell points on a Cleric.

Endurance describes a character's stamina. A character will acquire more hit points (the amount of damage they can take before becoming unconscious) through training if their Endurance is high.

Speed is the indicator of a character's quickness and agility; characters will have a better armor class if this statistic is



high. Speed also determines who will hit first in combat, with the fastest characters or monsters attacking first and the slowest attacking last.

Accuracy measures a character's chance to successfully land a blow in combat. This applies to weapon combat only, not spells used in combat.

Luck is a roll of the dice. It gives a character a chance to succeed when all else has failed. It is also unpredictable.

Class

A character can belong to one of eight classes. Each class has at least one Prime Statistic which a character must equal or exceed to be a member of that class. All classes other than Knights or Barbarians also have special skills or abilities.

Knight

Prime Statistic: Might, 13 or higher
Hit Points Gained Per Experience Level: 1-12
Special Skills: None

Knights are the workhorses of the world of Cron. They have no special abilities, but are still versatile since they have few armor or weapons restrictions. All they do is fight, and they are better at it than anyone else.

Knights begin with the best all-around fighting skills of any class, and gain multiple hits per round as they advance in level. They can use any kind of armor and any weapon, as long as it isn't of the opposite alignment.

Paladin

Prime Statistics: Might, Personality, and Endurance all 13 or higher

Hit Points Gained Per Experience Level: 1-10

Special Skills: Clerical spells (gained at higher levels)

Paladins are natural Crusaders, although they do not begin with that skill and must acquire it like anyone else. Their pious ways allow them to cast Clerical spells at higher levels. Paladins acquire spells the same way Clerics do, either at temples or while adventuring.

A Paladin's fighting skills are generally equal to an Archer's although they are not as adept with missile weapons. Otherwise, a Paladin can use any weapon or wear any armor that is not of the opposite alignment nor designed especially for another class.

Archer

Prime Statistics: Intellect and Accuracy, both 13 or higher

Hit Points Gained Per Experience Level: 1-10

Special Skills: Sorcerer Spells (gained at higher levels)

Archers are the most specialized of Cron's warriors. They are deadly with missile weapons, bows in particular. The powers of concentration they develop while practicing their speciality, plus the keenness of their Intellect, give them the ability to cast Sorcerer spells at high levels. Archers gain spells the same way Sorcerers do, at magic guilds or while adventuring.

An Archer can use any weapon that is not of the opposite alignment nor designed specifically for another class. Archers are restricted to chain mail or lighter armor and may never be equipped with a shield.

Cleric

Prime Statistic: Personality, 13 or higher
Hit Points Gained Per Experience Level: 1-8
Special Skills: Clerical spells

Clerics are masters of defensive and healing magic and can also manipulate and bend natural elements to their will. While they are restricted in the weapons and armor they may use, they are capable warriors when they need to be.

Clerics may use only non-edged weapons such as maces, clubs, cudgels, whips, mauls, flails, staves, and hammers, and may never use missile weapons. Clerics are restricted to splint or lighter armor, but they may carry a shield.

Sorcerer

Prime Statistic: Intellect, 13 or higher
Hit Points Gained Per Experience Level: 1-6
Special Skills: Sorcerer spells.

Sorcerers are more versatile spell casters than are Clerics. While Clerics usually do little more with the forces of nature than to manipulate them, Sorcerers can call those forces into being, although on a limited scale.

Sorcerers have stringent restrictions when it comes to armor and weapons; padded armor is the only kind they may wear, they may never carry a shield, and their weapons are limited to clubs, whips, pipes, staves, knives, and daggers.

Robber

Prime Statistic: Luck, 13 or higher
Hit Points Gained Per Experience Level: 1-8
Special Skills: Pick locks, find traps, and backstab

Robbers have an undeservedly shady reputation in Cron. There are those who are intolerant enough to hold the fact that they make their living through thievery against them. However, their ability to pick locks and disarm traps makes it difficult for any party to thrive without a Robber in their midst.

Robbers' armor is restricted to chain mail or lighter although they may carry a shield. Their allowed weapons include slings, crossbows, and all one-handed weapons, such as short swords or daggers. To compensate for their limitations in weapon choice, Robbers can try to backstab for extra damage on the first attack in any combat. Otherwise, their fighting ability is equivalent to a Cleric's. Robbers also have highly developed abilities to pick locks and disarm traps; any character can attempt to perform these tasks, but only Robbers have a real chance of doing so successfully.

Ninja

Prime Statistics: All, 13 or higher

Hit Points Gained Per Experience Level: 1-8

Special Skills: Pick locks, find traps, backstab, and assassinate

Ninja are specialized Robbers, having thieving abilities to a lesser degree, plus the dreaded ability to assassinate their opponents.

Ninja may wear only ring mail or lighter armor and they may never carry a shield. They can use most one-handed weapons, but only those swords specifically designed for Ninja. Their selection of two-handed weapons is limited to staves and naginata. Ninja have the same skills Robbers have, although they are not as highly developed, plus the ability to assassinate. A Ninja's first attack in any combat

will be an attempt to assassinate their opponent; if this is successful, the opponent will die immediately.

Barbarian

Prime Statistic: Endurance, 15 or higher

Hit Points Gained Per Experience Level: 1-12

Special Skills: None

Barbarians begin with the greatest number of hit points, and because of their high Endurance, usually gain more hit points faster than members of any other class. Only chain mail or lighter armor is permissible for Barbarians, although they can carry most shields. They can use most hand-held weapons, other than swords, but their choice of missile weapons is limited to blowpipes and slings.

Race

After you select the class of the character you are creating, choose the character's race:

Elves dwell in sylvan glades. They are small and slight, limiting their Might and Endurance. They are quite intelligent, however, and life in the forest has given them keen eyes and reflexes which benefit their Accuracy. They make especially adept Sorcerers and Archers.



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Dwarves are gruff and taciturn, preferring to reside in rocky underground areas. They are shorter than Humans or Elves, and this helps to limit their Speed. They are not innovative nor original thinkers, which is reflected in their lowered Intellect. Their rugged lifestyle has increased their Endurance, and Luck generally favors them.

Gnomes resemble their Dwarven cousins physically, but are much more personable and fun-loving. Their Speed tends to be low, and their habit of concentrating on what is immediately in front of them has decreased their Accuracy. Luck, however, seems to smile upon them generously and often.

Half-Orcs are coarse and brutal, the offspring of unnatural unions between Humans and Orcs. While their appearance is generally Human, they take after their more brutish parent in other ways. Their Might and Endurance have been increased by their monstrous heritage, which also lowers Intellect, blunts their Personality, and inhibits their Luck.

Being a member of any race other than Human will modify statistics in different ways, raising some while lowering others.

ELF	GNOME	DWARF	HALF-ORC
+1 Int	+2 Luck	+1 End	+1 Mgt
+1 Acc	-1 Spd	+1 Luck	+1 End
-1 Mgt	-1 Ac	-1 Int	-1 Int
-1 En		-1 Spd	-1 Per
			-1 Luck

The different races also have different special resistances. **Humans** have strong resistance to sleep spells and poison; **Elves** have some resistance to sleep spells; **Dwarfs** have strong resistance to poison; **Gnomes** have some resistance to magic spells; **Half-Orcs** have some resistance to sleep spells and poison.

Alignment

Next, select an alignment. Your choices are: GOOD, EVIL, and NEUTRAL.

Good and Evil are not absolute in *Might & Magic*; a character's adherence to either ethos will tend to be fluid and dependent on their reactions to unexpected or unfamiliar situations. A character's responses to various kinds of encounters can potentially change their alignment. Note that Alignment has no effect on a character's statistics.

Alignment can occasionally restrict a character's activities. Some locations are aligned Good or Evil; characters of the opposite alignment cannot enter these areas, although Neutral characters can. Certain items also have alignments; only characters whose alignment matches that of the item can equip or use it.



Sex

Now choose the sex you want this character to be. There are only two to choose from, and you already know what they are. Sex has no effect on Statistics: Female adventurers are not physically weaker than male ones.

Name

Finally, name your character. Character's names can be 12 characters long (only letters, no numbers). Press the D-Pad up or down to scroll through the alphabet, and press the D-Pad to the right to move on to the next space or press it left to return to a previous one. To toggle back and forth between capital and lower case letters, press the A button. Press C to enter the name.

Experience & Levels

All characters begin their adventuring careers at first level; their skills are undeveloped, their fighting abilities are rudimentary, the spells they can cast are very simple. As they explore the world, winning combats and finding treasure, they will gain experience points for what they do.

Experience points are a numerical representation of the knowledge characters gain through trial and error. As these experience points accumulate, characters will be able to

increase their skills if they seek out training. This process is comparable to getting promoted in the army from private to sergeant, or going from one grade to the next in school; what you have learned and experienced has earned you the right to advance in status and rank.

Every city has a facility where characters can go to to seek training. This is a valuable education and is not free. In some cities, it can be very expensive. But it is worth the cost; spellcasters will learn powerful new spells, warriors will hit more often in combat, robbers will be better able to pick locks and find traps, and everyone will get more hit points.

Aging

New characters begin their adventures at the age of 18. They will grow old naturally with the normal passage of time. But certain factors will cause more rapid aging, including casting certain spells and being the subject of other spells. As characters and hirelings age, their characteristics will sometimes decrease; and if they become very, *very* old, they can die suddenly and without warning. Happily, there are ways to reverse the effects of natural or premature aging, but it will still pay for you to keep an eye on the ages of your characters.

Secondary Skills

Secondary Skills effect many aspects of a character's adventuring career. They can raise Statistics, sharpen class-related abilities, and make travel easier. These skills are not chosen when a character is created but rather must be learned during the course of adventuring. A trainer proficient in the skill must be located and a fee must be paid to learn it. Note that no character may have over two skills, although there is a way to "unlearn" old skills so new ones can be acquired.

SKILL	EFFECT
-------	--------

Arms Master	Increases Accuracy.
Athlete	Increases Speed.
Cartographer	Gives the ability to make maps of where the party has travelled. You will be able to use Automapping only if at least one member of your party has the Cartography skill.
Crusader	Qualifies the recipient to accept quests.
Diplomat	Increases Personality +5.
Gambler	Increases Luck +5.
Gladiator	Increases Might +5.

SKILL	EFFECT
-------	--------

Hero/Heroine	Increases all statistics +1.
Linguist	Increases Intellect +5.
Merchant	Ensures getting the most favorable price when buying or selling.
Mountaineer	Ensures the party can pass over any mountain range when two or more of its members have this skill.
Navigator	Prevents the party from becoming lost in large, open areas.
Pathfinder	The party can pass through any forest when two or more of its members have this skill.
Pickpocket	Increases Thievery ability for Robbers and Ninjas.
Soldier	Increases Endurance.



Condition

You should try to always be aware of the well-being of your characters. If they are diseased, low in hit points, poisoned, or petrified, you'd best take immediate steps to rectify the situation. If there is a high enough level Cleric in your party, there are a number of spells that he can be cast to mend party members. Otherwise, you should get to a temple as quickly as you can so the Clerics there can work their healing magic. (But make sure you have a lot of gold if you go the temple route. Their services are expensive.)

The possible conditions are:

Unconscious: Results when a character reaches 0 hit points. Resting will usually restore hit points to normal. If all of the members of a party become Unconscious, the party will perish. Note that anyone who is Unconscious is near death; an Unconscious party member who is struck in combat, in the area of effect of a damaging spell, or blasted by a triggered trap, will probably die.

Asleep: Often the result of a Sleep spell or similar effect. Some party members may also be Asleep if monsters spring a surprise attack when the party is resting. An Awaken spell, the passage of time through a Rest command, or being attacked will cancel this condition.

Poisoned: The result of a monster's poisonous bite, sting, or touch. If this condition is not cured, the Poisoned charac-

ter will gradually lose hit points even with Rest. Unconsciousness and Death will eventually follow.

Diseased: The result of the touch or bite of a disease-spreading monster. Like Poisoning, Disease will cause a gradual loss of hit points until Unconsciousness and Death result.

Stone: The result of an attack that causes petrification. While turning to Stone is not fatal, it prevents the character from taking any action:

Paralyzed: The result of any attack (spell, bite, or touch) that causes paralysis. Resting will remove this condition.

Cursed: The result of any attack (spell or touch) that curses a character, or by the possession of a cursed item. This can be removed only by a Remove Condition spell, Uncurse Item spell in the case of a cursed item, or a trip to a temple.

Dead: The result of dying. Only a Raise Dead spell, Resurrection spell, or a trip to a temple will reverse this condition.

Eradicated: The result of almost complete destruction of the body. This is usually the result of very powerful magic or other destructive forces. A Raise Dead spell will not reverse this Condition; only an expensive trip to a temple or a Resurrection spell can return the Eradicated to life.

Hirelings

In addition to the six characters who belong to your party, you will be able to enlist Hirelings as you travel around Cron. No more than two hirelings can ever join the party. These hirelings have the same abilities regular characters do, and acquire experience points in the same way, but do not receive an equal share of gold. This is because they are paid for their services; the amount they are paid increases as they increase in level. They do equally share in gems and items, however.

Setting Up Your Party

You can arrange the members of your party anyway you like, but here are a few suggestions to ensure party efficiency.

Put warriors toward the front of the party. They will tend to have the highest armor class, the most hit points, the best weapons, and do the most damage in combat. Barbarians tend to be the toughest warriors, so they should usually be put in front.

Archers, as well as Knights and Paladins with missile weapons, do especially well in the middle of the party. Their specialty allows them to attack from anywhere in the party, but putting them in the middle provides back-up for the

Characters in the front of the party and protection for those in the rear.

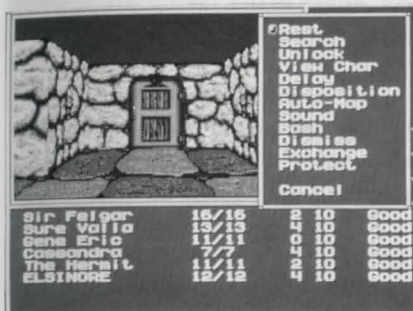
Spellcasters and Robbers are most comfortable in the back of the party. Clerics, Robbers, and Ninjas do fairly well in the middle of the party, too, but Sorcerers should absolutely travel at the back of the party. Their armor class is rarely high, and their combat skills never get very good. Put them in the back where they can cast spells and use magic items to greatest effect.

Controls & Commands

Movement

Movement is controlled entirely through the D-Pad. To move the party forward, press the D-Pad up; to move them backward, press the D-Pad down; and press the D-Pad right or left to turn them right or left.

Non-Combat Commands



Option Screen

Game Controls in a non-encounter situation (that is, any situation that does not involve combat or interaction with a non-player character) are given from the Option Screen. These options are available only when your party is travel-

ing and not in any kind of encounter. Press C on your control pad and a window listing these options will appear. Use the D-pad to move the selector beside the option you want to use, and then press C to use the option. To close the window, use the D-Pad to move the selector beside Cancel and press C, or press B.

Rest: Rests the party. Rest restores all Characters' Hit Points and Spell Points unless prohibited by conditions such as a lack of food, poisoning, or disease.

Search: Search the immediate area for treasure. This command should *always* be given after a combat, but can be given any time when an encounter is not taking place. When a treasure cache is found, you have three options:

Open it — Simply opens the cache's container. If the container is trapped, the trap will go off if it hasn't been removed. Use the D-Pad to select the character you want to open the treasure cache and then press C.

Find/Remove Trap — Opens a treasure cache carefully. When you are asked which character will Find or Remove the trap, you should select a Robber, Ninja, or anyone else in your party with thieving skill. This will reduce the chance of the trap going off.

Detect Magic/Trap — Detects whether magical items are contained in a treasure cache and whether the cache is

trapped. This option can be used only if someone in your party has access to Sorcerer spells.

Unlock: Pick the lock on a door. Only a character with thievery skills can use this option successfully. If the attempt succeeds, the door will be opened and any traps on it will be disarmed. The party can then move forward safely. If the attempt is unsuccessful, the door will remain locked but any traps on it may be triggered. Multiple attempts can be made to open a locked door, but each unsuccessful attempt to open it increases the chance of setting off a trap.

View Char: Displays a Character Profile screen for the selected character. There are several options listed on the Character Profile screen that can be used only while adventuring. Press the C button to see this list:

Cast — Cast a spell. Highlight the spell you want to cast and press the C button.

Discard — Discard an item. Only items in a character's backpack can be Discarded; Equipped items cannot be.

Equip — Equip an item from the Character's or Hireling's backpack. There must be room on the Character's or Hireling's list of equipped items to equip an item, and the item must not be of a type or alignment the character cannot use.

Gather — Gather all gold, food, or gems. Highlight which type of goods you want to Gather and press the C button.

Remove — De-equip an item from the character's equipped item list.

Share — Distribute gold, food, or gems among the party. Highlight which type of goods you want to Gather and press the C button. If gold, food, or gems cannot be Shared evenly, the character who gives the Share command will retain the remainder. Gold will not be shared evenly with Hirelings.

Trade — Give an item to another character. Highlight the item you want to Trade and press the C button; then highlight the Character or Hireling you want to trade with.

Use — Use an item in a character's backpack.

Rename — Rename a character or hireling.

Cancel — Return to the View Char screen.

Delay: Adjusts the time delay of text messages. Delays are on a scale of 1 to 6, 1 being the briefest delay and 6 being the longest.

Disposition: Determines the disposition of your party: Cautious, Average, Aggressive, or Thrill Seeker. The party's disposition will help determine how many random encounters the party has. An Inconspicuous party will have fewer than average encounters, an Average party will have an average number, an Aggressive party will have an above average number, and Thrill Seekers will have all the encounters they can handle.

Auto Map: Displays a map of the area your party has explored in a particular region, city, cavern, etc., and the coordinates of their present location if someone in your party has the Automapping skill. If you do not have a cartographer in your party, the map will be blank, but the coordinates will still appear.

Sound: Turn the walking, music, or sound effects on or off.

Bash: Attempt to crash through a locked door. If the attempt succeeds, the party moves forward through the door. If it fails, the party does not move at all. Remember that bashing open a door will set off any traps that might be on it.

Dismiss: Dismiss a hireling. When a hireling is dismissed, he will return to the inn where he or she last stayed.

Exchange: Change position with another member of the party.

