SEGA™

SHINING FORCE III™

SEGA SATURN™

81383

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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- ☐ Always store the disc in its protective case.

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SHINING FORCE III

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PROLOGUE

Long a neutral haven for commerce, the peaceful floating city of Saraband lies trapped between the mighty rival kingdoms of the Republic and the Empire. In recent years sinister cults of masked monks, Byzantine political machinations, and strange and ancient magic have threatened to disrupt the delicate neutrality that this thriving city-state has always striven to maintain. Now, with the abduction of the Emperor from within the very walls of Saraband, the diplomatic crisis seems destined to explode into armed conflict. In desperation to prevent this quiet capital from becoming embroiled in a regrettable and profitless war, the call has gone out for a force of young warriors to stem the growing tide of unrest, a force dedicated to preserving peace in a dark age – a Shining Force.

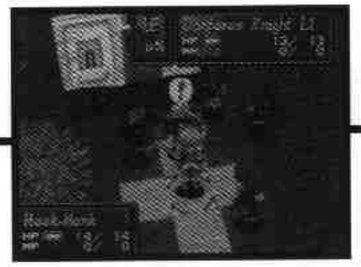


GAME SYSTEM

Shining Force III features two main modes. When you set forth in the city of Saraband, the game is in Search mode, allowing you to meet and interact with other characters, shop for items and gather information.



As you make progress in your adventure, you are bound to encounter monsters, rogues and enemy forces intent on barring your way. When this happens, the game enters Battle mode, and a strategic, turn-based fight ensues.



After winning a battle, you are free to continue on your journey in Search mode. Should the enemy prove too strong and defeat you, you will find yourself recovering at the nearest house of worship, richer in experience, but missing half your gold.





THE SEGA SATURN

1. Set up your Sega Saturn® system as described in its instruction manual. Plug a Control Pad or 3D Control Pad (sold separately)into Control Port 1.

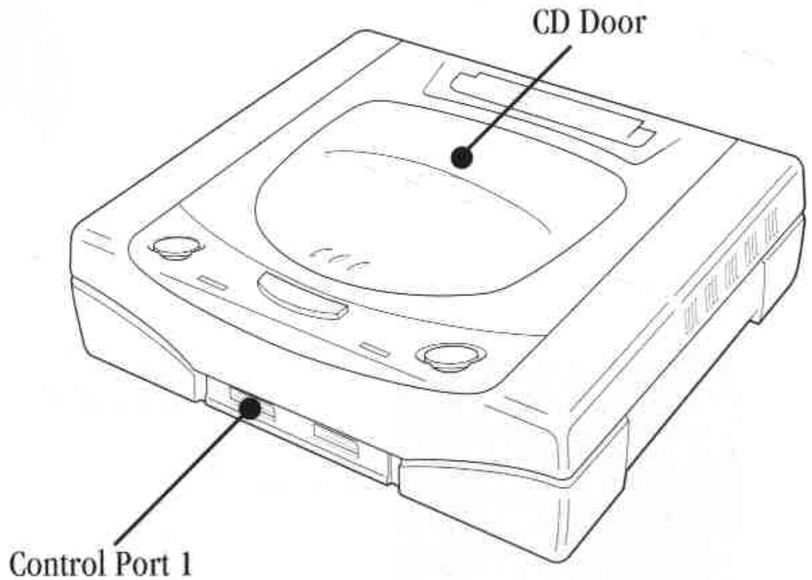
   Note: *Shining Force III*™ is for one player only.

