

Might and Magic[®]

CLOUDS OF

XEAN



NEW WORLD COMPUTING, INC.[®]
ENTERTAINMENT SOFTWARE

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First Edition

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Might and Magic: Clouds of Xeen

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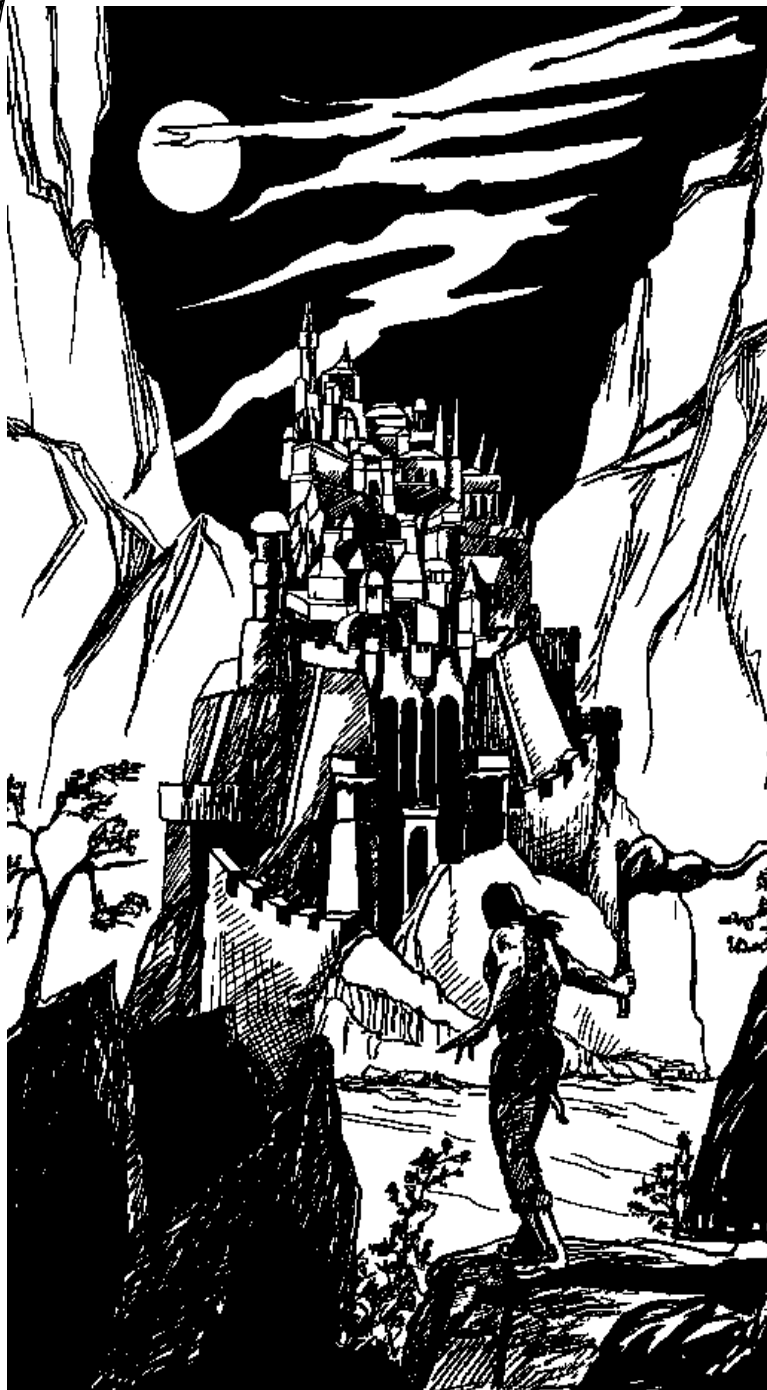
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Towns

There are five walled towns in the land of Xeen, three of which are cursed. Vertigo and Rivercity have all the services that your party will require, and they are not cursed. Nightshadow, Asp, and Winterkill only have Guilds and curses. Each town has a well in the center of it that will be poisonous in some way until something is done to restore the well to normal. Once a well has been restored, it will bestow a beneficial magical effect on any character that drinks from it.

Town of Vertigo

Your adventures begin just outside the tavern in Vertigo. Vertigo is a safe place for low level characters, and much of your early adventuring time will be spent here building your characters up to face greater challenges in the world beyond Vertigo's gates.

- ① Tavern
- ② Temple
- ③ Bank
- ④ Blacksmith
- ⑤ Training Grounds
- ⑥ Guild
- ⑦ Evidence Crate
- ⑧ Mayor
- ⑨ Guild Membership
- ⑩ Pathfinder
- ⑪ Cartographer
- ⑫ Joe
- ⑬ Well
- ⑭ Mirror

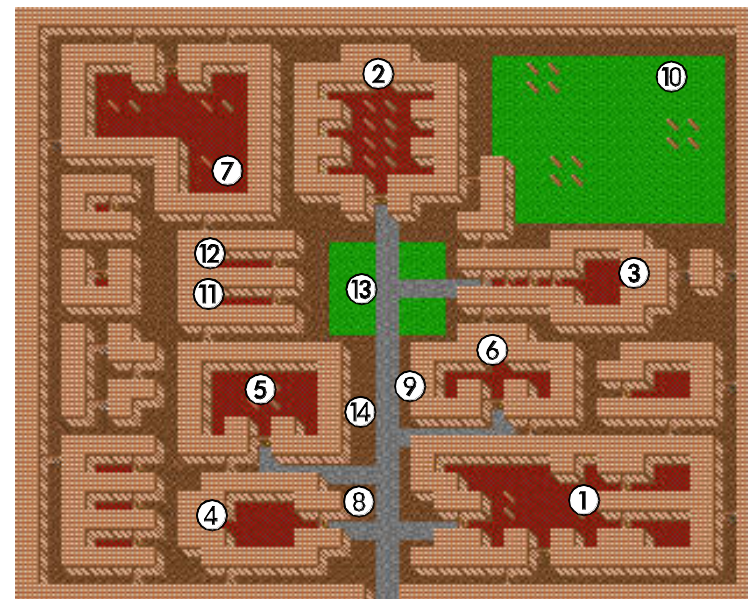
The Evidence Crate holds incriminating information about Joe's activities in Vertigo. If you open this crate and then return to the Mayor, the town well will be restored and you will be rewarded. If you are just beginning the game, you should do this right away!

Display Cases can be found in the Blacksmith's

shop and the Training Grounds. Only characters with a Thievery skill may successfully steal from the cases. If a character tries to steal from a case without having the Thievery skill, the entire party (guilt by association) will go to jail for a year.

Trees have money growing in them. If you are a little short of cash, visit a tree.

The Town Well will give 5 points of poison damage to any who drink from it before Joe's treachery has been discovered. After the Evidence Crate has been opened the well will restore full hit points to any who drink from it.



The Town of Vertigo

Monster List

Slime					
HP	2	Experience	50	AC	0
Speed	25	Attacks	2	Damage	1-2
Range Attack	N				
Damage Type	Poison				

Doom Bug					
HP	5	Experience	75	AC	3
Speed	17	Attacks	1	Damage	6
Range Attack	N				
Damage Type	Poison				

Breeder Slime					
HP	20	Experience	200	AC	2
Speed	25	Attacks	1	Damage	1-2
Range Attack	N				
Damage Type	Poison				

Town of Nightshadow

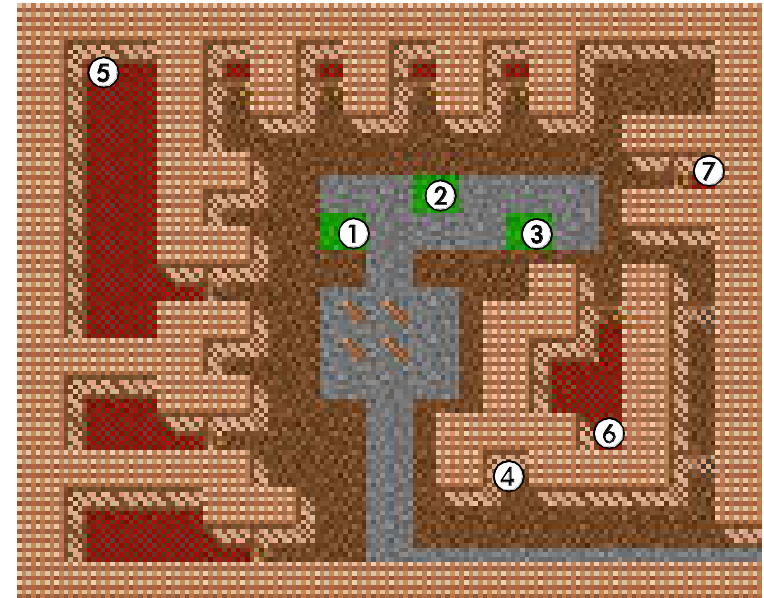
Nightshadow is one of the cursed towns of Xeen. Overrun with Vampires and Bat Queens, no mortal can live here without joining the ranks of the undead. Although the townspeople will never return, it is still possible to lift the curse on Nightshadow and restore the magic of the town's well.

- ① First Sundial
- ② Second Sundial
- ③ Third Sundial
- ④ Guild
- ⑤ Count Draco
- ⑥ Mirror
- ⑦ Guild Membership

Count Draco lies in a coffin that cannot be opened during the day. The coffin can be opened at night only if the three sundials are each set to "9". Killing Count Draco (this won't be easy) will restore the Town Well.

The Town Well will deliver 50 points of damage to anyone who drinks from it before the Count has been slain. If the Count has been killed, the well will give 10 levels to the drinker until dawn.

Trees in Nightshadow grow gems instead of money.



The Town of Nightshadow

Monster List

Bat Queen

HP	50	Experience	700	AC	10
Speed	22	Attacks	2	Damage	2-30
Range Attack	N				
Damage Type	Physical				

Gnome Vampire

HP	80	Experience	12000	AC	18
Speed	36	Attacks	2	Damage	3-48
Range Attack	N				
Damage Type	Physical				

Count Draco

HP	130	Experience	35000	AC	25
Speed	40	Attacks	1	Damage	3-45
Range Attack	N				
Damage Type	Magic				

Town of Rivercity

Rivercity is the largest and wealthiest town in Xeen. All of the town services are available here, and some of the skills as well. Not all is well with this fair city, however. Barok the Sorcerer has cursed the town's well, turning its magical water into ordinary wine. The robbers of Rivercity have stolen Princess Roxanne's royal tiara, and Captain Yang and his men have claimed a section of town as their own.

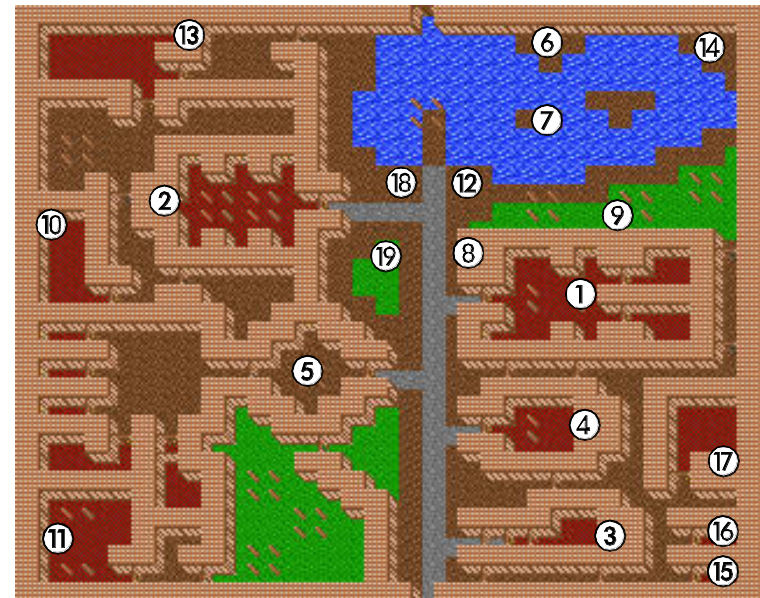
- ① Tavern
- ② Temple
- ③ Bank
- ④ Blacksmith
- ⑤ Training Grounds
- ⑥ Guild
- ⑦ Guild Membership
- ⑧ Mirror
- ⑨ Barok
- ⑩ Location of Barok's Pendant
- ⑪ Location of Princess Roxanne's tiara
- ⑫ Swimming
- ⑬ Mountaineer
- ⑭ Navigator
- ⑮ Body Building
- ⑯ Armsmaster
- ⑰ Temporary Work
- ⑱ Boat ride
- ⑲ Town Well

The Trees in Rivercity don't have anything growing in them, but some of them have items hidden in their branches.

Barok the Sorcerer awaits the return of his pendant from the sorceresses. If his pendant is returned, he will return the town well to normal.

Captain Yang and his men have staked out the area behind the Training Grounds as their own. If you feel up to it, the Captain has a LOT of money that could be put to a better use.

The Robbers of Rivercity dwell in the southwest corner. The Robbers have stolen Princess Roxanne's tiara and hidden it in their lair. The Princess will reward the people who return her tiara handsomely.



The Town of Rivercity

Temporary Work is available for adventurers down on their luck. Pay is 100 gold pieces per week. See Lindon the Taskmaster for more details.

Captain Nystor offers a boat ride to area D3, x11, y12 for 100 gold pieces. The boat ride is safe, although it is still possible to run into a monster while you are on the water.



Monster List

Insane Beggar

HP	10	Experience	450	AC	3
Speed	20	Attacks	1	Damage	2-12
Range Attack	N				
Damage Type	Magic				

Robber

HP	50	Experience	900	AC	8
Speed	23	Attacks	2	Damage	2-16
Range Attack	Y				
Damage Type	Physical				

Robber Boss

HP	115	Experience	5000	AC	14
Speed	27	Attacks	2	Damage	2-24
Range Attack	N				
Damage Type	Physical				

Sorceress

HP	75	Experience	10000	AC	15
Speed	27	Attacks	1	Damage	3-36
Range Attack	Y				
Damage Type	Fire				

Yang Knight

HP	120	Experience	8000	AC	30
Speed	24	Attacks	4	Damage	3-45
Range Attack	N				
Damage Type	Physical				

Captain Yang

HP	200	Experience	25000	AC	35
Speed	30	Attacks	6	Damage	3-48
Range Attack	N				
Damage Type	Physical				

Town of Asp

Asp is the second of the three cursed towns of Xeen. A magical transformer, powered by crystals of piezoelectricity, has been set up in the town. The transformer has changed most of the citizens into snakemen, and it is using the snakemen to capture and transform the remaining human citizens of Asp.

- ① Guild
- ② Guild Membership
- ③ Transformer
- ④ Crystals of Piezoelectricity
- ⑤ Mirror
- ⑥ Orb pedestals

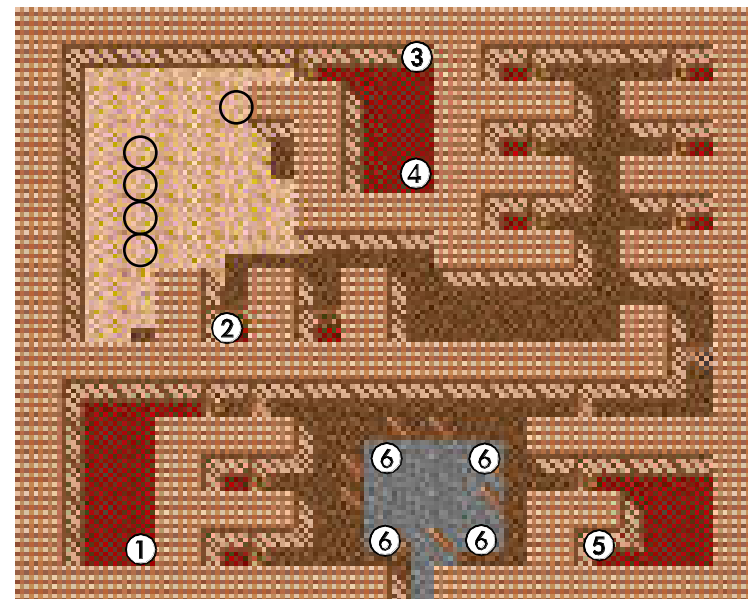
The Transformer will repel any attempts to reach it until the orb pedestals are the correct color. The Northwest and Southeast pedestal must be touched once to set them to blue. Once they are set you will be able to reach the machine and destroy it.

The Crystals of Piezoelectricity are in the same room as the transformer. You will be

able to take them once the orbs are properly set and the transformer has been destroyed.

The Town Well will do 25 points of poison damage to anyone who drinks from it unless the transformer has been destroyed. Once the transformer is gone the well will give 100 hit points to anyone who drinks from it.

The Desert section of town will teleport the party back to its edge if the party steps on certain squares. These squares have been marked on your map.



The Town of Asp

Monster List

Snake Man

HP	50	Experience	5000	AC	15
Speed	26	Attacks	1	Damage	3-30
Range Attack	N				
Damage Type	Physical				

Guardian Asp

HP	90	Experience	15000	AC	22
Speed	35	Attacks	1	Damage	2-80
Range Attack	N				
Damage Type	Physical				

Town of Winterkill

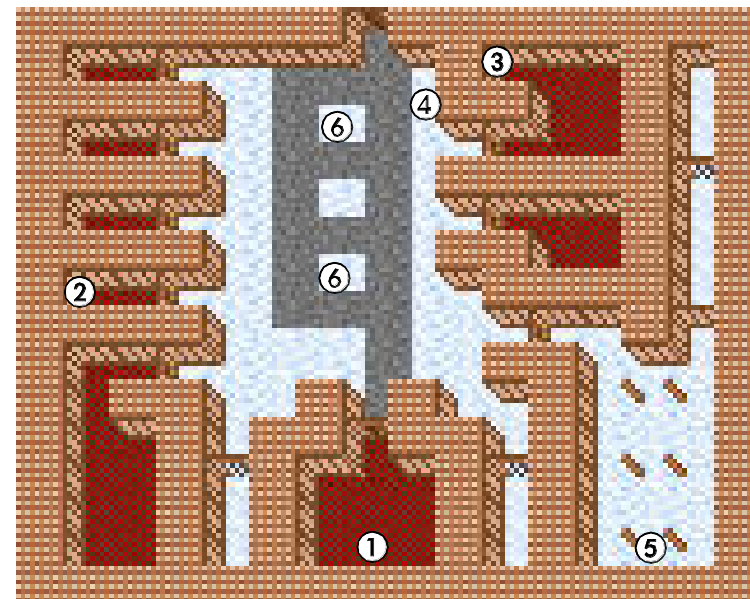
Winterkill is the third of the cursed towns of Xeen. The town is infested with ghosts, and the mayor wants YOU to get rid of them. The mayor will give the party the title of Ghostslayers (and lots of experience) if they succeed.

- ① Guild
- ② Guild Membership
- ③ Mirror
- ④ Mayor
- ⑤ Southern Gong
- ⑥ Northern Gongs

The Mayor needs you to kill all of the ghosts in town. Once you have killed all of the ghosts, ring the southern gong and return to the Mayor. The Mayor will thank you for killing the ghosts and then tell you that more have arrived. Do this twice more and the Mayor will reward you. Be sure you have killed ALL of the ghosts before you ring the gong!

The Town Well will give damage to any who drink from it unless it has been fixed. Just ring both of the northern gongs twice and it will be safe to drink from the well. The well adds 50 to the drinker's temporary might.

Bottles of noxious gasses are scattered about the town. These bottles were used by the inhabitants of Winterkill in their early war against the ghosts, and all of the bottles have poisonous fumes lingering in them. Some of the bottles have enough liquid in them to make a few Holy Word potions.



The Town of Winterkill

Monster List

Spirit Bones					
HP	40	Experience	2000	AC	10
Speed	10	Attacks	1	Damage	2-16
Range Attack	N				
Damage Type	Physical				
Polter-Fool					
HP	50	Experience	3000	AC	15
Speed	20	Attacks	1	Damage	2-32
Range Attack	N				
Damage Type	Physical				
Ghost Rider					
HP	60	Experience	4000	AC	20
Speed	30	Attacks	1	Damage	2-64
Range Attack	N				
Damage Type	Physical				



Dwarf Mines

There are five Dwarf Mines in Xeen and four Deep Dwarf Mines. The five Dwarf Mines can all be reached from the surface, but the four Deep Dwarf Mines can only be reached from within a Dwarf Mine. All of the mines are interconnected by a system of mine cars that will take you to another mine if you know the name of the place you want to go. The Dwarf Mines are a good, safe, place for beginning adventurers to find experience, gold, and gems. The Dwarf Mines can also be used to quickly travel to places along the Red Dwarf Range.

The Dwarf Mines

There are five Dwarf Mines that can be reached from the surface, and four deep dwarf mines that cannot. Each Dwarf Mine contains a piece of paper with a letter on it. When you put them all together, they spell "Alpha". Alpha is the name of the first Deep Dwarf Mine.

All of the mines can be reached by typing their names in the mine car or in a mirror. The words for getting around in the mines are: Mine 1, Mine 2, Mine 3, Mine 4, Mine 5, Alpha, Theta, Kappa, and Omega. We have marked the mine cars on your map.

Inside some of the mines you will find barrels full of colored liquid. Drinking from these barrels will give your characters permanent stat increases.

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

Since each barrel can be used but once, choose who will drink from it carefully.

All of the mines have gold veins that you can mine. Mines with higher numbers, like dwarf mine 4, tend to have more gold in their veins than mines with lower numbers. The deep dwarf mines have more gold in them than the others. Every time you mine a gold vein successfully, the amount of gold you can get the next time you mine will be smaller and smaller, until the gold vein disappears entirely. There is a one in ten chance that your characters will suffer a cave-in whenever they mine.

The Dwarf King can be found in deep mine Omega. If you kill the Dwarf King and return to Mayor Gunther in Vertigo, he will reward you. We have drawn the safest path to the Dwarf king on your map. When

you finally meet the Dwarf King in battle, he will cast sleep spells on your party. Be sure to use the Awaken

spell if any party members fall asleep. This battle is more dangerous that it appears.