Protect: Displays active spells covering the entire party. Magic shows the percentage of magic resistance of the party, and Forces shows the party's percentage of elemental resistance. Light, Levitation, Walk on Water, and Guard Dog spells will also be displayed when they are in effect.

Cancel: Cancel the Option Screen and return to the game.

Combat Commands

Combat is an important aspect of Might & Magic; winning them is the primary source of experience points in Might & Magic. And without gaining experience points, Characters will not go up in level. When a combat situation occurs, you have four options:

Attack: Attack the Monsters immediately.

Hide: Attempt to hide from the Monsters.

Run: Try to flee without engaging in combat. When you successfully Run, you will be returned to a safe area if you are in the outdoors outside a city, or to the entrance of any city, castle, cavern, or dungeon.

Bribe: Try to bribe the Monsters with gold, gems, or food into leaving without entering into combat.

Press the D-Pad up or down to place the Selection Marker beside the option you want, then press C to select it. Note that if you choose Run, Hide, or Bribe, there is no guarantee that you will be successful.

There are three possible circumstances that can arise when you encounter hostile monsters:

Monsters Are Surprised: When the monsters are surprised, if you choose to Run, it is guaranteed you will get away.

Party Is Surprised: Attack will be your only available option, although you can try to run later.

No Surprise: A normal encounter.

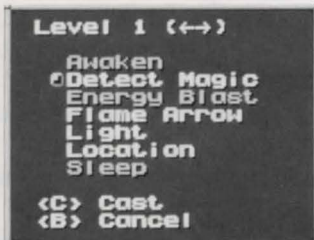
The Combat Option menu appears automatically when you choose the Attack option. Combat Options are:



Attack: Character attacks the first monster, using whatever weapon they have equipped. If the first monster dies as a result of this attack, all the monsters behind it move up one position.

Fight: Character chooses which monster to attack, using whichever weapon they have equipped. A prompt will ask you which monster you want the character to attack.

Shoot: Character fires missile weapon. This command is available only to Characters who have a missile weapon equipped. A prompt will ask which monster you want to shoot.



Cast: Cast a spell. Press the D-Pad left or right to the level of the spell you want to cast, and then press the D-Pad up or down to highlight the specific spell you want to cast. Then press the C button to cast the spell. See the Spells section of this manual for more information.

Block: Try to Block a blow and keep from being struck. This improves armor class for the round the command is given.

Use: Character uses the special power of an item in their possession. The item used can be either equipped or unequipped. Prompts will ask which item you want to use, and which monster you want to use it against.

Run: Character attempts to run to safety. If the character gets away and the party wins, the character will rejoin the party after the combat is over. If the party dies, the character who ran can attempt to take them to a temple and revive them. If the rest of the party runs away after another character has run, the party will immediately regroup.

Exchange: Character trades places with another member of the party.

Encounters

During your explorations, your party will encounter many strange creatures, unusual Characters, and mysterious places. Encounters, while frequently filled with danger, are nevertheless necessary to accumulate the experience points needed to increase in level and power. So encounters should not be avoided; but at the same time, it is best to be judicious in choosing which encounters to pursue to their conclusion and which should be fled as soon as possible.

Quests

Jurors' Quests

The Jurors of Mount Farview have devised a series of quests to determine who is worthy to save the world of Cron.

- Knights must joust with the Dread Knight.
- Paladins must defeat the Frost Dragon general.
- Archers must shoot Baron Wilfrey.
- Clerics must bring Corak's soul to his body and reunite them.

- Sorcerers must free the good wizard Yekop and the evil wizard Yebmug from stasis.
- Barbarians must defeat the Barbarian Chieftain.
- Ninjas must assassinate Dawn in her Mist Cavern.
- Robbers merely have to accompany at least one adventurer on their quest.

The Triple Crown

Holders of Black Tickets may compete in specified arenas for the Triple Crown. Simply buy three black tickets from the appropriate vendor in Atlantium. Take these tickets to the Arena, the Monster Bowl, and the Colosseum.

Lords' Quests

Three of the lords of Cron seek Crusaders to go on special quests for them. Only parties with at least one member who has the Crusader skill may accept such a quest. All of these quests are perilous, and death is the certain fate of those who are not prepared for them. But for those who succeed, the rewards are fabulous.

Lord Slayer seeks the heads of three powerful beasts to complete his array of trophies. The first is the Dragon Lord, who might be found in or near the Dragon's Dominion. The



second is the Queen Beetle, who is said to dwell around the Desert of Desolation. And last is the Serpent King, who is seen near the Nomadic Rift Canyon and the Inner Limits.

Lord Hoardall craves three powerful swords to round out his weapon collection. The Sword of Valor is hidden around the area of Castle Pinehurst and Sarakin's Mine. The Dead Zone is disturbingly near the hiding place of the Sword of Nobility. And it is to be hoped that the Sword of Honor still rests near the Quagmire of Doom and Dawn's Mist Bog rather than in them.

Lord Haart's quest is less capricious and greedy. He seeks the return of two relics from his family's glorious past. To locate them, the party should be on the best of terms with Lord Peabody. Further, they should be prepared to spend a great deal of time travelling.

Spells

There are two schools of magic, Cleric and Sorcerer. Both schools have 48 spells to choose from, and these spells are divided into nine levels. Spell levels are gained according to the following table:

Spell Level	1	2	3	4	5	6	7	8	9
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Caster's Level (if Sorcerer or Cleric)	1	3	5	7	9	11	13	15	17
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Spell Level	1	2	3	4	5	6	7
--------------------	---	---	---	---	---	---	---

Caster's Level (if Paladin or Archer)	7	9	11	13	15	17	19
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All spells are cast by expending spell points, although some also require the use of gems. Spell points must be replenished by rest, but gems must be found.

All spells require a set number of spell points to cast; for example, casting the first level Cleric spell Awaken expends 1 spell point. Other spells both expend spell points and consume gems when they are cast, such as the second level Sorcerer spell Identify Monster which expends 2 spell points and consumes 1 gem. Also, the spell points expended by some spells are determined by the level of the caster; the first level Cleric spell Power Cure requires 1 spell point per level plus 1 gem to cast, so a seventh level Cleric casting that spell would expend seven spell points and use up one gem. And finally, a few spells expend a set number of spell points plus additional spell points determined by the level of the monster being attacked. The eighth level Sorcerer spell Meteor Shower consumes eight spell points plus one spell point per level of the target monster, as well as 8 gems, so using this spell against a seventh level monster would expend 15 spell points and use up eight gems.

Spell Books

Each spellcaster has a spell book wherein their spells are recorded. This book lists all the spells from the spellcaster's school of magic; the ones the spellcaster actually has recorded, which are the only ones the caster may use, are highlighted. The other spells will be highlighted as soon as they are acquired.

Spell Casting

While Exploring: Press the C button so the Option Screen will appear. Press the D-Pad down until the Selection Marker is beside **View Char**, then press the C button again. When you are asked "View Which," press the D-Pad up or down until the Selection Marker is beside the character you want to cast the spell, then press the C Button. When the View Char screen appears, press the C Button and the Character Option Screen will appear. Use the D-Pad to place the Selection Marker beside "Cast" and press the C Button. Press the D-Pad up or down to place the selection marker beside the spell you want the character to cast, or press it left or right to choose a spell from a different spell level. When the Selection Marker is beside the spell you want to cast, press the C button to cast; if you decide you don't want to cast a spell press the B button.

While In Combat: Use the D-Pad to place the Selection Marker beside "Cast" on the Combat Option screen, and press the C button. Press the D-Pad up or down to place the Selection Marker beside the spell you want to cast, or press it left or right to move to a different spell level. When the Selection Marker is beside the spell you want to cast, press the C Button. If you decide you don't want to cast a spell after all, press the B Button.

There are a number of spells which cannot be cast in combat. In the Spell Description section, these are the Non-Combat (NC) spells.

Multiple Subjects for Spells

Some spells will affect your entire party, while others will affect just one person, whether that person is the caster or someone else. Likewise, some spells will affect one single monster but others will affect several of them.

Spell Resistance and Overcoming Spells

Don't expect spells to work every time. Many monsters, like Characters, are resistant to certain types of spells. Some are even so resistant to certain types of magic that they are practically immune! Also, some spells (such as the Cleric spell Weaken or the Sorcerer spell Sleep) can be overcome. And Monsters will have the opportunity to overcome any spell that has been cast upon them at the end of each round.

Finding Spells

Listed below is the general location where each spell can be found.

CLERIC SPELLS

Air Encasement	E4
Air Transmutation	A1
Apparition	C2
Awaken	C2
Cold Ray	A1
Divine Intervention	C3
Earth Encasement	E4
Earth Transmutation	E4
Fiery Flail	E1
Fire Encasement	E1
Fire Transmutation	E1
Frenzy	B4
Heroism	E4
Holy Bonus	C1
Holy Word	C1
Lasting Light	A1
Mass Distortion	A4
Nature's Gate	C1
Power Cure	C2
Prot. from Elements	E4
Remove Condition	E1
Restore Alignment	A4
Resurrection	A4

SORCERER SPELLS

Acid Stream	E4
Awaken	C2
Cold Beam	E4
Dancing Sword	A2
Disintegration	E1
Disrupt	A1
Duplication	E1
Eagle Eye	C2
Enchant Item	E1
Energy Blast	C2
Fantastic Freeze	E1
Feeble Mind	A1
Fingers of Death	C1
Fireball	A1
Identify Monster	C2
Implosion	A4
Inferno	A4
Lightning Bolt	E4
Lloyd's Beacon	C2
Mega Volts	A4
Meteor Shower	A4
Prot. from Magic	E4
Sand Storm	A1

CLERIC SPELLS

Uncurse Item	C2
Walk On Water	A4
Water Encasement	A4
Water Transmutation	A4
Weaken	E4

SORCERER SPELLS

Sleep	C2
Star Burst	D1
Super Shock	E1
Wizard Eye	E4

Spell Chart

Clerical Spells

Cost in Spell Points and Gems

Level 1

1. Apparition	1
2. Awaken	1
3. Bless	1
4. First Aid	1
5. Light	1
6. Power Cure	1/level + 1 gem
7. Turn Undead	1

Level 2

1. Cure Wounds	2
2. Heroism	2 + 1 gem
3. Nature's Gate	2
4. Pain	2

Cost in Spell Points and Gems

5. Prot. from Elements 2 + 1 gem
6. Silence 2
7. Weaken 2 + 1 gem

Level 3

1. Cold Ray 3 + 2 gems
2. Create Food 3 + 2 gems
3. Cure Poison 3
4. Immobilize 3
5. Lasting Light 3
6. Walk On Water 3 + 2 gems

Level 4

1. Acid Spray 4 + 3 gems
2. Air Transmutation 4 + 3 gems
3. Cure Disease 4
4. Restore Alignment 4 + 3 gems
5. Surface 4
6. Holy Bonus 4 + 3 gems

Level 5

1. Air Encasement 5 + 5 gems
2. Deadly Swarm 5 + 5 gems
3. Frenzy 5 + 5 gems
4. Paralyze 5 + 5 gems
5. Remove Condition 5 + 5 gems

Cost in Spell Points and Gems

Level 6

1. Earth Transmutation 6 + 6 gems
2. Rejuvenate 6 + 6 gems
3. Stone to Flesh 6 + 6 gems
4. Water Encasement 6 + 6 gems
5. Water Transmutation 6 + 6 gems

Level 7

1. Earth Encasement 7 + 7 gems
2. Fiery Flail 7 + 7 gems
3. Moon Ray 7 + 7 gems
4. Raise Dead 7 + 7 gems

Level 8

1. Fire Encasement 8 + 8 gems
2. Fire Transmutation 8 + 8 gems
3. Mass Distortion 8 + 8 gems
4. Town Portal 8 + 8 gems

Level 9

1. Divine Intervention 10 + 20 gems
2. Holy Word 10 + 10 gems
3. Resurrection 10 + 10 gems
4. Uncurse Items 10 + 50 gems

Sorcerer Spells

Cost in Spell Points and Gems

Level 1

1. Awaken	1
2. Detect Magic	1
3. Energy Blast	1/level + 1 gem
4. Flame Arrow	1
5. Light	1
6. Location	1
7. Sleep	1

Level 2

1. Eagle Eye	2/ level
2. Electric Arrow	2
3. Identify Monster	2 + 1 gem
4. Jump	2
5. Levitate	2 + 1 gem
6. Lloyd's Beacon	2 + 1 gem
7. Prot. from Magic	1/level + 1 gem

Level 3

1. Acid Stream	1/level + 2 gems
2. Fly	3
3. Invisibility	3
4. Lightning Bolt	1/level + 2 gems
5. Web	3 + 2 gems
6. Wizard Eye	3/level + 2 gems

Cost in Spell Points and Gems

Level 4

1. Cold Beam	1/level + 3 gems
2. Feeble Mind	4 + 3 gems
3. Fireball	1/level + 3 gems
4. Guard Dog	4
5. Shield	4
6. Time Distortion	4 + 3 gems

Level 5

1. Disrupt	5 + 5 gems
2. Fingers of Death	5 + 5 gems
3. Sand Storm	2/level + 5 gems
4. Shelter	5
5. Teleport	5

Level 6

1. Disintegration	6 + 6 gems
2. Entrapment	6 + 6 gems
3. Fantastic Freeze	2/ level + 6 gems
4. Recharge Item	6 + 6 gems
5. Super Shock	2/level + 6 gems

Level 7

1. Dancing Sword	3/level + 7 gems
2. Duplication	7 + 100 gems
3. Etherealize	7 + 7 gems
4. Prismatic Light	7 + 7 gems

Cost in Spell Points and Gems

Level 8

1. Incinerate 3/level + 8 gems
2. Mega Volts 3 per level + 8 gems
3. Meteor Shower 8 + (1 per monster) + 8 gems
4. Power Shield 8 + 8 gems

Level 9

1. Implosion 10 + 10 gems
2. Inferno 3/level + 10 gems
3. Star Burst 10 + (1 per monster) + 20 gems
4. Enchant Item 50 (per +) + 50 gems

Spell Explanations

Cost: How many spell points and/or gems are expended to cast a spell.

Type: The type of spell, which determines under what circumstances it can be cast. There are three basic types of spells: Combat, which can be cast only during a battle; Non-Combat, which can't be cast during a battle; and Anytime, which can be cast under almost any circumstances. Spells which can only be cast outdoors are also identified

Object: Who, what, and how many whos and whats the spell can be cast upon.

Abbreviations Used

- C Spell can be used only in combat
NC Spell can be used only in non-combat situations
AT Spell can be used anytime
OD Spell can be used outdoors only.
ID Spell can be used indoors in a town or a dungeon
SP Spell Points
EP Entire Party

Cleric Spells

Level 1

Apparition

Cost: 1 SP; **Type:** C; **Object:** 10 monsters

Description: Creates a frightening apparition in the minds of the target monsters. Their fear reduces their chance to hit in combat.

Awaken

Cost: 1 SP; **Type:** AT; **Object:** Sleeping party members

Description: Awakens all sleeping party members, whether they are sleeping as the result of magic or just slumbering normally. This may be critical if the party is attacked while resting.

Bless

Cost: 1 SP; **Type:** C; **Object:** EP

Description: Increases chances of all party members to successfully hit opponents. This lasts for the duration of the battle during which it is cast.

First Aid

Cost: 1 SP; **Type:** AT; **Object:** 1 Character

Description: Heals minor wounds, restoring eight hit points to an injured character.

Light

Cost: 1 SP; **Type:** NC; **Object:** EP

Description: Provides sufficient light to illuminate underground areas. This spell lasts for 1 day and goes away after resting.

Power Cure

Cost: 1 SP per level + 1 gem; **Type:** AT; **Object:** 1 Character

Description: Restores a character to health and heals 1-10 Hit Points per experience level of caster.

Turn Undead

Cost: 1 SP; **Type:** C; **Object:** Undead Monsters

Description: Destroys undead monsters. The number of monsters killed is a function of the spellcaster's level.

Level 2

Cure Wounds

Cost: 2 SP; **Type:** AT; **Object:** 1 Character

Description: Cures moderately serious wounds, restoring 15 hit points of damage.

Heroism

Cost: 2 SP + 1 Gem; **Type:** C; **Object:** 1 Character

Description: Temporarily increases a character's level by six for combat purposes ONLY; it does not affect other abilities, such as spell casting. The spell lasts for the duration of the combat during which it was cast.

Nature's Gate

Cost: 2 SP; **Type:** NC, OD; **Object:** EP

Description: Uses the forces of nature to open a portal between two areas in the land of Cron. These locations vary according to time.

Pain

Cost: 2 SP; **Type:** C; **Object:** 1 Monster, not undead

Description: Disables monster by inflicting excruciating pain, doing 2-16 points of damage as well.

Protection from Elements

Cost: 2 SP + 1 Gem; **Type:** AT; **Object:** EP

Description: Increases all party members' resistance to fear, cold, acid, fire, poison, and electricity. The amount of protection depends on the caster's level. Duration is one day.

Silence

Cost: 2 SP; **Type:** C; **Object:** 4 monsters + 1 Monster per level

Description: Prevents monsters from casting spells for the duration of the combat, or until they overcome the spell.

Weaken

Cost: 2 SP + 1 Gem; **Type:** C; **Object:** 10 Monsters

Description: Weakens targets, reducing the physical damage they can do in combat by half until the spell is overcome. This spell has no effect on Monsters' spell casting abilities.

Level 3

Cold Ray

Cost: 3 SP + 2 Gems; **Type:** C; **Object:** 5 Monsters

Description: Projects a ray of intense cold that inflicts 25 points of damage on up to five Monsters.

Create Food

Cost: 5 SP + 2 Gems; **Type:** NC; **Object:** Spell Caster

Description: Adds eight food units to the Cleric's food supply. This may be done multiple times, and food created can be shared among the party.

Cure Poison

Cost: 3 SP; **Type:** AT; **Object:** 1 Character

Description: Flushes poison from a character's system, but does not heal damage nor restore life to dead Characters who have been poisoned.

Immobilize

Cost: 3 SP; **Type:** C; **Object:** 5 Monsters

Description: Immobilizes up to five Monsters. The spell is cancelled when the monsters are successfully attacked either physically or by magic.

Lasting Light

Cost: 3 SP; **Type:** NC; **Object:** EP

Description: Creates magic light with an especially long duration.

Walk On Water

Cost: 3 SP + 2 Gems; **Type:** NC; OD; **Object:** EP

Description: Creates a floating sandbar upon which the party can walk upon to cross any body of water.

