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Might and Magic® III Isles of Terra



Instruction Booklet

SUPER NINTENDO ENTERTAINMENT SYSTEM

FCI

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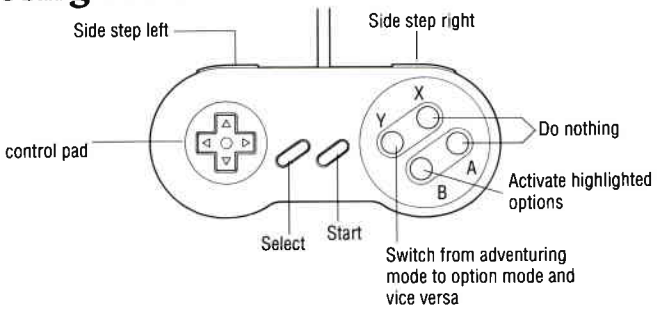
Might and Magic® III

Isles *of* Terra

Starting The Game

Insert the Game Pak into the Super Nintendo Entertainment System® and turn on the power. The Might and Magic III logo will appear. Press the start button to begin the game.

Using The Controls



Second Day of the New Moon, 491
In the Town of Wildabar

It has been four years since I set out to explore a new land and discover the hidden lore and fables surrounding its towns and castles. The swelling of spirit brought about by the telling of these stories of heroism and bravery beyond hope is the thread of magic woven in the minds and hearts of all who long to answer the call of adventure, and it is for this purpose, to preserve that magical spark, that I have devoted my efforts to recording these tales.

From the rumors and murmuring I have heard passing through Wildabar, these isles are rich with history. While talking to a town elder, he told me of an ancient rhyme read before festivals that contained the legend of the mysterious conception of these isles, a legend that today circulates across the land, but altered through the years since the original scroll's disappearance. He read to me a portion he recorded before the original vanished and told me what he could remember of the rest of the tale. Other parts, he said, may be found across the islands.

The epic was written in three parts and the fragment he gave me was from the first, in which is contained an account of the birth of the isles out of a great battle between powerful lords of the four elements who used fierce storms to fight for supreme control of the Void, a place where there was no land or sky or ocean. Water and Fire and Air and Earth met in this empty Void to fight for the right to fill it with their presence, but so matched were they in this battle that none could defeat the others, nor could any stop fighting lest the balance be upset and he be overrun by the others. They had become locked in an eternal war from which none could turn away. As the war raged on through the decades, in the midst of the Void where the fallout of the mighty storms gathered and settled, a rich land began to develop. From where, no one knows, but beasts appeared to graze the fields of the new land and take refuge in its forests and caverns. Little notice did the Elemental Lords pay to these dumb beasts for there was little threat in their roamings. They were seen as nothing more than the flies that gather around a fallen animal. So the war raged on with intensifying storms that added to the richness of the budding land.

But then a new creature mysteriously appeared in the Void, not dumb like the beasts, but clever in ways of cultivating the raw loam of the battlefield further into a rich provider of food and shelter. Difficult and costly though it was, in the midst of the furious storms of battle, a continent was forged in the misty Void.

Fourth Day of the New Moon, 491
The Quest Begins

After searching for the right opportunity, I have finally found a group to set across the isles with in search of the lost parts of the legend. A band of four fighters and a healer have enlisted me as their mage, not knowing the fullness of my power. We are to travel to Swamp Town and receive a scroll which we will then deliver to Fountain Head. The leader of the party, Asa Milchima, has agreed to take a circular course to allow me a wider search for the lost pieces. We will be travelling across most of the islands, skipping only the smaller ones. I will be receiving a smaller share of the reward for delivering the scroll, but it is the search and hopeful discovery of forgotten lore that calls me to this adventure, not the promise of wealth.

Assuming all to be in order, we will set out tomorrow for the Isles of Illusion where I will search the two castles said to be laid out in ruins upon the sand. From there we will travel to Buzzard Bluff where we will camp for the night. The next day we will journey through the Evermoors and north to Swamp Town, hopefully find part of the scroll, and most likely spend a pleasant night in a local inn. From there I will lead the expedition to Serpent's Wood, the original settling place of the Dwarfs, and on through the Frozen Isles where we will camp a second night. Then we go to Leper Canyon and straight to Fountain Head. They planned to spend four days on the journey, but it will likely extend to double.

Fifth Day of the New Moon, 491
Setting Off

Today, after much preparation, we started our journey across the Isles of Terra. This group I've joined is far more powerful than I had earlier believed. Rather than renting a boat as I had thought we would, the healer Rapha stood at the water's edge where earth meets ocean and stretched her arms wide. All was still for a moment, then a strange wind blew the corners of her robe and there seemed to be a disturbance in the waters. Fog rolled in, thick and choking, and in the midst of it appeared a ghostly galleon riding on the swelling waves. It was truly a most impressive sight, and a little unnerving too. The ghost ship took us across the waters to the closest of the Isles of Illusion where we are now resting before entering the castle ruins. I still don't know from where it came or to where it returned, for as soon as we stood upon the shore the ship drifted away in the silence of the fog.