Monster List

Giant Bat

HP	10	Experience	60	AC	5
Speed	20	Attacks	1	Damage	2-8
Range Attack	N				
Damage Type	Physical				

Giant Spider

HP	20	Experience	100	AC	4
Speed	19	Attacks	1	Damage	1-8
Range Attack	N				
Damage Type	Physical				

Tiger Mole

HP	40	Experience	400	AC	10
Speed	20	Attacks	2	Damage	2-24
Range Attack	N				
Damage Type	Physical				

Mad Dwarf

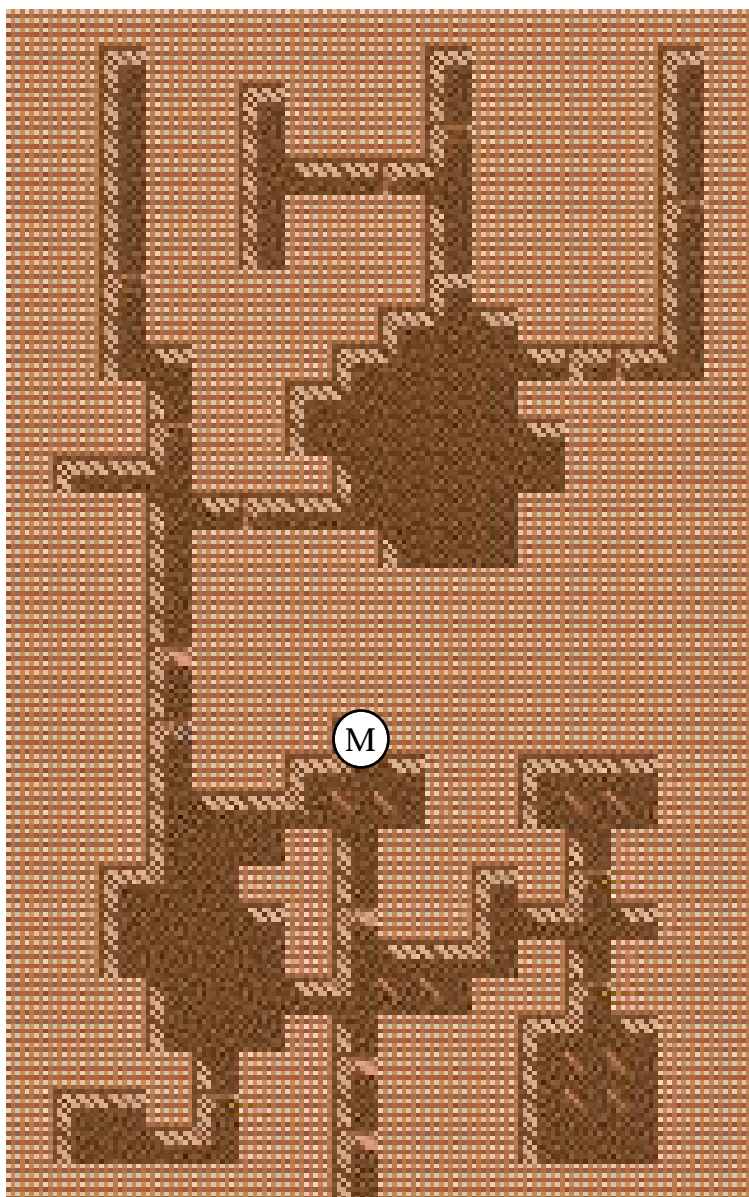
HP	30	Experience	200	AC	6
Speed	17	Attacks	2	Damage	2-8
Range Attack	N				
Damage Type	Physical				

Clan Sargent

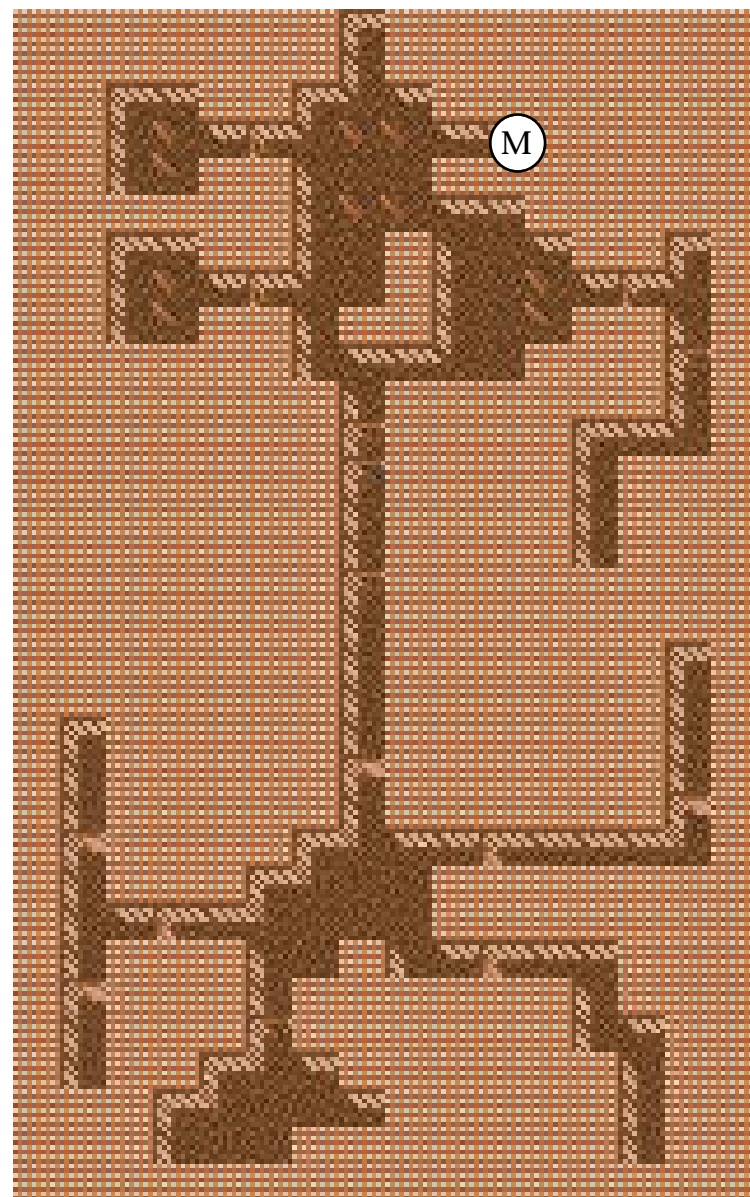
HP	60	Experience	600	AC	10
Speed	20	Attacks	2	Damage	2-12
Range Attack	N				
Damage Type	Physical				

Clan King

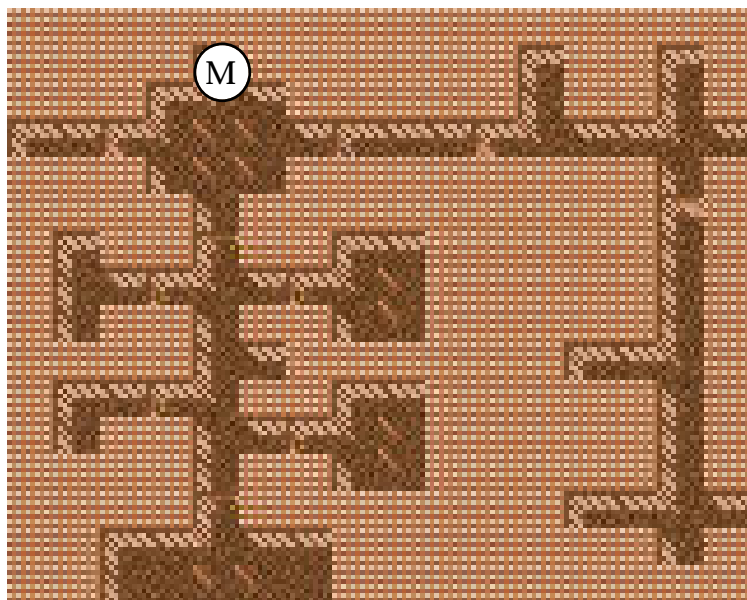
HP	120	Experience	2000	AC	12
Speed	22	Attacks	1	Damage	8
Range Attack	Y				
Damage Type	Magic				



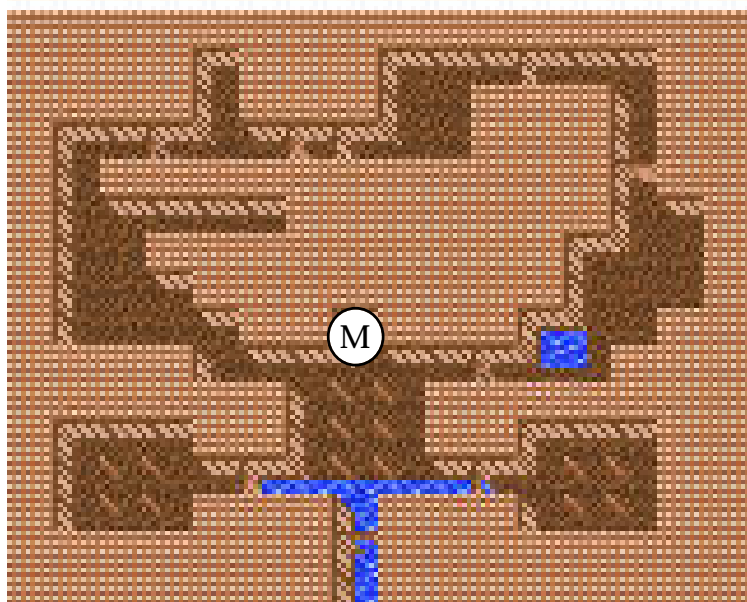
Dwarf Mine Level 1



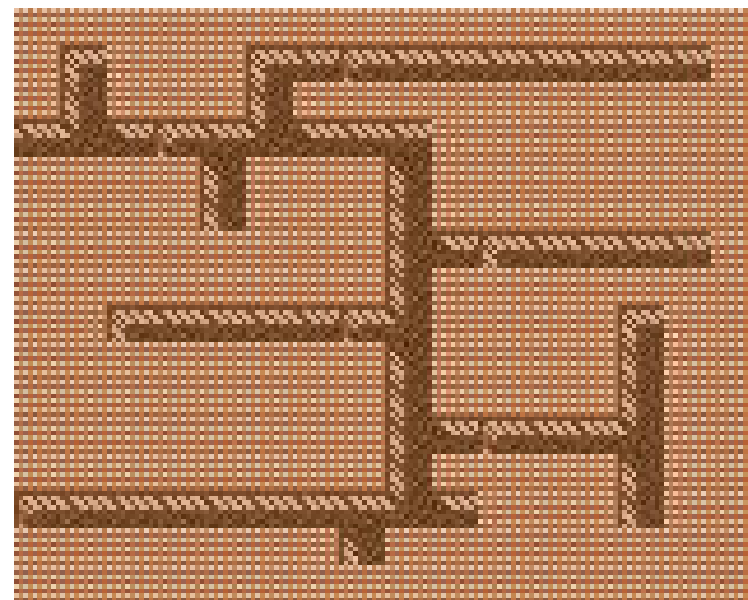
Dwarf Mine Level 2



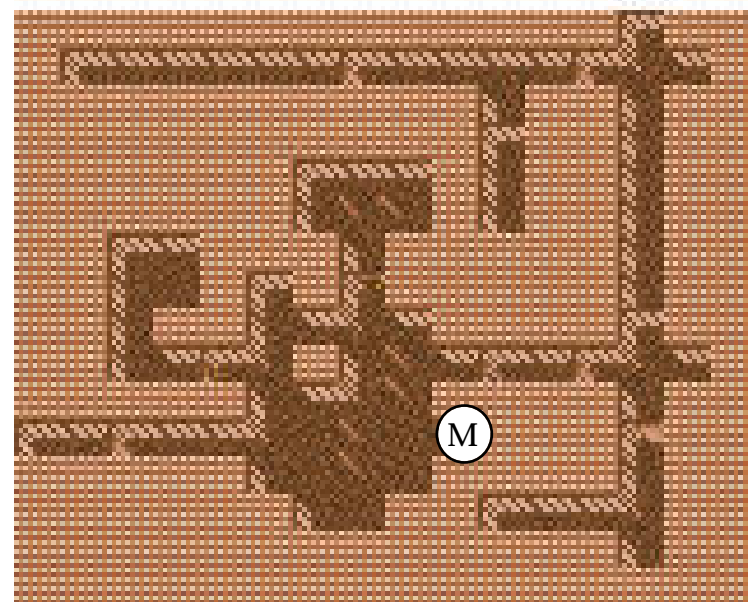
Dwarf Mine 3



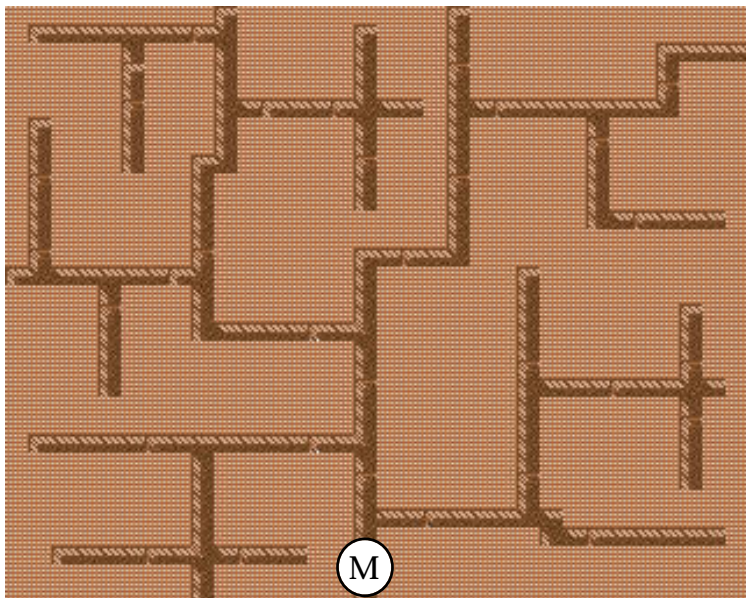
Dwarf Mine 4



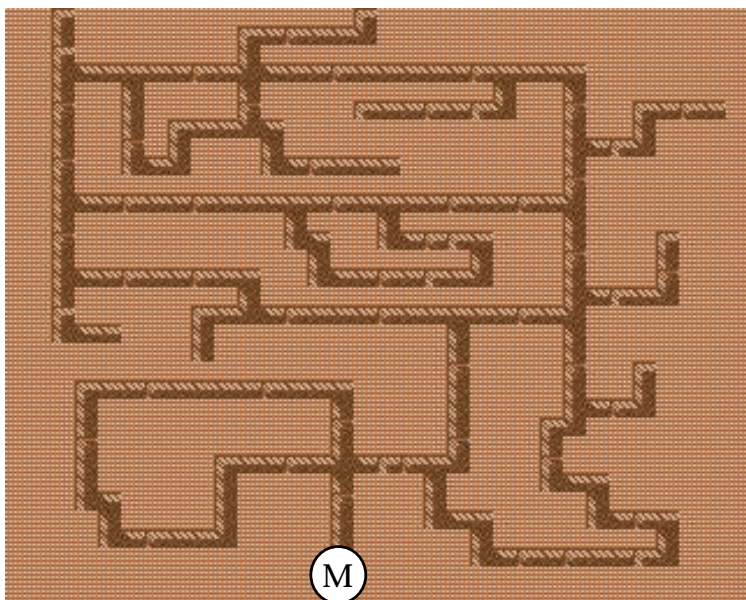
Dwarf Mine 3



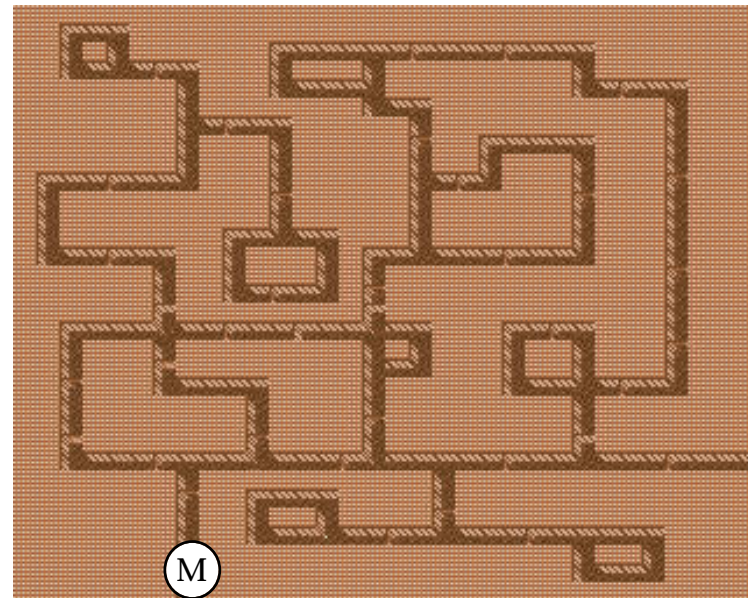
Dwarf Mine 5



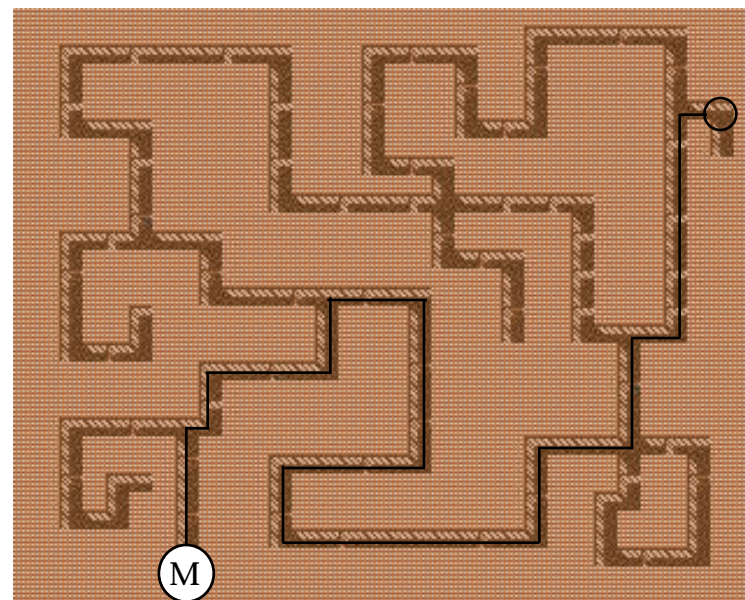
Deep Mine Alpha



Deep Mine Kappa



Deep Mine Theta



Deep Mine Omega



Towers

There are five Towers in Xeen, two of which are inaccessible until you visit the Darkside of Xeen.

All of the Towers require the proper key before allowing you to enter them. The Witch Tower will probably be the first Tower you try, and it is the easiest. The Tower of High Magic will be next, and then Darzog's Tower. Darkstone Tower and the Dragon Tower cannot be entered without a trip to the Darkside.

Witch Tower

The Witch Tower is the first of the Towers you should try. Before you can enter, you will need the key to the Tower. You can find the key in the hands of Valia at F4, x9, y3.

The Alacorn of Falista rests in an alcove on the fourth level of the Tower. The alcove is inaccessible until you give the password "Rosebud" to the skull that asks for it.

Children are held captive in cages throughout the Witch Tower. If you rescue them you will get 5,000 experience.

Witch's Brew can be found on the third and fourth levels of the Tower. Drinking the brew can have both good and bad results, but once you have had a good result from a caul-

dron, all further sips will have bad results.

Skulls can be found in some of the alcoves set into the walls of the Witch Tower. The skulls want to be fed a gem before they will talk to you, but it is worth your while to pay so you can hear what they have to say. Some of the skulls sell spells for gems.

Rags and old clothing litter the floor in places. These piles sometimes hold a small amount of gold or a cheap magic item, but more often than not they have nothing but disease.

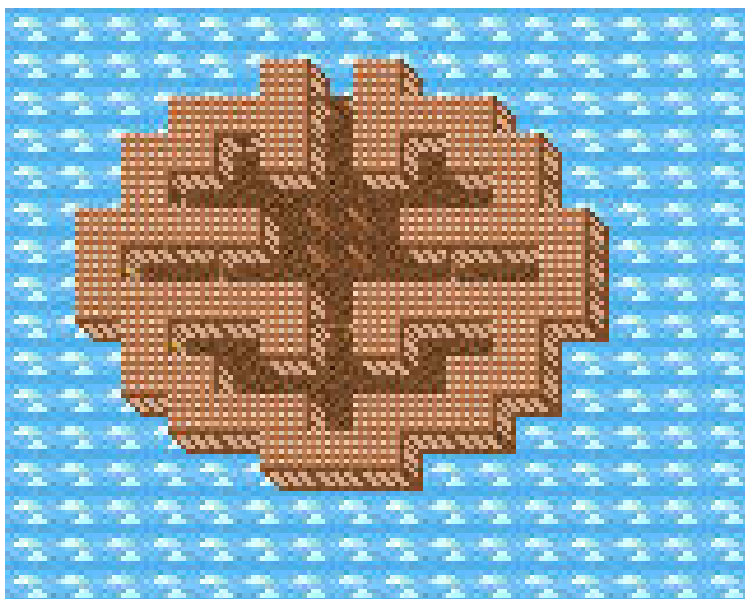
Monster List

Goblin					
HP	20	Experience	150	AC	6
Speed	15	Attacks	1	Damage	1-12
Range Attack	N				
Damage Type	Poison				

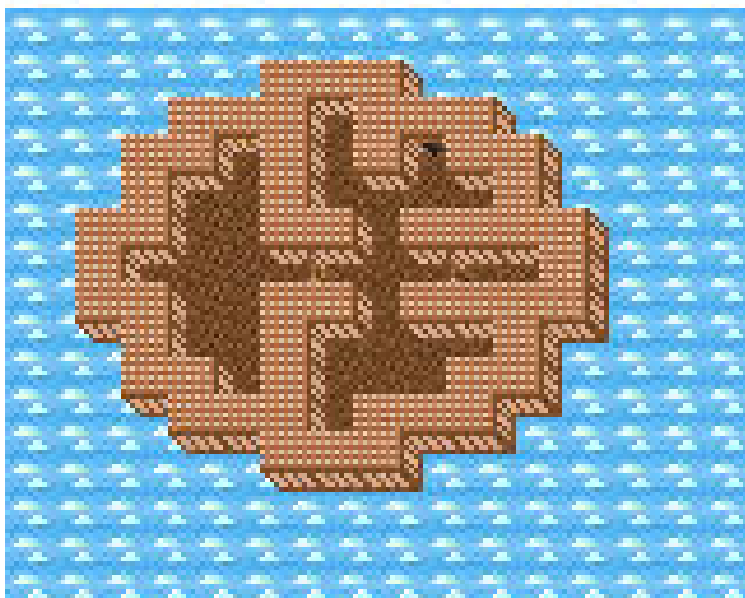
Wicked Witch					
HP	50	Experience	1200	AC	9
Speed	23	Attacks	1	Damage	2-4
Range Attack	N				
Damage Type	Magic				

Head Witch					
HP	80	Experience	5000	AC	12
Speed	25	Attacks	1	Damage	3-15
Range Attack	Y				
Damage Type	Magic				

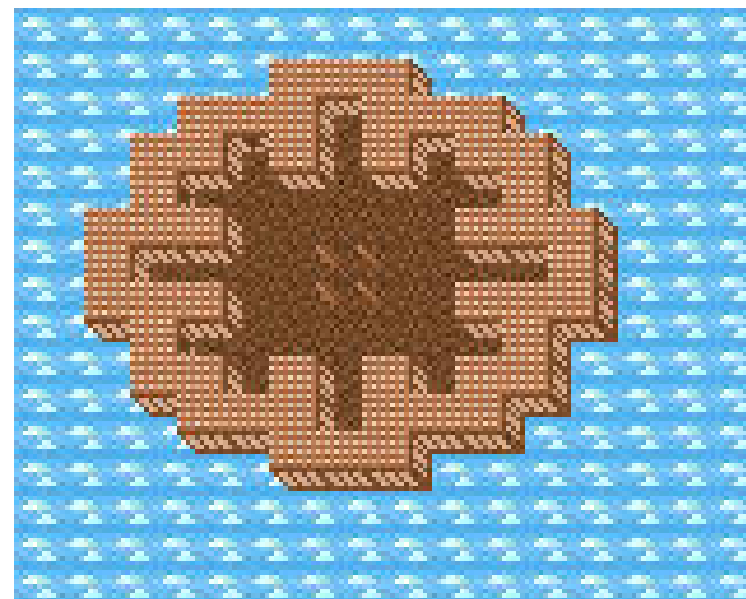




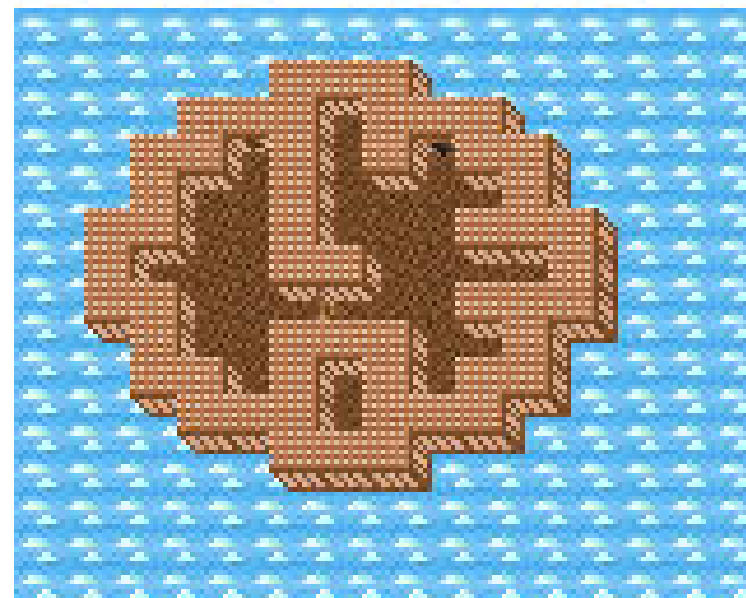
Witch Tower Level 1



Witch Tower Level 2



Witch Tower Level 3



Witch Tower Level 4

Tower of High Magic

The Tower of High Magic is the second Tower you will have to face. The key to the Tower lies in the Cave of Illusion on level 4 at x7, y14 and costs 300 gems to buy. This Tower has the key to Darzog's Tower in it.