Level 4

Acid Spray

Cost: 4 SP + 3 Gems; **Type:** C; **Object:** 3 Monsters

Description: Creates a corrosive spray of acid which inflicts 6-60 damage on up to three monsters. Ineffective against Monsters who are immune to acid.

Air Transmutation

Cost: 4 SP + 3 Gems; **Type:** NC, OD; **Object:** EP

Description: Transforms the party's bodies into air so they can explore the Elemental Plane of Air.



Cure Disease

Cost: 4 SP; **Type:** AT; **Object:** 1 Character

Description: Cures any disease.

Restore Alignment

Cost: 4 SP + 3 Gems; **Type:** NC; **Object:** 1 Character

Description: Restores a character's original alignment whether it has been changed by the character's actions or by magical effects.

Surface

Cost: 4 SP; **Type:** NC; **Object:** EP

Description: Instantly transports the entire party from an underground area to the surface.

Holy Bonus

Cost: 4 SP + 3 Gems; **Type:** C; **Object:** EP

Description: Increases the damage all members of the party do in combat by 1 point per every two levels of the casters' experience.

Level 5

Air Encasement

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 1 Monster

Description: Encases the target in a capsule of air, inflicting 10 points of damage per round while the target is encased, and preventing the target from attacking the party until it overcomes the spell or is attacked either physically or by magic.

Deadly Swarm

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 10 Monsters

Description: Sends a swarm of stinging insects against up to 10 monsters, inflicting 4-40 damage on each of them.

Frenzy

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 1 Character*

Description: Sends one party member into a frenzy, enabling them to attack all the Monsters the party is facing. Afterwards, drained from the exertion of the attack, the character loses 1 point of Endurance and is rendered unconscious.

*Note that this is an imperfect spell which may affect someone in the party other than the spellcaster's selected target.

Paralyze

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 10 Monsters

Description: Paralyzes up to 10 monsters, preventing them from attacking the party. The spell is cancelled if the monster is attacked either physically or magically.

Remove Condition

Cost: 5 SP + 5 Gems; **Type:** AT; **Object:** 1 Character

Description: Removes several undesirable conditions that might afflict a character. This spell is NOT effective against death, petrification, or eradication.

Level 6

Earth Transmutation

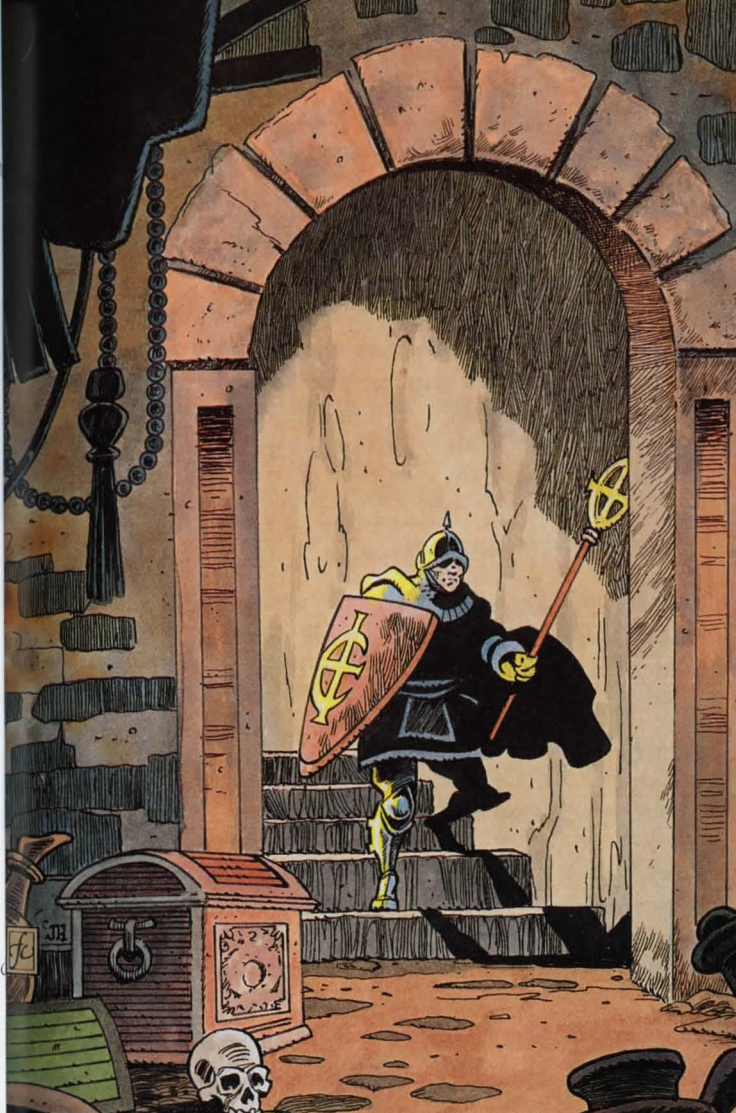
Cost: 6 SP + 6 Gems; **Type:** NC, OD; **Object:** EP

Description: Transforms the entire party into earth, enabling them to explore the Elemental Plane of Earth.

Rejuvenate

Cost: 6 SP + 6 Gems; **Type:** NC; **Object:** 1 Character

Description: Reduces the character's age by 1-10 years, cancelling any loss of abilities that may have been caused by aging. This spell is also effective against magical aging attacks. There is a chance this spell might fail, which would have the reverse effect and age the character 1-10 years.



Stone to Flesh

Cost: 6 SP + 6 Gems; **Type:** AT; **Object:** 1 Character

Description: Re-animates any character who has been turned to stone, reversing their petrified state.

Water Encasement

Cost: 6 SP + 6 Gems; **Type:** C; **Object:** 1 Monster

Description: Encases the target in a capsule of water, inflicting 20 points of damage per combat rounds, and preventing it from engaging in combat. The target remains encased until it overcomes the spell or is successfully attacked physically or magically.

Water Transmutation

Cost: 6 SP + 6 Gems; **Type:** NC, OD; **Object:** EP

Description: Transforms the party into water beings, letting them explore the Elemental Plane of Water.

Level 7

Earth Encasement

Cost: 7 SP + 7 Gems; **Type:** C; **Object:** 1 Monster

Description: Encases the target monster in a mass of earth inflicting 40 points of damage per round, and preventing the monster from engaging in combat. This spell lasts until

the monster overcomes it or is successfully attacked physically or magically.

Fiery Flail

Cost: 7 SP + 7 Gems; **Type:** C; **Object:** 1 Monster

Description: Creates a huge flaming flail that can strike one monster each round for 100-400 points of damage.

Moon Ray

Cost: 7 SP + 7 Gems; **Type:** C, OD; **Object:** EP, 10 Monsters

Description: Bathes all party members in light that will heal 10-100 hit points. This light has the opposite effect on up to 10 monsters, inflicting 10-100 points of damage.

Raise Dead

Cost: 7 SP + 7 Gems; **Type:** AT; **Object:** 1 Character

Description: Brings a slain character back to life. There is a chance the spell will fail, and may even eradicate the character upon whom it is cast. This spell ages the spellcaster and the recipient by one year.

Level 8

Fire Encasement

Cost: 8 SP + 8 Gems; **Type:** C; **Object:** 1 Monster

Description: Encases the target in flame, inflicting 80 points of damage per round, and preventing the encased monster from engaging in combat. This spell lasts until the monster overcomes it or until it is successfully attacked magically or physically.

Fire Transmutation

Cost: 8 SP + 8 Gems; **Type:** NC, OD; **Object:** EP

Description: Transforms the entire party into beings of living fire, allowing them to explore the Elemental Plane of Fire.

Mass Distortion

Cost: 8 SP + 8 Gems; **Type:** C; **Object:** 2 Monsters

Description: Decreases the mass of up to two monsters, causing them to lose half their hit points.

Town Portal

Cost: 8 SP + 8 Gems; **Type:** NC; **Object:** EP

Description: Opens a portal to any town in the land of CRON and moves the entire party there.



Level 9

Divine Intervention

Cost: 10 SP + 20 Gems; **Type:** C; **Object:** EP

Description: Calls upon supernatural forces to restore all the characters' hit points and remove all undesirable effects except Eradication. Casting this spell ages the caster by five years.

Holy Word

Cost: 10 SP + 10 gems; **Type:** C; **Object:** Undead Monsters

Description: A word of devastating power that will utterly destroy all undead creatures the caster is fighting. Casting this spell ages the caster by one year. Once this spell is cast it renders the spell Turn Undead useless.

Resurrection

Cost: 10 SP + 10 gems; **Type:** NC; **Object:** 1 Character

Description: Reverses the effects of Eradication from a character, aging them by five years and subtracting one point of their endurance in the process. It also ages the caster by one year. Note that there is a chance this spell will fail.

Uncurse Item

Cost: 10 SP + 50 Gems; **Type:** NC; **Object:** Spell Caster



Description: Attempts to remove the curse from a cursed item in the caster's backpack.

Sorcerer Spells

Level 1

Awaken

Cost: 1 SP; **Type:** AT; **Object:** Sleeping party members

Description: Awakens all sleeping party members, whether they are sleeping as the result of magic or just slumbering normally. This may be critical if the party is attacked while resting.

Detect Magic

Cost: 1 SP; **Type:** NC; **Object:** Items in spell caster's backpack

Description: Reveals if items in the caster's backpack are magical and notes how many charges remain in items that operate on charges. Also detects magic surrounding a treasure cache (including traps) or contained in a cache.

Energy Blast

Cost: 1 SP per level + 1 Gem; **Type:** C; **Object:** 1 Monster

Description: Blasts the target with pure energy, inflicting 16 points of damage per level of the spell caster.



Flame Arrow

Cost: 1 SP; **Type:** C; **Object:** 1 Monster

Description: Fires a burning shaft at the target, inflicting 2-8 points of damage. Ineffective against fire resistant monsters.

Light

Cost: 1 SP; **Type:** NC; **Object:** EP

Description: Provides sufficient light to illuminate underground areas. This spell lasts for 1 day, and goes away after Resting.

Location

Cost: 1 SP; **Type:** NC; **Object:** EP

Description: A source of precise information about the party's location. Shows a map of the current 16 square x 16 square area wherein the party is traveling and shows where the party is on this map. This may be critically important if the party is lost or has been magically transported.

Sleep

Cost: 1 SP; **Type:** C; **Object:** 4 Monsters + 1 monster per level of the caster

Description: Sends monsters into a deep sleep, preventing them from attacking. This spell lasts until the target overcomes it or is successfully attacked physically or by magic.

Level 2

Eagle Eye

Cost: 2 SP per level of the caster; **Type:** NC, OD; **Object:** 5 square x 5 square area

Description: Give a "bird's eye" view of the terrain around the party. Spell duration is 1 day.

Electric Arrow

Cost: 2 SP; **Type:** C; **Object:** 1 Monster

Description: Inflicts electrical damage on a monster, doing 4-16 points of damage. Ineffective if the monster is immune to electricity.

Identify Monster

Cost: 2 SP + 1 Gem; **Type:** C; **Object:** 1 Monster

Description: Provides information about one Monster during combat, including Hit Points and Armor Class, and whether the monster is Undead, has a Special Power or Magic Resistance, and whether the monster does bonus damage by touch.

Jump

Cost: 2 SP; **Type:** NC; **Object:** EP

Description: Moves the entire party two squares forward unless a magical barrier such as a force field is in the way.

Levitate

Cost: 2 SP; **Type:** NC; **Object:** EP

Description: Levitates entire party for one day, enabling them to travel just above the ground or whatever else is underfoot. This spell is sometimes useful for travelling over dangerous or uncertain terrain or surfaces.

Lloyd's Beacon

Cost: 2 SP + 1 Gem; **Type:** NC; **Object:** EP

Description: Leaves a beacon at the place where the spell is cast. The entire party will be instantly teleported back to this beacon the next time the spell is cast.

Protection from Magic

Cost: 1 SP per level + 1 Gem; **Type:** AT; **Object:** EP

Description: Increases all characters' resistance to magic. Amount of increase depends on the experience level of the spellcaster. Spell duration is one day.

Level 3

Acid Stream

Cost: 1 SP per level + 2 Gems; **Type:** C; **Object:** 1 Monster

Description: Sprays a stream of corrosive acid that inflicts 2-8 points of damage per level of the caster on its target. Ineffective against monsters immune to acid.



Fly

Cost: 3 SP; **Type:** NC, OD; **Object:** EP

Description: Enables the entire party to fly to the safest square of the chosen region. Use the D-Pad to move the selection indicator beside the region you want to fly to, and then press C.

Invisibility

Cost: 3 SP; **Type:** C; **Object:** EP

Description: Makes the entire party invisible and thus much harder to hit in combat.

Lightning Bolt

Cost: 1 SP per level + 2 Gems; **Type:** C; **Object:** 4 Monsters

Description: Blasts up to 4 monsters with 1-6 points of electrical damage per level of the caster. Ineffective against monsters immune to electricity.

Web

Cost: 3 SP + 2 Gems; **Type:** C; **Object:** 4 Monsters + 1 Monster per level of the caster

Description: Wraps monsters in a magical web, preventing them from fighting for the duration of the combat or until they escape.



Wizard Eye

Cost: 3 SP per level + 2 Gems; **Type:** NC, ID; **Object:** 5 x 5 area

Description: Reveals all walls, rooms, chambers, etc., within the area of effect. Spell duration is one day.

Level 4

Cold Beam

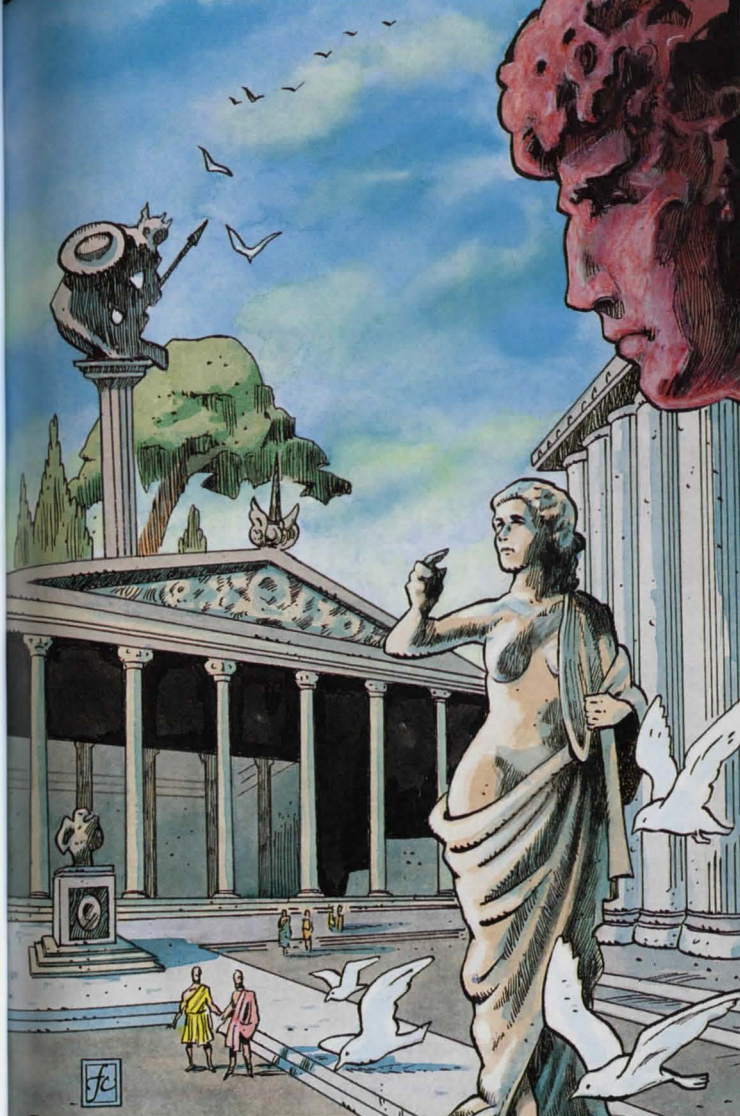
Cost: 1 SP per level + 3 Gems; **Type:** C; **Object:** 1 Monster

Description: Projects a beam of intense cold that inflicts 6 points of damage per level of the caster on the creature it touches. Ineffective against monsters that are immune to cold.

Feeble Mind

Cost: 4 SP + 3 Gems; **Type:** C; **Object:** 5 Monsters

Description: Clouds the minds of up to five monsters, blocking their abilities and preventing them from engaging in combat until the spell's effects are overcome or until the monsters are successfully attacked either physically or by magic.



Fireball

Cost: 1 SP per level + 3 Gems; **Type:** C ; **Object:** 6 Monsters

Description: Casts a ball of fire at up to 6 monsters, inflicting 1-6 points of damage per level of the caster.

Guard Dog

Cost: 4 SP; **Type:** NC; **Object:** EP

Description: Provides the party with a supernatural guard that will prevent the party from being surprised. The spell lasts for one day.

Shield

Cost: 4 SP; **Type:** C; **Object:** EP

Description: Creates an invisible shield around the party that protects them from most missile weapon attacks for the duration of a combat.

Time Distortion

Cost: 4 SP; **Type:** C; **Object:** EP

Description: Creates a discontinuity in time; time will pass faster for the party than for monsters they are facing, which will allow the party to escape.



Level 5

Disrupt

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 1 Monster

Description: Creates a powerful energy field that disrupts the molecular bonds of the target, inflicting 100 points of damage.

Fingers of Death

Cost: 5 SP + 5 Gems; **Type:** C; **Object:** 3 Monsters (not Undead)

Description: Channels the arcane powers of all the world's dead sorcerers through the caster's pointing fingers, inflicting immediate death on up to 3 monsters.

Sand Storm

Cost: 2 SP per level + 5 gems; **Type:** C, OD; **Object:** 10 Monsters

Description: Harnesses the winds to create a violent sand storm that inflicts 1-8 points of damage per level of the caster on up to 10 monsters.

Shelter

Cost: 5 SP; **Type:** NC; **Object:** EP

Description: Protects the party from encounters for one



entire day, giving them complete rest for that time. If the party moves, however, the spell is broken.

Teleport

Cost: 5 SP; **Type:** NC; **Object:** EP

Description: Instantly teleports the entire party up to 9 squares in the direction they are facing.