It is a poor omen when the first battle of an adventure ends in death. While searching the ruins of Castle Greywind we came upon a powerful phantom magic user that had made his home in the rubble. He attacked at once without warning and engulfed Rapha in a pink glow of energy, draining all the life out of her. Asa Milchima responded quickly by letting fly a bolt from the crossbow at his side, but it only passed through the apparition. While the others advanced, the ghostly figure summoned a huge and beastly bear and vanished in a flash of light. Asa Milchima and Supha the Ninja were only hurt a little in the battle with the beast, but Rapha had been our healer. I did what I could for the others without revealing the full extent of my powers,

but the loss of Rapha is most unfortunate. The loyalty of this group is strong for they plan to spend their part of the reward to have her revived at the temple in Swamp Town.

Sixth Day of the New Moon, 491
Camping at Buzzard Bluff

Then descended on the land
The forces of the Dome
To lend into the mortal hand
Power before unknown

Five Forces, they of might and magic
Two champions forged by each
Ten heroes made the tale most tragic
For the Elemental beasts

There is a dark mood hanging over the camp tonight, darker than the clouds that cloak the moon, darker than the thick limbs of trees that hide untold creatures peering from outside the circle of fire light. It has been raining since the middle of today and the falling drops have even beaten down the spirits of our steeds who stand nervously stamping. The fight of yesterday still weighs upon the minds of all, myself included, made heavier by the legend of the Winged Death said to prey upon travelers of the Forsaken Sands. I must admit that even I will feel relief when this night is nothing more than a memory. It seems a fitting enough setting to muse upon the piece of the legend I found in the ruins of Castle Greywind. It tells of the intercession of the Forces of the Dome, the five forces that gave men the power to overcome the attack of the elementals.

Seventh Day of the New Moon, 491
In Swamp Town

Today we arrived in Swamp Town after a surprisingly easy journey through the Evermoors. There were only a few small battles along the way as we mostly encountered wandering animals and insects. Although the danger was small it was a good workout, for any small mistake could cost dearly.

After entering the west gate of Swamp Town and finding the giver of the scroll we are to take to Fountain Head. Rapha was taken to Temple Moonshadow. It was by luck alone that the others had barely enough to pay for the services of the monks, as the boat we rented to carry us from the Forsaken Sands to the Evermoors dug deep into our party's pouch. The reward for delivering the scroll will hardly do more than recoup the fee of Rapha's resurrection.

With Rapha's return a room was then taken at the inn where I now sit writing these notes. The others are relaxing, as it were, in the tavern where they are telling Rapha of all that has happened in the past two days.

My hopes of finding more of the legend are falling after talking to others I have met around town. While visiting the guild, there was one who had just returned from the Frozen Isles where he had been searching for the rhyme himself. He told me there was no part of it to be found in the northern regions and was very happy to see the fragment I retrieved from the ruins of Castle Greywind. I told him the tale of which the elder of Wildabar spoke to me.

Eighth Day of the New Moon, 491
The Frozen Isles

Tonight we are camping in the chilly environs of the Frozen Isles. As I suspected after talking to my fellow searcher in Swamp Town, there is no sign of any part of the legend around these frozen woods. We searched the snowy wild for many hours but there was little more than ice to be found gleaming in the sun.

After being denied entrance to Castle Dragontooth on account of prior dealings with our healer Rapha, we decided to camp in the frozen woods of these isles and keep fire watch, which is what I do as I write this. I've had more comfortable nights but there are no hard feelings toward Rapha. It is, after all, much easier crossing the ocean with the use of her ghostly ship.

I will miss this group when we part ways in Fountain Head but there are other things that call me. This has been but a tour for me as the real search is not for legends and lore, but my nemesis Sheltem. From the very beginning he has seen these isles and all that live upon them as his

enemies, and twice he has planned their extinction. Now that these isles have rested in the gates of Terra, I'm sure he has not given up his crusade to destroy them. I know not what plan he has set in motion but I see his work in all that is chaotic.

I have been making these notes as a record to leave behind for any who will join me in my search for Sheltem and his evil plot. I believe the ancient pyramids play into his schemes and that is where I will begin my search when I set out again. This time I will go alone, but to any who may follow I will leave clues to give the benefit of new information I uncover.

I have not told the others of this, but in the ruins of Castle Blackwind, back on the Isles of Illusion, I found a message among the rubble that may shed light on the mystery of Sheltem's scheme. It seemed to place much importance on the three manners of men we have come to call alignment; Good, Neutral, and Evil. For many years there has been peace among these different attitudes, but it had not always been so. There once were many wars fought over the differences of these three alignments and perhaps it is Sheltem's plan to rekindle this ancient rivalry. I'm still working on what may be the meaning of this message in the rubble. In the land today, the question of Good and Evil is resolved in the response to certain situations, and there are certain enchanted areas where one or the other may not be welcome, but there is little chance of a war being started in these times of enlightenment. Nevertheless, I am sure the subtle differences of these three — Good, Neutral, and Evil — play into the schemes of Sheltem.

I will stop writing for tonight. Asa will soon come to relieve me of my watch. It has been a pleasant trek across the isles with his group, save for the death of Rapha. Thanks to the forces of the monks, the conditions of ill that inevitably befall the adventurer can be lifted. Be you cursed, paralyzed, or even eradicated, there is always a remedy and a price to be found in the temples.

With coming of the morning light we will start our final journey to Fountain Head, and from there I will once again set out alone. My feelings are echoed in the cries of the wolves I hear floating across the moon-lit sky.

After passing through Leper Canyon we reached Fountain Head late into the day. I parted company with my group at the inn where they immediately

found another young adventurer anxious to join them on their next excursion...of course, after they spend some time in the tavern to recuperate.