Floor glimmers will snuff out magic spells and spell points when you step on them. Without the teleport spell, you will be unable to avoid stepping on some of them on the fourth level.

Pandorian Boxes are tucked away in the corners of the Tower. Opening a box has unpredictable effects, so use caution.

Magical traps are placed in areas that you are likely to walk on. If you step on a trap, don't wait around to see if it hits you again—it will. Step off of trap squares right away.

Potions of resistance can be found in the alcoves of the Tower. Drinking a potion can cause damage to your characters, but it will increase their resistance against the elements.

Two Books rest in alcoves on the fourth level of the Tower. One of the books teaches the Prismatic Light spell, and the other teaches the Prestidigitation skill.

The Key to Darzog's Tower is hidden in a chest on the fourth floor of the Tower at 7,12. You will need this key to get into Darzog's Tower.

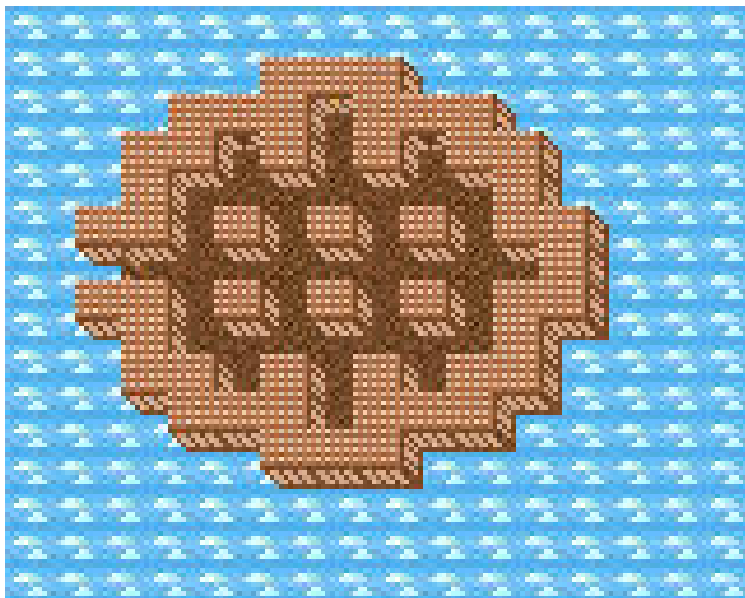
Monster List

Flying Feet				
HP	40	Experience	3000	AC 14
Speed	30	Attacks	2	Damage 4-20
Range Attack	N			
Damage Type	Physical			

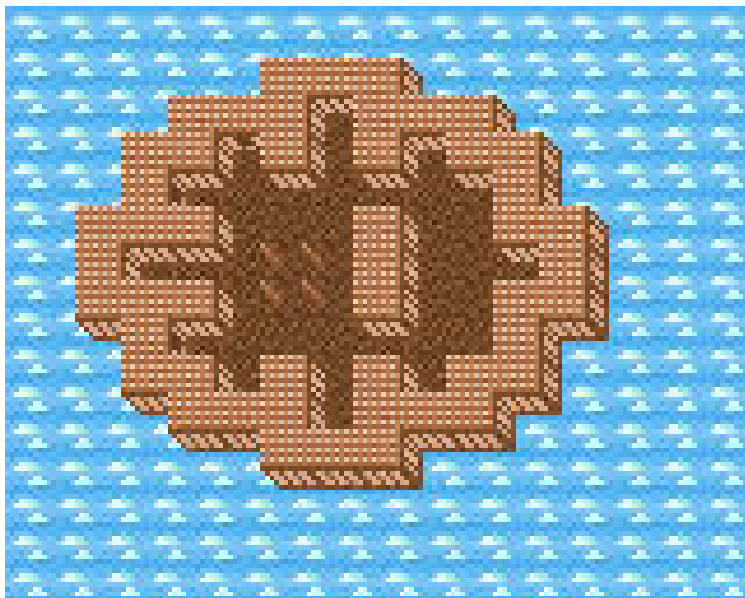
Sorcerer				
HP	90	Experience	30000	AC 20
Speed	40	Attacks	1	Damage 8-80
Range Attack	Y			
Damage Type	Cold			

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

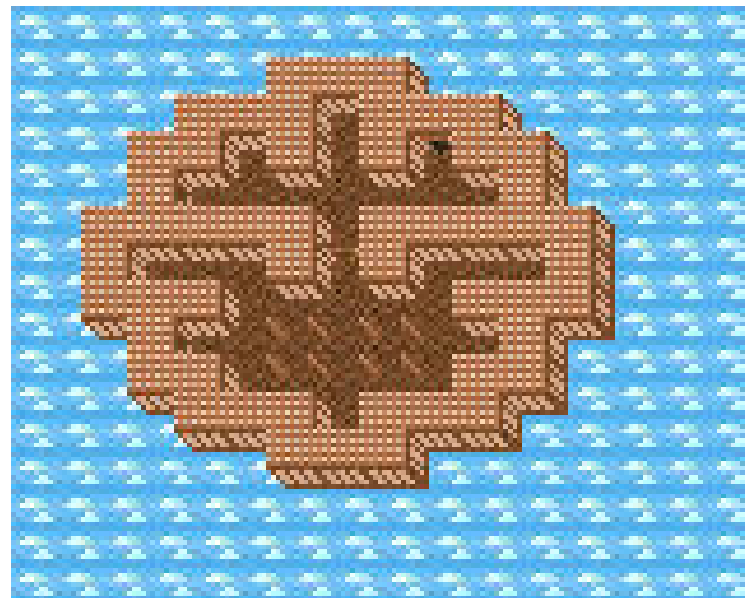




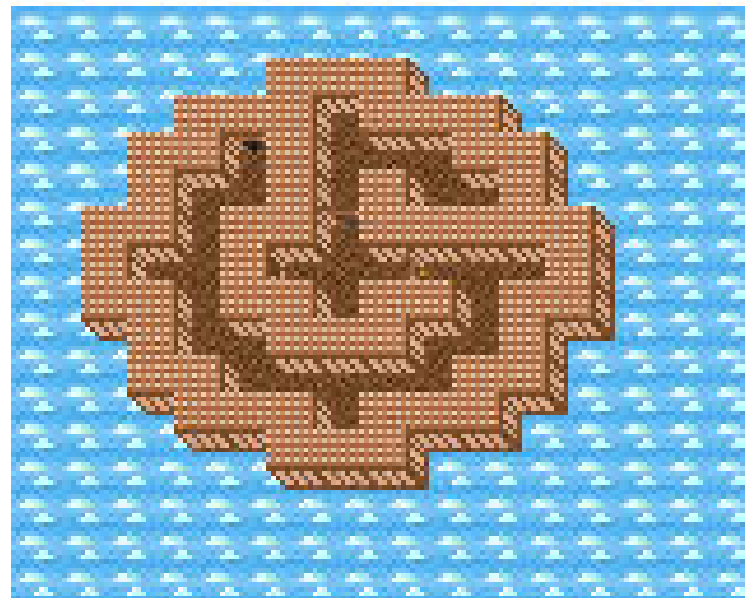
Tower of High Magic Level 1



Tower of High Magic Level 2



Tower of High Magic Level 3



Tower of High Magic Level 4

Darzog's Tower

Darzog's Tower is the last of the towers you will have to visit to complete Clouds of Xeen. Above the tower is the third Cloud World and Xeen's Castle. Crodo awaits rescue within this tower. The key to Darzog's Tower is in the Tower of High Magic on Level 4 at x7, y12

Floor Glimmers on the second level of the tower will teleport you to the first level if you step on them. They will teleport you to the only floor glimmer on the first level, and that floor glimmer will strip your spell casters of spell points.

Magical Books are stored inside some of the alcoves of the Tower on level two. The books are difficult to reach, but careful use of the Jump spell will get you to all of them.

Secret buttons are hidden behind the tapes-

tries on the fourth level. Search the tapestries. If they pull back to reveal a button, push it. There are two buttons to push. They will open up passages in the towers that lead to the rope ladder to Crodo and the stairs up to the Clouds of Xeen.

A rope ladder leads to Crodo, who is trapped in a room on the third level of Darzog's Tower. Rescuing Crodo will give each of your characters one million experience points and will convince Artemus to give you a permit to dig a dungeon at Newcastle.

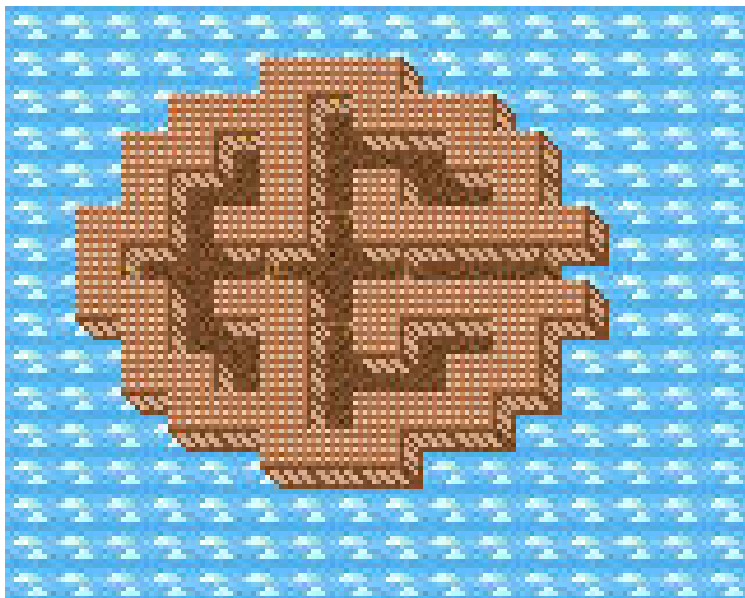
Monster List

Carnage Hand				
HP	200	Experience	12000	AC 10
Speed	15	Attacks	1	Damage 2-120
Range Attack	N			
Damage Type	Physical			

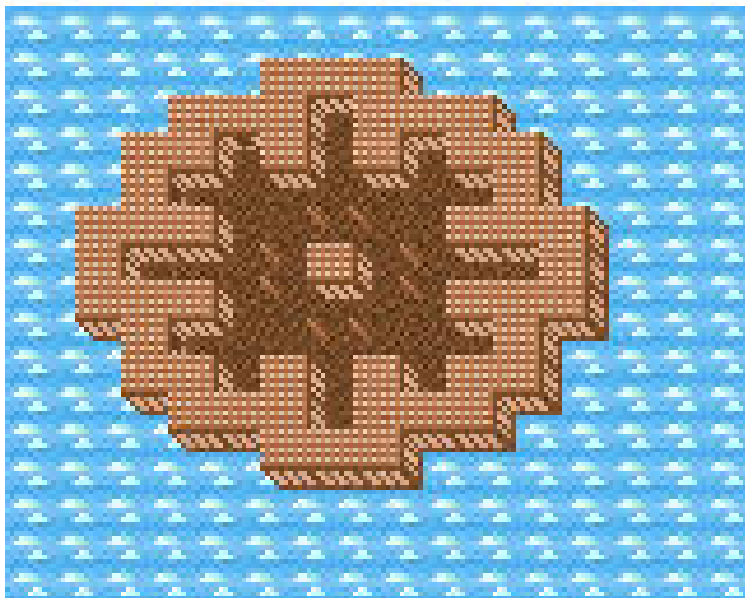
Darzog's Clone				
HP	30	Experience	30000	AC 12
Speed	35	Attacks	1	Damage 4-120
Range Attack	Y			
Damage Type	Electricity			

Darzog				
HP	150	Experience	50000	AC 25
Speed	35	Attacks	1	Damage 4-120
Range Attack	Y			
Damage Type	Electricity			

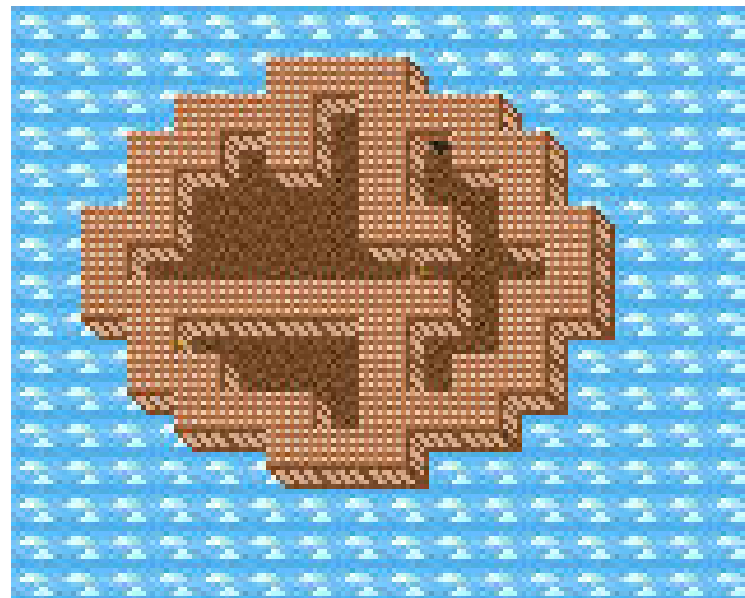




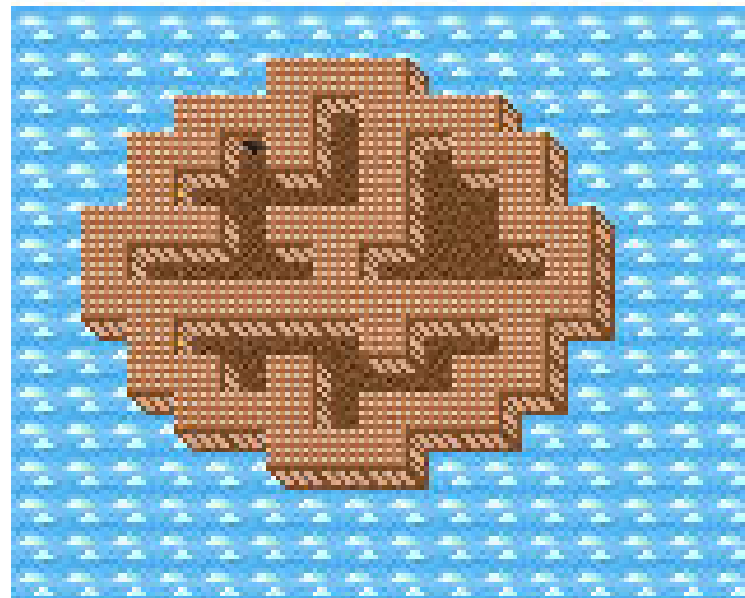
Darzog's Tower Level 1



Darzog's Tower Level 2



Darzog's Tower Level 3



Darzog's Tower Level 4



Cloud Worlds

There are five Cloud Worlds in the land of Xeen, but only three of them can be reached without a trip to Darkside. The other two are above towers whose keys lie on the Darkside.

All of the Cloud Worlds are magical places that require magic to visit. You must have the Levitation spell going while you are on a cloud world or you will fall to your death. You also must always walk on the cloud—if you step onto empty sky, you will fall. If you sleep on a cloud, you will also fall when you wake up because your Levitation spell will expire.

Witches' Cloud

The cloud above the Witches' tower is the easiest of the clouds to get to in the game. You must cast the Levitate spell before you step onto the cloud or your party will fall to its death. Levitate will not allow your party to fly—Don't step on any empty spaces!

Gems occur naturally in these clouds. Be sure to take the gems that you find for use in your spells.

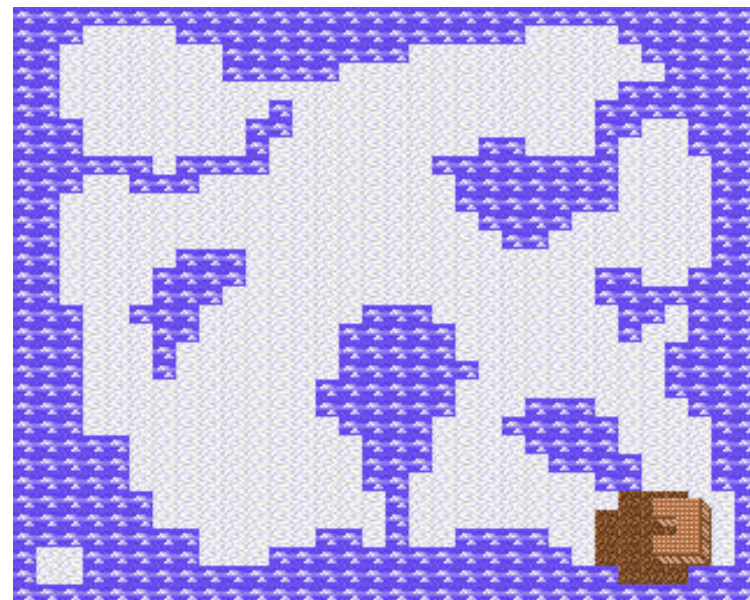
Four Statues are scattered about the clouds. There are messages at the base of each statue, but they are written in an unusual language. Only a Linguist can decipher them.

Mysterious Hands offer items to Crusaders who want them. If a character who is not a Crusader takes an item,

he will receive heavy electrical damage.

A lone statue will grant Super Explorer status and one level to any who come before it. It is on a small island of cloud that can only be reached by a teleport spell.

Five Straw Beds can be found in the clouds. These are the Harpies' beds, and more Harpies will come to the clouds if you don't destroy all of the beds before you leave.



Witches' Cloud

Monster List

Harpy					
HP	80	Experience	1200	AC	7
Speed	21	Attacks	2	Damage	2-30
Range Attack	N				
Damage Type	Magic				

Harpy Queen					
HP	120	Experience	10000	AC	10
Speed	25	Attacks	2	Damage	2-50
Range Attack	N				
Damage Type	Magic				

Clouds of High Magic

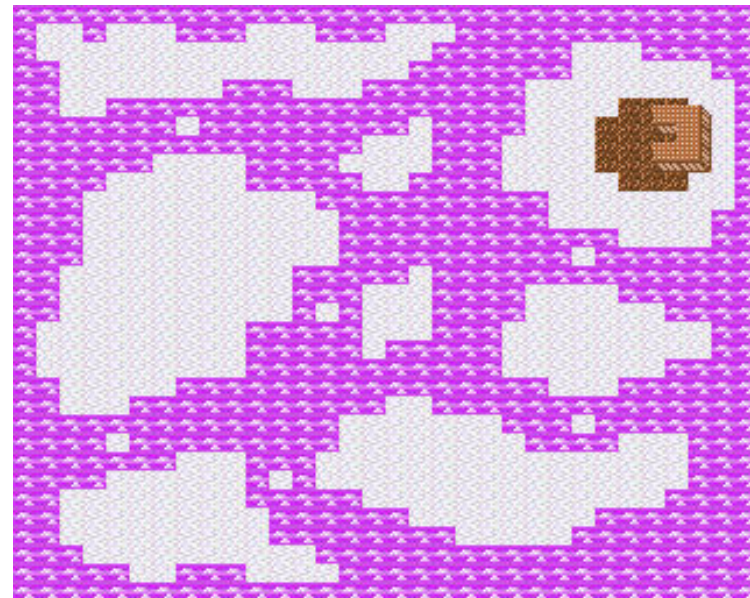
All but one of the clouds above the Tower of High Magic can be reached using the Jump spell. Before you step onto the cloud surface, be sure to cast the Levitate spell or your party will fall to its death.

Four Drums await you in the clouds. Banging on the drums causes them to rain gems on the ground below. The Gems will fall into the rain barrels outside of the Tower of High Magic.

Mysterious Hands offer swords, shields, and bows to Crusaders who want them. If a character who is not a Crusader takes an item, he will receive heavy electrical damage.

Four Statues are scattered about the clouds. There are messages at the base of each statue, but they are written in an unusual language. Only a Linguist can decipher them.

Gems occur naturally in these clouds. If you see a collection of gems, be sure to take them!



Clouds of High Magic

Monster List

Flying Feet

HP	40	Experience	3000	AC	14
Speed	30	Attacks	2	Damage	4-20
Range Attack	N				
Damage Type	Physical				

Sorcerer

HP	90	Experience	30000	AC	20
Speed	40	Attacks	1	Damage	8-80
Range Attack	Y				
Damage Type	Cold				

Cloud Golem

HP	175	Experience	30000	AC	15
Speed	26	Attacks	2	Damage	5-60
Range Attack	N				
Damage Type	Electricity				

Clouds of Xeen

This is the last cloud world. The entrance to Lord Xeen's castle is on a separate cloud at x16, y29. You can get to this cloud by standing at x16, y9 and teleporting nine squares north.