2. Place the *Shining Force III* disc, label side up in the well of the CD tray and close the cover.

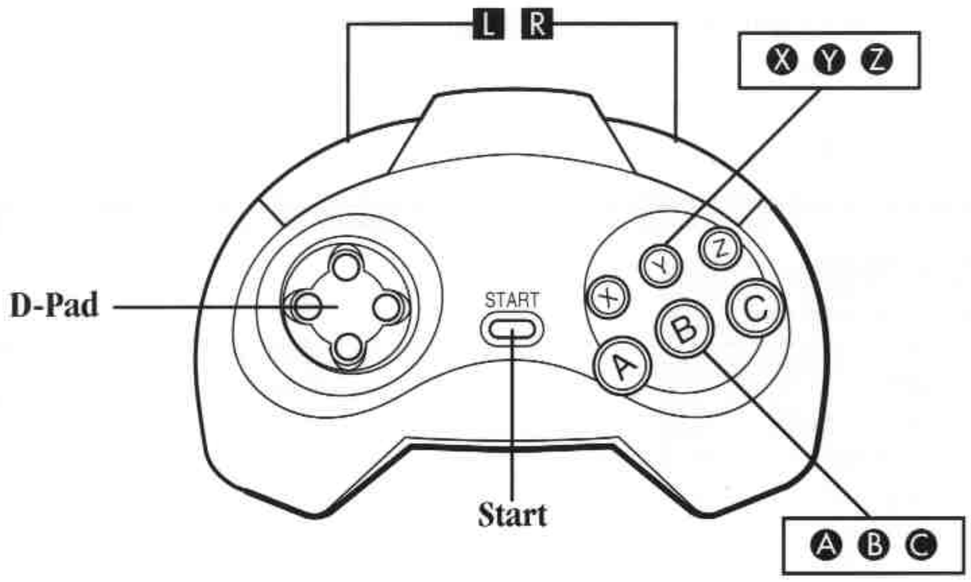
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears onscreen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

Note: Press Ⓐ+Ⓑ+Ⓒ+Start at any time to quit a game in progress without saving.



GAME CONTROLS



Note: For games using a Sega Saturn 3D Control Pad (sold separately), set the Mode Switch to ○ in order to play using the Analog Thumb Pad.

	SEARCH FUNCTIONS	BATTLE FUNCTIONS
D-PAD	Move character Highlight menu selection	Move character Move Halo cursor Highlight menu selection
START	Display Configuration Window	Display Configuration Window (in Halo cursor mode)
Ⓐ	Display Command Window Enter selection	Display Status of a highlighted character Enter selection
Ⓑ	Cancel selection	Enter/Exit Halo cursor mode Cancel selection
Ⓒ	Inspect/Talk	Show HP/MP and range for a highlighted character in Halo cursor mode
Ⓧ	Change view magnification	Change view magnification
Ⓨ	Reset point of view	Reset point of view
Ⓩ	Switch Item and Magic description windows ON/OFF	Move Halo cursor to next character Switch Item and Magic description windows ON/OFF
L	Rotate perspective left	Rotate perspective left
R	Rotate perspective right Skip message window	Rotate perspective right Skip message window

STARTING PLAY

When you first load the game CD, an intro movie appears. Press Start if you want to skip the movie and bring up the Title screen. From the Title screen, press Start to take your first step into the world of *Shining Force III*. Press the D-Pad to highlight menu icons or data files, and Ⓐ, Ⓒ or Start to select.



This wise old man is the keeper of the archives of the world. Once he awakens and recovers his drowsy wits, select **Begin** (to start the game from the beginning) or **Continue** (to play using saved data). Select **Erase** or **Copy** (see page 11) to make changes to your saved game data files.



When you choose to **Begin** a new game, you can opt to give your character a new name. To enter a new name, select NO when prompted. Press the D-Pad to highlight characters, and Ⓐ or Ⓒ to select. Press Ⓑ to delete a character. Select 'Done' to finish entering the name and set off on your adventure, beginning in the mighty city of Saraband.



Once you have made progress in your journey and saved game data at a house of worship or in the heat of battle, you can opt to **Continue** a game. To continue play with saved data, highlight a data file by pressing ⬆⬇, and press Ⓐ, Ⓒ or Start to select. The game begins from the saved location.



When you want to make changes to data files you already have saved to internal RAM or a Backup™ memory cartridge (sold separately), select **Erase** to delete a file or **Copy** to transfer data from one location to another. See page 11 for details.

THE CONFIGURATION WINDOW

Heroes take hold of destiny and bend it to their will. This is the function of the Configuration Window, where you can alter features of the game's message, window and screen displays. Press ⬆⬇ to highlight a menu item to configure, and ⬅➡ to move the slide bar and change values within the highlighted item. Press Ⓑ to finish making configurations. Powerful magic indeed!



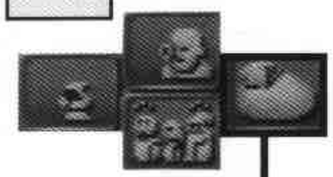
KEY

Message Speed	Adjust to your reading pace.
Message Shadow	Toggle the text shadow effect ON/OFF.
Window Color	A rainbow of colors to choose from.
Window Brightness	From midnight somber to noonday cheer.
Window Transparency	Slide to adjust the opacity of the message window.
Sound	Select STEREO or MONO to suit your whim.
Voice	Hear characters speak (ON), or leave them mute (OFF).
Auto Camera Angle	Have the point of view follow the action as if with divine guidance (ON), or leave such decisions to mortal hands (OFF).
Battle Guide	Select ON to have the menu cursor automatically position at **Hold** when a character has stopped with no enemies within the area of effect (see page 16).
Battle Message	Set ON to display messages in the very heat of battle, or OFF to spare yourself such worrisome distractions.