Before I start my search for Sheltem there are a few final pieces of advice I would like to offer to those who follow me into this mystery. There are skills that will be very helpful if not completely necessary in your travels across the isles. You must find their masters to teach them to you, and be prepared to pay the price. Here are some of the more helpful skills...

Cartography: To help you keep better maps of the areas you visit.

Danger Sense: Will give you warning of monsters you may not see until it is too late.

Detect Secret Passages: So as not to miss out on hidden opportunities.

Mountaineering: To gain access to the higher regions.

Pathfinding: For cutting your way through dense forests.

Swimming: For crossing shallow waters. All of your characters must be swimmers for this to work.

Always keep a full spellbook. When you have mastered the spells you have learned to such a degree that you are prepared to learn others, gain membership to a guild and learn what you can. Seek the wandering mages who sell these memberships. The price is small to pay to have the right incantation when needed. If you gain a spell from an enchanted pool or buy it from a traveling teacher and have no explanation of its use, go to one of the guilds for its description.

Remember to keep a good supply of gems as some spells require the power locked inside their crystals. These are the spells available to the novice in the ways of magic...

Awaken: Pulls all sleeping adventurers from their slumber.

Detect Magic: If there is a magical item in the pack of the caster, this

will make it known, and reveal the number of its limited use. Use this to discover the nature of a chest of treasure.

Elemental Arrow: Unleashes the power of the elements upon a single enemy. Expel a bolt of flame, electricity, acid, or ice upon your foe to rob him of a little well being.

First Aid: An adventurer's minor wounds of battle can quickly be healed with this anointing incantation.

Flying Fist: Summons an enchanted gauntlet to deliver a stinging punch to a single foe.

Light: Provides a magical light to illuminate the darker areas.

All spells were forged through the mysteries of Cosmonium, Esoterica, and Gaiam, and only those classes devoted to their study can cast them. More powerful spells await as you advance your abilities.

It will also be necessary to gain protection from the six forms of damage that are delivered through the use of weapons and spells. These forms are fire, electricity, cold, poison, energy, and magic. Each race has a natural strength against some of these and further protection can be gained through spells and enchanted items.

As you travel around there will be many occasions to enlist your services to others in need of help. It would be wise to accept their challenges for there may be great rewards in their completion that will help in future dealings.

When all hope is gone, be it in the face of a great dragon or surrounded by too many orcs to battle, you may call upon the benevolent hand of Mister Wizard to carry you back to safety. He will always answer the call for help, but be warned that he will also extract a high toll of experience from those he rescues. A mighty warrior can soon be rendered weak if he calls for the help of the Wizard too often. It is best to resolve a situation without his help if any solution exists. But new adventurers find favor in the heart of

Mister Wizard and those he will help without fee.

Now I must prepare for my search for Sheltem. Take these notes and use them as you can to discover his schemes, and together we may be able to thwart his plot. Search for the clues I will leave behind, and good luck to you on your journey.

Creating Your Characters

Might and Magic III starts you off with a set of six pre-made characters. These characters have all the equipment and abilities necessary to begin the game, if you don't want to create your own characters.

Creating a character is simple. Whenever you want to make a character, just go to any Inn and sign in. Once you have signed in, select the Create a Character icon to get to the character creation screen.

The character creation screen is where you will make your characters. There are seven numbers next to some mysterious letters underneath a character portrait. These letters are the statistics for your character, and this is what they mean:

Mgt: Might is a prime statistic for Knights and Paladins. Might affects the damage you do when you hit a monster. Might is also used to break down doors and lift or destroy certain objects.

Int: Intelligence is a prime statistic for Archers, Sorcerers, Druids, and Rangers. This statistic helps determine how many spell points your character will get if you are one of these classes.

Per: Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. This statistic helps determine how many spell points your character will get if you are one of these classes.

End: Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has.

Spd: Speed is a prime statistic for Ninjas and Rangers. Everyone, including

monsters, has a speed rating. If your character's speed is higher than the monster's, you will get to take an action in combat first.

Acy: Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when you attack.

Lck: Luck is the prime statistic for Robbers. Luck improves your chances of surviving a hostile spell or avoiding a trap.

In the top left corner of the screen you will see a portrait of your character. If you want a different portrait, use the up/down arrow icons on the screen to change it. The portrait you choose determines the race and sex of your character.

To the right of the numbers is a list of the ten classes of characters. If the prime statistic for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted. You can select a class by moving to the sword icon to the left of the class list on the screen and pressing the B button until the class you want is selected.

If the class you want to be isn't highlighted, you can either roll the character again or move the statistics around until you get the class you want. To roll again, highlight and select the roll icon. To swap statistics highlight and select one of the two icons you wish to swap then do the same for the other.

Once you are satisfied with your statistics and the class you want is selected, use the arrow buttons on your control pad to highlight the alignment icon and press the B button until the alignment you desire is highlighted.

When all of this is done, highlight and select the Create Character icon and give your character a name.

Reviewing and Assembling Your Party

Once you have created your characters, you have to put them in your party. If you are just starting the game and have created a custom set of charac-

ters, you will need to remove the old characters. Just select the remove icon and then select the portrait of the character you want to remove.