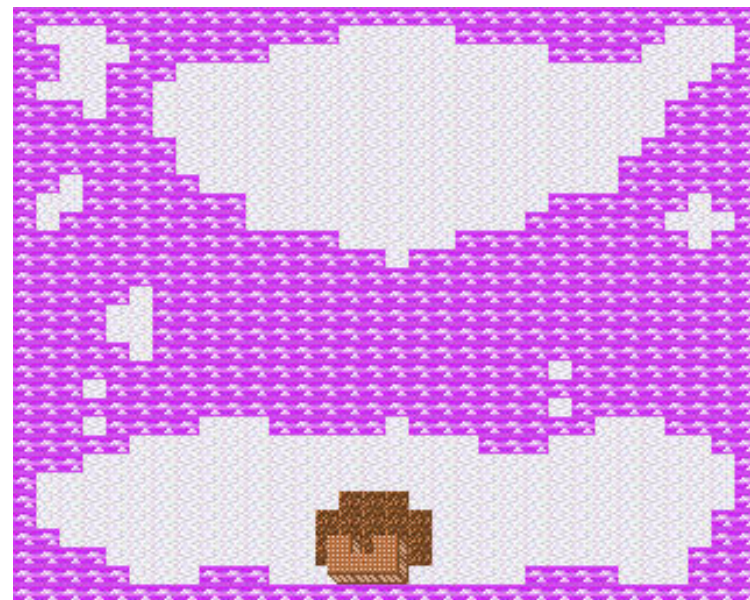
The Cloud Carnival has set up 5 tents with 24 hour barkers. When you win a game you will be given a cupie doll. Each game is based on a statistic that must be higher than 100 for a character to win automatically. After you have won every game you can turn in your five cupie dolls for a bigger one. You will need this doll to get into the castle. Here is a list of the location of the games and the statistics they require:

x15, y24 Might
x14, y26 Speed
x11, y25 Endurance
x12, y22 Accuracy
x12, y29 Prize Booth

Roc Nests are scattered about the clouds. The nests will periodically create more Rocs if any nests remain undestroyed. There are two nests on the first large cloud and five nests on the second.

Mysterious Hands offer swords, shields, and bows to Crusaders who want them. If a character who is not a Crusader takes an item, he will receive heavy electrical damage.

Four Statues are scattered about the clouds. There are messages at the base of each statue, but they are written in an unusual language. Only a Linguist can decipher them.



Clouds of Xeen

Monster List

Roc					
HP	300	Experience	20000	AC	16
Speed	28	Attacks	2	Damage	4-60
Range Attack	N				
Damage Type	Physical				
Cloud Golem					
HP	175	Experience	30000	AC	15
Speed	26	Attacks	2	Damage	5-60
Range Attack	N				
Damage Type	Electricity				



Castles

There are four Castles in Xeen. One belongs to the Good Guys, two belong to the Bad Guys, and one belongs to you. Castle Burlock (the one that belongs to the Good Guys) can only be entered if one of your characters has the Crusader skill. Newcastle (the one that will belong to you) can only be entered after you have purchased the land it sits on and paid for some repairs. Castle Basenji (owned by one of the Bad Guys) can be entered any time, although it is not necessary to complete Castle Basenji to win the game. Castle Xeen, owned by the Big Bad Guy, must be entered in order to slay Lord Xeen and win the game.

Castle Burlock

Castle Burlock is the home of King Burlock and all his advisers. The castle is the center of a number of quests and adventures, and you will need to visit it often to complete them. It is wise not to rob from the castle unless you are very powerful.

King Burlock will send you on an impossible quest if you visit him. The sixth mirror is already in the hands of Lord Xeen, and you will not be able to retrieve it for King Burlock.

Artemus, the King's Adviser, will tell you a sad story about Crodo's kidnapping and ask you to find Crodo for him. If you do, Artemus will grant you a permit to dig a dungeon at Newcastle.

Emerson, the King's Engineer, will do work on Newcastle for five King's Megacredits per improvement, provided that you own the land. Emerson will not be able to clear out the Newcastle dungeon until you have a permit.

Princess Roxanne awaits the return of her tiara from the robbers of Rivercity. If you return it to her, she will reward you well.

Two books rest in alcoves on the first level of Castle Burlock. One of them teaches the Linguist skill, the other teaches the Astrologer skill.

Two chests are waiting to be opened in the Royal Bedroom on the third level of the castle. Only try this if you are powerful! Two guards will appear each time you open a chest, and the first level of the castle will fill with guards if you leave by the stairs. The guards are tough!

Monster List

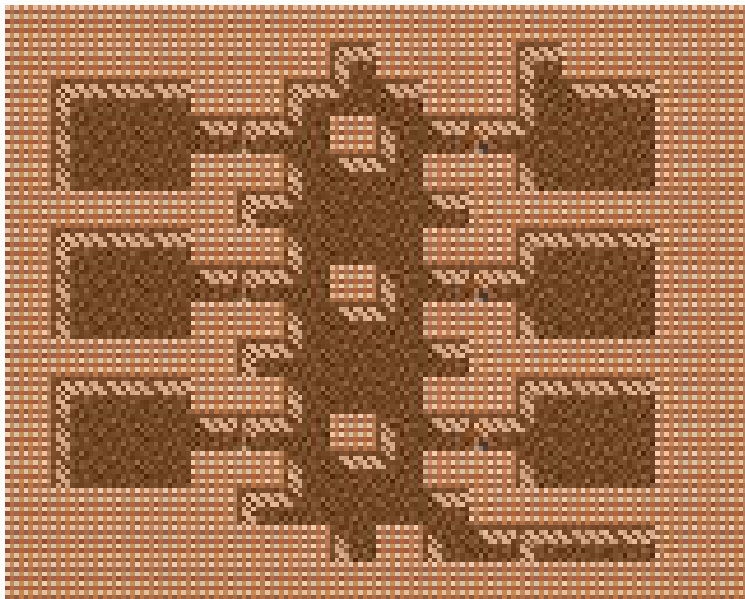
Mad Fool				
HP	30	Experience	350	AC 4
Speed	21	Attacks	2	Damage 2-10
Range Attack	N			
Damage Type	Physical			

Castle Guard				
HP	100	Experience	10000	AC 30
Speed	28	Attacks	2	Damage 10-60
Range Attack	N			
Damage Type	Physical			

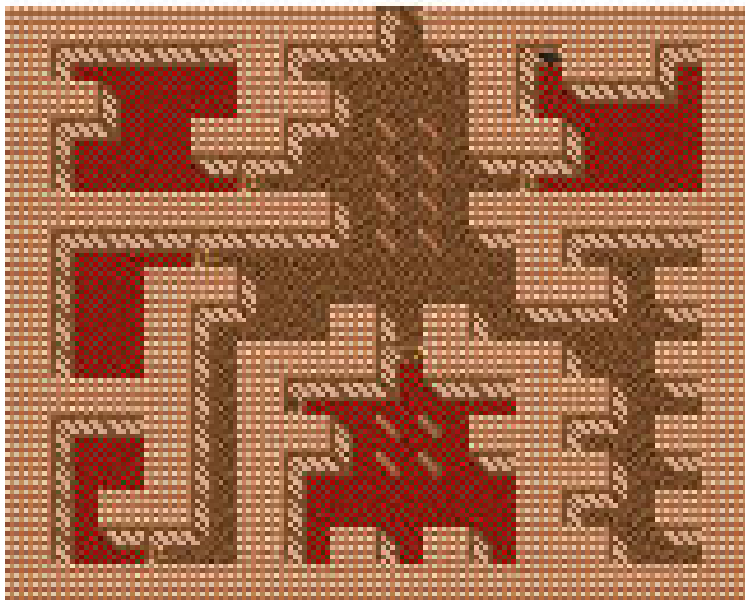
King's Guard				
HP	150	Experience	10000	AC 35
Speed	30	Attacks	4	Damage 10-60
Range Attack	Y			
Damage Type	Cold			

Ice Troll				
HP	125	Experience	14000	AC 15
Speed	25	Attacks	2	Damage 3-45
Range Attack	N			
Damage Type	Physical			

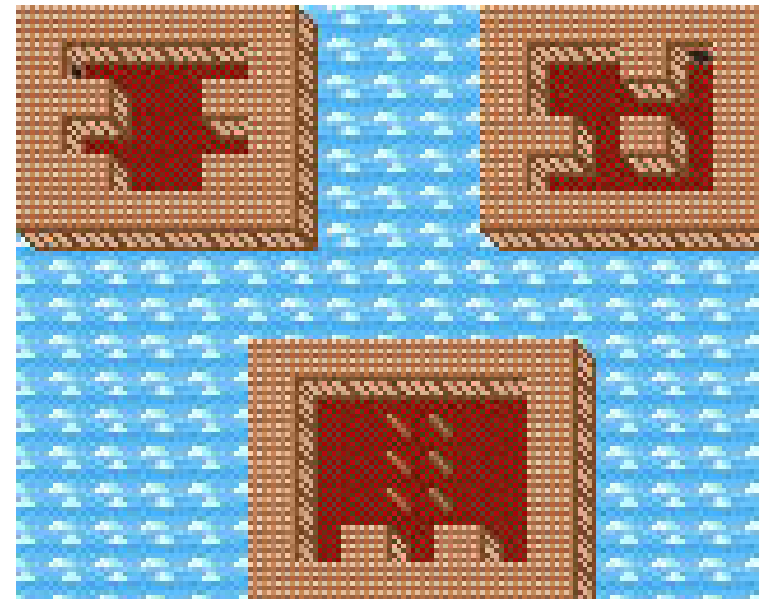
Fire Dragon				
HP	350	Experience	80000	AC 30
Speed	28	Attacks	1	Damage 200
Range Attack	Y			
Damage Type	Fire			



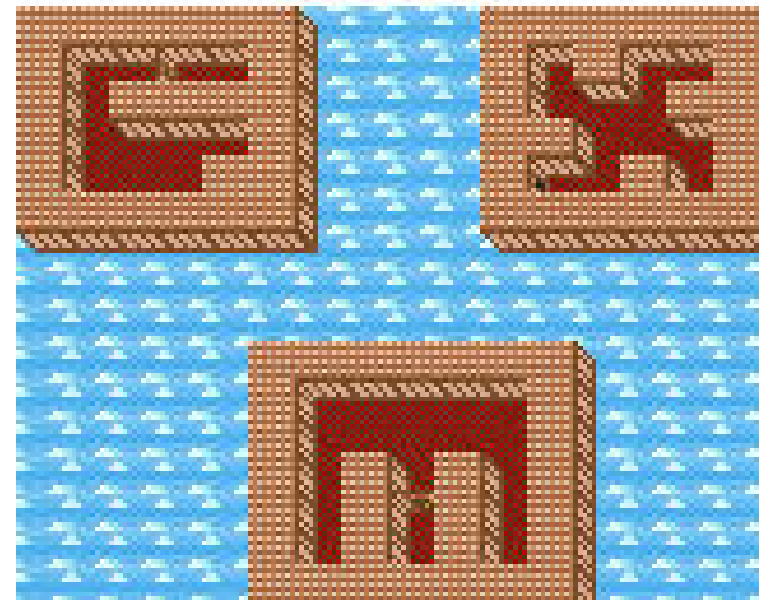
Castle Burlock Dungeon



Castle Burlock Level 1



Castle Burlock Level 2



Castle Burlock Level 3

Castle Basenji

Chock full of wizards and werewolves, Castle Basenji is a rough place. The castle offers a wide variety of stat increases, elemental resistance improvements, and pain and suffering. Castle Basenji also holds the Scroll of Insight, the item you will need to complete Arie's quest.

Scrolls lay on pedestals throughout the castle. You will need the Linguist skill to decipher them. Pay attention to the name of the scroll before you read it. All of the scrolls do what their name suggests.

The Scroll of Insight, a quest item, can be found on the third level of the castle at x3, y9.

The stairs on level 2 at x9, y15 will ask for a password. The password is "there wolf".

Straw beds can be found all over the castle. Some of the beds hide small magical items, others have captured peasants in them. It is a good idea to search all the beds you find.

Monster List

Werewolf

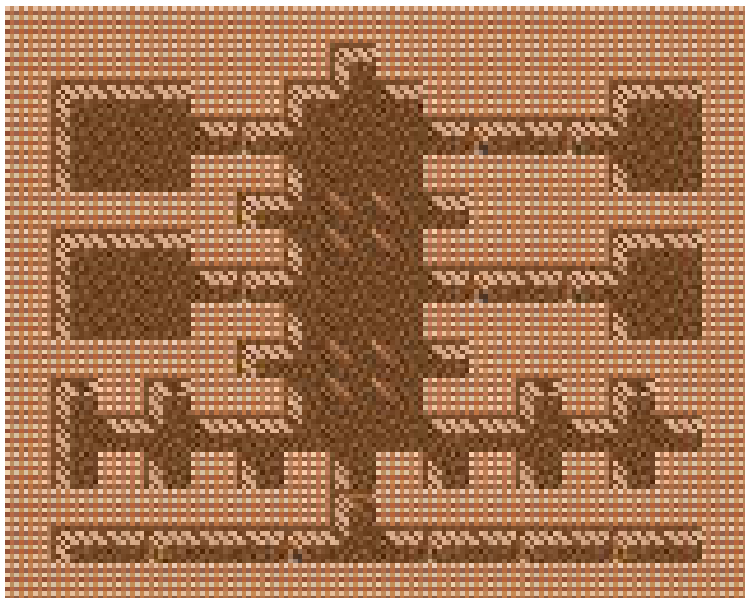
HP	100	Experience	9000	AC	20
Speed	28	Attacks	2	Damage	2-50
Range Attack	N				
Damage Type	Physical				

Wizard

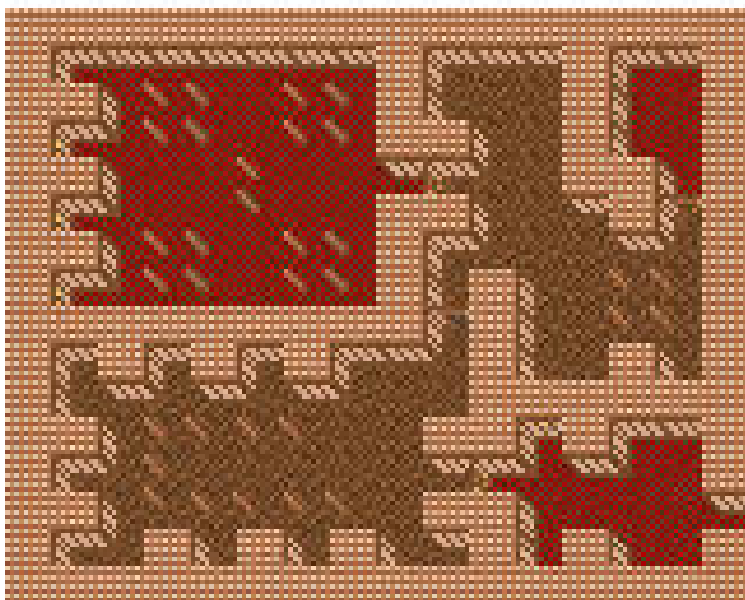
HP	75	Experience	25000	AC	17
Speed	30	Attacks	1	Damage	2-60
Range Attack	Y				
Damage Type	Fire				

Cult Leader

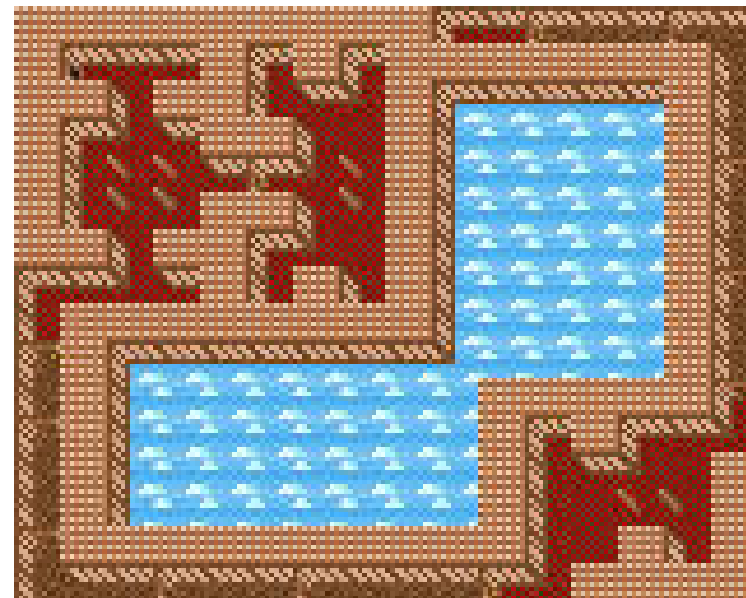
HP	110	Experience	30000	AC	22
Speed	32	Attacks	1	Damage	3-90
Range Attack	Y				
Damage Type	Fire				



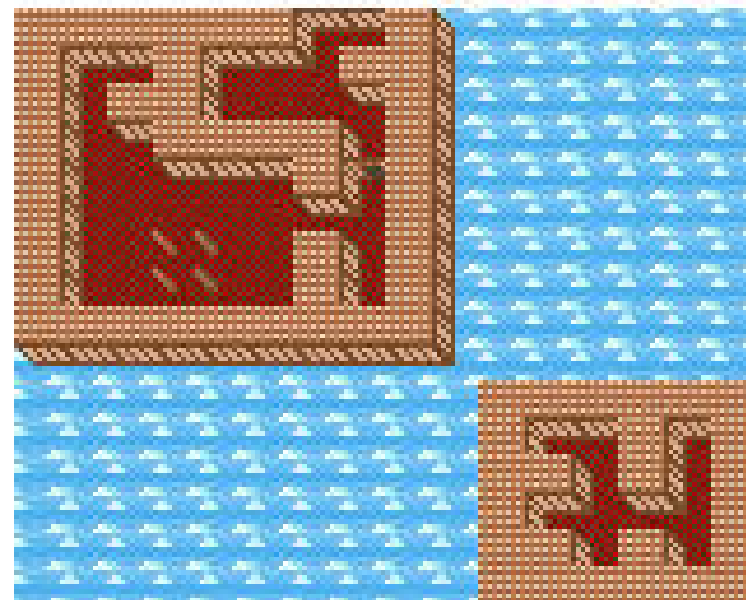
Castle Basenji Dungeon



Castle Basenji Level 1



Castle Basenji Level 2



Castle Basenji Level 3

Castle Xeen

Xeen's castle is the final gauntlet you must run before you win the game. You will not be able to enter the castle without a Xeen Cupie Doll, and you will not be able to kill Lord Xeen without the Xeenslayer sword.

Once inside, the path to Lord Xeen lies straight ahead. There are many traps along the way, - so many that it is virtually impossible to complete the castle without setting some off. You can either teleport and jump over the traps, or you can turn them off by destroying the transformers that run them. The transformers that must be destroyed to turn off the traps have been circled on your map.

When you finally get to Lord Xeen's room on the fourth level of the castle, you will have to face Lord Xeen and Lord Xeen's pet. LORD XEEN CAN ONLY BE HURT BY THE XEENSLAYER SWORD! He is a tough opponent, but he can be beaten. Once you have killed him, examine the mirror to win the game.

Monster List

Xeen's Guard

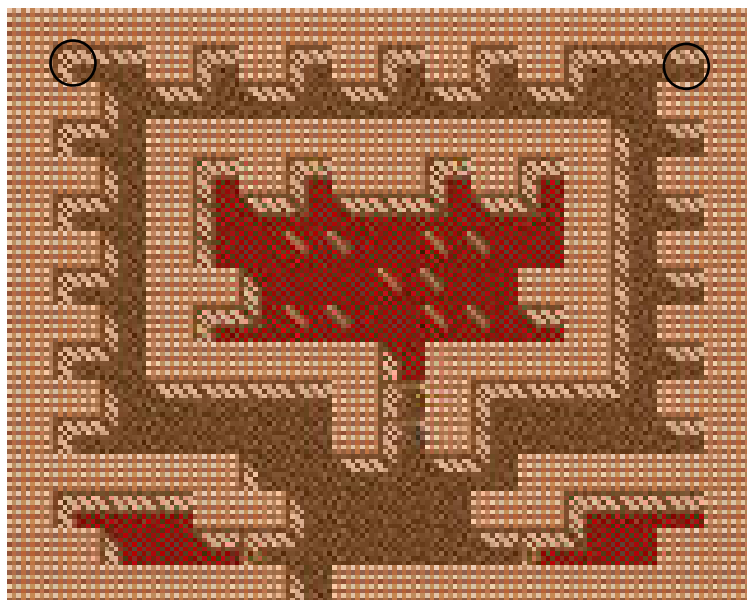
HP	100	Experience	20000	AC	50
Speed	50	Attacks	1	Damage	100
Range Attack	N				
Damage Type	Energy				

Xeen's Pet

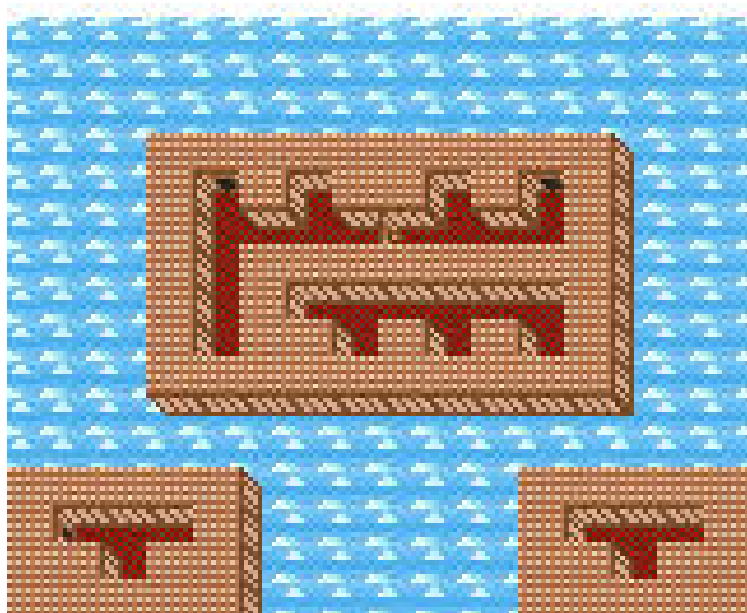
HP	400	Experience	100000	AC	35
Speed	30	Attacks	1	Damage	250
Range Attack	Y				
Damage Type	Poison				

LORD XEEN

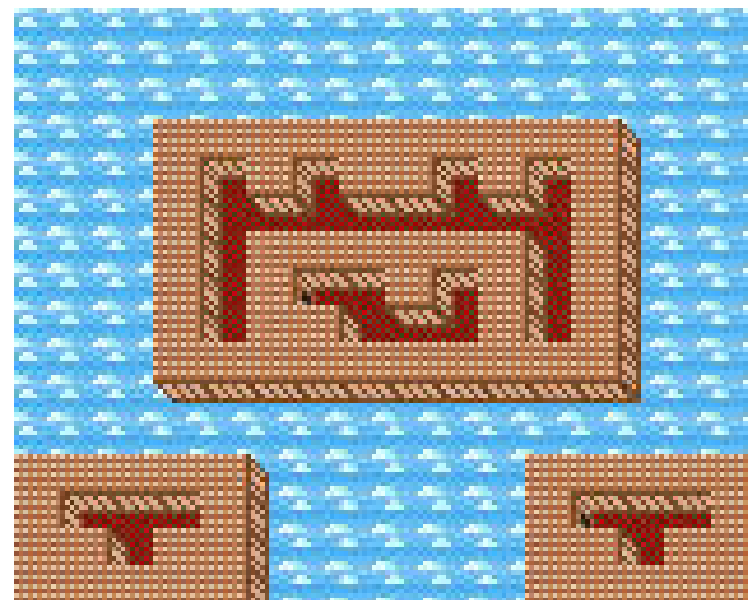
HP	500	Experience	600000	AC	25
Speed	50	Attacks	1	Damage	250
Range Attack	Y				
Damage Type	Poison				



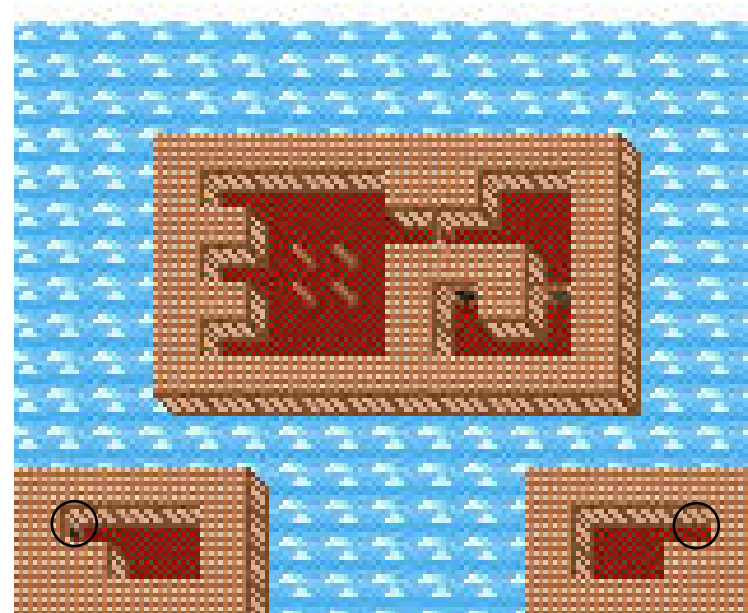
Castle Xeen Level 1



Castle Xeen Level 2



Castle Xeen Level 3



Castle Xeen Level 4

Newcastle, stage one

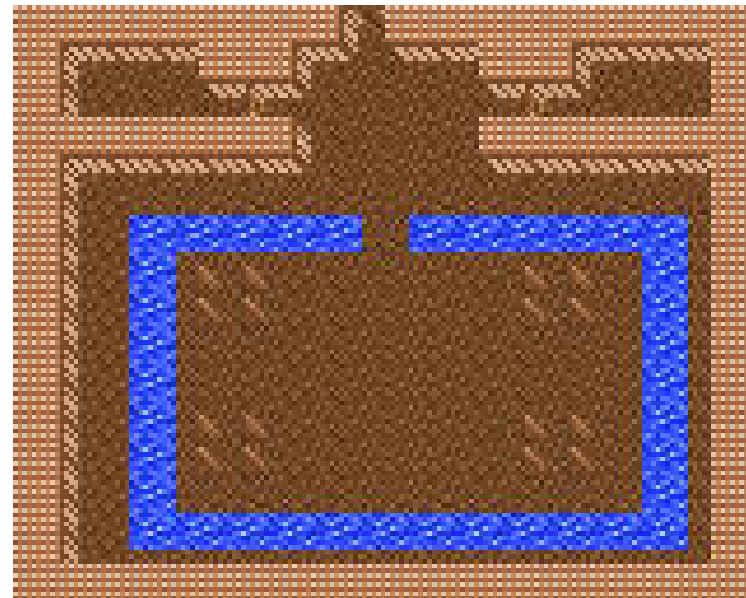
Before you can enter Newcastle, you will have to purchase the land it sits on and pay for repairs to the castle. The cost is 50,000 gold pieces (payable to Ebenezer, the Taxman) and 5 King's Megacredits (payable to Emerson, the King's Engineer). You can get the Megacredits from the Evil Temple of Yak.