Level 6

Disintegration

Cost: 6 SP + 6 Gems; **Type:** C; **Object:** 3 Monsters

Description: Either disintegrates or inflicts 50 points of damage on up to 3 monsters.

Entrapment

Cost: 6 SP + 6 Gems; **Type:** C; **Object:** Combat Area

Description: Surrounds the area where the battle is taking place, preventing any of the combatants from leaving.

Fantastic Freeze

Cost: 2 SP per level + 6 Gems; **Type:** C; **Object:** 3 Monsters

Description: Projects a beam of numbing cold at up to 3 monsters, freezing them and inflicting 10 points of damage per level of the caster.



Recharge Item

Cost: 6 SP + 6 Gems; **Type:** NC; **Object:** 1 magic item in the spell caster's backpack

Description: Restores 1-6 charges to any item in the caster's backpack. The risk exists that the item will be destroyed by this spell. An item that has been completely drained of charges cannot be recharged.

Super Shock

Cast: 2 SP per level + 6 gems; **Type:** C; **Object:** 1 Monster

Description: Creates a crackling bolt of electricity that will cause 20 points of damage per level of the spell caster.

Level 7

Dancing Sword

Cost: 3 SP per level + 7 Gems; **Type:** C; **Object:** 10 Monsters

Description: Brings into being a magical sword that will inflict 1-12 points of damage per level of the spell caster.

Duplication

Cost: 7 SP + 100 Gems; **Type:** NC; **Object:** One item in the spell caster's backpack

Description: Duplicates any one item in the caster's backpack, provided that there is room in the backpack for the

new item. There is a chance that the spell will fail and destroy the original item.

Etherealize

Cost: 7 SP + 7 Gems; **Type:** NC; **Object:** EP

Description: Alters the molecular structure of every member of the party, allowing them to pass through any barrier (a stone wall, a magical force field, etc.)

Prismatic Light

Cost: 7 SP + 7 Gems; **Type:** C; **Object:** 10 Monsters

Description: A powerful, unpredictable spell that can create any number of effects. It can destroy opponents, disable them, or only annoy them. A risky spell, but potentially a devastating one.

Level 8

Incinerate

Cost: 3 SP per level + 8 Gems; **Type:** C; **Object:** 1 Monster

Description: Engulfs the target with the heat of a blazing star, inflicting 20-40 points of damage per level of the spell caster.

Mega Volts

Cost: 3 SP per level + 8 Gems; **Type:** C; **Object:** 10 Monsters

Description: Creates an arcing chain of electricity connecting all opponents, doing 4-16 points of damage per level of the spell caster.

Meteor Shower

Cost: 8 SP + 1 SP per level of the target + 8 Gems; **Type:** C, OD; **Object:** All opponents

Description: Creates a deadly rain of meteors with fiery tails that inflict 5-50 points of damage on each monster.

Power Shield

Cost: 8 SP + 8 Gems; **Type:** C; **Object:** EP

Description: Reduces all damage inflicted on the party by half.

Level 9

Implosion

Cost: 10 SP + 10 Gems; **Type:** C; **Object:** 1 Monster

Description: Creates a black hole in space at the center of the target creature, imploding it into nothingness.



Inferno

Cost: 3 SP per level + 10 Gems; **Type:** C; **Object:** 10 Monsters

Description: Unleashes heat equal to the sun on up to 10 monsters, doing 1-20 points of damage per level of the caster.

Star Burst

Cost: 10 SP + 1 SP per monster + 20 Gems; **Type:** C, OD;
Object: All opponents (may be limited by spell points)

Description: Showers all monsters with bits of stellar plasma, inflicting 20-200 points of damage.

Enchant Item

Cost: 50 SP per plus of item + 50 Gems; **Type:** Non C;
Object: One magic item

Description: Attempts to increase the power of an item by raising its "+" by 1.

Places

Automapping

Might & Magic is equipped with a complete automapping feature. Every square in every location you travel will be mapped and remembered if you save your game. Note that you must have at least one character in your party with the Cartography secondary skill for the automapping function to be active, and that character must be conscious.

Note that you can only view the map of the place where you are; different maps, whether they are far away or near, cannot be viewed. For instance, while you are in a city you can only view a map of that city, not the region it is in; while you are in a cavern, you can only view a map of that cavern, not the city above it; and so on.

The Cities

The Cities of Cron offer many opportunities as well as many dangers. Most Sorcerer and Cleric spells can be acquired in the cities' magic guilds and temples. City blacksmiths buy and sell armor, weapons, and miscellaneous items. They can also identify magical items found while adventuring. Taverns sell food to take on the road, exotic drinks that can enhance statistics, and unusual meals that can give hints to

solving quests and puzzles; they're also a good place to pick up rumors. Every city has portals that will let the party travel immediately from city to city if they pay a fee. Three of the cities have arenas where the party can fight monsters for rewards. Valuable secondary skills can be learned from various tradesmen. And beneath every municipality, dangerous caverns beckon.

The five cities of Cron and their general locations:

CITY	REGION
Atlantium	A4
Middlegate	C2
Sandsobar	E4
Tundara	A1
Vulcania	E1

The Castles

Castles are the most magnificent, and complex, structures in Cron. All have complex and dangerous ground levels to explore, and they also have dungeons, some going as deep as two levels under the earth.

The five castles in Cron and their general locations:

CASTLE	REGION
Castle Hillstone	D4
Castle Pinehurst	A2
Castle Woodhaven	C1
Castle Xabran	C2
Luxus Palace Royale	D2

The Caverns

Caverns are found in almost every region, and under every city. All are sources of treasure, and many have important clues that will help the party solve Cron's deepest mysteries.

The 16 caverns in Cron (other than the ones below the five cities) and their general locations:

CAVERN	REGION
Corak's Cavern	C2
Dawn's Mist Cavern	D4
Dragon's Dominion	D1
Druid's Point Cavern	C3
Forbidden Forest Cavern	C3
Gemmaker Volcano	E1
Ice Cavern	B1
Murray's Cavern	B4
Nomadic Rift Cavern	E3
Sarakin's Mine	A2
Square Lake Cavern	C2

The Dungeons

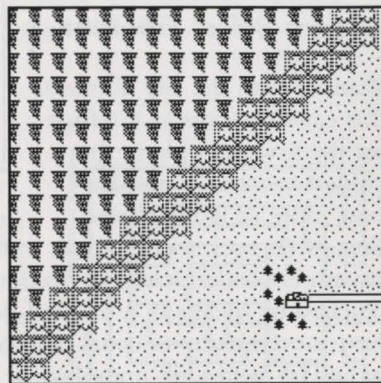
There are dungeons beneath every castle in Cron except Castle Xabran. The entrances to these dungeons are hidden within the castles themselves, so the dungeons have the same regional coordinants the castles above them do. Some dungeons, however, can be entered through mystic teleporters located in other dungeons or in the wilderness. The strongholds of sorcery on the Isle of the Ancients are also classified as dungeons because of their complexity and relative danger.

DUNGEON	REGION
Dark Keep	B3
Tower of Mercy	B4

The Regions

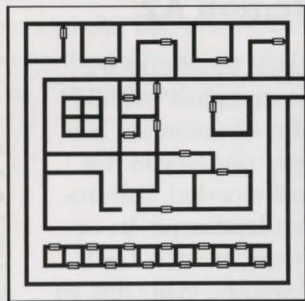
Region A1

This is the most frigid of the four corners of Cron, buffeted endlessly by the howling tempests of the Elemental Plane of Air. Civilization in this area flickers only in the fear-haunted city of Tundara. Stick to the road in this icy province if you seek safety as you travel; otherwise, be prepared to brave blizzards, avalanches, and snow drifts.



Tundara

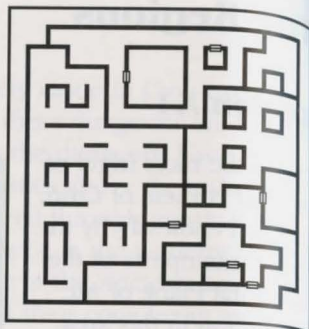
This city shivers amid the frozen plains of the far north. But it's not just the eternal chill that makes Tundarans quake; Snowbeasts roam the city's outer walls amid unspeakable experiments. Even the public sections of the city are secre-



tive and dangerous. Tread carefully in this dangerous place where skin is thinner than ice.

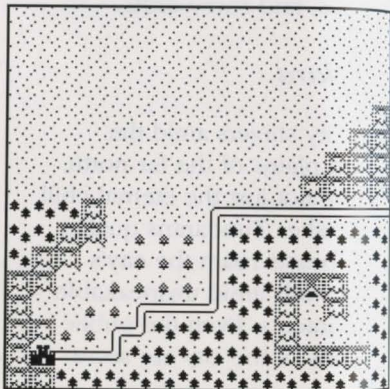
Cavern Below Tundara

Warmer than the city above it, this cavern serves as a refuge for the townspeople in the coldest months. It also harbors more sanguinary residents who seek their warmth in the taste of blood. The cavern is divided into four sections, each of which can be reached by means of a magical device. Past generations have stored many unusual objects here, some of which would be better left unmolested. The walls also bear some tantalizing clues.



Region A2

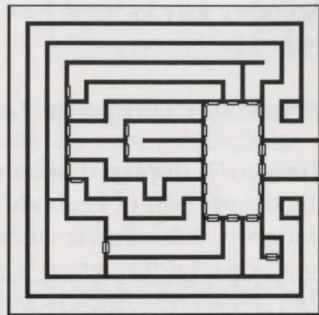
Castle Pinehurst, the westernmost outpost of civilization in Cron, rests uneasily in this half-wooded, half-frozen landscape. Its eccentric master, Lord Peabody, maintains an erratic sort of order in



his supposed domain. Sarakin's Mine broods within a coil of mountains, haunted by its founder's bitter spirit. The legendary Death Spider, perhaps the actual ruler of this region, cleanses the land of corpses and of living interlopers. She will, however, be merciful to those who show the proper turn of phrase when answering her riddle.

Castle Pinehurst

Isolated deep in the tundra, Castle Pinehurst is the most singular of all Cron's strongholds. Lord Peabody von Pinehurst is alone among Cron's nobles as a dabbler in sciences and sorceries more circumspect experimenters leave undabbled. Loyalty is the quality Lord Peabody values most, and he sometimes tests it in his guests by asking them to assist his friends. But guests in his stronghold should be on their guard; time here can fly in either direction, thanks to a device that Lord Peabody closely guards.



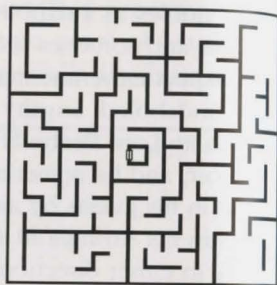
Peabody's Dungeon, Level 1

Just as the flight of time accelerates in Peabody's castle, so does the flight of spell points in his dungeon. Fighters and Paladins often fare better here than do spell casters, but like humans they may not fare here at all. Accuracy may increase here in return for Speed.



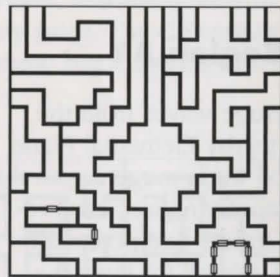
Peabody's Dungeon, Level 2

Treasure is displayed openly in the deeper part of Peabody's dungeon, but only the cunning and powerful may grasp what they are shown. Spell points may be lost here without being used, but more useful spells may be pointed out to those able to pay. Humans, paladins, and knights are not welcome here, but Personality is welcome if it changes to Luck.



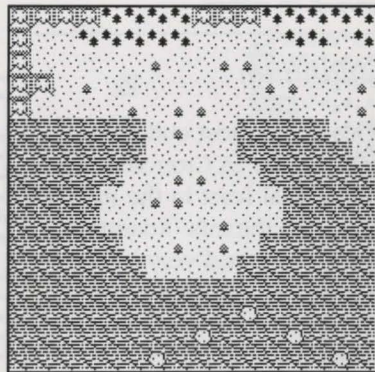
Sarakin's Mine

Ages ago, this deserted mine was a rich source of gold. But Sarakin, the mine's discoverer, became obsessed with its wealth and feared that old age and death would overtake him before he had extracted every glistening nugget and collected every handful of shining dust. He searched obsessively but in vain for a means to extend his life, and fell into bitter, raging madness before he died. His angry spirit is said to walk the mine's collapsing galleries.



Region A3

This is a land of horror and peril. A heartless Siren lures passing ships to their dooms, and the corpses of their drowned crews drift onto the deserted beaches that line the Petrified Peninsula. Inland, dragons take wing to seek out unwary travelers to feast upon.



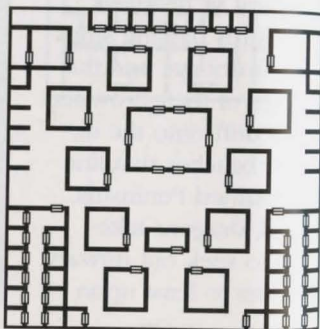
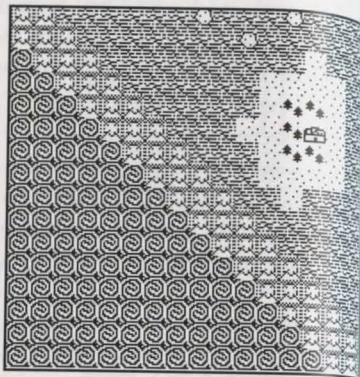
Only the strong and experienced should explore this bloody turf.

Region A4

Huge waves from the nearby Elemental Plane of Water surge across this stormy region, each relentless tide potentially a shroud for even the mightiest champions. Yet the haughty city of Atlantium is a beacon to those seeking knowledge, and the Pearl Islands are said to be awash in riches.

Atlantium

This is the most culturally refined city in Cron and the noblest, at least in the minds of its inhabitants. Atlantium boasts fine and very informative public statuary, teachers of a wide variety of Secondary Skills, and a City Jail which Atlantians consider to



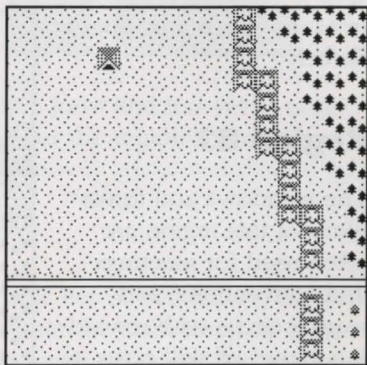
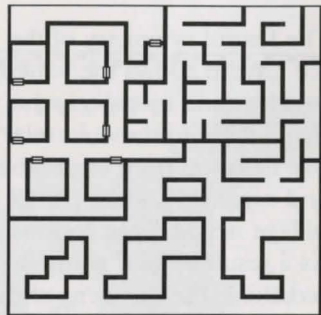
be a symbol of their political sophistication. Local merchants also have a sophisticated taste for profits, making the city an expensive place. Many believe, however, that the quality of items and services here are worth any price. The Colosseum here is the most challenging of the three battle arenas in Cron.

Cavern Below Atlantium

The Atlantian mania for civic improvement has penetrated even into this dreary place. The citizens employed in this renewal project are often no more ready to tolerate adventurers than they are monsters. The local affinity for statues obtains even here, and each stone image offers a surprise. Only the foolish enter the Maze area, but many leave it measurably wiser.

Region B1

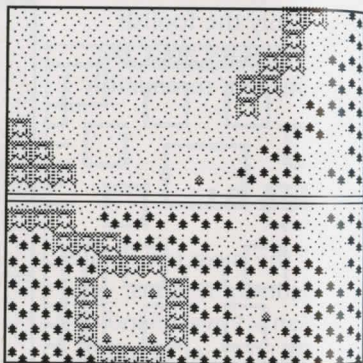
This is the most temperate of the tundra regions, yet is still an icy wasteland. But it is far from deserted.



Fortress Haart, the demesne of an ancient and noble line, stands amid the frozen fastness. The wisest of all pegasi is said to wait here for the true saviors of Cron. And a treacherous hidden cavern is said to harbor bands of monsters and criminals.

Ice Cavern

The fearful symmetry of the Ice Cavern allows the varied fugitives and monsters who dwell there to thrive in relative isolation from each other and organize raiding parties to pillage neighboring regions. As a result of their many depredations, the denizens of this frosty grotto have gathered a glittering horde of treasure which they guard fiercely.



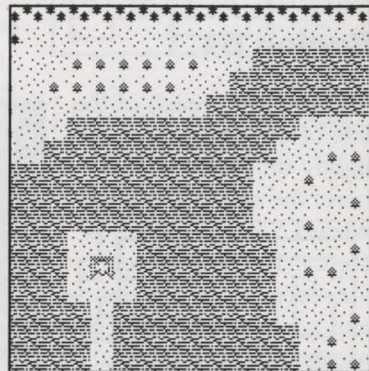
Region B2

The meadows and forest glens of this region are often used for meetings and conventions, and even a circus with rewarding games of skill posts its

tents here once a year. But it is also the home of fierce griffins, and certain conventioners are known to react with deadly force if interrupted. Take special care in the Falcon Forest. Archers may seek the legendary Baron Wilfrey here, but may regret finding him unless their skills are great. A shortcut to the dungeon of Castle Hillstone is said to be hidden in this region.

Region B3

The northern tip of the Isle of the Ancients juts like a clenched fist into this region, the Dark Keep of the evil wizard Ybmug glowering on its bleak shore. This fell spire is a magnet, or perhaps a trap, for sorcerers throughout Cron. On the mainland, the Dread Knight challenges every passing knight to a joust and has yet to taste defeat. Sullen Druids also wander the regions light forests searching for unwelcome visitors.



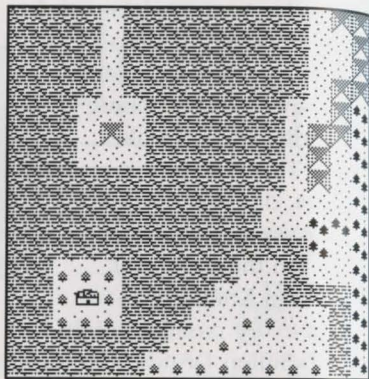
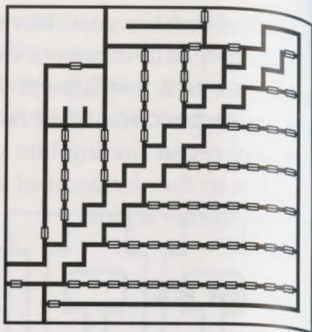
Dark Keep

The path to the mastery of magic lies in two halves; the evil half of the journey is found within the Dark Keep. It is imperative that the advice of the Jurors of Mount Farview and

the statues of Atlantium be heeded here; those who ignore their counsel will certainly perish. Gather Sorcerers to travel here, for none but they may enter the keep. Be mindful of what is written on the interior walls.