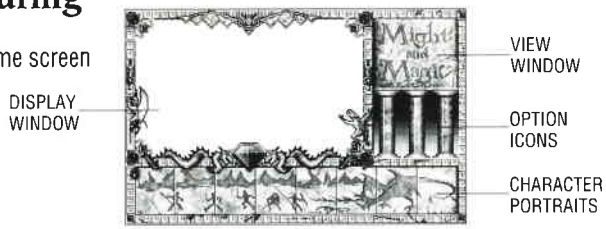
You can only have six characters in your party, no matter where they come from. You can have some, none, or all the default characters in the party. It's up to you. You will also have the opportunity to hire adventurers to help you during the game. These hirelings take up a slot, too. If you use a hireling, you will have to remove one of your characters from the party.

To add a character to your party, simply use the arrow icons to select the portrait of the character you wish to add and press the B button. The character will take the next available slot in your party. Don't worry if you select the wrong character—just remove the character as directed above.

Finally, if you have made a mistake and created a character you don't want, you can delete it. Highlight and select the delete icon, then select the character you wish to delete. Remember that any character deleted like this is gone forever, including any equipment the character had in his pack.

Adventuring

Using the game screen



The game screen has four parts to it. They are the Display Window, the View Window, the Options Icons, and the Character Portraits. Here is an explanation of each:

Display Window: The display window is where you see all of the action of the game take place. At the edges of the screen are three creatures that will aid your game play. Each of these creatures will move in some way when activated to let you know that something is happening. The creature on the left side of the screen flaps its wings when the Levitate Spell is

on. The creature on the right side of the screen waves its arm when you are in front of a thin wall and have the Spot Secret Doors skill. The bat on top of the screen will move when monsters can see you and one of your characters has the Danger Sense skill.

There are also four small gems in the corners of the Display Window and a large gem on the bottom of the Display Window. The corner gems will turn green if you have certain protection spells going. The upper left is for fire, the upper right is for cold, the bottom left is for poison and the bottom right is for electricity. The center gem can be selected to bring up the control panel. See the section on the control panel for more information on that subject. If you have the Direction Sense skill, the center gem will indicate which direction the party is facing.

View Window: If you have the Wizard Eye Spell active, you will see a map of the area around you.

Options Icons: There are nine icons just below the View Window. These icons will be available for you to select if you press the Y button on your control pad while you are adventuring. Here is a list of what they do from top left to bottom right:


Shoot: All party members equipped with a missile weapon fire in the direction the party is facing.


Cast: Brings up the Cast Spell Window. Highlight this icon again to cast the readied spell of the spell caster selected.You can change the selected character by highlighting the portrait of the one you want. You can change the readied spell by selecting the 'NEW' button in the Cast Spell Window, which will bring up a list of spells available to the selected character. Use the arrow icons to select the spell you want to cast, highlight the select icon and press the B button. The spell is now ready to be cast.


Rest: Restores the party's hit points and spell points, provided there is at least one unit of food for every member of the party. Resting will turn off all active spells and advance the

time by eight hours. Resting where monsters can see you is hazardous to your health.

Bash: This command is used when you want to break down a locked door or break through a thin wall. The Might of your first two conscious characters is combined and tested against the strength of the door or wall. If yours is higher, the obstacle will bash in. Your characters will take a small amount of damage for doing this.

Dismiss: Returns any party member to the inn where that character last stayed. At least one character must remain with the party.

View Quests: Displays the Current Quests and Corak's Clues.

Map: Displays the map of the area you are currently in. The map records all the places you have been since you learned the Cartography skill.

Information: Displays the Game Information Window. This window lists the time, date, year, and day of the week. It also shows which spells the party has active, such as light or protection spells.

Quick Reference: Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.

Character Portraits: The Character Portraits show pictures of all the characters in the party. Each character has a gem below his portrait. This gem will be green if the character is at full hit points, yellow if the character is below maximum, red if the character has 25% or less of his hit points left, and blue if the character has zero or less. If for some reason the character has more hit points than his maximum, the gem will be gray.

If you select a character portrait, you will see a detailed list of the character's

statistics. You can find more information about this screen in the Character Screen section.

Control Panel

If you select the big gem at the bottom of the Display Window, you will bring up the Control Panel Window. Here is a list of the functions available in the Control Panel:

Efx: Toggles the sound effects on and off.

Music: Toggles the music on and off.

Delay: Allows you to set the text display delay from 0 to 6.

Load: Allows you to load a previously saved game.

Save: Allows you to save the current game in its present location. Your game is also automatically saved whenever you enter an inn.

Mr. Wizard: Returns the party to Fountain Head and removes one level of experience from every character. Think carefully before you choose to do this. First level characters are not penalized.

Character Screen



If you select a character portrait and press the B button, you will find yourself in the Character Screen. Here you will see an icon for each of your character's statistics. On top of the screen are four more icons. Here is a list of them:

Items: Selecting this option brings up the Inventory Screen.

Quickview: Selecting this option brings up the Quickview Screen.



Exchange: Selecting this option exchanges the position of the character you are viewing with the position of the character you select.

Exit: Exits the Character Screen.

Might, Endurance, Speed, Accuracy, Personality, Intelligence and Luck have already been explained. Selecting these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistic. The other statistics are listed below:

Age: Every character begins the game at age 18. Clicking on this icon will show your character's birthday, his natural age, and his current age. It is possible for a character to be older than his natural age, through magical attacks. As your character grows older, some of his statistics will decline.

Level: Shows your character's current level, maximum level, and the number of attacks per round your character receives.

AC: Shows your character's current and maximum armor class. The higher this number, the harder it is to hit your character.