Once you have paid everyone who needs paying, you will have access to the partially constructed castle shown on the opposite page. The first time you enter, Ebenezer will give you the stone to the Tomb of Terror.

The well at this stage of Newcastle's repair is poisonous, and will remain so until an improvement is bought from Emerson.

Woodpiles are favorite hiding places for wood golems. Since none of the woodpiles have any treasure in them, you should stay away from all of them.

Dark pits in the ground sometimes contain treasure. Consult your Clairvoyance spell before descending.



Newcastle, stage 1

Monster List

Wood Golem			
HP	100	Experience	10000 AC 10
Speed	10	Attacks	1 Damage 2-100
Range Attack	N		
Damage Type	Physical		

Newcastle, stage two

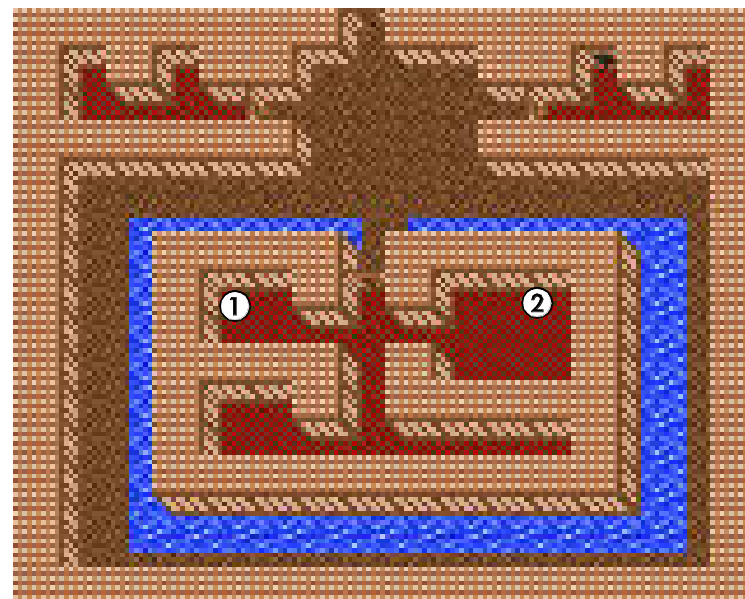
The second stage of Newcastle will be accessible when you pay for another improvement from Emerson. You will need 5 more Megacredits for this, and you can find them in the Tomb of a Thousand Terrors. The first time you enter the castle after you have paid Emerson, Ebenezer will give you the stone to the Golem Dungeon. The stairs down to the dungeon are clogged with debris. You will need to hire Emerson to clear them out.

- ① Blacksmith
- ② Training Grounds
- ③ Temple
- ④ Bank

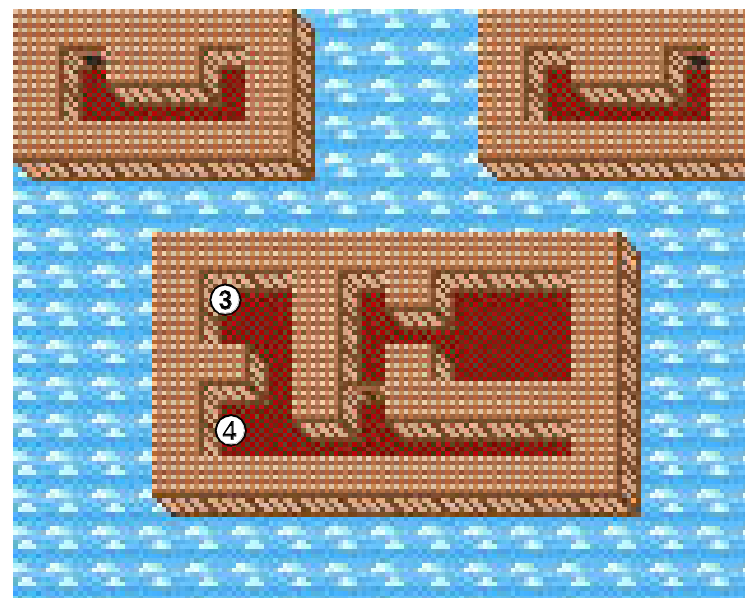
Two barrels full of food can be drawn upon whenever you want to replenish your party supplies. The barrels will never be empty, so take what you need.

Mysterious notes are scattered about the castle. When you put them together, they spell "Laboratory".

The well is no longer poisonous. Anyone who drinks from the well will have their armor class temporarily increased 20 points.



Newcastle, stage two



Newcastle, stage two, Level 2

Newcastle Dungeon

The dungeon under Newcastle will be inaccessible until you pay for its excavation. The cost is 5 more Megacredits, but you will need an excavation permit before you will be allowed to pay Emerson. You can get the permit from Artemus, the King's Adviser.

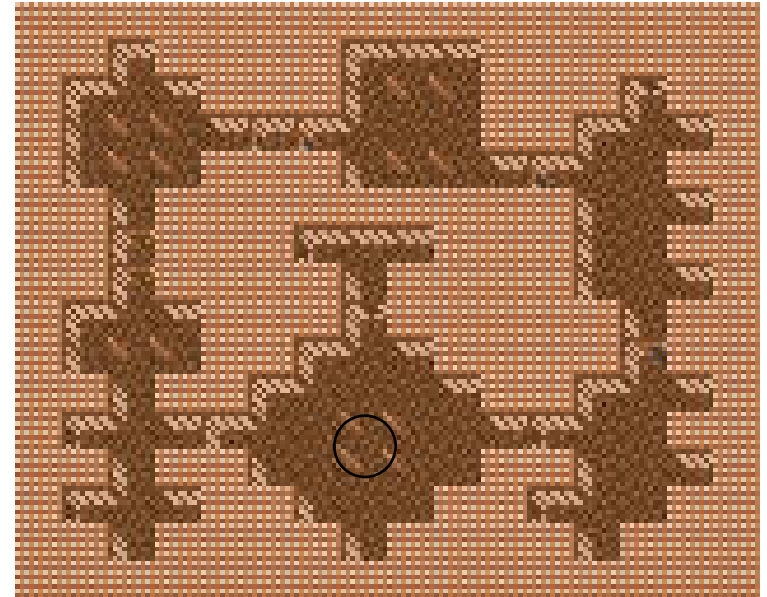
Once you have paid Emerson, Ebenezer will give you your part of the taxes your castle collects on the surrounding lands, and the stairs down to the dungeon will be clear. The stairs require a password, and that password is "Laboratory".

Potions can be found in some of the alcoves of the dungeon. Most of these potions will explode when you try to take them, so pay attention to your Clairvoyance spell, if you have it. The potions that don't explode are potions of the Gods.

The Xeenlayer sword lies in the center of a

secret room and is circled on your map. This is the only weapon in the game that can hurt Lord Xeen.

Old bones can be found here and there in the dungeon. The bones nearest the Xeenlayer have powerful magic items amongst them.



Newcastle Dungeon



Dungeons

There are seven dungeons in Xeen, two of which are inaccessible until you visit the Darkside of Xeen. Most dungeons require a special stone to enter them. The first dungeon you will complete is the Evil Temple of Yak. The second dungeon you will complete is the Tomb of Terror. Yak and Terror have enough King's Megacredits between them to pay for all the improvements to Newcastle, so you may not need to complete the Golem dungeon. The Northern Sphinx is a dungeon, but it requires an amulet before you can enter it. You don't need to complete the Northern Sphinx to win the game. Finally, there is the Warzone. The Warzone is a special dungeon that requires no stone to enter.

Temple of Yak

The Temple of Yak is the first dungeon you should visit. Mirabeth the (former) mermaid has the stone to this dungeon, and you can find her at area D4, x12, y3. Before you enter this dungeon, one of your characters should cast Protection From Elements twice, choosing electricity and fire. One of your characters should also have the Turn Undead spell. Finally, you may wish to visit the temporary luck boosting fountain in the river outside of Vertigo to ward off the Sleep spells of the Yak Liches.

The Elixir of Restoration is at x30, y25. Mirabeth will reward you if you return the potion to her.

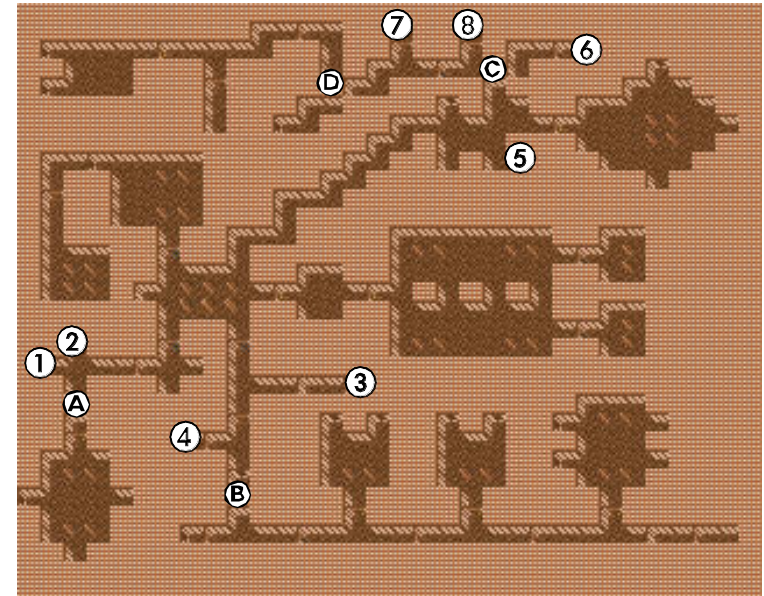
Bottles and books can be found in alcoves all over the temple. Some of the bottles explode when you try to take them, so pay close attention to your clairvoyance spell. (if you have it). None of the books are dangerous.

Yak Holy Symbols open and close walls in the temple. The symbols are represented by numbers on your map; the walls with letters. Symbols 1 & 2 control wall A, symbols 3 & 4 control wall

B, Symbol 5 controls wall C, and symbols 6 & 7 control wall D. Symbol 8 does nothing. To open a wall, turn the lower number symbol first, then the higher one. To open wall B, for instance, you must first turn symbol 3, then turn symbol 4. If you make a mistake, you can turn the symbols back to their original starting positions and try again.

King's Megacredits are stored in alcoves in the temple. The temple has eight Megacredits, and you should take all the credits you find.

Coffins contain the



The Ancient Temple of Yak

bones of Yak Liches. Few coffins are unguarded in the Temple.

Yak Pools are available

for bathing, if you are brave. Most of the pools will reward one of your characters for bathing in it, but a second bath will only rack up more penalties. Bathe at your own risk!



Monster List

Cleric of Yak

HP	60	Experience	1600	AC	8
Speed	18	Attacks	1	Damage	2-20
Range Attack	Y				
Damage Type	Electricity				

Skeleton

HP	20	Experience	250	AC	5
Speed	10	Attacks	1	Damage	2-12
Range Attack	N				
Damage Type	Physical				

Yak Priest

HP	80	Experience	5000	AC	12
Speed	25	Attacks	1	Damage	2-30
Range Attack	Y				
Damage Type	Fire				

Yak Lich

HP	80	Experience	20000	AC	20
Speed	27	Attacks	1	Damage	5-25
Range Attack	Y				
Damage Type	Magic				

Yak Master

HP	160	Experience	50000	AC	22
Speed	30	Attacks	1	Damage	5-50
Range Attack	Y				
Damage Type	Magic				

Tomb of a Thousand Terrors

You can gain entrance to this dungeon by paying for an improvement to Newcastle with five of the Megacredits you get out of the Temple of Yak. Ebenezer will give you the stone to the Tomb on your first visit to the castle.

Urns filled with savory Tomb Juice occupy many of the alcoves in the Tomb. Drinking the Tomb Juice will increase one of your character's statistics by five, but it will also send your character insane. The color of the Juice indicates which statistic it will increase:

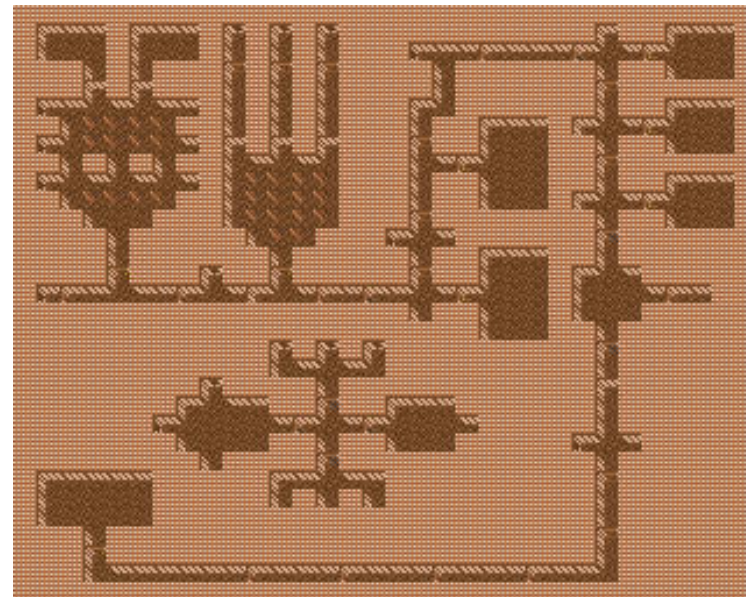
Red	Might
Blue	Personality
Orange	Intellect
Green	Endurance
Yellow	Accuracy
Purple	Speed
White	Luck

Instruments of Torture decorate the walls of the Tomb lavishly. You can try out some of these

devices if you want, but most of them will do damage or send your characters insane. A few of them have treasure or experience to offer.

Instruments of Death fill the halls and rooms of the Tomb. The only good thing about the guillotines and pendulums you will face is that you can see them before they hurt you. The teleport spell will get you past them, if you have it.

King's Megacredits are stored in alcoves all over the Tomb. There are more than enough here to pay for your next Castle improvement.



Tomb of a Thousand Terrors

Monster List

Ghoul					
HP	100	Experience	3500	AC	15
Speed	20	Attacks	2	Damage	2-20
Range Attack	N				
Damage Type	Physical				

Tomb Guard					
HP	50	Experience	6000	AC	25
Speed	18	Attacks	1	Damage	4-20
Range Attack	N				
Damage Type	Magic				

Tomb Terror					
HP	150	Experience	13000	AC	15
Speed	27	Attacks	1	Damage	4-80
Range Attack	N				
Damage Type	Magic				

Golem Dungeon

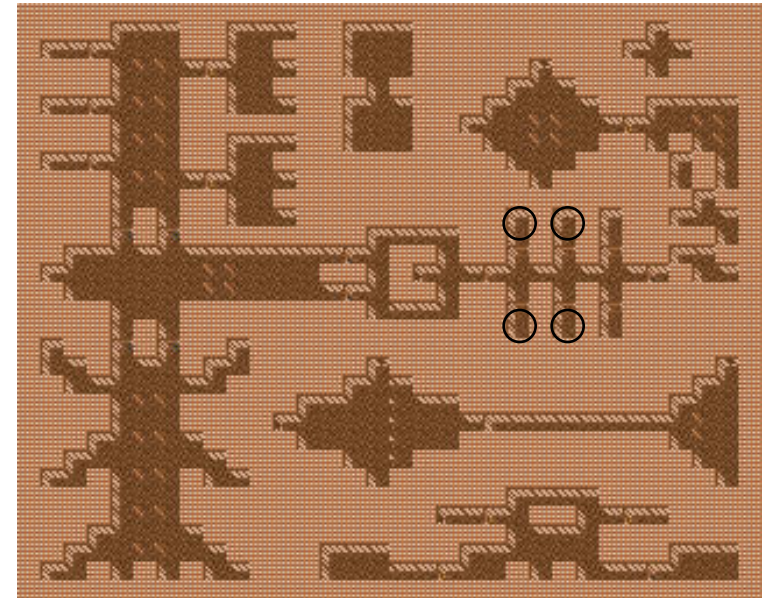
The Golem dungeon contains the most complex series of puzzles in the game. The Taxman holds the stone to the golem dungeon, and he will give it to you when you visit him after having paid Emerson for the second improvement to Newcastle.

There are three puzzles to be completed before you can become a Master of Golems. The Home of the Wood is the simplest, and can be solved with the teleport spell or a lloyd's beacon. Each of the switches in the Home of the Wood must be thrown, closing off the "branch" the switch is in from the rest of the dungeon. When all six switches in the Home of the Wood have been thrown, that puzzle is complete. The simplest way to get out of a "branch" is to set a Lloyd's Beacon in the main hall, and return to the beacon after you have thrown the branches switch.

The Home of the Stone can be solved by pushing the buttons in the western corridors until

lava stones have been exposed. The correct order to push the buttons is middle, south, north. When the buttons have been set correctly, you will see two stone blocks and six glowing rocks in the main corridor of the Home of the Stone.

The Home of the Iron can be solved by throwing the proper switches in the six dead-end corridors. The switches that must be thrown have been circled on your map. Once you have thrown the switches, you will have no problem walking to the switch at 19,25. If you have solved all of the puzzles correctly, the switch will work and a floor glimmer will appear in the center of the room you are in.



Golem Dungeon

Stepping on this glimmer will teleport you to the unreachable parts of the maze and allow you to fight your way to your reward.

King's Megacredits are everywhere in the Golem dungeon. By the time you have reached

the Golem dungeon, though, you probably won't need many Megacredits to finish the game.

The final statue at 13,1 will give all characters the title of "Master of Golems" and one level.



Monster List

Wood Golem				
HP	100	Experience	10000	AC 10
Speed	10	Attacks	1	Damage 2-100
Range Attack	N			
Damage Type	Physical			

Stone Golem				
HP	200	Experience	20000	AC 18
Speed	20	Attacks	2	Damage 3-90
Range Attack	N			
Damage Type	Physical			

Iron Golem				
HP	300	Experience	25000	AC 24
Speed	24	Attacks	2	Damage 2-100
Range Attack	N			
Damage Type	Physical			

Diamond Golem				
HP	1000	Experience	30000	AC 40
Speed	30	Attacks	2	Damage 4-200
Range Attack	N			
Damage Type	Physical			

The Northern Sphinx

The Sphinx dungeon is one of the most difficult places in the game. You do not need to enter the Sphinx to win the game. Arie holds the amulet of the Sphinx at A1, x11, y5. He will give you the Amulet of the Northern Sphinx after you return the Scroll of Insight to him. The Amulet of the Southern Sphinx lies on the Darkside of Xeen.

Hieroglyphics adorn the walls of the Sphinx. Only a Linguist can read them. You can learn the Linguist skill in Castle Burlock.

Thrones await discovery by the right characters. Your characters should not sit in a throne unless they are qualified to sit there. If they are, they will receive a reward. If not, they will receive damage. None of your characters are kings or queens.

The stairs up from the first level require a password. The answer is "Golux".

Crystal piles can be found in a few places of the Sphinx dungeon. These are gem bonanzas that you should be sure to collect.