TOWNS

The world of *Shining Force III* is filled with busy capitals, quaint villages and other populated areas, collectively known as Towns. The game remains in Search mode while you explore towns, giving you the opportunity to gather information, meet new characters (who may join your cause), recover from battles, and prepare for further adventure. Event scenes integral to your progress unfold at appointed places and times, and other deep secrets await the hawk-eyed explorer, so search every Town thoroughly before moving on. Press the D-Pad to move around a Town, and Ⓒ to **Inspect** or **Talk** with what or whoever is in front of you. Other Search mode functions (below) can be accessed by pressing Ⓐ to display the main Search mode menu. Press the D-Pad to highlight menu icons, and Ⓐ or Ⓒ to select. Press Ⓑ to move back a step in the process.

MAIN MENU





INSPECT Investigate the area in front of you. This can also be automatically performed by pressing Ⓒ.



MAGIC Displays the Magic screen (page 14), allowing you to cast spells that your characters have learned.



ITEMS Calls up the **Item** submenu (below), letting you use, equip, trade or discard items in your possession.



STATUS Displays the Status screen (pages 12-13), where you can view information on all party members.

ITEM MENU





USE Displays a list of all party members, letting you select whose, and which item to use.



GIVE First, select a character's item to transfer, then select the character to give that item to.



EQUIP Prompts you to select a character, and brings up the **Equip** submenu (below).



DROP Select unneeded items to discard, making space for more valuable and useful treasures.

EQUIP MENU





EQUIP Select a weapon from your inventory to make it the character's active weapon in battle.



USE Some weapons may also be used as items. Select **Use** to deploy a weapon's special effect.



WEAR ACC Allows you to choose a magical or mithril accessory for the character to wear.



USE ACC Select an accessory for the character to use for its special powers.

The point of view from which you view a Town or Battle scene can be rotated 360°, and zoomed in and out to give greater visibility up close or a wider field of view. To change perspectives and levels of magnification...

Press Ⓧ to move to the next level of magnification (3 levels).
Press L/R to rotate the point of view to the left or right.
Press Ⓨ to reset the perspective to its default point of view.

To enter a door or other portal within a Town, move your character to stand facing the entrance and press the D-Pad in the same direction.

G.H.Q.



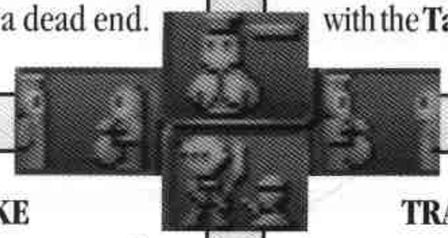
General headquarters (G.H.Q.) are special locations in towns where you can converse with the characters in your party, seek words of wisdom from your advisor, make changes within the party lineup, and deposit or retrieve items from your stock of reserves. To access the special G.H.Q. commands menu, you must address your party advisor, by pressing Ⓒ while facing him.The G.H.Q. menu (below) appears. Make selections as in the Town menus (page 8).



ADVICE
Hear the counsel of your party advisor, giving you useful strategic guidance for upcoming fights, and clues as to how to proceed when you run into a dead end.

GIVE
Select items to store in the party reserve stock. Stored items cannot be used in battles, but can be retrieved from any G.H.Q. location, with the **Take** command.







TAKE
Select items to retrieve from your reserve stores. After the item has been retrieved, it can once again be used, equipped or sold by the character carrying it.

TRANSFER
When your party includes more than 12 members, you can select characters to make active and inactive. (Only 12 characters can participate in a battle.)



SHOPS



You will find shops in towns, cities and caravans across the land. When you speak to a merchant (press Ⓒ when facing him or her), the Shop icon menu appears. Highlight and select the icon of the command you wish to perform, as in the Town menus (page 8). Press Ⓑ to exit the Shop menu without availing yourself of the services and wares on display.



BUY

Select this icon to display the weapons or wares the shop has for sale. Press the D-Pad to highlight an item, and press Ⓐ or Ⓒ to buy it.