HP: Shows your character's current and maximum hit points.

SP: Shows your character's current and maximum spell points.

Resis: Shows your character's current resistances to spells and elemental attacks. The higher the number, the better the protection. A 100 does not mean immunity from an attack, but will considerably reduce the damage your character takes from that attack.

Skills: Gives a list of the skills your character has accumulated.

Awards: Gives a list of the awards your character has accumulated.

Experience: Shows your current experience points and the number of experience points your character will need for the next level.

Party Gold: Shows how much gold your party has on hand and how much it has in the bank.

Party Gems: Shows how many gems your party has on hand and how many it has in the bank.

Party Food: Shows how many units of food your characters have and how many days it's worth.

Condition: Gives a list of any adverse conditions your character might have and any active protection spells.

Inventory Screen

If you select the Inventory Screen, you will have a few more options. A list of all the items the character has in his backpack will appear. If you have many items, you can press the up/down arrows to scroll through your list. Here is a list of your options in the Inventory Screen:

Equip: Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove: Un-equips an item from your character.

Use: If an item has some sort of special use or can cast a spell, you can use it with this command.

Discard: Eliminates an item from your inventory. If you use this command and say 'YES', you will lose this item for good. If you use this command and say 'NO', you will be asked if you would like to transfer the selected item to another character.

COMBAT

As you adventure, you will encounter lots of monsters you will need to defeat. If you begin fighting with some monsters, the combat icons will replace the normal adventuring icons. Here is a list of these new icons, reading from top left to bottom right:


Quick Fight: Directs your character to fight the first monster on the list. Your character will do whatever the Quick Fight option is set to.


Cast: Same as in adventuring mode.


Attack: Attacks the targeted opponent with whatever weapon the character has equipped.


Use: Brings up the character's Inventory Window, where he can equip, remove, or use an item.


Run: If successful, the character will run to a safe location nearby and rejoin the party after the battle.


Block: Directs your character to try to block the next attack against him.


Options: Sets your Quick Fight option. You can direct a party member to attack, cast a readied spell, block, or run when the Quick Fight option is selected.


Information: Same as in adventuring mode.


Quick Reference: Same as in adventuring mode.

When the fight begins, your fastest character will be highlighted and you will have the opportunity to select any of the options listed above. After you have finished selecting the option for the highlighted character, a different character will become highlighted.

If there is more than one monster, you can choose which monster you want a character to fight by using the L and R buttons on your control pad. This will put an arrow next to the name of the monster, letting you know which monster is targeted.

Important Places

Throughout the game, you will run into some places that you need to know about:

Inns: You can create, delete, add and remove characters in your party here.

Taverns: This is where your characters can buy food and listen for rumors.

Temples: Your characters may be healed here of whatever ails them—for a price. You can also receive a favor from the clerics if you donate enough money to the temple.

Banks: You can safely store your money and gems here. You will get interest on both money and gems that you deposit.

Blacksmith: Here is where you can buy, sell or have equipment fixed.

Training Grounds: This is where you can pay to increase your levels, provided you have enough experience.

Guilds: If you are a member of the guild, you may buy spells and review information about them here.

Spells

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

Who Can Cast Spells: Most character classes in Might and Magic III possess some capacity for magic. Clerics, Sorcerers and Druids are the designated magic users, as their training prepares their minds for the control

required to work incantations. Therefore, all spells fall into the categories of Cleric Spells, Sorcerer Spells and Druid Spells.

Paladins, Archers and Rangers undergo a similar training that allows them limited control over the magical forces, allowing Paladins to cast Cleric Spells, Archers to cast Sorcerer Spells and Rangers to cast Druid Spells. Their ability to use magic (Spell Points) does not increase as much when they train, and it costs more for these character classes to purchase spells from the masters in the Guilds. Knights, Barbarians, Robbers and Ninja cannot cast spells unless the spells reside in an enchanted item.

Spell Descriptions: There are 77 unique spells in Might and Magic III, some of which are shared between character classes. The descriptions of these spells include the following:

Name: Generally descriptive of the spell's effects.

Cost: The number of Spell Points and, in some cases, Gems that must be spent to cast a spell. Some spells require a certain number of Spell Points to be spent per level of the caster.

Object: Who is affected by the spell.
- Party Member - A single player character.
- Party - All characters that make up the party.
- Single Monster - One opponent.
- Group - Three opponents standing before the party.
- Cone - All opponents that stand in front of the party.

Level: What experience level a character must be before purchasing a particular spell from a Guild. (Note: This does not imply the experience level a character must reach before being able to use a spell. Any spell found while adventuring can be cast as long as a character has enough Spell Points and Gems.)

Effect: What effect the spell has on its recipient.

Acquiring Spells: All spells can be purchased from the various Mage guilds across the Isles of Terra. Most spells can also be found while adventuring.

CLERIC SPELLS

Name	Cost	Object	Level	Effect
Light	1 Spell Point	Party	1	Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.
Awaken	1 Spell Point	Party	1	Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if the Party is attacked while resting.
First Aid	1 Spell Point	Party Member	1	Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.
Flying Fist	2 Spell Points	Single Monster	1	Summons an enchanted gauntlet to deliver stinging punches to a single foe, inflicting 6 points of Physical damage.
Revitalize	2 Spell Points	Party Member	2	Restores a weakened character to former strength, removing the WEAK condition.
Suppress Disease	5 Spell Points	Party Member	4	Reduces the amount of disease in a Party Member's system. Does not remove the DISEASED condition.
Turn Undead	5 Spell Points & 2 Gems	Group	4	Dissipates the magical energy that animates the dead, reducing some or all of a group of undead monsters to dust.