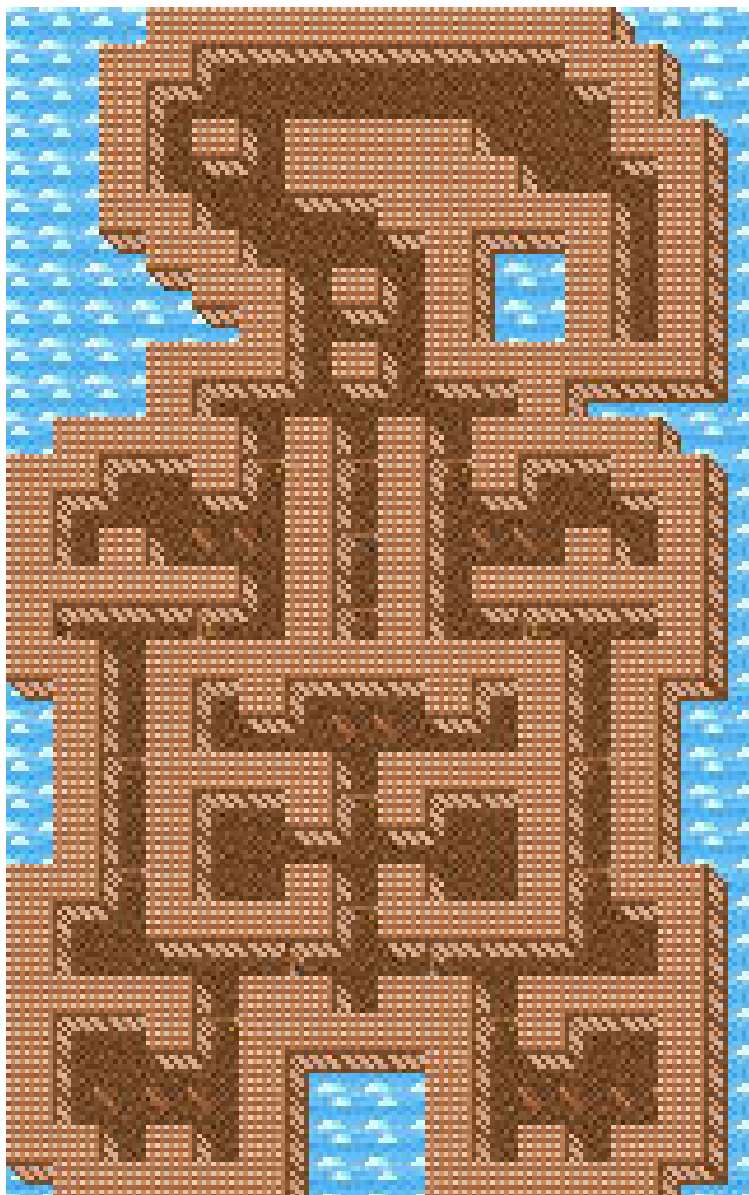
Four books rest in alcoves of the Sphinx dungeon. They teach the Teleport, Item to Gold, Divine Intervention, and Starburst spells.

Monster List

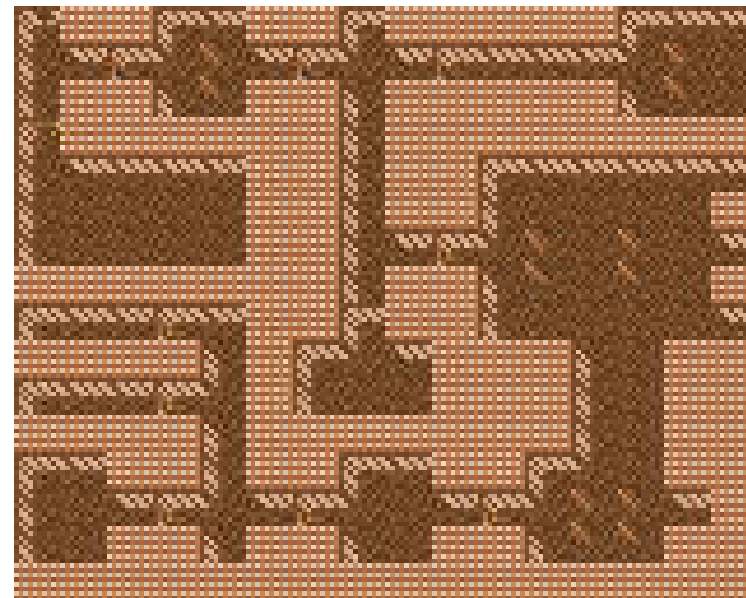
Earth Golem				
HP	150	Experience	14000	AC 12
Speed	20	Attacks	2	Damage 4-80
Range Attack	N			
Damage Type	Physical			

Stone Golem				
HP	200	Experience	20000	AC 18
Speed	20	Attacks	2	Damage 3-90
Range Attack	N			
Damage Type	Physical			

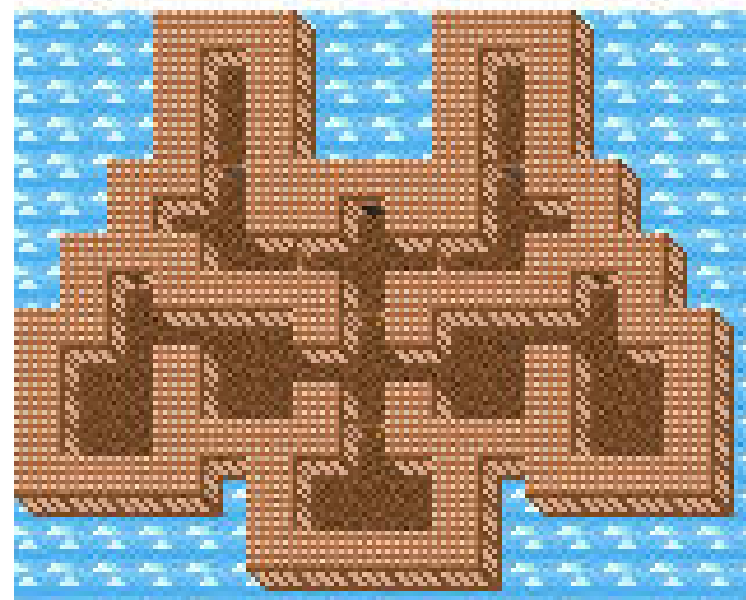
Mummy				
HP	60	Experience	9000	AC 15
Speed	20	Attacks	2	Damage 2-40
Range Attack	N			
Damage Type	Physical			



Northern Sphinx, Level 1



Northern Sphinx, Underground



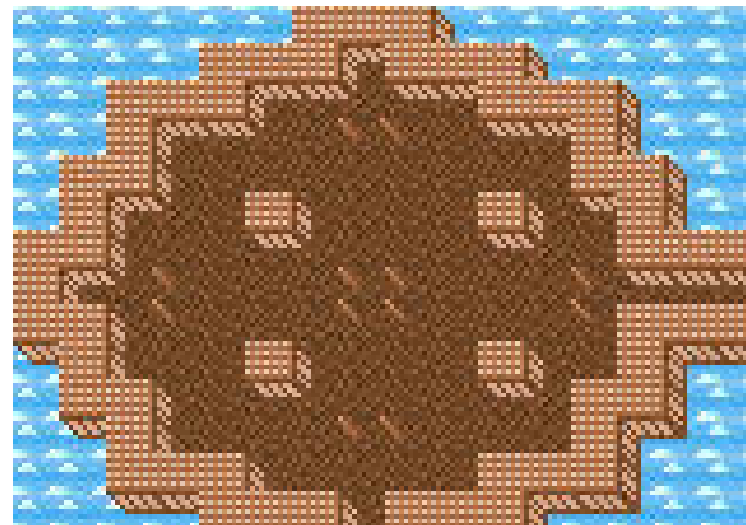
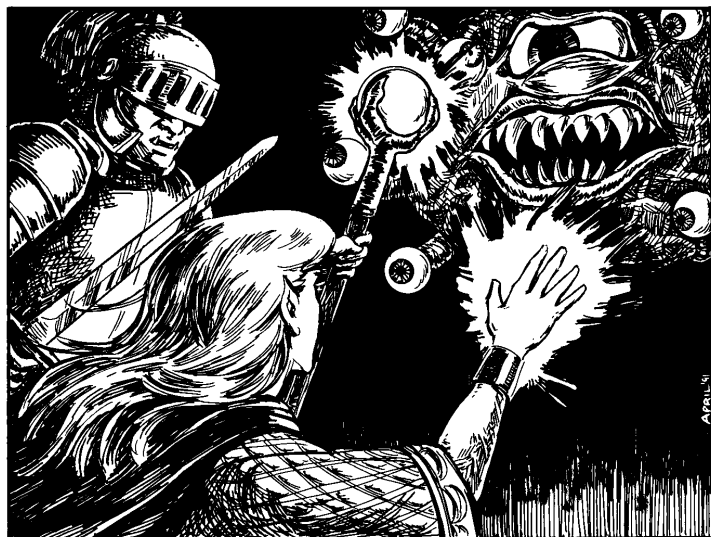
Northern Sphinx, Level 2

Warzone

This is a special dungeon with only one point of interest in it: the Battlemaster. He will set you against monsters of a level and number you choose, if you want. There is no treasure to be gained here, only experience. After a good fight, the Battlemaster will transport you to Vertigo for free.

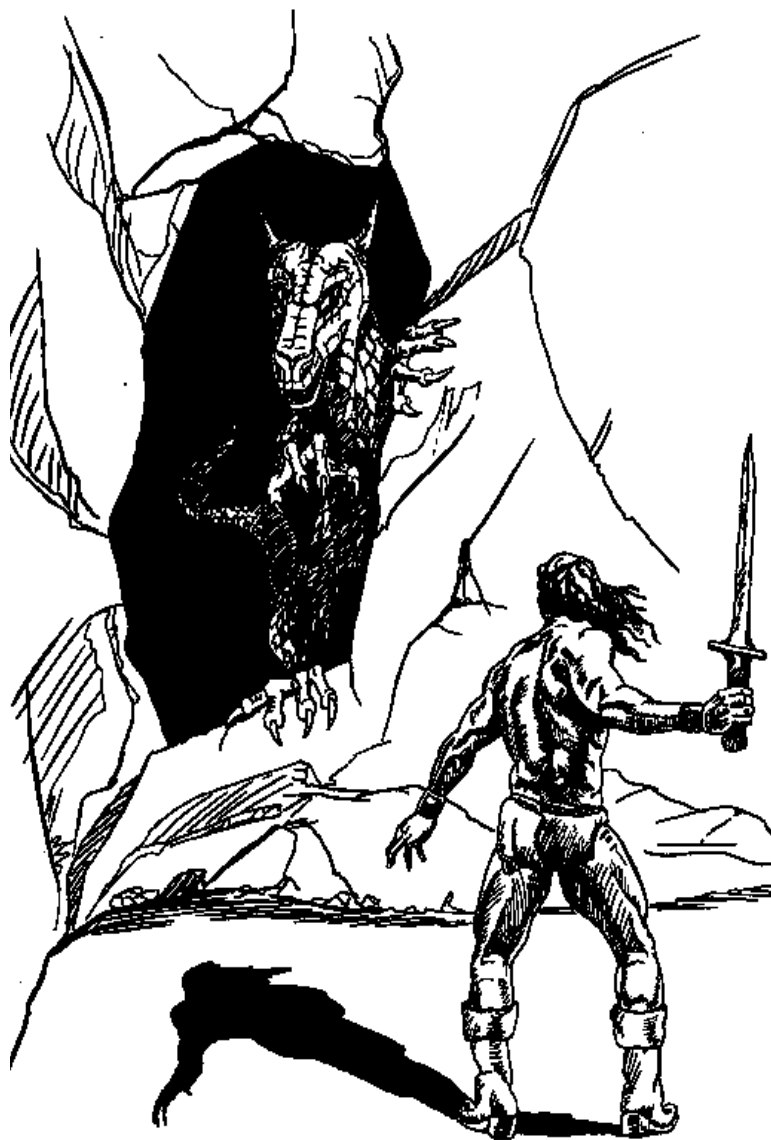
A lone desk awaits brave adventurers brave enough to risk the Warzone. Step up to the desk to interact with the Battlemaster.

Bones of long dead losers litter the floor of the Warzone. The victors looted the bodies long ago, so don't expect to find any free treasure here.



The Warzone





Caverns

There are three caves to explore in Xeen. Two of the Caves, Dragon and Volcano, do not have to be explored to win the game. You must explore the Cave of Illusion to win the game because it holds the Key to the Tower of High Magic. Don't try the Dragon or Volcano Caves until your characters are very powerful.

The Cave of Illusion

Bring a lot of gems before you come to this cave, because you can trade the gems for stat increases. Each level of the Cave of Illusion will grant higher stat increases at a higher gem cost. Some of the rooms cannot be reached without the Teleport spell. Be sure to visit the Guild in Winterkill to buy the spell before you come here!

The key to the Tower of High Magic is held by the skull at level 4, x7, y14. The skull will want 300 gems for the key, so be sure to save some for it—you can't win the game without the key.

A magical plug has kept the floor covered with water. If a character with a might of 50 or greater pulls

the plug, the water will drain out of the entire cave. (Don't think too hard about the physics of this). Once this happens, the safes can be opened, but the spears will start to do real damage. Happily, any Water Golems that you didn't kill on your way to the plug will vanish. Unhappily, they will be replaced with Guardians.

Monster List

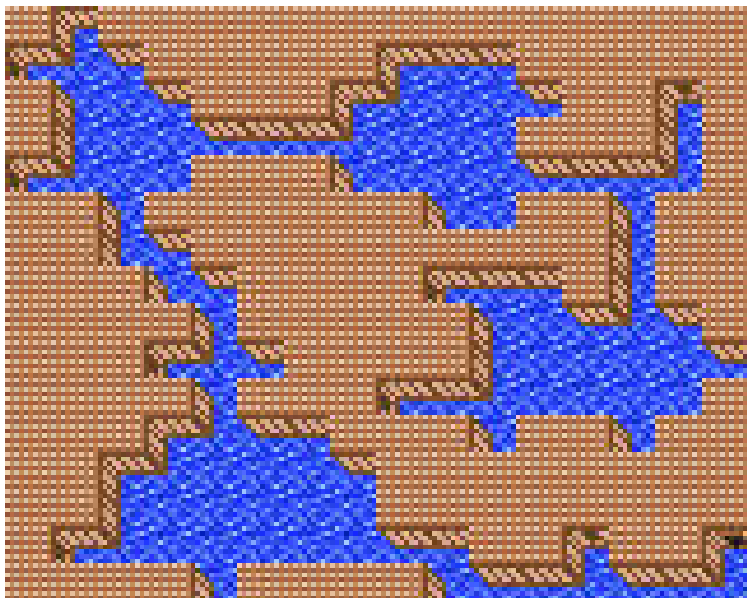
Water Golem

HP	150	Experience	4000	AC	16
Speed	15	Attacks	2	Damage	2-50
Range Attack	N				
Damage Type	Cold				

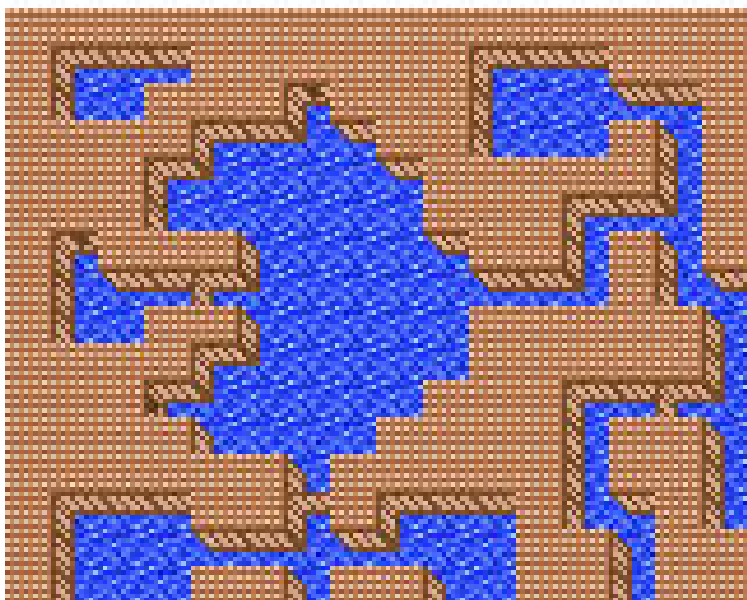
Guardian

HP	40	Experience	1500	AC	20
Speed	25	Attacks	2	Damage	3-30
Range Attack	N				
Damage Type	Energy				

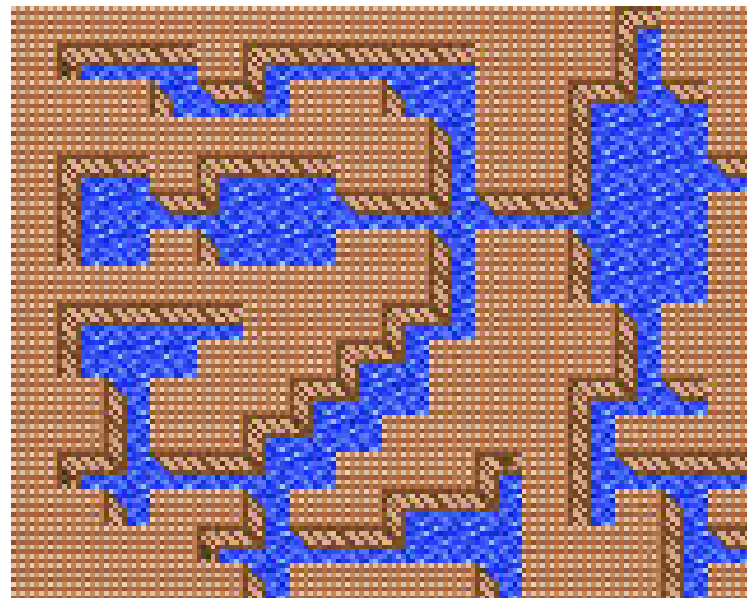




Cave of Illusion Level 1



Cave of Illusion Level 2



Cave of Illusion Level 3



Cave of Illusion Level 4

Dragon Cave

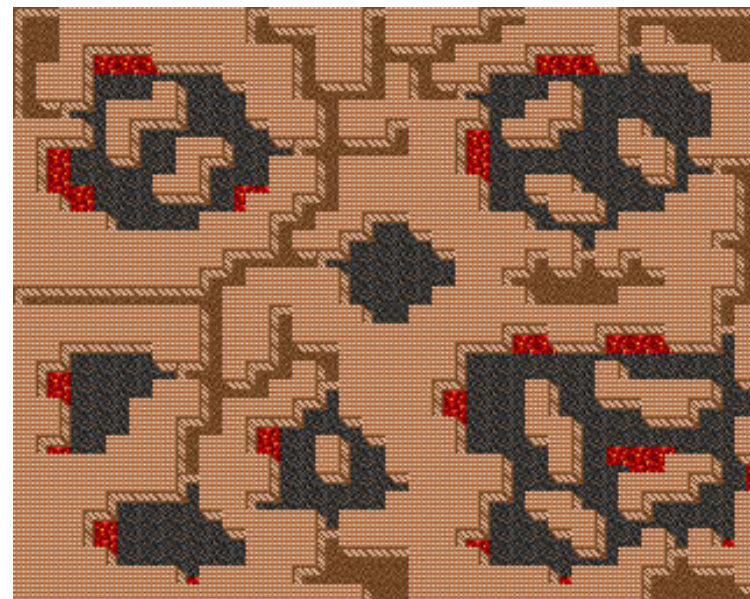
The Dragon Cave is the toughest dungeon in Xeen. You will not be able to get through it unless you have a lot of gold, Intellect, and power.

Tax Urns are placed at inconvenient locations throughout the Cave. Merely stepping on the square where one rests is enough for it to tax you 2000 gold. Tax Urns can tax you again and again, so try not to wait around on their squares.

Heaps o' Treasure are located in well-guarded rooms. The wealth stored in these treasure piles is greater than any other place in the game.

Piles of Blue Goo can be found here and there in the Dragon Cave. Some of the piles have gems in them, others do 50 points of poison damage.

Dragon Lore Volumes are kept in the same rooms *Heaps o' Treasure* are kept. If a reader is of sufficient intellect, he will be awarded experience for reading a volume.



Dragon Cave

Monster List

Fire Dragon

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

Frost Dragon

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

Dragon King

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

The Volcano Cave

At the bottom level of this difficult dungeon lies the fabled village of Shangri-La. Shangri-La is a full service town, with a Blacksmith, Temple, Tavern, and Guild. While Shangri-La has no Training Grounds and no mirror, it does contain a portal to the Darkside of Xeen. The portal is operable when you have the Darkside of Xeen on your hard drive along with Clouds of Xeen. Shangri-La is also the only town that has no curse on its well.

- ① Guild
- ② Guild Membership
- ③ Blacksmith
- ④ Temple
- ⑤ Tavern
- ⑥ Portal to Darkside

A Demon and a Devil skull rest in alcoves in the walls of level 1. Smashing them will give your characters experience as well as preventing the demons and devils from regenerating after you leave the level. Their location has been marked on the map for you.

Mechanical Levers will raise stone blocks from the lava on level 2 that

are cool enough to walk on. Be sure to move each of the four levers so you can get across safely. Even after you have set the levers you will have to use the jump spell to get from block to block.

The Well in the center of Shangri-La will grant anyone who drinks from it one permanent level and the "Found Shangri-La" award.

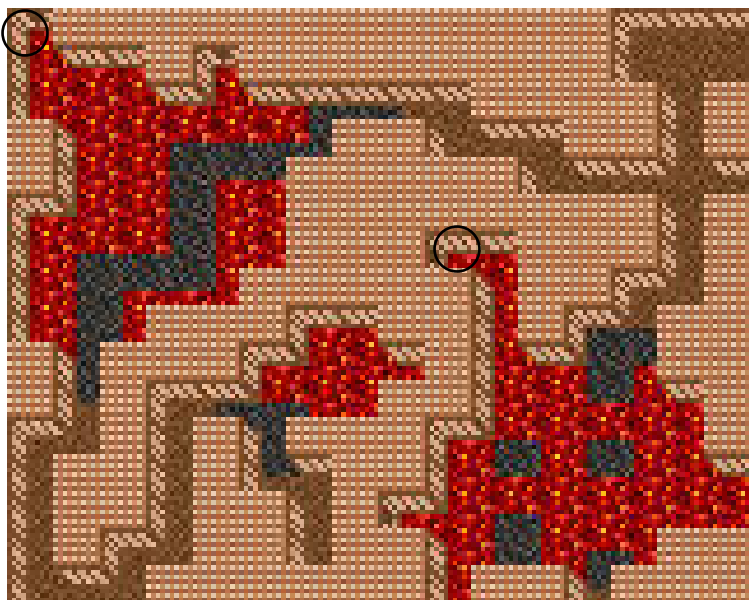
Jack Alltrades offers to sell all of the skills to one of your characters for a mere 100,000 gold. If you have the cash it may be worth doing.