SELL

Select this icon to sell off unneeded items from your stock. Press the D-Pad to highlight an item, and Ⓐ or Ⓒ to sell it.





REPAIR

Select this icon to repair a damaged item in your inventory. Press the D-Pad to highlight a damaged item, and press Ⓐ or Ⓒ to have the shopkeeper repair it.



DEALS

Select this icon to display rare items for sale. Purchase items as in **Buy**, above. Special items sold to shops remain in the Deals section after you have sold them.



MITHRIL

"So you found yourself a mithril nugget and now you want to make something out of it. Fetch me my hammer and tongs! Mithril ore has properties that let a master craftsman (such as yours truly) forge items with special virtues and magical powers. Mithril smiths are a dying breed, so we can't be found in just any Town in the land, and our services don't come cheap. But if you run across a chunk of the good stuff, we're always happy for a chance to demonstrate our art."



Mithril

CHURCH

Every Town has its house of worship, where a goodly priest ministers to the needs of his congregation. This holy man will record your progress in the church's data archives, promote the worthy to new classes, and even revive those fallen in battle and cure the poisoned, charmed and blind (for a nominal donation to the church coffers). Approach the altar and speak to the priest to call up the Church icon menu. Select icons as in the Town menu (page 8).

CHURCH MENU



REVIVE

Select **Revive** to restore vitality to a fallen character. A small contribution to cover expenses is requested.



CURE

The priest can **Cure** characters who have been poisoned or afflicted with other evil maladies.



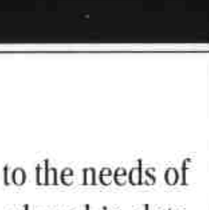
PROMOTE

On reaching a certain level, a character may change class. **Promotions** are performed free of charge.



SAVE

Choose YES when prompted to replace your latest data, or NO to call up the **Save** submenu (below).



SAVE MENU



NEW

Select **New** to create a new data file. Each file occupies 203 blocks of memory.



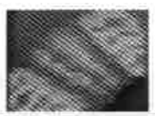
UPDATE

Update overwrites the data in the file you select with data for your current progress in the game.



COPY

Select a data file to **Copy** from internal to cartridge RAM (or vice versa).



ERASE

Select **Erase** to delete a data file from RAM. Take care – once erased, the past can never be reclaimed.

When you opt to save a game, you are asked whether to replace the current file. Select YES to overwrite your most current data, or NO to bring up the Save menu. When you select to create a **New** file, a menu appears allowing you to designate the memory medium to save your data in.



STATUS

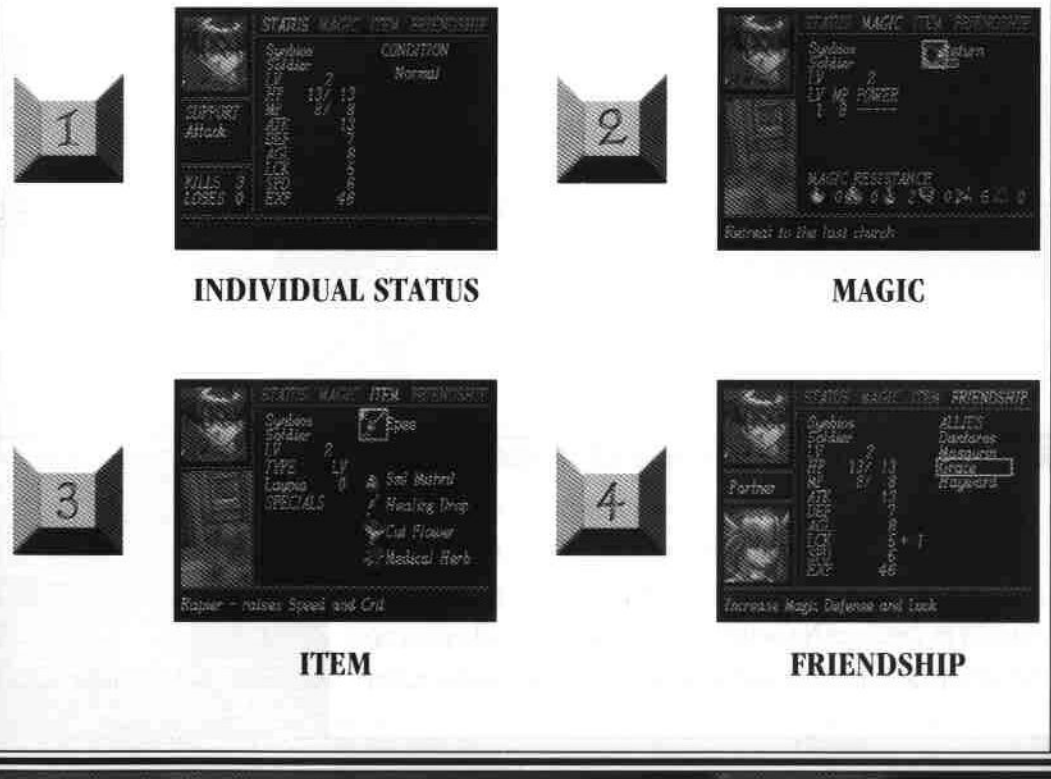
The Status screens give you access to vital information about the members of your party*. The main Status screen appears when you select **Status** from the main Town commands menu (page 8), or the Battle sub-commands menu (page 18). The main Status menu displays essential information such as current level, hit points, items, weapons and spells for every character in your party. In the main Status screen...