CLERIC SPELLS

	Cost	Object	Level	Effect
Silence	6 Spell Points	Group	5	Steals the tongues of a group of monsters, preventing them from casting spells for the duration of combat or until they overcome the effects of the spell.
Protection	2 Spell Points Per Level	Party Member	5	Clothes a Party Member in magical armor, offering extra protection in combat. Amount of protection depends on level of caster.
Favorable Bonus	2 Spell Points Per Level	Party Member	6	Brings forth favor from the graces of Bellum, increasing the damage a Party Member inflicts in combat by 1 point per level of caster.
Power Cure	2 Spell Points Per Level & 3 Gems	Party Member	6	A very powerful aid to the stricken adventurer. Restores 2-12 Hit Points per level of the caster.
Heroism	2 Spell Points Per Level & 3 Gems	Party Member	7	Increases a Party Member's chances of striking his foes by a number equal to the level of the caster.
Immobilize	6 Spell Points & 3 Gems	Group	7	Freezes a group of monsters, preventing them from attacking with might or magic.
Cold Ray	2 Spell Points Per Level & 4 Gems	Cone	8	Unleashes a deluge of freezing mist on all monsters in front of the party, inflicting 2-4 points of Cold damage per level of the caster.

CLERIC SPELLS

	Cost	Object	Level	Effect
Cure Poison	8 Spell Points	Party Member	8	Removes toxins from the affected Party Member's system, cancelling the POISONED condition.
Acid Spray	8 Spell Points	Cone	9	Showers all monsters directly in front of the party in a spray of acid, inflicting 15 points of Poison damage.
Cure Disease	10 Spell Points	Party Member	9	Removes diseases from an infected Party Member's system, cancelling the DISEASED condition.
Cure Paralysis	12 Spell Points	Party Member	10	Restores the ability of movement to a Party Member, removing the PARALYZED condition.
Paralyze	15 Spell Points & 4 Gems	Group	10	Attempts to stiffen the bodies of a group of monsters and prevent them from attacking and casting spells.
Create Food	20 Spell Points & 5 Gems	Party	11	When the party is starving, this incantation creates enough food for each member.
Mass Distortion	75 Spell Points & 10 Gems	Group	14	Increases the weight of a group of monsters, making them so heavy they fall and lose half their Hit Points.
Word of Power	100 Spell Points & 20 Gems	Cone	15	This Word is of such devastating power that it destroys all undead monsters directly in front of the party.

CLERIC SPELLS

	Cost	Object	Level	Effect
Resurrection	125 Spell Points & 20 Gems	Party Member	15	So powerful is this incantation that it can restore life to the ashes of a fallen Party Member, cancelling the ERADICATED condition. Ages the character 5 years.
Sun Ray	150 Spell Points & 10 Gems	Cone	16	Heat beyond description emanates from the caster's body, causing 200 points of Energy damage on all monsters before the party.
Mystical Intervention	200 Spell Points & 20 Gems	Party	17	Calls upon the supernatural powers of Esoterica to completely restore the party to full Hit Points. Ages spell caster 5 years.
Cure Wounds	3 Spell Points & 1 Gem	Party Member	2	Cures serious battle damage, restoring 15 Hit Points to the inflicted Party Member.
Sparks	1 Spell Point per Level & 1 Gem	Group	2	Generates a shower of sparks to shock a group of monsters, inflicting Electrical damage equal to twice the level of the caster.
Protection from Elements	1 Spell Point per Level & 2 Gems	Party	3	Temporarily raises the party's resistance to Electricity, Fire, Cold or Acid. The amount of the increase depends on the caster's level. Can be cast more than once to raise resistance to more than one element.
Pain	4 Spell Points	Group	3	Overcomes a group of monsters with writhing pain, inflicting 8 points of Physical damage.

	Cost	Object	Level	Effect
Suppress Poison	4 Spell Points	Party Member	3	Reduces the amount of poison in a Party Member's system. Does not remove the POISONED condition.
Fiery Flail	25 Spell Points & 5 Gems	Single Monster	11	Summons an enormous flail of fire, striking a monster for 100 points of Fire damage.
Town Portal	30 Spell Points & 5 Gems	Party	12	Opens a magical portal to the five towns of Terra, providing a convenient way to return from long journeys. Cannot use in combat.
Stone to Flesh	35 Spell Points & 5 Gems	Party Member	12	Restores the flesh of a Party Member to a less igneous state, removing the STONE condition.
Half for Me	40 Spell Points & 10 Gems	Party Member	13	Restores a badly injured Party Member back to health. Half the damage points removed from the character are inflicted on the caster.
Raise Dead	50 Spell Points & 10 gems	Party Member	13	Restores life to a fallen Party Member, removing the DEAD condition. Adds 1 to the age of the spell's caster and recipient.
Moon Ray	60 Spell Points & 10 Gems	Cone	14	Bathes all combatants in a beneficent ray that inflicts 30 points of Energy damage to all monsters in front of the party and restores 1-30 Hit Points to each character.