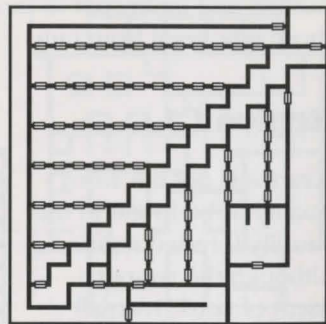
Region B4

The southern reach of the Isle of the Ancients rests lightly on placid waters here, the site of the good wizard Yekop's Tower of Mercy. This is a mecca for sorcerers of power and accomplishment. For recreation, no other place in Cron is a match for Murray's Island. His hot springs and gym are renowned for repairing both body and soul, although his cavern is less nurturing for many. For the more adventurous, a trip to Native's Cove is recommended.



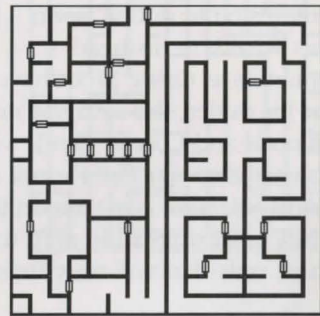
Tower of Mercy

Yekop's home is the center for the study of the good component of sorcery. Only Sorcerers may visit the tower, and they are advised to learn all they can in Atlantium and Mt. Farview before their pilgrimage here. There are many doors from which to choose here. Those who choose well will encounter little combat; those who choose poorly will encounter little else.



Murray's Cavern

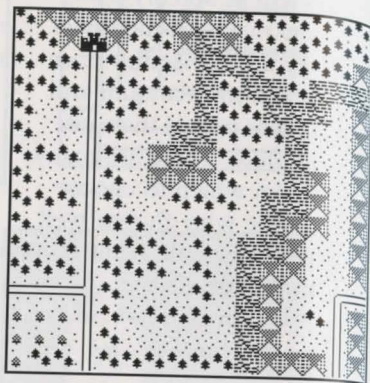
Murray encourages a far less studious atmosphere on his island than his neighbor Yekop does on his. This retired adventurer maintains good contacts throughout Cron and is generous with the information he hears. Both of Murray's patented elixirs, Goofy Juice and Power Oil, are available in his cavern, and both are powerful beverages. But Murray has his dark side as well. He broods over the activities of his former protegee, Dawn, who now plays



hostess and innkeeper to monsters. And he never forgives those who steal from him.

Region C1

Avarice is not the worst quality to be found in this heavily forested region, although the temperament of Lord Hoardall ensures that it *will* be encountered. He is authorized to keep the peace in this region, but some theorize that he is more interested in dotting upon his wealth in his headquarters at Castle Woodhaven. Even if he was more resolute in his duties, the savage Undead monsters of Lost Soul's Woods and Corpse Creek would make it difficult for him to carry them out. The Hermit of Beggar's Wood provides the most tolerable company in this region, but will not become truly companionable until what he has lost is returned to him; only that will truly unlock his secrets.



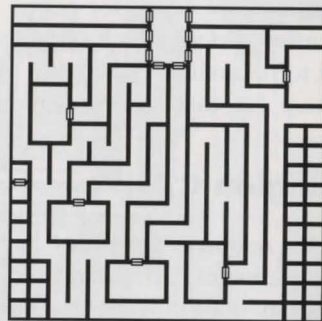
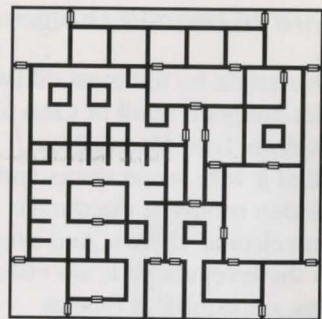
Castle Woodhaven

This castle is more elegant than even Luxus Palace Royale, reflecting the rich tastes of Lord Hoardall. He takes pride in his collection of opulent objects, and displays them openly

for all to admire. This pride turns quickly to wrath if his riches are stolen, and he never forgets a thief. Nor do his minions. It is not known whether the Green Battle Bishop tried to pilfer a bauble or two here; but whatever his offense, he is kept a prisoner by the greedy lord.

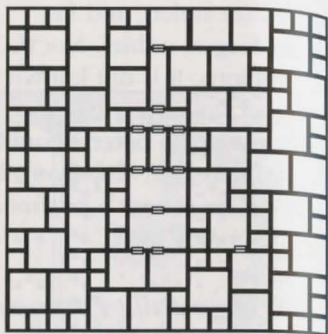
Lord Hoardall's Dungeon, Level 1

This labyrinthine dungeon is a reliquary for objects that assist both Clerics and Robbers, the classes that Lord Hoardall thinks are most likely to hunger after his wealth. So naturally, Robbers and Clerics may not enter here. Elves are forbidden as well for reasons known only to the master of Woodhaven. Tradition has it that Might can be traded for Personality in these twisting corridors. And while the darts from the many traps cannot swoop around corners, they fly true enough to kill on the straightaways.



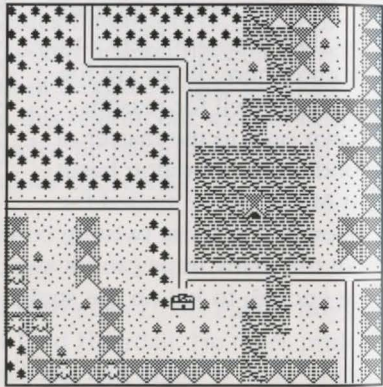
Lord Hoardall's Dungeon, Level 2

This might be the most difficult dungeon in all of Cron to explore; Lord Hoardall has filled it with secret doors and hidden rooms to discourage unwelcome visitors. And as in the level above it, no visitors are as unwelcome as Robbers, Clerics, and Elves. Tales are told around campfires of a fountain here that trades experience for gems, and of a pool which turns the minds of all those who touch it to neutrality. Personality may also be traded for Luck here, but that process is more obscure.



Region C2

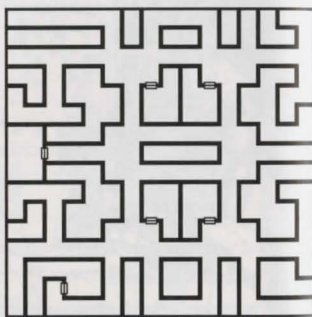
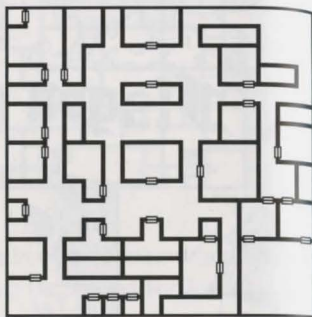
This region is the effective center of Cron, and its city of Middlegate is the world center of trade and commerce. The road leading from Middlegate branches out to every castle and city in all the land. But there is adventure aplenty to be had in



this region alone. Middlegate and the cavern beneath it are good places for adventurers to test themselves at the dawn of their careers. The ruins of Xabran Castle await in Square Lake. And Corak's Cavern and its restless denizens are sheltered by the forest's gloom.

Middlegate

The most important city in Cron, Middlegate is the commercial center of all the land and the place where all Adventures begin. It is a place of wide plazas and many shops with reasonable prices. Every building is occupied, some by merchants happy to do business with a band of adventurers, others by monsters whose business with adventurers is less commercial.



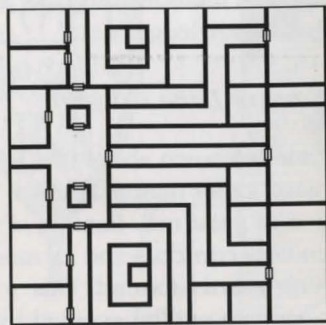
Cavern Below Middlegate

This is the subterranean lair of two warring criminal gangs, each of which is guarding "treasure" stolen from the city above. Recovery of this booty could reap the rescuer gener-

ous rewards. The cavern is also the home of many less organized but equally deadly creatures, and its walls are a veritable bulletin board of information.

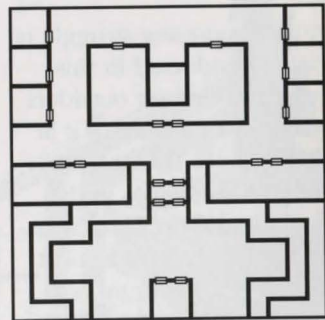
Castle Xabran

In ages past, this edifice was a hub of both mundane and magical learning. The secrets of many artifacts and puzzles, and the guarded lore of adventurers and spells, were stored here. It is said that the mystery of time itself was solved by the scholars of Xabran. This was all before the castle was destroyed by the Elemental Lords at the end of the ninth century. If anyone can rediscover the secret of time travel, a journey into Castle Xabran's past would be worth taking.



Corak's Cavern

In former times, this was the home and scriptorium of the learned Corak, and was converted into his tomb once his sojourn through this life concluded. But what it then became defiles his memory; le-



gions of Undead wander these chambers and corridors. Only clerics may view Corak's mortal husk, and only if they have first secured the necessary pass. Of all Corak's servants, only ancient Lloyd remains here to preserve his master's memory and pass along tattered remnants of his great knowledge.

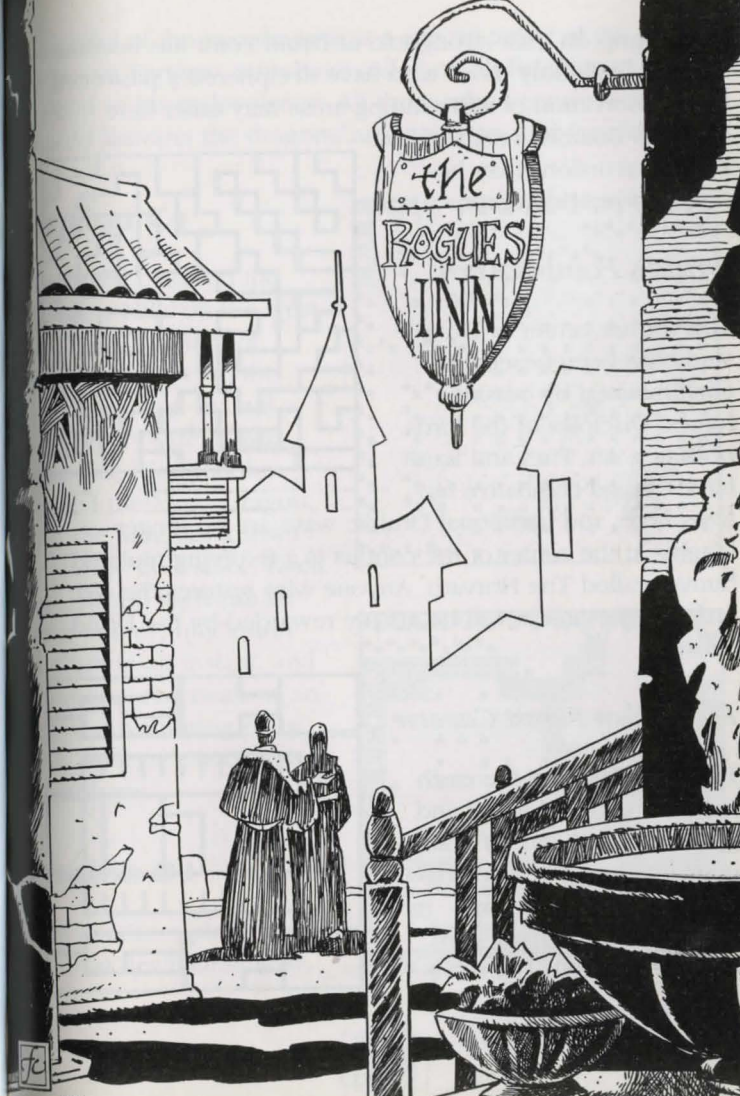
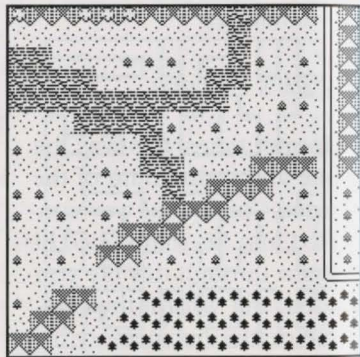
Square Lake Cavern

Little is known about this place, other than that it is a den of great evil. Rumors of endless corridors and Demon King guards abound. This cavern should be avoided by all but the most skilled and powerful.



Region C3

A great ongoing struggle is being conducted in this region, although outsiders may not be aware of it at first glance. The very rustling of the leaves in the Forbidden Forest are whispers of evil intent against which restless druid covens are ever watchful. The

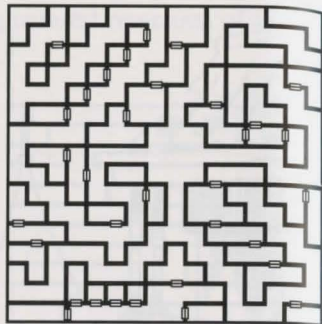


druids' grip on their stronghold at Druid Point has become tenuous; still, only those who have deciphered a password from observation of surrounding areas may enter here.

Murray's Boatrider reaches this shore; excursions may be arranged in Middlegate.

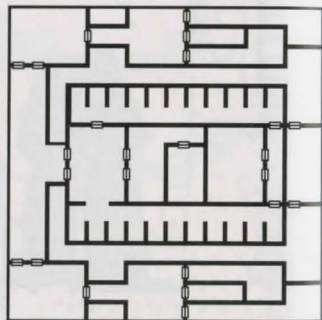
Druid's Point Cavern

This former center of Druidic study has been beset and contaminated by outside forces. Disciples of the lords of Water, Air, Fire, and Earth have formed combative factions here, and traditional Druidic ways are no longer taught. At the center of the conflict is a terrifying mutated human called The Horvath. Anyone who restores the old order in the cavern will be greatly rewarded by the Druid Master.



Forbidden Forest Cavern

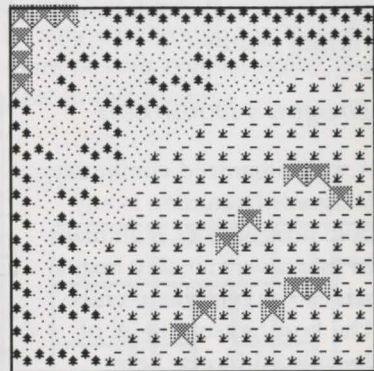
This foul gouge in the earth is a stronghold of smug and gloating evil. A pair of chillingly intelligent dragons have organized a mighty army here; their dark intent can only be guessed. The more



powerful of the two dragons is a special target of the Jurors of Mount Farview, who have called on all Paladins to bring an end to his malevolence. All those who venture here should beware; the dragons' army is large, and formidable.

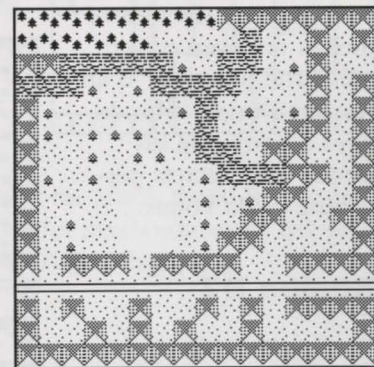
Region C4

Squeezed between the Barbaric Hills on the west and the Quagmire of Doom on the east, this region is beset by evil from every side. It was here that King Kalohn battled the Mega Dragon, and the area has known no peace ever since. Even the ground itself can be your enemy; quicksand can kill in an instant, and sinkholes can swallow an entire adventuring party only to regurgitate them elsewhere.



Region D1

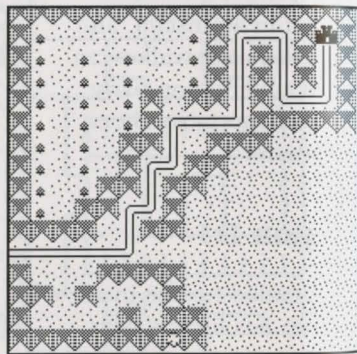
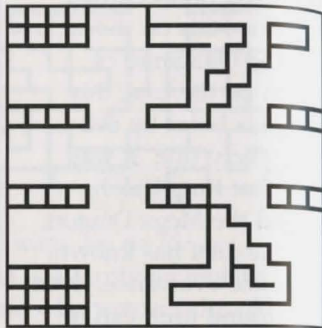
The deadliest place in all of Cron lies lifeless near



the middle of this region. It is the Dead Zone, where King Kalohn bested the elemental lords and which has been utterly desolate ever since. Nearby, most of Cron's dragons maintain their own dominion in the broken hills. This region is so unsettled that even the Queen's Road is haunted by bandits and Goblins, who are said to have their own villages nearby.

Dragon's Dominion

A well organized community, Dragon's Dominion is any bold adventurer's nightmare. In this cavern, reality begins where the nightmare ends. The best treasure in all of Cron is said to be here, guarded by monsters so powerful that the idea of theft is not even considered. The ruler here is an Ancient Dragon who derives a portion of his power from secrets pertaining to Hit Points.



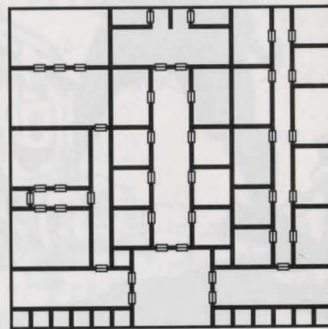
Region D2

To the extent that turbulent Cron is ruled at all, it

is ruled by Queen Lamanda from her stronghold in Luxus Palace Royale in the northeastern reaches of this region. Her grip on power is uncertain, and even those close to her defy her wishes. For example, her rough-hewn brother Mandagual has opened a toll station on the road to the palace. Although the road to her palace is sinuous and troublesome, keep to it and avoid the shortcut through the Desert of Desolation unless you are sure of your combat skills. The Jurors of Farview also hold court in this region.