Press ⬆⬇ to highlight characters and view their main Status information.
Press ⬅➡ to view additional pages of main Status information.
Press Ⓒ to call up the Status subscreens (below) for the highlighted character.
Press Ⓑ to move back one step in the Status viewing process, or Exit the main screen.

The individual Status, Magic, Item and Friendship subscreens can be viewed by pressing ⬅➡ to highlight the subscreen's name at the top of the screen.



* See the **Key** on page 13 for an explanation of the information displayed in the main Status screen, and all of the Status subscreens.



KEY

MAIN STATUS DISPLAY
This screen displays the magic, weapons, accessories and items for a highlighted character, the party's total number of gold coins, and the following information:
Name, Class and **Level**
Status Shows whether the character is cursed, paralyzed or otherwise afflicted.
HP/MAX Current and maximum hit points for the character.
MP/MAX Current and maximum magic points (if the character can use magic).
ATK The character's attack rating (for armed combat).
DEF The character's defense rating against attack by weapons.
AGL The Agility rating determines what part of a battle turn a character can act. Characters with higher agility move first.
LCK This number influences a variety of uncontrollable factors in battle. Fortune smiles on those blessed with higher Luck.
SPD Shows the number of map squares a character can move in one turn.
EXP Shows the character's current experience point total.

INDIVIDUAL STATUS DISPLAY
This screen shows all the information for the character from the main Status screen at a glance, as well as:
SUPPORT The Support effects the character currently receives from allies (see page 19).
KILLS The total number of enemies the character has defeated in battle.
LOSES The number of times the character has fallen to enemy attack.

MAGIC STATUS DISPLAY
This screen shows details about all spells a character has learned, including:
LV/MP/POWER The magic points required and effect rating for each level of the spell.
MAGIC RESISTANCE Shows the character's defense rating against different types of magical attacks (Fire, Ice, Lightning, Wind, Light and Darkness).

ITEM STATUS DISPLAY
In addition to descriptions of the character's items, the Item screen shows:
SPECIALS Shows the special attacks the character has acquired (page 20).

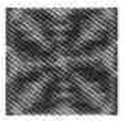
FRIENDSHIP STATUS DISPLAY
This screen displays the Support effects and Friendship levels (see page 19) for the selected character with each allied member of the party.

MAGIC

To cast a spell, first select the **Magic** icon from the Town or Battle menu. Next, highlight and select the character whose magic you want to use, and the spell. Press ⬅➡ to select a higher or lower level for the spell effect (if the character has learned more than one level). Finally, highlight or position the Halo cursor over the character(s) or foe(s) you want to work your magic on, and press Ⓐ or Ⓒ.
Here are just a few of the incantations available to a seasoned practitioner of the art....



Blaze Scorches enemies with elemental fire.



Freeze Blasts foes with supernatural cold.



Tornado Buffets opponents with fierce winds.



Spark Shocks adversaries with lightning.



Soul Steal Harms enemies with the power of darkness.



Phoenix Summons powerful firebird to attack foes.



Wendigo Summons a potent spirit of the North.



Tiamat Summons dragon spirit to lay foes to waste.





Heal Restores HP to the selected character(s).



Antidote Dispels the effects of poison and other afflictions.



Aura Restores HP to all character(s) in the area of effect.



Attack Increases Attack rating for selected character(s).



Support Raises Defense for selected character(s).



Slow Lowers Agility and Defense of affected foe(s).



Resist Increases resistance to enemy spells.