SORCERER SPELLS

	Cost	Object	Level	Effect
Light	1 Spell Point	Party	1	Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.
Awaken	1 Spell Point	Party	1	Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if attacked while resting.
Detect Magic	1 Spell Point	Party Member	1	Reveals any magical items in a Party Member's backpack, and notes the number of uses remaining for charged items.
Elemental Arrow	2 Spell Points	Single Monster	1	Expels a single bolt of flame, electricity, acid or ice upon a monster, inflicting 8 points of damage.
Energy Blast	1 Spell Point per Level & 1 Gem	Single Monster	2	A blast of crisping death is delivered to a single monster, scorching it for 2-6 points of Energy damage per level of caster.
Sleep	3 Spell Points & 1 Gem	Group	2	Hypnotizes monster into a sleep-like trance, halting their actions until they are damaged or overcome the SLEEP condition.
Create Rope	3 Spell Points	Party	3	If you find yourself without a rope, fear not. Cast this spell while standing directly over a pit to conjure the very strand you lack.
Toxic Cloud	4 Spell Points & 1 Gem	Group	3	Exudes a noxious cloud around a group of monsters, causing 10 points of Poison damage.

SORCERER SPELLS

	Cost	Object	Level	Effect
Jump	4 Spell Points	Party	4	The hand of the genie Vaultus will sweep the party up and over the square directly ahead, provided there are no walls of matter or magic. Cannot use in combat.
Acid Stream	5 Spell Points	Single Monster	4	Sprays a stream of liquescent acid from the palm of the caster causing 25 points of Poison damage.
Levitate	5 Spell Points	Party	5	The party will ride on the breath of the genie Floatious, offering protection from pits of peril.
Wizard Eye	5 Spell Points & 2 Gems	Party	5	Allows the party to see an overhead view of the surrounding area. Cannot use in combat.
Identify Monster	5 Spell Points	Group	6	Provides the party with knowledge of the condition of a group of monsters while in combat.
Lightning Bolt	2 Spell Points per Level & 2 Gems	Group	6	Summons a great bolt of lightning directed against a group of monsters. Inflicts 4-6 points of Electrical damage per level of caster.
Lloyd's Beacon	6 Spell Points & 2 Gems	Party	7	A very useful spell for returning from long distances. Cast it once to lay the beacon, then again from anywhere to return. Cannot use in combat.
Power Shield	2 Spell Points per Level & 2 Gems	Party Member	7	Reduces the amount of damage inflicted on a Party Member by a number equal to the level of the caster.

SORCERER SPELLS

	Cost	Object	Level	Effect
Detect Monster	6 Spell Points	Party	8	Creates a map that shows the location of monsters lurking around corners and watching from behind.
Fireball	2 Spell Points per Level & 2 Gems	Group	8	Heaves a flaming package of destruction to those unfortunate enough to draw your ire. Delivers 3-7 points of Fire damage per level of caster.
Time Distortion	8 Spell Points & 3 Gems	Party	9	Creates a warp in time that allows the party to retreat to a safe area during combat.
Feeble Mind	8 Spell Points	Group	9	Muddles the minds of a group of monsters, leaving them unable to attack for the remainder of combat or until overcoming the spell.
Teleport	10 Spell Points	Party	10	Move like the wind, light and invisible, 9 steps in any direction. Cannot use in combat.
Finger of Destruction	10 Spell Points & 4 Gems	Group	10	Channels the ancient power of all Wizards of lore through the hand of the caster, resulting in destruction to a group of monsters.
Super Shelter	15 Spell Points & 5 Gems	Party	11	Creates an aura of safety allowing the party to rest in areas otherwise precarious. Cannot use in combat and on water.
Dragon Breath	3 Spell Points per Level & 5 Gems	Cone	11	Engulfs all monsters directly ahead of the party in a torrent of flame, electricity, acid or cold. Inflicts 5 points of damage per level of caster.

SORCERER SPELLS

	Cost	Object	Level	Effect
Recharge Item	15 Spell Points & 10 Gems	Party Member	12	Restores 1-6 charges to any item in a Party Member's backpack that still has 1 magical charge remaining. Some risk the spell will fail and destroy the item.
Fantastic Freeze	15 Spell Points & 5 Gems	Group	12	Creates a freezing gale that inflicts 40 points of Cold damage to a group of monsters.
Duplication	20 Spell Points & 50 gems	Party Member	13	Allows the caster to duplicate most items in a Party Member's backpack provided there is room in the backpack for another item. Small chance the spell will fail and destroy the original item.
Disintegration	25 Spell Points & 8 Gems	Group	13	Attempts to disintegrate the bodies of a group of monsters.
Etherealize	30 Spell Points & 8 Gems	Party	14	The party wavers, like a vision in the heat, allowing passage through locked doors, thin walls and other barriers.
Dancing Sword	3 Spell Points per Level & 10 Gems	Group	14	Summons a magical blade to dance around a group of monsters, inflicting 6-14 points of Physical damage per level of caster.
Enchant Item	30 Spell Points & 20 Gems	Party Member	15	Adds random magical abilities to a mundane item that currently has no special powers or properties.
Incinerate	35 Spell Points & 10 Gems	Single Monster	15	Attempts to reduce a monster to smoldering ashes by inflicting 250 points of Fire damage.