Luxus Palace Royale

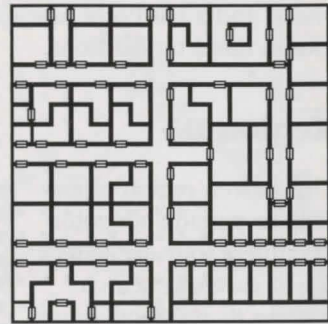
Even Queen Lamanda's residence is not immune from the chaos that ravages the land. While the queen's hand rests unsteadily on the levers of power, she is nonetheless conscious of her position and insists on its perquisites. To gain an audience with her, you must complete both the Black Ticket Triple Crown and the quests of the Jurors of Mount Farview. It is said that the Black Battle Bishop has been imprisoned by the queen for insubordination. But he, too, looks with favor on Black Ticket champions.





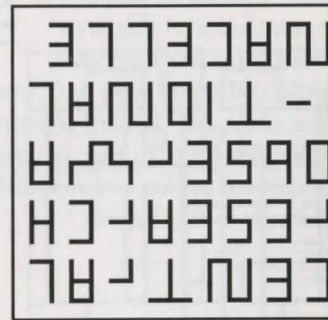
Queen Lamanda's Dungeon, Level 1

This is the main prison for all of Cron, housing the worst cutthroats and brigands in the land. Only Royal Guards are allowed free passage through these dangerous passageways; all others are subject to confiscatory fines. However, a few guards have set up an exchange system, trading Endurance for Speed. Sorcerers and Archers will find much here to their liking, although Dwarves will not.



Queen Lamanda's Dungeon, Level 2

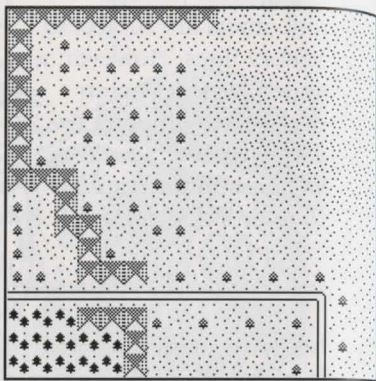
This is a most mysterious and cryptic place. Many of Cron's secrets are explained here, but the entire answer is difficult to discern. Those criminals whose sins were too scarlet for confinement in level 1 of the Queen's dungeon are kept in level 2. They are amazingly free to engage in trade, however, and offer such things as a focal point



for evil, a method to trade Might for Speed, a painless way to change gender, many items to delight Sorcerers and Archers, and a Hit Point maximizer. Dwarves, alas, may not join in these transactions.

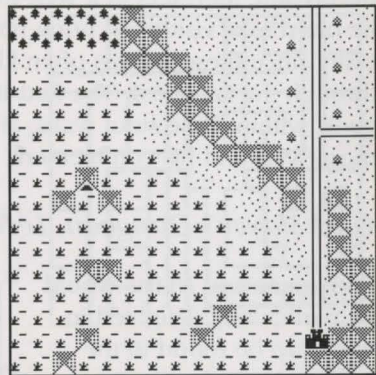
Region D3

This barren region offers little to passing adventurers unless they are willing to carefully search. Among its residents is a slightly unbalanced one-time circus performer who has much to communicate if approached properly. Mr. Wizard, the most learned of all sorcerers, entered this area to look for the legendary Lich Lord some time ago, but nothing has been heard from him since. Mr. Wizard is worth locating, however, if for no other reason than that he knows every spell ever devised. Dedicated seekers of magical knowledge will find other rewards in this region.



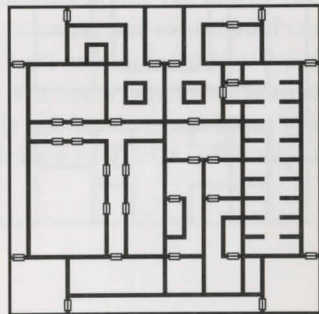
Region D4

To those who seek combat, this is a rewarding region. The battle-loving Lord Slayer has certainly found it to his liking and even established his stronghold, Castle Hillstone, here. The Quagmire of Doom and Dawn's Mist Bog would normally supply all the monsters one might require for martial enjoyment. But the presence of Dawn's Mist Cavern, a resort founded by the perverse former assistant of the legendary Murray, makes the monstrous foot traffic even heavier. This has caused farmers in the region to become surly, and Lord Slayer recommends that outsiders avoid them.



Castle Hillstone

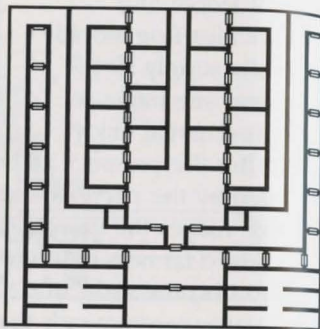
Lord Slayer's interest in trophies has been well-served by his keep's proximity to the Quagmire of Doom, the Plains of Peril, and the Lithos-



pheric Barrier. He keeps a carefully selected assortment of his favorite monsters in a well-stocked Zoo, but nonetheless he often asks visitors to bring him new specimens (especially since these visitors often kill the exhibits on their tour through the facilities). The Red Battle Bishop is an unwilling guest within these stout walls, and would no doubt assist those who end his confinement.

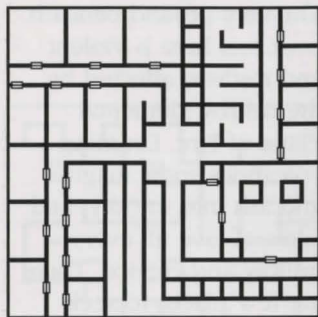
Lord Slayer's Dungeon, Level 1

Barbarians and Ninjas would be particularly delighted in what can be found in the catacombs under Castle Hillstone. Unfortunately, they are forbidden to enter. Half-Orcs are unwelcome as well. But there is much to attract others to these dank halls, too. Some say Might can be exchanged for Intelligence here, and treasure can be turned into experience if it is washed thoroughly. Others say rapid transit from this dungeon to Lord Hoardall's keep is possible. All say to watch your back here.



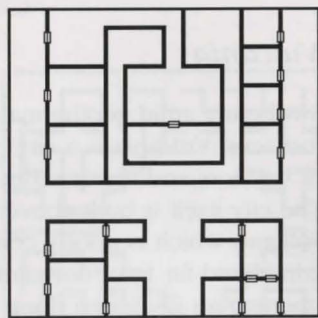
Lord Slayer's Dungeon, Level 2

Rumors of a magic fountain on this level abound. Or was that the first level? Perhaps both levels. But then, who believes in rumors? Otherwise, this level is much like the first: Barbarians, Ninjas, and Half-Orcs are best furloughed while the rest of the party explores it. Sopranos may enter, but often leave as tenors. And there is far too much poison to be found here.



Dawn's Mist Cavern

Dawn opened this spa for monsters in response to Murray's policy of accepting only humanoids. Monsters may rest here and recuperate from the rigors of ravaging the countryside. Their hostess provides them with a variety of theme rooms and playtime activities. Do not interrupt them lest they resume their monstrous occupations a bit early.

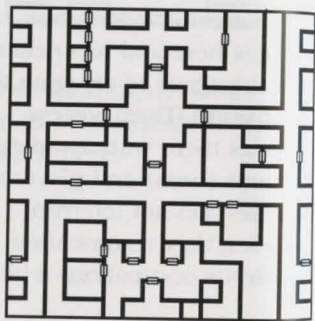
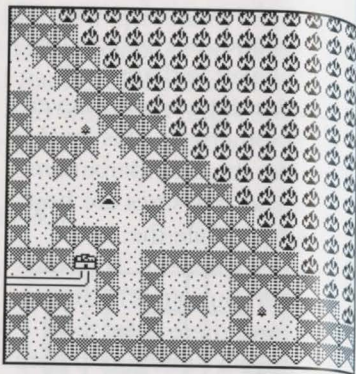


Region E1

The very ground beneath your feet here is violent and restless, affected by the nearby Elemental Plane of Fire. Looming volcanoes spew magma and ash into the sky, and lakes of lava fill every hollow and crevice. There are few places to seek shelter here, and none who lack complete immunity to fire should stray from the heat-buckled road.

Vulcania

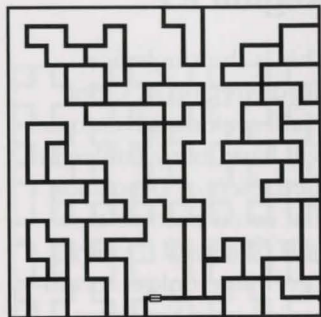
Sweltering amid geothermal furnaces, Vulcania is a city of warriors and mercenaries. The city itself is built above a volcano which is poorly contained and far from dormant; opening an ill-chosen door can engulf the unwary in flowing lava. All may find advancement here, but those



who practice the crafts of battle will find the most opportunities here, especially in the notorious Wild Section.

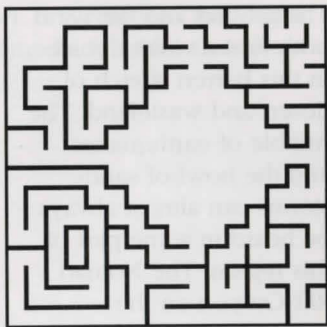
Cavern Below Vulcania

This cavern leaks, not from above, but from below. A Levitation spell is necessary for protection from the intemperate footing. Any unfortunate explorers who proceeded you here should be heeded and their advice heeded. There are hidden paths here, and each leads to a reward.



Gemmaker Volcano

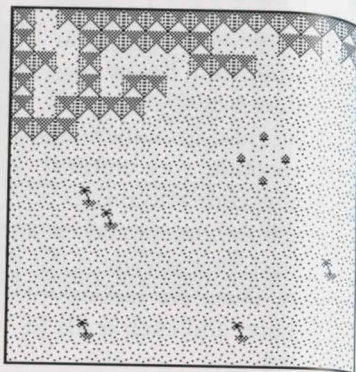
Gems litter the floor in this fiery place, making it a popular destination for spellcasters. Warriors are keen to travel here as well since weapons harnessing the destructive qualities of fire are also to be found amid the the volcano's shimmering heat. Both gems and weapons are the handiwork of



Gemmaker, a brilliant yet reclusive craftsman who makes his home here. He will tutor others in his skills, but the price he will exact for such an education is extremely dear.

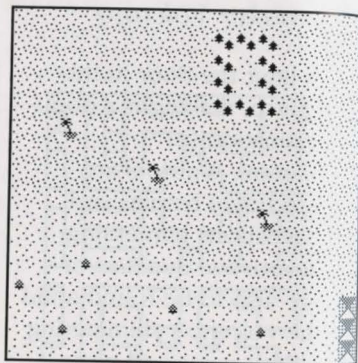
Region E2

This is the singlemost deadly region of Cron. Thrill-seeking adventurers will have many battles in the Desert of Desolation that could become the stuff of legend. Do not travel here unless accompanied by a Navigator.



Region E3

The ground and the wind both find a violent voice in this barren stretch of desert and wasteland. The rumble of earthquakes and the howl of sandstorms can almost always be heard in some part of this region. The Nomad Rift Canyon on the desert's margin offers

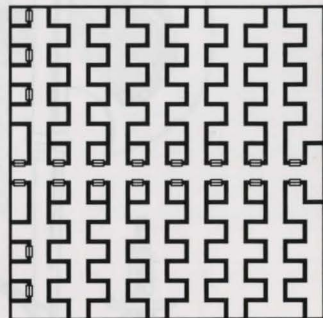


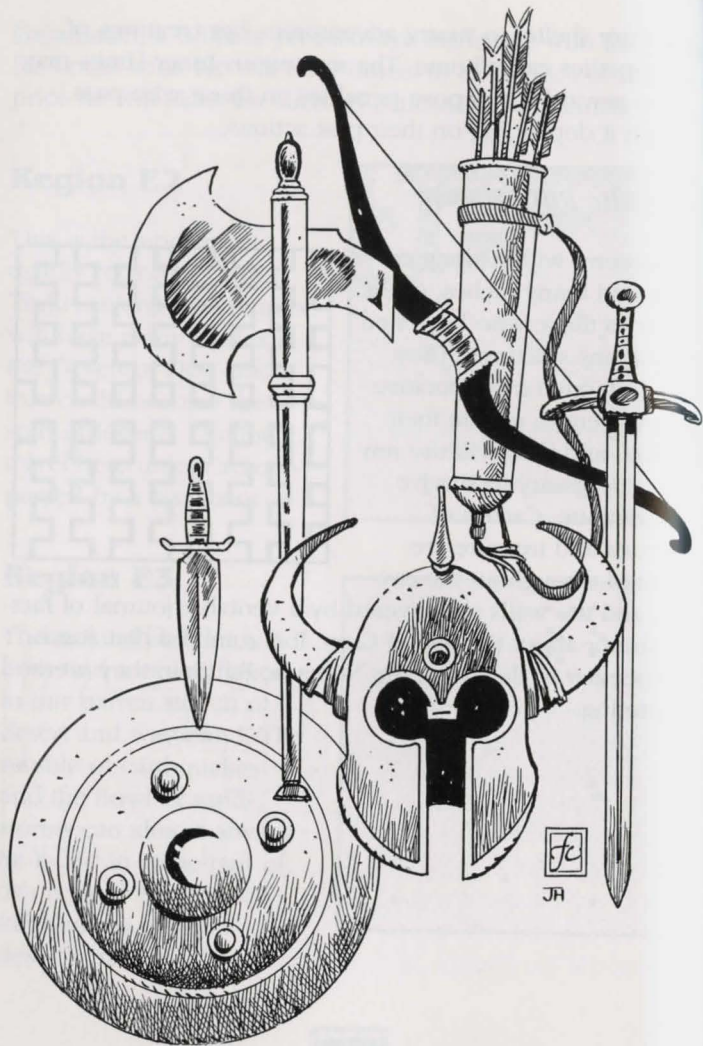
temporary shelter to weary adventurers, but creatures of foul appetites call it home. The mysterious Inner Limits may bestow rewards or impose penalties on those who pass through it depending on their past actions.

Nomadic Rift Cavern

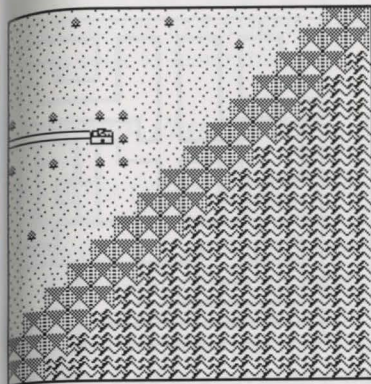
This cavern, with its long corridors and many niches, offers shelter to those who have fled civilizations strictures. They have fashioned a cooperative lifestyle here to ensure their survival, and they will use any means necessary to survive and continue. Caches of weapons and treasure are scattered throughout the caverns, and the walls are covered by a veritable journal of fact

and rumor about the rest of Cron. It is rumored that some are speedier in departing the Nomadic Rift than they were in entering.



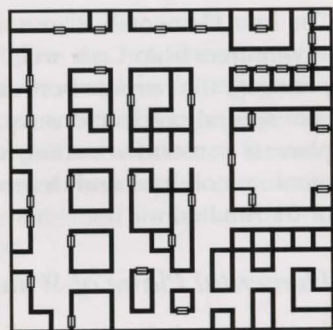


Region E4



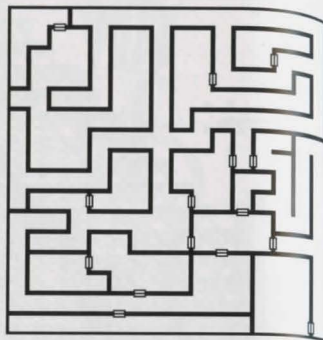
Sandsobar

The tenuous nature of survival in the desert has made the merchants of this arid place crafty and a bit thirsty for profit. To them, life is too short to be spent in poverty. The harshness of existence here has also made violence a common and casual practice, especially in the reeking alleys of the Slums. Inexperience is a luxury in Sandsobar none can afford nor survive.



Cavern Below Sandsobar

Two notorious master thieves dwell here among the other parasites. One will greatly assist inexperienced practitioners of their nefarious craft, while the other has a sense of humor that exceeds the customary boundaries of mere malice. Other lessons for the aspiring thief are also to be found. Best be careful where you tread here.



The Elemental Planes

The four Elementals Planes are the most inhospitable places adventurers from Cron will ever visit. Those who intend to penetrate the barriers between Cron and the planes must take special preparations, or they shall surely die. Each plane is constituted entirely of its element, and each element immobilizes and destroys those who are not protected or transmuted.

Elemental Plane of Water

The most cunning and deadly elemental lord, Acwalandar, rules here and he keeps many powerful minions near at hand to ensure his power. Only adventurers who are well

experienced and equipped should venture here. It is rumored that Acwalandar keeps a talisman of unimaginable power secure in a hidden shrine somewhere in his domain. If you seek to leave this plane, rest.

Elemental Plane of Air

The flying patrols of Lord Shalwend endlessly search the windy fastness here for signs of those who do not belong. While this is not the deadliest elemental plane, it is deadlier than almost anywhere in Cron, so those who come here should not do so lightly. A legend tells of a powerful device belonging to Shalwend that controls the very air itself, which is kept in a mystical temple. If you seek to leave this plane, rest.

Elemental Plane of Fire

Gleeful destruction is a way of life in the fiefdom of cruel Lord Pyrranaste, who encourages his minions to engage in eternal combat. If foolish interlopers from Cron provide fresh targets for these battles, so much the better as far as Pyrranaste is concerned. The lord of fire keeps an amulet of unimaginable power in a fire-wreathed shrine here. If you seek to leave this plane, rest.

Elemental Plane of Earth

It is here that brooding Lord Gralkor, former tyrant of all of Cron, schemes his return to dominance, but forbids the in-

habitants of his former domain to travel here. Yet many do, seeking the concealed shrine that holds an earth charm of awful potency. If you seek to leave this plane, rest.

Time Travel

To win Might & Magic, it will be necessary for your party to travel into the past. An audience with Lord Peabody is necessary to accomplish this. The game begins at the dawn of the 10th century of the world of Cron, the year 900. That year, and the time that passes after the beginning of the game, is the true time; any visits to the past will be merely temporary. The Cron of bygone days will not be the same as you have come to know; people, things, and even places will be different, and perhaps not even there at all, in the past. And the duration of trips to the past will be unpredictable; while resting, you might be transported back to the moment when you left.

Non-Magical Weapons & Armor

Class refers to the Classes that can use a particular weapon or armor type. K = Knight, P = Paladin, A = Archer, C = Cleric, S = Sorcerer, R = Robber, N = Ninja, and B = Barbarian.