Return Transports the party back to the nearest safe area.



ITEMS

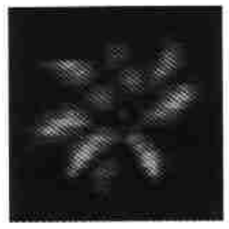
An Item Monger's Verse

"Come sample my wares, you weary and worn,
Come call when you need gird your loins.
But do have a care for your mistress's purse,
And be sure to remember your coins."



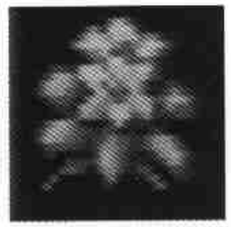
Below are some of the wonderful goods that can be found wherever quality Items are sold.

Medical Herb



An herb with healing properties; restores about 10 HP.

Antidote Herb



This soothing plant produces the same effect as a Level 1 Antidote spell.

Angel's Wing



Returns the party to the nearest haven.

Restores approximately 30 HP to the character who imbibes it.



Healing Drop

A magical powder with the same effect as an Antidote spell, cast at Level 2.



Fairy Dust

BATTLE SYSTEM



Traitors, fiends and conspirators stand poised to thwart your progress through the realm. When you encounter an enemy force, the game enters Battle mode. *Shining Force III* battles are turn-based. Each combatant moves and acts in order determined by Agility ranking (characters with higher Agility move first).

A character's battle turn follows the pattern shown below. After all the combatants have completed their turns, a new round of battle begins and the process begins again. The battle continues until you defeat the leader of the enemy force, your main character (Synbios) loses all HP, or you retreat from the fight through the use of an item or spell.

MOVE



The turn begins with the Move stage. The battle grid is divided into squares. Squares the active character can move to are highlighted at the beginning of the turn. Press the D-Pad to move the character, and Ⓐ or Ⓒ when you have finished moving. Press Ⓑ before moving to enter Halo cursor mode (page 18), or to go back a step in the Move stage.

ACT



After the character has finished moving, the Battle Commands icon menu appears (see page 17). If the character has stopped with an enemy in range, it is possible to attack using a weapon, item or magic. If there is no enemy within range, the character can opt to use an item, cast a spell or simply end the turn without performing any actions.

BATTLE COMMANDS

The Battle Commands icon menu appears after a character has finished moving for the turn. If the character has stopped within striking range of an enemy, the **Attack** icon is automatically highlighted; if no opponent is in range, **Hold** is highlighted. (See page 7 for details on turning the **Battle Guide** Auto function ON/OFF.) Press the D-Pad to highlight menu icons, and Ⓐ or Ⓒ to select the flashing icon. Press Ⓑ to return to the Move stage of the battle turn. The following icons are available in the main Battle Commands menu:



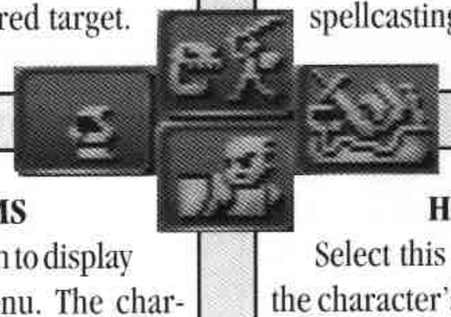
ATTACK

Attack lets the character use a weapon to attack an enemy within range. Press Ⓒ to **Attack**, and the D-Pad to move the Halo cursor onto the desired target.



MAGIC

Selecting this icon displays the Magic screen for the character, allowing him/her to cast a spell during that battle turn. See page 14 for spellcasting pointers.





ITEMS

Select this icon to display the **Item** menu. The character can use, transfer or equip items as in the Town Item menu on page 8.



HOLD

Select this icon to finish the character's turn without performing an action. This icon is sometimes replaced by one of the special battle icons, below.



SEARCH

This icon appears when a character stops near a location that seems to warrant further inspection. Press Ⓒ to **Search** – who knows what you'll find littering a battlefield?



TALK

When you meet up with potential allies, the **Talk** icon appears, letting you make their acquaintance, even during battle. Press Ⓒ to **Talk** to the character.



ENTER MAP

Some battlefields have additional hidden areas. This icon appears when a character stops at the entrance to such an area. Press Ⓒ to **Enter** the area and end your turn.