SORCERER SPELLS

	Cost	Object	Level	Effect
Mega Volts	40 Spell Points & 10 Gems	Group	16	Chain lightning passes through a group of monsters, inflicting 150 points of Electrical damage.
Inferno	75 Spell Points & 10 Gems	Group	16	Unleashes the very heat of the sun, causing 250 points of Fire damage on a group of monsters.
Implosion	100 Spell Points & 20 Gems	Single Monster	17	Causes a monster's body to collapse in on itself, inflicting 1,000 points of Energy damage.
Star Burst	200 Spell Points & 20 Gems	Cone	17	Pieces of an exploding star rain down in a shower of destruction, inflicting 500 points of Physical damage on all monsters before the party.

DRUID SPELLS

	Cost	Object	Level	Effect
Light	1 Spell Point	Party	1	Magically lights all torches in a dark cavern or dungeon, providing the necessary light for safe adventuring.
Awaken	1 Spell Point	Party	1	Pulls all sleeping Party Members from their slumber, cancelling the SLEEP condition. Very helpful if attacked while resting.
First Aid	1 Spell Point	Party Member	1	Cures light battle wounds, restoring 6 Hit Points to an injured Party Member.
Detect Magic	1 Spell Point	Party Member	1	Reveals any magical items in a Party Member's backpack, and notes the number of uses remaining for charged items.
Elemental Arrow	2 Spell Points	Single Monster	2	Expels a single bolt of flame, electricity, acid or ice upon a monster, inflicting 8 points of damage.
Revitalize	2 Spell Points	Party Member	2	Restores a weakened character to former strength, removing the WEAK condition.
Sleep	3 Spell Points & 1 Gem	Group	3	Hypnotizes monsters into a sleep-like trance, halting their actions until they are damaged or overcome the SLEEP condition.
Create Rope	3 Spell Points	Party	3	If you find yourself without a rope, fear not. Cast this spell while standing directly over a pit to conjure the very strand you lack.

DRUID SPELLS

	Cost	Object	Level	Effect
Suppress Poison	4 Spell Points	Party Member	4	Reduces the amount of poison in a Party Member's system. Does not remove the POISONED condition.
Protection from Element	1 Spell Point per Level & 2 Gems	Party	4	Temporarily raises the party's resistance to Electricity, Fire, Cold or Acid. The amount of the increase depends on the caster's level. Can be cast more than once to raise resistance to more than one element.
Suppress Disease	5 Spell Points	Party Member	5	Reduces the amount of disease in a Party Member's system. Does not remove the DISEASED condition.
Identify Monster	5 Spell Points	Group	5	Provides the party with knowledge of the condition of a group of monsters while in combat.
Nature's Cure	6 Spell Points	Party Member	6	Calls upon the healing power of Gaiam, allowing the caster to restore 25 Hit Points to a Party Member.
Immobilize	6 Spell Points & 3 Gems	Group	6	Freezes a group of monsters, preventing them from attacking with might or magic.
Walk on Water	7 Spell Points	Party	7	Allows the party to step over the waves like walking on a carpet of air. Deep water will no longer be an obstacle.

DRUID SPELLS

	Cost	Object	Level	Effect
Frostbite	7 Spell Points	Single Monster	7	Summons the freezing winds of the Frozen Isles to whip around a monster, causing 35 points of Cold damage.
Lightning Bolt	2 Spell Points per Level & 2 Gems	Group	8	Summons a great bolt of lightning directed against a group of monsters. Inflicts 4-6 points of Electrical damage per level of caster.
Acid Spray	8 Spell Points	Cone	8	Showers all monsters directly in front of the party in a spray of acid, inflicting 15 points of Poison damage.
Cold Ray	2 Spell Points per Level & 4 Gems	Cone	9	Unleashes a deluge of freezing mist on all monsters in front of the party, inflicting 2-4 points of Cold damage per level of the caster.
Nature's Gate	10 Spell Points	Party	9	Calls forth a portal to the Towns and Castles of Terra. Opens a different portal each day of the week. Cannot use in combat.
Fireball	2 Spell Points per Level & 2 Gems	Group	10	Heaves a flaming package of destruction to those unfortunate enough to draw your ire. Delivers 3-7 points of Fire damage per level of caster.
Deadly Swarm	12 Spell Points	Group	10	Summons a swarm of stinging insects to fly around a group of monsters, inflicting 40 points of Physical damage.
Cure Paralysis	12 Spell Points	Party Member	11	Restores the ability of movement to a Party Member, removing the PARALYZED condition.

DRUID SPELLS

	Cost	Object	Level	Effect
Paralyze	15 Spell Points & 4 Gems	Group	11	Attempts to stiffen the bodies of a group of monsters and prevent them from attacking and casting spells.
Create Food	20 Spell Points & 5 Gems	Party	12	When the party is starving, this incantation creates enough food for each member.
Stone to Flesh	35 Spell Points & 5 Gems	Party Member	12	Restores the flesh of a Party Member to a less igneous state, removing the STONE condition.
Raise Dead	50 Spell Points & 10 Gems	Party Member	13	Restores life to a fallen Party Member, removing the DEAD condition. Adds 1 year to the age of the spell's caster and recipient.
Prismatic Light	60 Spell Points & 10 Gems	Cone	14	A powerful but erratic spell with unpredictable effect. Should be used with caution.
Elemental Storm	100 Spell Points & 10 Gems	Cone	15	Unleashes a torrent of elemental destruction, inflicting 150 points of Fire, Cold, Electric or Acid damage to all monsters before the party.

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Reorient the receiving antenna
Relocate the Super NES with respect to the receiver
Move the Super NES away from the receiver
Plug the Super NES into a different outlet so that the
Super NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
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