Monster List

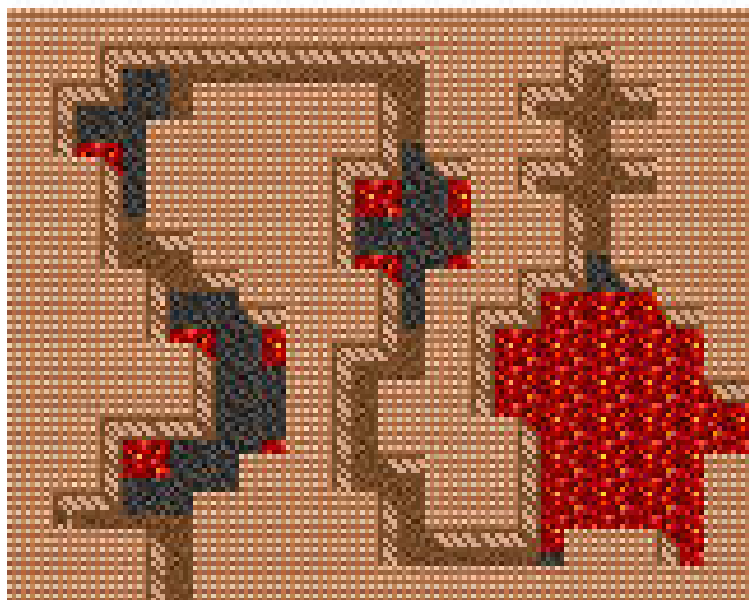
Demon				
HP	300	Experience	30000	AC 30
Speed	33	Attacks	1	Damage 3-99
Range Attack	Y			
Damage Type	Fire			

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

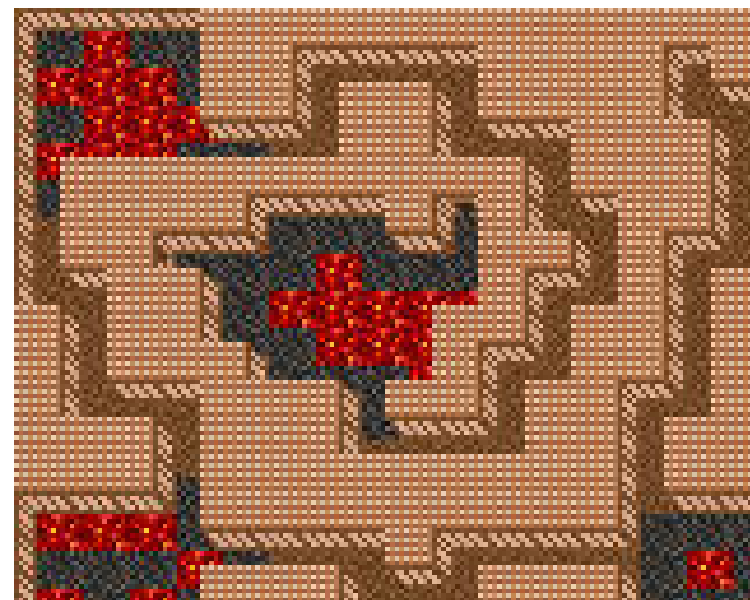




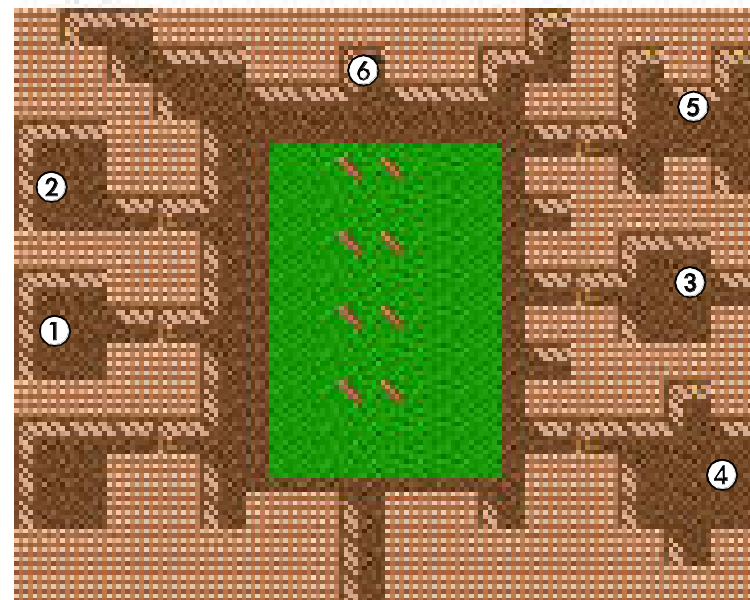
Volcano Cave Level 1



Volcano Cave Level 2



Volcano Cave Level 3



Shangri-la, Volcano Cave Level 4



Outdoor Areas

There are 24 outdoor areas in the land of Xeen. We have grouped them into six zones with four areas in them for the cluebook. Each map has a name like "A1" or "B3". You can find the name of a map by looking at the map that came with your copy of Clouds of Xeen. There are six letters printed across the top of the map (A-F) and four numbers printed on the side (1-4). Simply cross-reference the letters with the numbers to find the name of the map.

Outdoors

Areas A1, A2, B1, B2

This corner of the map is primarily desert. There are no towns here—just monsters and sand. Remember that you will need a Navigator to cross the desert. If none of your characters are Navigators, the desert will cost you four hours per step. You cannot rest in the desert unless you are in an oasis.

The Summer Druid awaits you in area B2. The Summer Druid wants you to take the Last Flower of Summer to the Autumn druid. If you do everything the druids ask you to do, the druids will remove any magical aging your characters have suffered and grant you some experience.

Arie the Apprentice's master has been killed and robbed. The thieves took the Scroll of Insight from him and hid it in Castle Basenji. He needs the scroll returned to him so that he can finish his sorcerer's training. He will

give the Amulet of the Northern Sphinx to you once you have retrieved the scroll.

Castle Basenji is slowly eroding away under the desert sun and wind. In it are wizards and werewolves, and visitors are not welcome. The Scroll of Insight is hidden inside.

Two Sphinxes sleep in the sand. You will need an amulet to enter either of them, but the Southern Sphinx's amulet cannot be found without a visit to the Darkside. The amulet of the North Sphinx is held by Arie.

The Warzone is situated near the south east corner of area B2. You can find any level of fighting challenge you wish within.

Monster List

Giant Scorpion

Area	A1,A2, B1, B2			
HP	100	Experience	1000	AC 14
Speed	28	Attacks	1	Damage 2-80
Range Attack	N			
Damage Type	Physical			

Sandworm

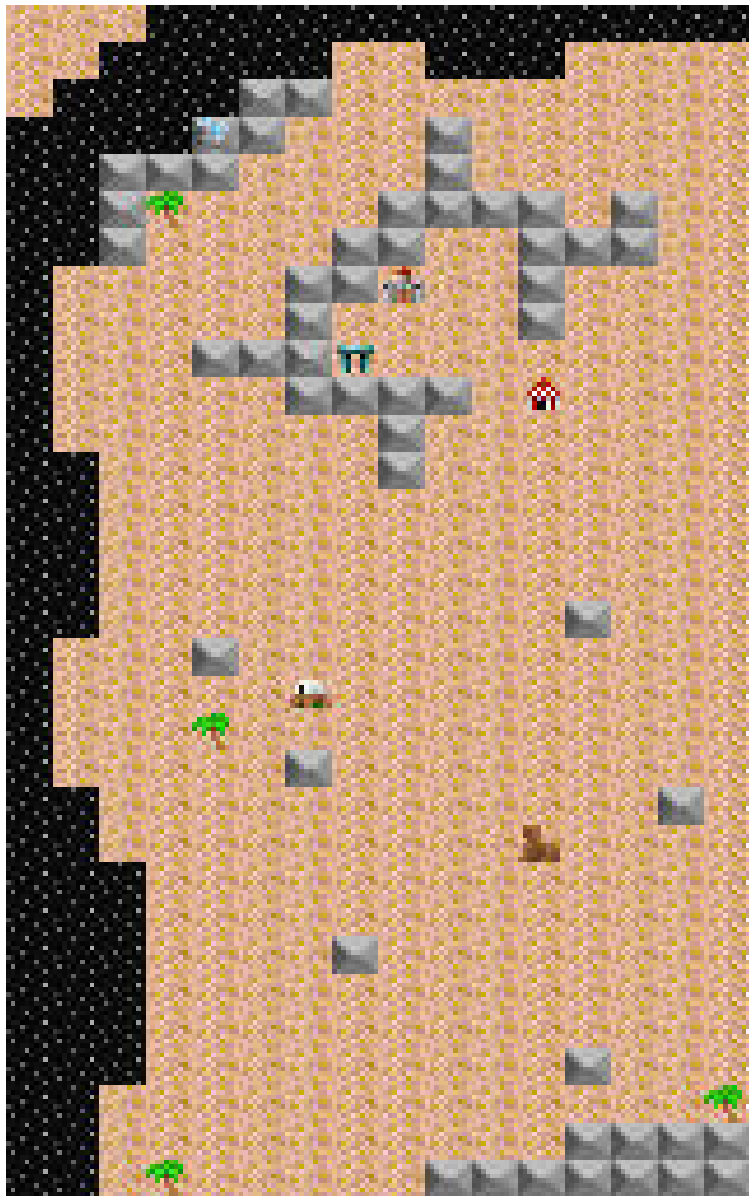
Area	A1,A2, B1			
HP	250	Experience	10000	AC 19
Speed	30	Attacks	1	Damage 6-150
Range Attack	N			
Damage Type	Physical			

Sand Golem

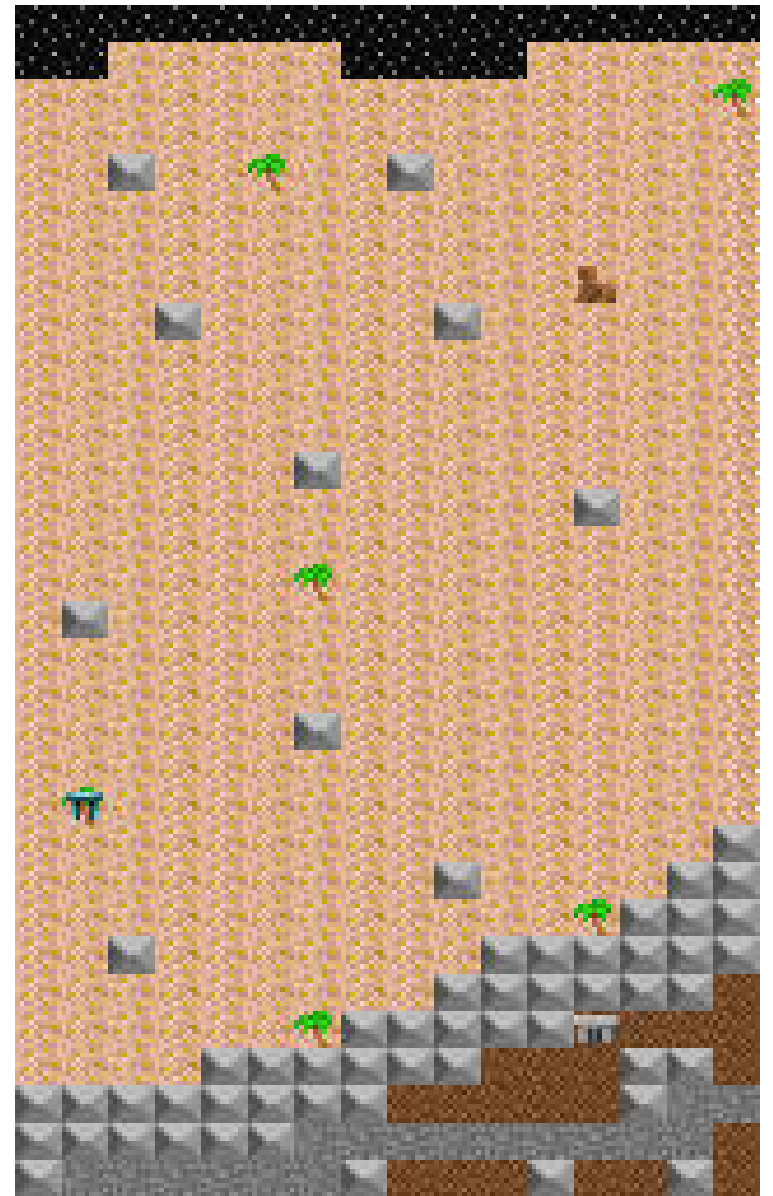
Area	A1,B1			
HP	80	Experience	8000	AC 18
Speed	10	Attacks	1	Damage 40
Range Attack	N			
Damage Type	Physical			

Barbarian

Area	B2			
HP	200	Experience	10000	AC 15
Speed	30	Attacks	2	Damage 6-60
Range Attack	N			
Damage Type	Physical			



Area A1 & A2



Area B1 & B2

Outdoors

Areas A3, A4, B3, B4

This is the winter zone of Xeen. While it may be possible to walk here from Vertigo while your characters are low level, it is unwise. The land is full of snow beasts, ninjas, trolls, and other dangerous creatures. Your characters should be at least 8th level before you adventure here.

The Town of Winterkill lies at the end of the road from Vertigo in area A3. This is the most dangerous of the towns in Xeen, but the rewards are the best. Winterkill is full of the spirits of the dead, and they cannot be killed with ordinary weapons. You will need to use spells or weapons that have an elemental attribute to defeat them. Do not enter Winterkill if you are not powerful!

The Cave of Illusion is on an island in the middle of the source of the central lake of Xeen. The key to the Tower of High Magic can be found in the Cave. Although you must have the key to the Tower of

High Magic to win the game, we recommend that you wait until you have plenty of gems and the Golem Stopper spell before you enter.

The Golem Dungeon gathers dust in area B4. Whether you are short of Megacredits to finish Newcastle or you just like risking life and limb, the Golem Dungeon is a fine place to visit. The Taxman will give you the stone to enter the Golem Dungeon after you have paid for the second stage of Newcastle.

Darkstone Tower rises into the sky in area B3. Nobody knows what secrets it holds because Roland took the key to

the Tower with him to the Darkside of Xeen. You will not be able to get into the tower until you retrieve the key from Darkside.

Kai-Wu, the Monk, shivers in his tent in area A3. If you clear the evil Ninjas out of his sacred pagoda, he will reward you with experience and lunch.

Glom, the Gnome King, needs some heroes to save his people from the Cyclopes, who are eating the Gnomes at a terrifying rate. If you destroy the Cyclops' lair, Glom will reward your party with experience and treasures.

Halon, the Inventor, owns a water clock that freezes during the winter. If you bring him an ever hot lava rock, he will give your party experience and a widget.

Thickbark, the Civilized, needs a few civilized people to kill the Ice Trolls. If you destroy the lair of the Ice Trolls, Thickbark will reward your party with experience and a spell.

The Druid of Winter awaits the Last Fallen Leaf of Autumn. If you bring it to him, he will give you the Last Snowflake of Winter.

Monster List

Snow Beast

Area A3,A4
 HP 75 Experience 7000 AC 25
 Speed 32 Attacks 2 Damage 2-24
 Range Attack N
 Damage Type Physical

Ninja

Area A3,B3
 HP 65 Experience 2000 AC 25
 Speed 35 Attacks 4 Damage 3-15
 Range Attack Y
 Damage Type Physical

Barbarian

Area A3
 HP 200 Experience 10000 AC 15
 Speed 30 Attacks 2 Damage 6-60
 Range Attack N
 Damage Type Poison

Evil Archer

Area B3, B4
 HP 75 Experience 10000 AC 22
 Speed 35 Attacks 5 Damage 4-24
 Range Attack Y
 Damage Type Electricity

Evil Ranger

Area B3
 HP 100 Experience 7000 AC 20
 Speed 27 Attacks 2 Damage 4-20
 Range Attack Y
 Damage Type Physical

Ogre

Area B3
 HP 90 Experience 6000 AC 17
 Speed 15 Attacks 1 Damage 4-32
 Range Attack Y
 Damage Type Physical

Cyclops

Area A4
 HP 200 Experience 10000 AC 16
 Speed 28 Attacks 2 Damage 2-80
 Range Attack N
 Damage Type Physical

Ice Troll

Area B4
 HP 125 Experience 14000 AC 15
 Speed 25 Attacks 2 Damage 3-45
 Range Attack N
 Damage Type Physical



Area A3 & A4



Area B3 & B4

Outdoors

Areas C1, C2, D1, D2

This section of the map contains a little of everything — desert, lava, forest, sea, mountains, scorched earth and monsters. Especially monsters. If it's a fight you're looking for, you've come to the right place.

Castle Burlock overlooks the sea at area D2. You will need to have a Crusader in your party to enter the castle. The Crusader skill can be found in area F4 after you have returned the alacorn of Falista to Valia. Inside the castle, you will find Artemus, the King's Adviser, and Emerson, the King's Engineer. You will need to visit these two civil servants many times to win the game.

The town of Asp lies at the eastern edge of the great desert. Asp is the second most difficult of the towns. Don't go in here unless you are tough.

The Dragon Tower rises out of a sea of molten rock in area D1. The key to this Tower is not available on this side of Xeen, so you will not be able to enter until you have visited Darkside.

Falagar, the wizard, has been robbed of his Crystals of Piezoelectricity. He will reward the ones who return it with experience and a spell. The crystals can be found in Asp.

Carlawna, the cleric, has been robbed of her Scarab of Imaging. She will reward the ones who return it with experience and a spell. The scarab can be found at C1, x15, y11.

Captain Nystor has been losing ships to the antics of the Ogres in the hills. He will pay well to be rid of them. Destroy their lair and return to him to collect your reward.

The Merchant skill can be purchased for a mere 6,000 gold in area D2. It is a good investment. The Merchant skill will halve the cost of items,

and double their sale value. This means that a character that has this skill could buy an item from a blacksmith and sell it back for the same price.

The Autumn Druid awaits the Last Flower of Summer. If you bring him the Flower he will give you the Last Fallen leaf of Autumn.



Monster List

Sandworm

Area C1
 HP 250 Experience 10000 AC 19
 Speed 30 Attacks 1 Damage 6-150
 Range Attack N
 Damage Type Physical

Giant Scorpion

Area C1
 HP 100 Experience 1000 AC 14
 Speed 28 Attacks 1 Damage 2-80
 Range Attack N
 Damage Type Physical

Gargoyle

Area C1
 HP 70 Experience 11000 AC 18
 Speed 32 Attacks 4 Damage 5-25
 Range Attack N
 Damage Type Physical

Ogre

Area C2
 HP 90 Experience 6000 AC 17
 Speed 15 Attacks 1 Damage 4-32
 Range Attack Y
 Damage Type Physical

Barbarian

Area C2
 HP 200 Experience 10000 AC 15
 Speed 30 Attacks 2 Damage 6-60
 Range Attack N
 Damage Type Physical

Jouster

Area C2, C2
 HP 80 Experience 5000 AC 20
 Speed 25 Attacks 1 Damage 2-80
 Range Attack N
 Damage Type Physical

Lava Golem

Area D1
 HP 500 Experience 20000 AC 23
 Speed 30 Attacks 2 Damage 2-100
 Range Attack N
 Damage Type Fire

Acid Dragon

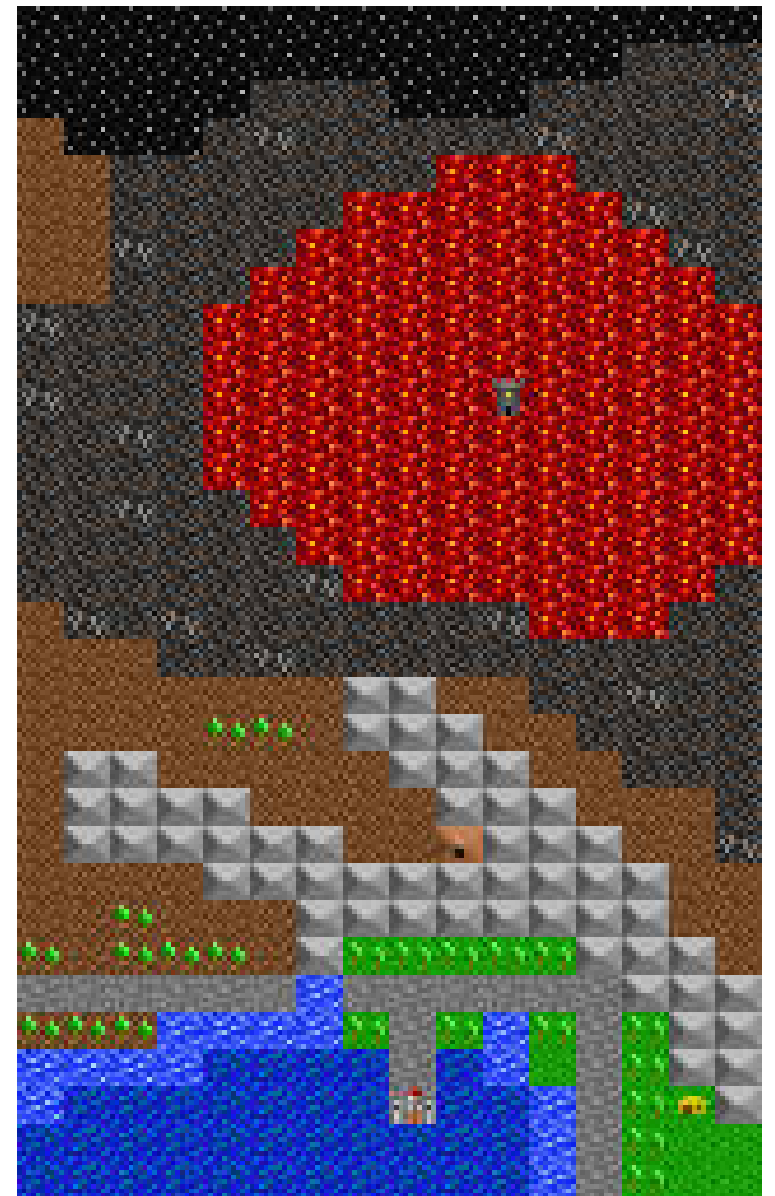
Area D1
 HP 220 Experience 60000 AC 25
 Speed 22 Attacks 1 Damage 100
 Range Attack Y
 Damage Type Poison

Insect Swarm

Area D3
 HP 30 Experience 1300 AC 10
 Speed 28 Attacks 1 Damage 10
 Range Attack N
 Damage Type Physical



Area C1 & C2



Area D1 & D2

Outdoors

C3, C4, D3, D4

The towns of Rivercity and Nightshadow can be found in this part of Xeen, as well as two Towers, a Castle, and a Dungeon. The monsters here are a lot tougher than the monsters to the east, so make sure your party averages around 5th level before you adventure here.

The town of Rivercity is a busy center of commerce on the southern edge of the inland sea. It is safe to enter, if you don't mind the beggars, but there are some parts of town that are dangerous to the unprepared.

The town of Nightshadow is dead. The only inhabitants of Nightshadow are Bat Queens and Vampires. This is not a healthy town for weak characters.

The Tower of High Magic rises above the forest in area C4. You can find the key to the Tower in the Cave of Illusion on level 4, x7, y14.

Darzog's Tower overlooks the entire inland sea. You can find the

key to the Tower in the Tower of High Magic on level 4, x7, y12.

Newcastle awaits its new owners in area C4. When you first visit the site of Newcastle, you will find it in ruins. You can purchase the land for 50,000 gold pieces and you can rebuild the castle for 5 King's Megacredits (payable to Emerson, the King's Engineer). Further improvements will cost more Megacredits. Once you have bought the land and paid for your first improvement, you will have access to the castle.

The Tomb of a Thousand Terrors rots in the swamps of southern C4. You can gain access to the Tomb by paying for your first improvement to Newcastle

and receiving the Terror Stone from the Taxman.

Medin, the Fisherman, is having trouble catching enough fish to feed his family. If you kill the three lake monsters that are eating all of the fish, Medin will be grateful.

Tito, the Elf Priest, has lost the Holy Book of Elvenkind. If you return the book to him he will reward you with experience and gold. You can find the book at B4, x14, y13.

Danulf, the Faery King, has been robbed of his magic wand by the sprites. If you return the wand to him, he

will reward you with experience and gold. You can find the wand at D4, x8, y14.

Ligono, the Spirit, has lost his head. If you return his skull to him, he will reward you with experience and a spell. You can find the skull at D4, x2, y1.

Mirabeth, the Mermaid, has been changed into a human by a sorceress. There is an Elixir of Restoration in the Temple of Yak, but it will not be easy to get. Mirabeth will give you the stone that opens the Temple. If you bring the elixir to Mirabeth, she will reward you with the experience of her kiss.