HALO CURSOR MODE

Press Ⓑ at the beginning of the Move stage of any character's battle turn to enter Halo cursor mode. This mode lets you survey the field of combat, gathering information about ally and foe alike, and gives access to the special Battle Commands Submenu (below). In Halo cursor mode, press:

- D-Pad — to move the spinning Halo cursor
- Ⓐ — to display the highlighted character's Status screen
- Ⓑ — to return to the beginning of the active character's Move stage
- Ⓒ — to show a display of the highlighted character's remaining HP/MP, and the areas the character can move to in the next turn.
- Ⓩ — to move the cursor onto the next character in order

Position the Halo over an unoccupied square and press Ⓐ or Ⓒ to display the Battle Commands submenu. You can access any number of submenu commands without ending the battle turn.



STATUS

Calls up the main Status screen for all party members participating in the fight. See pp. 12-13 for information on the Status screens and subscreens.



ADVICE

Select this icon for strategic **Advice** on the current battle from your party advisor. Pay heed – the counsel he gives may be crucial to your success.





MAP

Select this icon to display a **Map** of the entire battlefield. Characters in your party are shown as green dots, enemy forces as red.



SAVE

Select this icon to **Save** your game data. After saving the data file (see page 11), you are given the choice to continue the fight, or quit.

BATTLE FEATURES

The *Shining Force III* battle system includes some unique features that may well influence the outcome of any fight. These tactical effects, described below, are determined by a character's location and choice of opponent. Used wisely, they can boost defense, reward teamwork, and increase the amount of damage done by attacks. Study the way positioning, cooperation and weapon use generate different effects, and keep them in mind when you plot out your plan of attack.

LAND EFFECTS (LE)



Battlefield terrain can affect a character's Defense rating. The land effect of a battle grid square is shown as a percentage in a box marked **LE**, to the left of the character information window. The character's defense rating is raised by the percentage shown. Study the land effects for different kinds of terrain, and move your characters to gain the best positions on the field.

SUPPORT EFFECTS



Over the course of the game, party members develop close bonds of friendship and loyalty. These strong ties generate support effects, which come into play when characters with a close friendship are positioned on adjacent battlefield squares. There are many types of support effects, determined by the relationship between the two characters involved. A small icon appears over the character's head when a support effect is active. To check the support effects and friendship levels for a character with other party members, see the Friendship Status subscreen on page 13.

WEAPON EFFECTS



Weapons in one class may be stronger or weaker when used against weapons in another. For example, swords are effective against axes, but weak when used against spear-type weapons. A "!" mark appears over the head of an enemy who is especially vulnerable to attack by the active character's weapon. Attacks against such opponents do more damage, and have a higher chance of executing a Special Attack. See page 21 for a list of the weapon effects of the different classes of weapons.

WEAPONS AND SKILLS



"I've been in this business a good long time, and I've seen just about every kind of battle hardware known to man. You could say I know a thing or two about weapons. One thing I can tell you is, different weapon types are suited to different classes. You can't expect a wizard to pick up a sword and start swinging away – it's like putting boots on a fish and asking him to tapdance. As ugly a sight as ever I hope to see."

"But put the right weapon in the right hands, and sparks will fly. As fighters gain experience with their weapons of choice, they can master special attack techniques that deliver extra damage or multiple hits to an unlucky foe. There's no telling when these special attacks will be delivered – think of them as a boon from the God of War. One thing is certain though, the more a character uses the same weapon type in combat, the deeper their arsenal of special attacks becomes."

"The next page shows a list of some of my favorite weapons. Come and see me at the weapon shop if you need help finding the perfect fit."



	NAME	WEAPON CLASS	RANGE	STRONG VS.	WEAK VS.
	Knife	SWORD	1~2	AXE	SPEAR
	Sword	SWORD	1	AXE	SPEAR
	Rapier	SWORD	1	AXE	SPEAR
	Blade	SWORD	1	AXE	SPEAR
	Wing	SWORD	1	AXE	SPEAR
	Spear	SPEAR	1~2	SWORD	AXE
	Lance	SPEAR	1	SWORD	AXE
	Halberd	SPEAR	1	SWORD	AXE
	Axe	AXE	1	SPEAR	SWORD
	Hand Axe	AXE	1~2	SPEAR	SWORD
	Mace	AXE	1	SPEAR	SWORD
	Rod	SPIRIT	1	DRAGONS	—
	Wand	EXORCIST	1	MAGIC USERS	—
	Ankh	HOLY	1	UNDEAD	—
	Claw	GLOVE	1	—	—
	Glove	GLOVE	1	—	—
	Cestus	GLOVE	1	—	—
	Arrow	BOW	2	FLYING ENEMIES	—
	Quarrel	BOW	2	FLYING ENEMIES	—
	Shell	BOW	2	FLYING ENEMIES	—

Principal Characters



Synbios

"Deeds, not words," is this valiant young swordsman's unspoken policy. The scion of a noble family, he is eager to prove himself worthy of the legacy of his father, Lord Conrad, a beloved ruler of the fledgling Republic.