Damage is the maximum damage a weapon will do in combat. Damage may be greater than this if a weapon is wielded by someone with great Might.

Bonus is the amount by which armor, a helm, or a shield will improve armor class.

Equip Bonus is the effect an item has on its owner if it has been equipped. These effects can include heightened Statistics, better Armor Class, increased resistance to types of magic, or resistance to natural forces.

Special Power is the magical ability or effect an item can produce if a Use command is given. Many Special Powers duplicate Cleric or Sorcerer spells. These powers are described in the table below as an initial (C or S) and two numbers, the first for spell level and the second for spell number. For example, C3/4 indicates Cleric spell, third level, fourth spell, which is Immobilize.

Hand to Hand Weapons

WEAPON	CLASS	DMG.
Bardiche	KPAB	13
Axe, Battle	KPARB	10
Axe, Great	KPAB	15
Axe, Hand	KPARNB	05
Bull Whip	KCSRNB	06
Club, Large	All	04
Club, Small	All	02
Club, Spiked	KPASRNB	06
Cudgel	KPACRB	05
Cutlass	KPAR	07
Dagger	KPASRNB	04
Dagger, Long	KPASRNB	06
Flail	KPACR	08
Flamberge	KPA	16
Glaive	KPAB	15
Halberd	KPAB	14
Hammer, Great	KPACB	14
Hammer, War	KPACB	10
Katana	KN	10
Knife, Large	KPASRNB	05
Knife, Small	KPASRNB	03

WEAPON	CLASS	DMG.
Mace	KPACRB	07
Maul	KPACRB	06
Naginata	KN	12
Nunchukas	KN	06
Pike	KPAB	12
Scythe	KPAB	09
Sickle	KPAB	08
Sabre	KPAR	08
Scimitar	KPAR	09
Spear	KPARNB	07
Staff	All	08
Sword, Broad	KPAR	10
Sword, Long	KPAR	08
Sword, Short	KPARNB	06
Trident*	KPAB	11
Tri-Sickle*	KPAB	24
Wakizashi	KN	08

Missile Weapons

WEAPON	CLASS	DMG.
Crossbow	KPARN	08
Blowpipe	KPASRNB	04
Great Bow	KPA	12
Long Bow	KPAN	10
Short Bow	KPAN	06
Sling	KPARNB	05

Non-Magic Armor & Shields

ARMOR	CLASS	BONUS
Chain Mail	KPACR	6
Leather Suit	KPACRNB	3
Padded Armor	All	2
Plate Armor	KP	10
Plate Mail	KP	8
Ring Mail	KPACRN	5
Scale Armor	KPACRNB	4
Splint Mail	KPC	7

Shields & Miscellaneous

ARMOR	CLASS	BONUS
Helm	KPCB	2
Shield, Great	KPCRB	3
Shield, Large	KPCRB	2
Shield, Small	KPCRB	1

Magic Weapons & Armor

Class lists the classes that can use a particular weapon or type of armor. Each class is indicated by the first letters in its name: K=Knight, P=Paladin, A=Archer, C=Cleric, S=Sorcerer, R=Robber, N=Ninja, and B=Barbarian.

EB (Equipment Bonus) lists the bonus to Statistics, Armor Class, Saving Throws, or Skills a character receives when they Equip a weapon or type of armor.

SP (Special Power) is the Spell-like power, Level bonus, or statistic bonus a character receives when he gives a Use command for a particular weapon. A weapon or armor type does *not* need to be equipped to use a Special Power.

Dmg (Damage) is the maximum damage a weapon can inflict in combat.

Other Abbreviations Used In These Tables

Acc=Accuracy

Dmg=Damage

No Equip=Not Equippable

Enrg=Energy

Per=Personality

Mgt=Might

Thf=Thievery

PHP=Paralyzation, Hold, and Poison

C1/1=Cleric spell, level of spell, number of spell

S1/1=Sorcerer spell, level of spell, number of spell

PHP=Poison, Hold, Paralyze

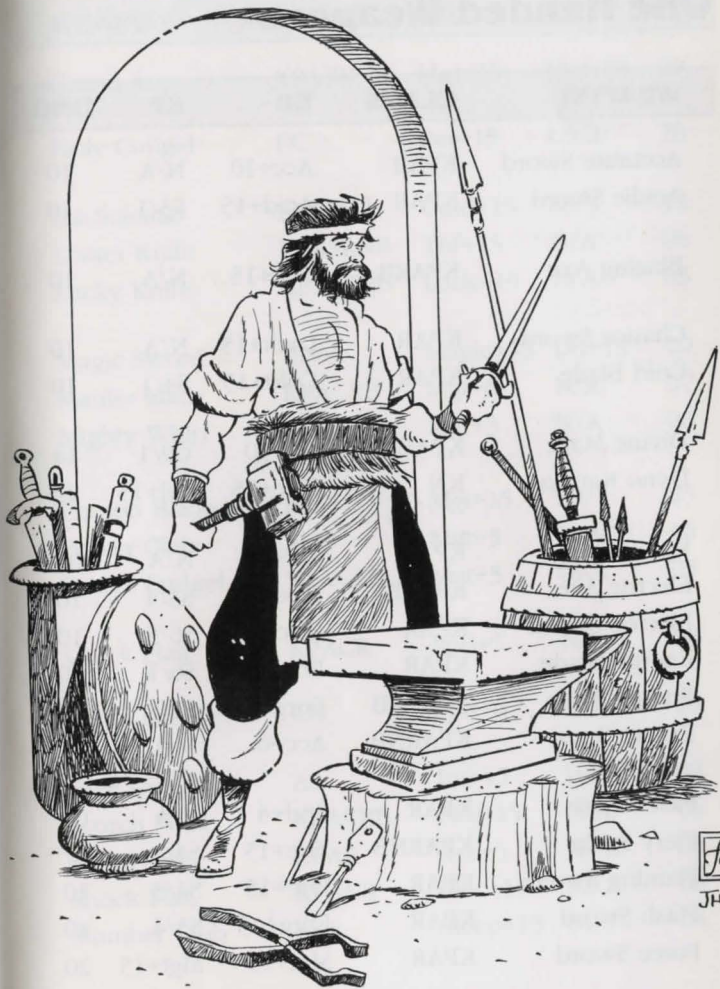
AC=Armor Class

Elec=Electricity

Spd=Speed

Int=Intelligence

Max=Maximum



One Handed Weapons

WEAPON	CLASS	EB	SP	DMG
Accurate Sword	KPAR	Acc+10	N/A	10
Acidic Sword	KPAR	Acid+15	S3/1	10
Blazing Axe	KPARB	Fire+15	N/A	10
Chance Sword	KPAR	Luck+15	N/A	10
Cold Blade	KPAR	Cold+15	S4/1	10
Divine Mace	KPACRB	AC+10	C9/1	14
Dyno Katana	KN	Elec+15	Lvl+15	20
Ego Scimitar	KPAR	Per+12	N/A	09
Electric Axe	KPARB	Elec+15	S3/4	10
Electric Sword	KPAR	Elec+15	S6/5	10
Energy Blade	KPAR	Erng+15	S6/1	20
Energy Whip	KCSRNB	Erng+15	S1/3	06
Exacto Spear	KPARNB	Acc+6	N/A	07
Fast Cutlass	KPAR	Spd+4	N/A	07
Fiery Spear	KPARNB	Fire+15	S4/3	07
Flaming Sword	KPAR	Fire+15	S4/3	10
Flash Sword	KPAR	Erng+15	S3/4	10
Force Sword	KPAR	Mgt+15	Mgt+15	20

WEAPON	CLASS	EB	SP	DMG
Grand Axe	KPARB	Mgt+15	Mgt+15	20
Holy Cudgel	PC	Per+15	C9/2	10
Ice Scimitar	KPAR	Cold+15	S6/3	18
Looter Knife	KPASRNB	Thf+15	N/A	06
Lucky Knife	KPASRNB	Luck+10	N/A	05
Magic Sword	KPAR	Magic+15	Lvl+15	20
Mauler Mace	KPACRB	Mgt+6	N/A	07
Mighty Whip	KCSRNB	Mgt+3	N/A	06
Photon Blade	K	Mgt+15	S9/1	25
Power Club	Any	Mgt+3	N/A	06
Power Cudgel	KPACRB	Mgt+3	N/A	05
Quick Flail	KPACR	Spd+5	N/A	08
Rapid Katana	KN	Spd+6	N/A	10
Sage Dagger	AS	Int+15	Lvl+15	08
Scorch Maul	KPACRB	Fire+15	N/A	06
Sharp Sabre	KPAR	Acc+5	N/A	08
Shock Flail	KPACR	Elec+15	S2/2	08
Slumber Club	Any	Sleep+15	S1/7	04

WEAPON	CLASS	EB	SP	DMG
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Sonic Whip	KCSRNB	PHP+15	C2/4	06
Speedy Sword	KPAR	Spd+10	N/A	10
Swift Axe	KPARB	Spd+15	Spd+15	20
Thunder Sword	KPAR	Mgt+15	S3/4	20
True Axe	KPARB	Acc+5	N/A	10

Two-Handed Weapons

WEAPON	CLASS	EB	SP	DMG
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Dark Trident	KPAB	AC+15	N/A	30
Fire Glaive	KPAB	Fire+15	S4/3	10
Genius Staff	KACSN	Int+10	Lvl+15	16
Harsh Hammer	KPACB	Mgt+3	N/A	15
Ice Sickle	KPAB	Cold+15	S4/1	16
Moon Halberd	KPAB	Luck+15	C7/3	30
Soul Scythe	KPAB	Magic+15	S5/2	18
Stone Hammer	KPACB	Magic+15	N/A	18
Sun Naginata	KN	AC+15	Lvl+15	25
Titan's Pike	KPAB	Mgt+15	Mgt+15	40
Wind Staff	KPACSNB	Speed+5	C5/1	8
Wizard Staff	S	Int+15	S7/4	16

Magic Missile Weapons

WEAPON	CLASS	EB	SP	DMG
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Ancient Bow	KPA	Acc+15	Acc+15	35
Burning Bow	KPARN	Fire+10	C3/5	08
Cinder Pipe	KPASRNB	Fire+10	S4/3	04
Death Bow	KPA	Luck+15	Lvl+15	24
Energy Sling	KPARNB	Eng+15	S1/3	10
Fireball Bow	KPAN	Fire+15	S4/3	10
Giant Sling	KPARNB	PHP+15	Mgt+15	15
Meteor Bow	KPA	AC+15	S8/3	24
Pirates' Crsbow	KPARN	Thf+10%	Acc+15	8
Quiet Sling	KPARNB	Sleep+15	C2/6	5
Shaman Pipe	KPASRNB	Magic+10	SpLvl+1	4
Star Bow	KPA	Eng+15	S9/3	24
Voltage Bow	KPAN	Elec+10	S3/4	10

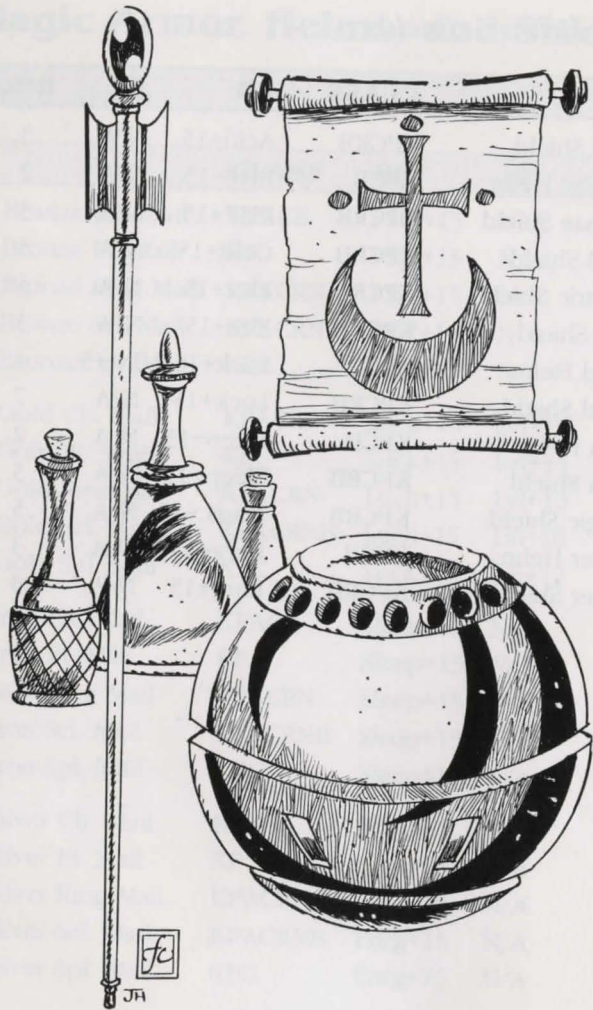
Magic Armor, Helms, and Shields

Magic Armor

	CLASS	EB	SP	DMG
Bronze Ch. Mail	KPACR	PHP+15	N/A	6
Bronze Pl. Mail	KP	PHP+15	N/A	8
Bronze Ring Mail	KPACRN	PHP+15	N/A	5
Bronze Scl. Mail	KPACRNB	PHP+15	N/A	4
Bronze Spl. Mail	KPC	PHP+15	N/A	7
Gold Ch. Mail	KPACR	Luck+15	Lvl+10	8
Gold Pl. Mail	KP	Luck+15	Lvl+15	12
Gold Ring Mail	KPACRN	Luck+15	Lvl+10	7
Gold Scl. Mail	KPACRNB	Luck+15	Lvl+10	6
Gold Spl. Mail	KPC	Luck+15	Lvl+12	9
Iron Ch. Mail	KPACR	Sleep+15	N/A	6
Iron Pl. Mail	KP	Sleep+15	N/A	8
Iron Ring Mail	KPACRN	Sleep+15	N/A	5
Iron Scl. Mail	KPACRNB	Sleep+15	N/A	4
Iron Spl. Mail	KPC	Sleep+15	N/A	7
Silver Ch. Mail	KPACR	Enrg+15	N/A	6
Silver Pl. Mail	KP	Enrg+15	N/A	8
Silver Ring Mail	KPACRN	Enrg+15	N/A	5
Silver Scl. Mail	KPACRNB	Enrg+15	N/A	4
Silver Spl. Mail	KPC	Enrg+15	N/A	7

Magic Helms & Shields

	CLASS	EB	SP	DMG
Acid Shield	KPCRB	Acid+15	N/A	3
Bronze Helm	KPCB	PHP+15	N/A	2
Bronze Shield	KPCRB	PHP+15	N/A	3
Cold Shield	KPCRB	Cold+15	N/A	3
Electric Shield	KPCRB	Elec+15	N/A	3
Fire Shield	KPCRB	Fire+15	N/A	3
Gold Helm	KPCB	Luck+15	Lvl+5	4
Gold Shield	KPCRB	Luck+15	N/A	7
Iron Helm	KPCB	Sleep+15	N/A	2
Iron Shield	KPCRB	Sleep+15	N/A	3
Magic Shield	KPCRB	Magic+15	N/A	5
Silver Helm	KPCB	Enrg+15	N/A	3
Silver Shield	KPCRB	Enrg+15	N/A	3



Miscellaneous Items

This section lists all the items in *Might & Magic* that are not weapons or armor. Most are magic, but some aren't. Most of them can be used by any character class; those that can't are identified. When N/A appears under Class, this means that the item has no actual use, but is still valuable in some way; such can be traded for information, used to gain entrance to some restricted area, or might be the object of a quest.

NAME	CLASS	EB	SP
Acy Gauntlet	KPACRNB	Acc+6	Acc+10
Admit 8 Pass	N/A	No Equip	Not Magic
Agate Grail	P	Per+15	N/A
Air Disc	Any	No Equip	C4/2
Air Talon	Any	No Equip	C5/1
Amber Skull	S	Int+15	N/A
Amethyst Box	R	Luc+15	N/A
Antidote Ale	Any	No Equip	C3/3
A-1 Tolidor	N/A	No Equip	Not Magic
Black Key	N/A	No Equip	Not Magic
Black Ticket	N/A	No Equip	Not Magic

NAME	CLASS	EB	SP
Castle Key	RN	Thf+5	N/A
Compass	N/A	No Equip	N/A
Corak's Soul	N/A	No Equip	N/A
Coral Brooch	B	Mgt+15	N/A
Crystal Vial	N	Spd+15	N/A
Cupie Doll	N/A	No Equip	Not Magic
Cureall Wand	Any	PHP+15	C5/5
Defense Ring	Any	AC+2	S4/5
Disruptor	Any	Enrg+15	S5/1
Dog Whistle	Any	Luck+1	S4/4
Dove's Blood	Any	No Equip	C4/3
Earth Disc	Any	No Equip	C6/1
Earth Talon	Any	No Equip	C7/1
Element Orb	Any	No Equip	S9/3
Elven Boots	AR	Spd+5	N/A
Elven Cloak	AR	AC+5	S3/3
Emerald Ring	Any	AC+15	N/A
Enchanted Id	Any	Per+15	Lvl+15
Energizer	Any	No Equip	S6/4
Fe Farthing	N/A	No Equip	Not Magic
Fire Disc	Any	No Equip	C8/2
Fire Talon	Any	No Equip	C8/1
Force Potion	Any	No Equip	Mgt+10

NAME	CLASS	EB	SP
Freeze Wand	Any	Cold+15	S6/3
Gold Goblet	N/A	No Equip	Not Magic
Green Key	N/A	No Equip	Not Magic
Green Ticket	N/A	No Equip	Not Magic
Herbal Patch	Any	No Equip	C2/1
Hero Medal	Any	Per+4	C2/2
Holy Charm	Any	No Equip	C1/7
Honor Sword	N/A	No Equip	Not Magic
Hourglass	Any	No Equip	S4/6
Instant Keep	Any	No Equip	S5/4
Invisocloak	Any	AC+6	S3/3
Ivory Cameo	K	Mgt+15	N/A
J-26 Fluxer	N/A	No Equip	Not Magic
Lantern	Any	No Equip	S1/5
Lapis Scarab	B	Mgt+15	N/A
Lava Grenade	Any	No Equip	S4/3
Lich Hand	KSR	No Equip	S5/2
+7 Loincloth	Any	Per+10	N/A
Magic Charm	Any	Magic+10	S2/7
Magic Herbs	Any	No Equip	C1/4

NAME	CLASS	EB	SP
Magic Meal	Any	No Equip	C3/2
Magic Mirror	Any	No Equip	S7/2
Mark's Keys	N/A	No Equip	Not Magic
Max HP Potion	Any	No Equip	Max HP
Might Gauntlet	KPACRB	Mgt+6	Mgt+10
Monster Tome	Any	No Equip	S2/3
Moon Rock	Any	No Equip	C7/3
M-27 Radicon	N/A	Not Magic	N/A
N-19 Capitor	N/A	No Equip	Not Magic
Noble Sword	N/A	No Equip	Not Magic
Onyx Effigy	C	Per+15	N/A
Opal Pendant	P	Mgt+15	N/A
Pearl Choker	C	Per+15	N/A
Phaser	Any	Acc+5	S6/1
Quartz Skull	S	Int+15	N/A
Ray Gun	Any	Acc+5	S1/3
Red Ticket	N/A	No Equip	Not Magic
Rope 'n' Hooks	Any	No Equip	S2/4
Ruby Amulet	N	Luc+15	N/A
Ruby Ankh	Any	Luc+10	C7/4
Ruby Tiara	K	Acc+15	N/A
Sage Robe	S	Int+6	Lvl+10

NAME	CLASS	EB	SP
Sapphire Pin	R	Luc+15	N/A
Sextant	Any	No Equip	S1/6
Silent Horn	Any	PHP+10	C2/6
Skeleton Key	RN	Thf+10	N/A
Skill Potion	Any	No Equip	Lvl+5
Speed Boots	Any	Spd+15	C5/3
Stealth Cape	RN	Thf+10	Spd+15
Storm Wand	Any	Elec+10	S3/4
Sun Crown	A	Int+15	Any
Super Flare	Any	No Equip	C3/5
Teleport Orb	Any	No Equip	S5/5
Thief's Pick	RN	Thf+15	N/A
Topaz Shard	A	Acc+15	N/A
Torch	Any	No Equip	S1/5
Valor Sword	N/A	No Equip	Not Magic
Wakeup Horn	Any	No Equip	S1/1
Water Disc	Any	No Equip	C6/5
Water Talon	Any	No Equip	C6/4
Web Caster	Any	No Equip	S3/5
Witch Broom	Any	No Equip	S3/2
Yellow Key	N/A	No Equip	Not Magic
Yellow Ticket	N/A	No Equip	Not Magic

Monsters

Abbreviations Used in the Following Table

HP=Hit Points

AC=Armor Class

SP=Special Power. These include spell casting ability and breath weapons.