Dantares

This noble centaur embodies the highest standards of chivalric conduct – loyalty, honor and justice – and he expects others to live up to the same rigorous code. His skill with a lance makes him a valuable ally in battle.



Masqurin

A mischievous, fun-loving elf, Masqurin's playful spirit and insatiable curiosity are always getting her into trouble. Many times, only her formidable command of magic saves her when her pranks get out of hand.



Grace

A kind-hearted and compassionate priestess, she is sworn to serve the forces of Light. Her magic provides support and succor to battle-weary allies, and her staff can be a potent weapon when her ire has been roused.

Hayward

An eagle-eyed archer and erstwhile mercenary, Hayward the elf favors archery over swordplay in combat. His long-range attacking capability makes him an invaluable companion when battle is joined.



Obright

A stout and battle-hardened old campaigner, Obright has seen more than his share of adventures in his long, dwarfen career. What he lacks in stature, he more than makes up for with the strength of his axe-wielding arm.



Irene

Hailing from an exotic foreign land, the young, pretty monk Irene lets her hands speak for her. Her ascetic training has made her equally capable of healing wounded comrades and meting out damage to foes.



Kahn

Serious in demeanor and grave in comportment, Kahn's life is dedicated to the service of Elbesem. He adds a well-rounded combination of supportive magic and potent offensive capabilities to any fighting force.



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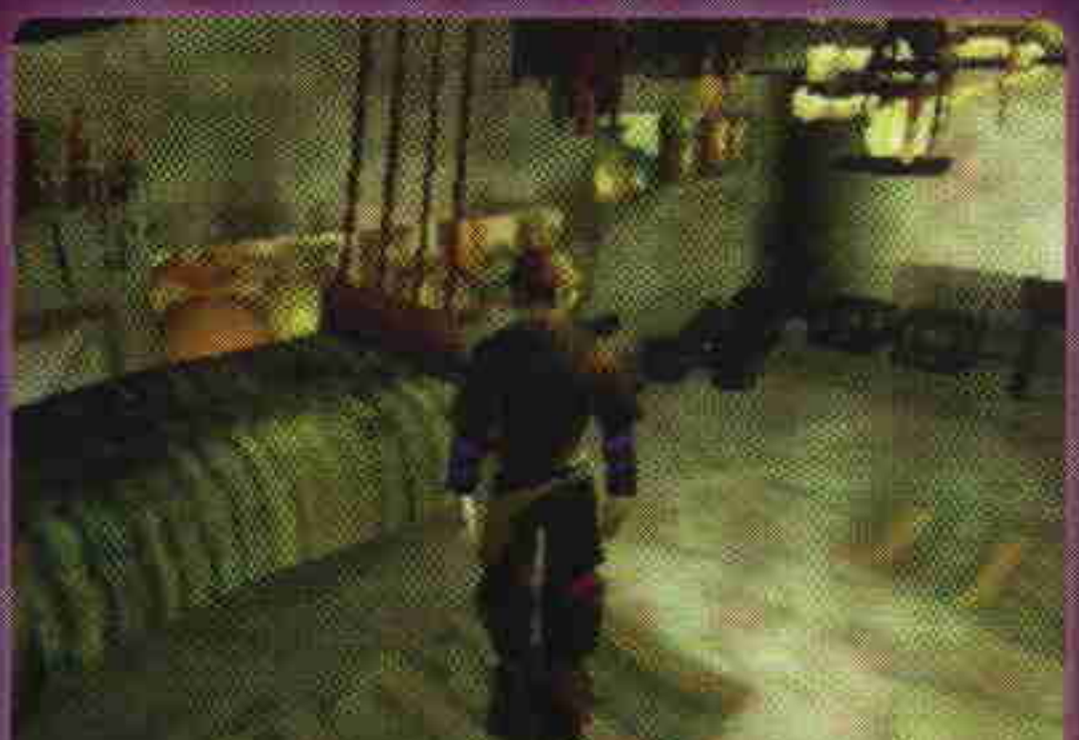


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