TA=Touch Attack. A Touch Attack can inflict a condition on the target as well as doing damage. These include disease, curse, and poison. Theft of items, gold, food, or gems also counts as a Touch Attack, even though it does not change the condition of the target.

MR=Magic Resistance. This is resistance either to magic in general or to a specific kind of magic.

A/D=Attacks per round and maximum Damage per attack. For example, 2/30 under the A/D rating for an Acidic Blob means that this monster can attack twice per round and each attack can inflict a maximum of 30 points of damage.

Unique monsters, such as Acwalandar the King of the Water Elementals, are indicated by a *.

NAME	HP	AC	SP	TA	MR	A/D
Acidic Blob	60	15	Y	N	N	2/30
Acwalandar*	2000	80	Y	Y	Y	16/100
Air Elemental	250	26	Y	N	Y	6/50
Alien Probe	500	23	Y	N	N	4/50
Amazon	90	12	N	N	N	2/30
Ancient Dragon*	5000	50	Y	N	Y	8/200
Apparition	100	20	N	Y	Y	3/30
Aquasaurus	160	25	N	N	N	2/70
Arachnoid	45	8	N	Y	N	2/15
Archer	250	31	Y	N	Y	6/50
Armored Dragon	400	31	Y	N	Y	5/80
Assassin	100	22	N	Y	N	2/80
Avenger	160	23	N	N	Y	4/25
Barbarian	200	16	N	N	Y	5/30
Baron Wilfrey*	300	50	N	N	N	5/60
Beggar	10	4	N	N	N	2/6
Blood Sucker	1	10	N	Y	N	1/4
Bonehead	90	20	Y	Y	Y	3/30
Bozorc*	200	16	N	Y	N	4/40
Brain Eater	10	5	Y	Y	Y	1/10
Brainless One	20	6	N	N	N	2/8
Brutal Bruno	300	30	N	N	Y	6/50
Burglar	22	5	N	Y	N	2/7

NAME	HP	AC	SP	TA	MR	A/D
Canine Creep	64	15	N	N	N	3/20
Carnage Spirit	25	8	N	N	Y	3/8
Castle Guard	70	17	N	N	N	2/32
Cat Corpse	40	10	N	N	Y	2/18
Cat From Hell	2000	40	Y	Y	Y	6/100
Cavalier	70	17	N	N	Y	3/20
Champion	80	20	N	N	Y	3/30
Chancellor	90	20	Y	N	Y	1/20
Chomper	50	15	Y	N	N	4/8
Cloud Dragon	160	19	Y	N	Y	5/30
Cockatrice	50	10	N	Y	N	3/20
Coffin Creep	50	6	Y	N	Y	2/10
Conjurer	12	3	Y	N	N	1/5
Cosmic Sludge	130	25	N	Y	N	3/30
Court Bowman	150	25	N	N	N	6/40
Court Jester	80	17	Y	Y	Y	3/20
Court Mage	100	19	Y	N	Y	1/20
Crazed Dwarf	45	7	Y	N	N	2/20
Crazed Native	30	8	Y	N	Y	4/15
Creepy Crawler	5	4	N	Y	N	2/6
Cripple	1	1	N	Y	N	2/4
Cron Man Trap	400	21	Y	N	N	4/40
Crusader	200	29	N	N	Y	5/40
Crypt Fiend	150	32	Y	Y	Y	3/40

NAME	HP	AC	SP	TA	MR	A/D
Cuisinart	1000	60	Y	N	Y	16/250
Cursed Corpse	60	8	N	Y	Y	2/10
Cursed Slayer	50	13	N	Y	Y	3/18
Dagger Jaw	300	22	N	Y	N	2/150
Dancing Bones	35	4	N	N	Y	2/10
Dancing Dead	45	6	N	Y	Y	1/16
Dark Knight	700	60	N	Y	Y	10/40
Dawn	300	25	Y	Y	Y	4/70
Dead Head	250	15	N	Y	N	2/50
Deadly Rattler	40	5	N	Y	N	1/30
Death In A Box	2000	40	Y	Y	Y	8/100
Death's Agent	600	40	Y	Y	Y	9/50
Death Spider	90	19	N	Y	N	4/23
Demon Soldier	200	22	N	N	Y	5/50
Devil King*	5000	60	Y	Y	Y	6/250
Devil's Envoy	500	40	Y	Y	Y	5/50
Devil's Mouse	500	31	N	Y	Y	3/120
Dinobug	100	10	N	N	N	1/80
Dino Spider	250	20	N	Y	N	2/100
Dragon Lord	340	40	Y	Y	Y	6/50
Dread Knight	300	28	N	N	N	4/70
Druid	40	9	Y	N	Y	4/80
Dwarven Elder	300	24	N	N	Y	4/80
Dwarven Knight	100	23	N	N	Y	4/30

NAME	HP	AC	SP	TA	MR	A/D
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Earth Elemental	250	26	Y	N	Y	6/50
Earth Wym	130	19	Y	N	Y	3/60
Element Hydra	600	40	Y	N	Y	8/40
Elf Warrior	120	22	N	N	N	4/20
Elven Archer	1000	40	N	N	Y	14/40
Enchantress	100	13	Y	Y	Y	1/25
Endless Knight	300	50	N	N	N	8/50
Ethereal Being	250	70	N	Y	Y	10/30
Fire Devil	150	22	Y	N	Y	3/60
Fire Dragon	300	25	Y	N	Y	5/50
Fire Elemental	250	26	Y	N	Y	6/50
Fire Faery	230	22	Y	Y	Y	3/40
Flaming Fear	70	18	Y	N	N	2/20
Flesh Eater	6	4	N	Y	N	2/6
Fool	6	4	Y	N	N	1/6
Foot Soldier	35	10	N	N	N	2/12
Friar	20	3	Y	N	N	2/8
Frost Dragon	250	22	Y	N	Y	5/40
Gargoyle	50	10	N	Y	Y	3/13
Gate Keeper	60	15	N	N	Y	1/40
Ghost	200	17	N	Y	Y	2/30
Ghoul	25	7	N	Y	N	2/8
Giant Beetle	10	7	N	N	N	1/10

NAME	HP	AC	SP	TA	MR	A/D
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Giant Lizard	40	8	N	N	N	1/25
Giant Ogre	70	8	N	N	Y	2/50
Giant Scorpion	60	11	N	Y	N	3/20
Gnasher	25	8	N	N	N	2/10
Gnome	40	10	N	Y	Y	2/12
Gnome Elder	20	4	Y	N	Y	1/8
Goblin	6	6	N	N	N	1/12
Gorgon	150	14	Y	N	Y	3/30
Gralkor*	1700	70	Y	Y	Y	10/80
Gravewalker	70	15	N	Y	Y	2/20
Greedy Snitch	12	4	N	Y	N	1/8
Griffin	150	20	N	Y	Y	5/25
Grim Reaper	70	16	Y	Y	Y	2/25
Guardian	150	13	Y	N	Y	1/50
Guardian Hound	200	15	Y	N	Y	2/80
Hatchet Man	200	25	N	Y	N	5/32
Hermit	30	9	N	Y	N	1/15
High Priest	1000	32	Y	N	Y	4/30
Hill Giant	120	17	N	N	N	2/70
Holy Man	100	20	Y	N	Y	2/15
Holy Warrior	1000	80	N	N	Y	12/60
Horned Fiend	80	18	Y	Y	Y	3/20
Hunchback	35	3	N	N	N	2/12

NAME	HP	AC	SP	TA	MR	A/D
Hungry Plant	10	4	N	Y	Y	1/15
Hypno beetle	20	8	Y	Y	N	2/10
Illusionist	45	11	N	N	Y	1/10
Inept Wizard	2	2	Y	N	N	1/6
Insect Plague	35	5	Y	N	N	16/2
Iron Wizard	80	21	Y	N	N	2/30
Jouster	500	50	N	N	Y	4/80
Juggler	20	4	Y	N	Y	3/6
Kensai	500	40	N	N	N	8/32
Killer Bees	40	9	Y	Y	N	16/4
Killer Cadaver	30	6	Y	Y	N	2/6
Killer Canine	50	13	N	N	N	2/50
Kobold	8	6	N	N	N	2/6
Kobold Captain	28	8	N	N	N	2/10
Leper	40	5	N	Y	N	1/10
Leprechaun	40	28	Y	Y	Y	1/20
Lich Lord*	2000	60	Y	Y	Y	4/50
Lightning Bugs	80	19	Y	N	N	10/10
Living Dead	180	50	Y	Y	Y	4/70
Lost Soul	80	18	Y	Y	Y	2/25
Lucky Dog	70	20	Y	Y	Y	2/32

NAME	HP	AC	SP	TA	MR	A/D
Mad Peasant	60	13	Y	N	N	2/30
Magical Serpent	800	40	Y	N	Y	2/130
Man-At-Arms	20	9	N	N	N	1/16
Mandagual	100	40	N	Y	N	4/25
Master Ninja	1000	60	N	Y	Y	12/40
Master Robber	1000	40	Y	Y	Y	8/40
Mega Dragon*	64000	250	Y	Y	Y	16/250
Mega Troll*	2500	50	N	N	Y	8/170
Melting Man	130	22	N	Y	N	3/30
Merchant	6	5	N	N	N	1/8
Mini Rex	10	6	N	N	N	1/12
Minor Demon	50	13	Y	N	Y	2/20
Minor Devil	60	16	Y	N	Y	2/40
Minotaur	150	35	Y	Y	Y	2/80
Mist Rider	350	50	Y	N	Y	8/30
Mist Warrior	350	30	Y	N	Y	6/60
Monster Masher	500	40	Y	Y	N	6/60
Mountain Man	90	11	N	N	N	3/23
Mounted Patrol	70	22	N	N	N	4/25
Mugger	10	6	N	Y	N	2/6
Mummy	150	11	N	Y	Y	2/50
Mutant	70	16	Y	N	Y	2/30
Mutant Fish	6	6	N	Y	N	1/12
Mutant Swine	50	8	N	N	N	2/15

NAME	HP	AC	SP	TA	MR	A/D
Mystic Clown	100	16	Y	Y	Y	3/30
Nasty Witch	38	7	Y	N	Y	2/12
Necromancer	60	13	Y	N	Y	1/15
Neophyte Thief	14	6	N	Y	N	1/6
Night Stalker	60	14	N	Y	N	2/30
Ninja	35	15	N	Y	Y	3/12
Old Miser	1	4	Y	N	N	1/4
Ooze Warrior	350	22	Y	Y	N	3/70
Orb Guardian	300	32	N	Y	Y	6/100
Orc	20	6	N	N	N	1/15
Orc God*	50000	40	N	N	N	4/200
Paladin	120	24	N	N	Y	5/30
Pegasus	120	26	N	N	Y	3/40
Phantasm	12	7	N	N	N	1/20
Phantom	64	19	Y	Y	Y	2/30
Phase Spirit	200	60	Y	Y	Y	4/40
Pixie	90	20	Y	Y	Y	2/30
Plant Golem	250	30	N	N	Y	2/60
Poltergeist	8	6	N	N	Y	3/4
Priest	8	6	Y	N	N	2/12
Pyrannaste*	1500	60	Y	Y	Y	16/80
Pyro Hydra	80	15	Y	N	Y	3/50

NAME	HP	AC	SP	TA	MR	A/D
Queen Beetle	350	50	Y	Y	N	4/80
Rabid Rodent	20	3	N	Y	N	2/10
Ranger	28	7	N	N	Y	4/6
Reptoid	2500	32	N	N	Y	10/50
Roc	400	21	N	N	N	3/100
Royal Horseman	250	32	N	N	N	6/40
Sarakin	250	25	Y	Y	Y	2/40
Screaming Pods	15	4	N	Y	N	2/8
Sea Monster	70	16	Y	N	N	3/30
Seductress	60	9	Y	Y	Y	1/10
Serpent King	400	60	Y	Y	Y	2/200
Sewer Rat	8	2	N	Y	N	1/12
Shadow Rogue	150	23	N	Y	N	6/30
Shalwend*	1000	70	Y	Y	Y	16/80
Shaman	45	8	Y	N	Y	1/12
Sheltem	500	60	N	Y	Y	8/60
Skeleton	6	6	N	N	N	1/8
Slasher	60	11	N	Y	N	4/20
Sludge Beast	20	4	Y	Y	Y	2/6
Snapping Spore	40	6	Y	N	N	2/25
Soldier	25	8	N	N	N	2/10
Sorcerer	300	24	Y	N	Y	2/30
Sorceress	150	18	Y	N	Y	1/25

NAME	HP	AC	SP	TA	MR	A/D
Spaz Twit	50	200	Y	N	Y	4/40
Spido Bug	300	22	N	Y	N	3/70
Sprite	12	8	Y	N	N	1/6
Squire	40	10	N	N	N	2/15
Stalker	140	24	N	N	N	4/40
Stone Golem	250	30	N	N	Y	2/70
Strangler	80	18	Y	Y	N	3/25
Super Sprite	40	10	Y	Y	Y	2/15
Swamp Beast	100	11	Y	N	N	4/19
Swamp Dog	40	7	N	Y	N	1/20
Swamp Thing	70	11	N	Y	N	2/40
Swarming Wasps	50	15	Y	Y	N	16/5
The Horvath*	400	50	Y	Y	Y	3/25
The Long One	300	30	Y	Y	Y	3/70
The Snowbeast	60	16	N	N	N	4/25
Thief	50	16	N	Y	N	3/16
Thug Trainee	18	7	N	N	N	2/9
Thug Leader	220	22	N	Y	N	4/30
Time Lord	3000	110	Y	Y	Y	12/150
Titan	2000	40	Y	Y	Y	4/120
Trickster	90	19	N	Y	N	3/20
Troll	70	13	N	N	N	4/30
Troubadour	120	16	N	N	N	2/30
Tyrannosaurus	500	24	N	N	N	3/90

NAME	HP	AC	SP	TA	MR	A/D
Valiant Knight	300	32	N	N	Y	6/50
Vampire	250	24	Y	Y	Y	3/60
Vampiric Rat	45	9	N	N	N	2/14
Venomous Snake	12	3	N	Y	N	1/10
Viking	80	14	N	N	N	3/30
Warbot	300	25	Y	N	Y	3/60
War Eagle	300	21	N	N	N	3/70
Warlock	90	20	Y	N	Y	2/19
Warrior Boar	60	11	N	N	N	2/30
Warrior Maiden	50	19	N	N	Y	3/20
Water Elemental	250	26	Y	N	Y	6/50
Werebat	35	13	N	Y	N	3/10
Werebull	62	10	N	Y	Y	1/50
Werewolf	70	17	N	Y	Y	3/25
White Knight	100	18	N	N	Y	4/32
Wind Mare	50	15	N	Y	Y	3/12
Winged Steed	30	6	Y	N	Y	3/8
Witch's Cat	4	3	N	N	N	1/6
Wizard	150	22	Y	N	Y	1/25
Woodsman	50	10	N	N	Y	2/20
Wraith	50	10	N	Y	Y	5/18
Wyvern	100	15	N	Y	N	3/40
Zombie	20	7	N	Y	Y	2/8

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Map of the World of Cron



Notes

Notes

Credits

Game Design: Jon Van Caneghem

Game Graphics: Bonita Long-Hemsath, Avril Harrison

Programming: Douglas Grounds, Andrew Caldwell,
Jill Bagley

Musical Score: Rob Wallace

Producer: Keith Francart

Product Management: David Bamberger, Rob Sears

Art Director: Nancy Fong

Documentation: Michael Humes

Documentation Layout: Evelyn Spire

Illustrations: Frank Cirocco, Jim Hummel

Quality Assurance: Steve Barry, Orlando Guzman,
Steve Sammonds, Manny Granillo, Tim LeTourneau

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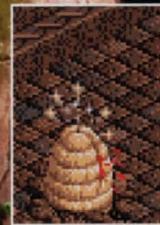
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