Monster List

Evil Ranger

Area C3, C4
 HP 100 Experience 7000 AC 20
 Speed 27 Attacks 2 Damage 4-20
 Range Attack Y
 Damage Type Physical

Killer Sprite

Area C3, C4, D3, D4
 HP 25 Experience 1600 AC 12
 Speed 35 Attacks 2 Damage 2-12
 Range Attack N
 Damage Type Electricity

Ogre

Area C3
 HP 90 Experience 2000 AC 25
 Speed 35 Attacks 4 Damage 3-15
 Range Attack Y
 Damage Type Physical

Swamp Thing

Area C4, D4
 HP 130 Experience 6000 AC 23
 Speed 12 Attacks 1 Damage 2-60
 Range Attack N
 Damage Type Physical

Stingers

Area C4, D4
 HP 50 Experience 3600 AC 15
 Speed 30 Attacks 1 Damage 20
 Range Attack N
 Damage Type Physical

Water Dragon

Area D3
 HP 200 Experience 50000 AC 15
 Speed 26 Attacks 1 Damage 80
 Range Attack Y
 Damage Type Cold

Skeleton

Area D3
 HP 20 Experience 250 AC 5
 Speed 10 Attacks 1 Damage 2-12
 Range Attack N
 Damage Type Physical

Zombie

Area D3
 HP 30 Experience 300 AC 2
 Speed 4 Attacks 2 Damage 2-8
 Range Attack N
 Damage Type Physical

Ninja

Area D4
 HP 65 Experience 2000 AC 25
 Speed 35 Attacks 4 Damage 3-15
 Range Attack Y
 Damage Type Physical



Outdoors

Areas E1, E2, F1, F2

This corner of the map is almost exclusively lava and scorched earth. There are two cave entrances and two Dwarf Mine entrances in this zone. Stepping in the lava will deal 100 points of fire damage to each of your characters.

The Dragon Cave's entrance emits the foul stench of dragon dung and rotting flesh near the northern edge of the world. You don't have to go in the Cave to finish the game. This place is strictly for powerful, adventurous characters.

The Volcano Cave sits in the middle of this map zone. If you cannot survive the walk through the lava to the Cave, you can't survive the

Cave itself. You don't need to finish the Cave to win the game.

Dwarf Mine entrances 3 and 4 are in the southern edge of area E2.

Orc Lairs can be found in area F2. Destroying the Lairs will get you experience, gold, and items. You won't have to be very strong to manage it, just clever enough to get over the mountains. (Try the Dwarf Mines).

Monster List

Acid Dragon				
Area	E1, F1			
HP	220	Experience	60000	AC 25
Speed	22	Attacks	1	Damage 100
Range Attack	Y			
Damage Type	Poison			

Great Hydra				
Area	E1,F1			
HP	1000	Experience	50000	AC 27
Speed	30	Attacks	12	Damage 10-100
Range Attack	N			
Damage Type	Physical			

Lava Golem				
Area	E1,E2,F1,F2			
HP	500	Experience	20000	AC 23
Speed	30	Attacks	2	Damage 2-100
Range Attack	N			
Damage Type	Fire			

Orc				
Area	E2, F2			
HP	25	Experience	200	AC 5
Speed	17	Attacks	1	Damage 1-10
Range Attack	Y			
Damage Type	Physical			



Area E1 & E2



Area F1 & F2

Outdoors

Areas E3, E4, F3, F4

This area is the “friendliest” of all the outdoor areas. Your characters can venture outside Vertigo with little fear of death as long as they don’t stray too far west.

The town of Vertigo lies perilously close to the eastern edge of the world. Vertigo is the town your characters begin their adventures in, and Vertigo is the town your characters will return to when the going gets tough.

The Witch Tower rises above its kingdom of toads and snakes in area F4. The key to the Witch Tower lies almost directly south of it at F4, x9, y3.

The Evil Temple of Yak sits in a clearing of Zombie Forest in area E4. The stone of admittance is in the hands of Mirabeth the Mermaid at D4, x12, y3.

The Dungeon of Death can be found in area E3. The stone of admittance cannot be found without a trip to the Darkside.

Dwarf Mine entrances 1 and 2 are in area F3. Note that you can use the Dwarf Mines to go under the mountains if your characters don’t have the Mountaineer skill.

Myra, the Herbalist, needs Phirna roots to make antidote potions. Every root you bring her nets five antidote potions. Unfortunately, you may only carry one Phirna root at a time.

Derek, the Ranger, needs help finding his fiancée’ Celia. If you find Celia, Derek will reward your party with experience

and gold. Celia can be found at area D4, x15, y15.

Valia, the old woman, holds the key to the Witch Tower. If you return the Alacorn of Falista to her, she will reward your party with experience and the Crusader skill.

Orothin, the Hermit, has lost the Bone Whistle that activates the statues on the two islands east of him. If you return the whistle, he will activate the statues. The statues will teach the cure poison and cure disease spells. The whistle can be found at E4, x4, y14.

The Spring Druid waits for someone to bring him the Last Snowflake of Winter. If the Snowflake is brought to him, he will give your party the Last Raindrop of Spring. The first time you deliver the Snowflake, he will reward your party with experience. Every time you bring the Snowflake, however, he will remove any unnatural aging your characters may have suffered.

The Spot Secret Doors skill can be purchased for 500 gold in area E3. Be sure that at least one of your characters has this skill!

Monster List

Skeleton

Area E3, E4, F3, F4
 HP 20 Experience 250 AC 5
 Speed 10 Attacks 1 Damage 2-12
 Range Attack N
 Damage Type Physical

Zombie

Area E3, E4, F3, F4
 HP 30 Experience 300 AC 2
 Speed 4 Attacks 2 Damage 2-8
 Range Attack N
 Damage Type Physical

Orc

Area E3, F3
 HP 25 Experience 200 AC 5
 Speed 17 Attacks 1 Damage 1-10
 Range Attack Y
 Damage Type Physical

Insect Swarm

Area E3
 HP 30 Experience 1300 AC 10
 Speed 28 Attacks 1 Damage 10
 Range Attack N
 Damage Type Physical

Giant Snake

Area F3, F4
 HP 15 Experience 100 AC 6
 Speed 18 Attacks 1 Damage 1-10
 Range Attack N
 Damage Type Physical

Giant Toad

Area F3, F4
 HP 90 Experience 500 AC 6
 Speed 17 Attacks 1 Damage 3-24
 Range Attack N
 Damage Type Physical





Area E3 & E4



Area F3 & F4



Monsters

Monsters are that which stands between you and winning the game. All monsters act pretty much the same way—when they see you, they try to kill you. No monster will run away from a fight. Killing the party is a sacred duty to the monsters, and they will carry it out to the best of their abilities.

While all monsters behave in much the same way, (charging forward with murderous intent) the methods they employ to do your party in vary widely. This next chapter deals with the monsters and their strengths and weaknesses. If you are having trouble with a particular kind of monster, you may want to look it up here.



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

The breath of an Acid Dragon will inflict 100 points of acid (poison) damage on the entire party per round of combat. Acid Dragons are relatively weak dragons and the only element they are resistant to is Acid.



Barbarian
 Experience 10000
 HP 200
 AC 15 Speed 30
 Attacks 2 Damage 6-60
 Damage Type Physical
 Range Attack N

Barbarians are tough fighters. Moderately resistant to the elements and lightly resistant to magic, Barbarians can be hard to kill. Incapable of magic, Barbarians resent Sorcerers and aim for them first.



Bat Queen
 Experience 700
 HP 50
 AC 10 Speed 22
 Attacks 2 Damage 2-30
 Damage Type Physical
 Range Attack N

Bat Queens are the daylight versions of the Gnome Vampires that "inhabit" the town of Nightshadow. Bat Queens are not very powerful monsters, but they can magically weaken their opponents.



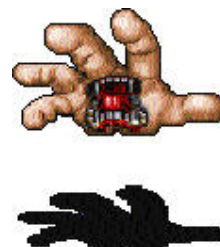
Breeder Slime
 Experience 200
 HP 20
 AC 2 Speed 25
 Attacks 1 Damage 1-8
 Damage Type Poison
 Range Attack N

Breeder Slimes are simply adult versions of the common slimes that can be found infesting Vertigo. Breeder Slimes, like their smaller kin, are 100% immune to poison.



Captain Yang
 Experience 25000
 HP 200
 AC 35 Speed 30
 Attacks 6 Damage 3-48
 Damage Type Physical
 Range Attack N

Captain Yang is the leader of the Yang Knights. Unlike his men, the Captain likes killing Paladins more than he likes killing Knights. The captain is 50% resistant to the elements.



Carnage Hand
 Experience 12000
 HP 200
 AC 10 Speed 15
 Attacks 1 Damage 2-120
 Damage Type Physical
 Range Attack N

Employed by the evil wizard Darzog as guardians for his Tower, Carnage Hands are conjurations much like Flying Feet. Carnage hands are slow, but hit hard.



Castle Guard
 Experience 10000
 HP 100
 AC 30 Speed 28
 Attacks 2 Damage 10-60
 Damage Type Physical
 Range Attack N

Almost as tough as Yang Knights, the Castle Guards of Castle Burlock hit harder. They are lightly resistant to the elements.



Clan King
 Experience 2000
 HP 120
 AC 12 Speed 22
 Attacks 1 Damage 8
 Damage Type Magic
 Range Attack Y

The leader of the Mad Dwarf Clan, the Clan King knows a Sleep spell that both damages and sleeps its victims. There is a very real danger that the entire party will fall asleep at once and lose the battle.



Clan Sergeant
 Experience 600
 HP 60
 AC 10 Speed 20
 Attacks 2 Damage 2-12
 Damage Type Physical
 Range Attack N

A stronger, more capable member of the Mad Dwarf Clan, Clan Sergeants are faster and hit harder than common Mad Dwarfs. Clan Sergeants will attack Dwarfs before they will attack other party members.



Cleric of Yak
 Experience 1600
 HP 60
 AC 8 Speed 18
 Attacks 1 Damage 2-20
 Damage Type Electricity
 Range Attack Y

Clerics of the Evil Temple of Yak, these spellcasters are worshippers of the Undead. Clerics of Yak will always try to electrocute their opponents with lightning bolt spells.



Cloud Golem
 Experience 30000
 HP 175
 AC 15 Speed 26
 Attacks 2 Damage 5-60
 Damage Type Electricity
 Range Attack N

Created and turned loose by Lord Xeen, Cloud Golems serve to keep adventurers from the clouds. Cloud Golems are 100% immune to electricity and poison attacks.



Count Draco
 Experience 35000
 HP 130
 AC 25 Speed 40
 Attacks 1 Damage 3-45
 Damage Type Magic
 Range Attack N

Count Draco is the strongest of the Gnome Vampires in Nightshadow. Draco is 90% immune to all elements but fire, and his attack drains the spell points of spell casters.



Cult Leader
 Experience 30000
 HP 110
 AC 22 Speed 32
 Attacks 1 Damage 3-90
 Damage Type Fire
 Range Attack Y

Most skillful of the Wizards he rules, the Cult Leader's spells deliver more bang for the buck than the ordinary Wizards. The Cult Leader is slightly more resistant to the elements than his underlings.



Cyclops
 Experience 10000
 HP 200
 AC 16 Speed 28
 Attacks 2 Damage 2-80
 Damage Type Physical
 Range Attack N

Cyclopes live in the coldest region of Xeen. Their favorite food is Gnome and they have big appetites. Cyclopes will attack Sorcerers first.



Darzog
 Experience 50000
 HP 150
 AC 25 Speed 35
 Attacks 1 Damage 4-120
 Damage Type Electricity
 Range Attack Y

When Darzog created his clones, he was unable to duplicate his ability to turn people into stone while they were being electrocuted. Darzog is also a lot tougher than his clones, and he is 20% resistant to the elements.



Darzog Clone
 Experience 30000
 HP 30
 AC 12 Speed 35
 Attacks 1 Damage 4-120
 Damage Type Electricity
 Range Attack Y

To reduce the chance of assassination, Darzog created a number of clones to confuse his enemies and boost his ego. The clones spells have a strong punch to them, but the clones can't take much damage.



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

Certainly the ugliest monster in Xeen, Demons are among the most powerful. Demon breath inflicts moderate fire damage, but demons are very hard to kill. Demons are 100% immune to fire.



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

Considerably more powerful than their cousins, the Demons, Devils can kill every member in your party so fast it will make your head spin. Devils are 100% immune to fire.



Diamond Golem
 Experience 30000
 HP 1000
 AC 40 Speed 30
 Attacks 2 Damage 4-200
 Damage Type Physical
 Range Attack N

The strongest of the golem family, Diamond Golems have excellent armor class and hit points. They are highly resistant to all the elements and can break the weapons of their opponents.



Doom Bug
 Experience 75
 HP 5
 AC 3 Speed 17
 Attacks 1 Damage 6
 Damage Type Poison
 Range Attack N

Like the Slime monster, Doom Bugs can only be found in Vertigo. Doom Bugs are the second easiest monster in Xeen to kill.



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

Far and away the grandest dragon ever to live, the Dragon King can dish out 400 points of energy damage to a party every round of combat. If you live to take a second attack, your characters will find that the Dragon King is 100% immune to elemental and magical attacks.



Earth Golem
 Experience 14000
 HP 150
 AC 12 Speed 20
 Attacks 2 Damage 4-80
 Damage Type Physical
 Range Attack N

Earth Golems are slow and easy to hit, but their attack is very strong. They are very resistant to all elemental attacks.



Evil Archer
 Experience 10000
 HP 75
 AC 22 Speed 35
 Attacks 5 Damage 4-24
 Damage Type Electricity
 Range Attack Y

Beneficiaries of an electrical gatling gun spell peculiar to their profession, Evil Archers can electrocute 5 different party members per round of combat. Evil Archers are lightly resistant to elemental attacks and heavily resistant to electrical attacks.



Evil Ranger
 Experience 7000
 HP 100
 AC 20 Speed 27
 Attacks 2 Damage 4-20
 Damage Type Physical
 Range Attack Y

Evil Rangers are people who have traded their consciences for power. Evil Rangers are resistant to most elements and poison their weapons. While they dislike just about everybody they meet, they especially dislike Druids.



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

Much more fierce than Acid Dragons, Fire Dragons can inflict 200 points of damage on each party member per round of combat. Fire Dragons are 100% immune to fire.



Flying Feet
 Experience 3000
 HP 40
 AC 14 Speed 30
 Attacks 2 Damage 4-20
 Damage Type Physical
 Range Attack N

Flying Feet are conjurations of the Sorcerers of the Tower of High Magic. The Feet are fast and resistant to magic.



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

Frost Dragons are slightly tougher than Fire Dragons. They can inflict 250 points of Cold damage on each party member per round of combat and are 100% immune to cold.



Gargoyle
 Experience 11000
 HP 70
 AC 18 Speed 32
 Attacks 4 Damage 5-25
 Damage Type Physical
 Range Attack N

Found primarily in the Gargoyle Range, these beasts paralyze their prey before they kill them. Gargoyles are slightly resistant to magic.



Ghost Rider
 Experience 4000
 HP 60
 AC 20 Speed 30
 Attacks 1 Damage 2-64
 Damage Type Physical
 Range Attack N

Ghost Riders are the third and most powerful ghosts that will infest Winterkill. They, too, cannot be hurt by magical attacks. All three of the Winterkill ghosts hate Clerics, and will attack them first.



Ghoul
 Experience 3500
 HP 100
 AC 15 Speed 20
 Attacks 2 Damage 2-20
 Damage Type Physical
 Range Attack N

Ghouls are one of the guardians of the Tomb of a Thousand Terrors. While Ghouls don't inflict much damage, the touch of a Ghoul can paralyze. Ghouls hate Paladins more than Life itself.



Giant Bat
 Experience 60
 HP 10
 AC 5 Speed 20
 Attacks 1 Damage 2-8
 Damage Type Physical
 Range Attack N

Giant Bats inhabit the Dwarf Mines of the Red Dwarf Range. Bats are quick and hard to hit, but they can't take much damage.



Giant Scorpion
 Experience 1000
 HP 100
 AC 14 Speed 28
 Attacks 1 Damage 2-80
 Damage Type Physical
 Range Attack N

Monsters in the truest sense of the word, Giant Scorpions are everything you hope you will never see. Strong, fast, and hard to hit, Scorpions also poison their victims.



Giant Snake
 Experience 100
 HP 15
 AC 6 Speed 18
 Attacks 1 Damage 1-10
 Damage Type Physical
 Range Attack N

Giant Snakes can be found in and around the Toad Meadow. Although these snakes are poisonous and aggressive, they are easy to kill..



Giant Spider
 Experience 100
 HP 20
 AC 4 Speed 19
 Attacks 1 Damage 1-8
 Damage Type Physical
 Range Attack N

Giant Spiders spin their webs in the Dwarf Mines. These spiders are very poisonous and resistant to elemental attacks.



Giant Toad
 Experience 500
 HP 90
 AC 6 Speed 17
 Attacks 1 Damage 3-24
 Damage Type Physical
 Range Attack N

Giant Toads are peasants transformed into monsters by the Witches of Toad Meadow. The toads stay close to the Tower as though hopeful the witches will release them from their curse.



Gnome Vampire
 Experience 12000
 HP 80
 AC 18 Speed 36
 Attacks 2 Damage 3-48
 Damage Type Physical
 Range Attack N

Gnome Vampires are members of the Undead. These monsters are both physically tough and 90% resistant to all elements but fire. Their touch drains spell points. Gnome Vampires will swing at Paladins first.



Goblin
 Experience 150
 HP 20
 AC 6 Speed 15
 Attacks 1 Damage 1-12
 Damage Type Physical
 Range Attack N

Goblins are the result of a magical process where a witch converts a child into a monster. Tortured creatures, it is a mercy to slay them.



Great Hydra
 Experience 50000
 HP 1000
 AC 27 Speed 30
 Attacks 12 Damage 10-100
 Damage Type Physical
 Range Attack N

Hydras are evolutionarily similar to Acid Dragons, but they are much stupider. Hydras, however, can take a lot more damage than Acid Dragons, and are moderately resistant to elemental attacks. Hydras are 100% immune to poison.



Guardian
 Experience 1500
 HP 40
 AC 20 Speed 25
 Attacks 2 Damage 3-30
 Damage Type Energy
 Range Attack N

Guardians are monsters produced by the Cave of Illusion to defend its treasures. Guardians are moderately tough opponents and are 100% immune to energy attacks.



Guardian Asp
 Experience 15000
 HP 90
 AC 22 Speed 35
 Attacks 1 Damage 2-80
 Damage Type Physical
 Range Attack N

Found only in the town of Asp, these beasts serve to discourage adventurers from looking in places they are not wanted. Guardian Asps can magically confuse the victims of their bite.



Harpy
 Experience 1200
 HP 80
 AC 7 Speed 21
 Attacks 2 Damage 2-30
 Damage Type Magic
 Range Attack N

A wizard's experimental cross between a human and an eagle, Harpies are a nasty addition to a world overrun with magical monsters. For reasons peculiar to flying creatures, Harpies hate Archers.



Harpy Queen
 Experience 10000
 HP 120
 AC 10 Speed 25
 Attacks 2 Damage 2-50
 Damage Type Magic
 Range Attack N

The Harpy Queen is the strongest individual of her race. Her attacks magically weaken her foes. The Harpy Queen is 60% resistant to magic.



Head Witch
 Experience 5000
 HP 80
 AC 12 Speed 25
 Attacks 1 Damage 3–15
 Damage Type Magic
 Range Attack Y

The Head Witch can back up her coven sisters by casting an ordinary curse along with her basic attack. The curse's luck reducing effects are very dangerous when combined with the item curses of her sisters.



Ice Troll
 Experience 14000
 HP 125
 AC 15 Speed 25
 Attacks 2 Damage 3–45
 Damage Type Physical
 Range Attack N

Ice Trolls hate Dwarfs. They are moderately resistant to electricity and poison, 100% immune to cold, and wide open to fire attacks.



Insane Beggar
 Experience 450
 HP 10
 AC 3 Speed 20
 Attacks 1 Damage 2–12
 Damage Type Magic
 Range Attack N

Infected with the same magical insanity as Mad Fools, Insane Beggars can be found all over Rivercity. While they are easy to kill, their touch transmits their disease.



Insect Swarm
 Experience 1300
 HP 30
 AC 10 Speed 28
 Attacks 1 Damage 10
 Damage Type Physical
 Range Attack N

Dangerous swarms of stinging and biting insects will occasionally descend upon unwary travellers in the happy land of Xeen. Make no mistake—while individually weak, a swarm of these insects can quickly sting their victims to death.



Iron Golem
 Experience 25000
 HP 300
 AC 24 Speed 24
 Attacks 2 Damage 2–100
 Damage Type Physical
 Range Attack N

Yet another member of the golem family, Iron Golems are even harder to destroy than Stone Golems. Iron Golems are 100% immune to electricity and cold, and they are 90% resistant to fire and 80% resistant to poison.



Joustier
 Experience 5000
 HP 80
 AC 20 Speed 25
 Attacks 1 Damage 2–80
 Damage Type Physical
 Range Attack N

Always spoiling for a fight, Joustiers roam the Joustier's Savannah looking for a challenge. Joustiers especially like to fight Paladins, attacking them first.



Killer Sprite

Experience 1600

HP 25

AC 12 Speed 35

Attacks 2 Damage 2-12

Damage Type Electricity

Range Attack N

Killer Sprites are normal forest Sprites gone bad. Sprites attack electrically, and can also magically curse their opponents.



King's Guard

Experience 10000

HP 150

AC 35 Speed 30

Attacks 4 Damage 10-60

Damage Type Cold

Range Attack Y

Not much more than sorcerers in armor, the King's Guard uses cold to kill intruders and thieves. All members of the King's Guard are 20% immune to the elements.



Lava Golem

Experience 20000

HP 500

AC 23 Speed 30

Attacks 2 Damage 2-100

Damage Type Fire

Range Attack N

Lava Golems are highly resistant to all elements but cold. Their 500 hit points make them very hard to kill, and their attack does a lot of damage. Lava Golems are 100% immune to fire and poison.



LORD XEEN

Experience 600000

HP 500

AC 25 Speed 50

Attacks 1 Damage 1000

Damage Type Energy

Range Attack Y

Lord Xeen is the toughest monster in the game. Xeen is 100% immune to everything but the Xeen Slayer Sword. His attack should kill one character per round. Don't mess with Lord Xeen until you have the Sword.



Mad Dwarf

Experience 200

HP 30

AC 6 Speed 17

Attacks 2 Damage 2-8

Damage Type Physical

Range Attack N

The Mad Dwarf Clan has driven the Red Dwarfs from their mines and replaced them. Mad Dwarfs are fierce warriors resistant to most magical attacks.



Mad Fool

Experience 350

HP 30

AC 4 Speed 21

Attacks 2 Damage 2-10

Damage Type Physical

Range Attack N

Mad Fools are evidence that King Burlock's hold on his people is slipping. Infected with a magical form of insanity, Mad Fools spread their curse to those they touch.



Mummy
Experience 9000
HP 60
AC 15 Speed 20
Attacks 2 Damage 2-40
Damage Type Physical
Range Attack N

Like many other members of the Undead, the touch of a Mummy can transmit disease. Mummies don't do much damage when they hit, but they can take a lot of punishment before they are destroyed. For reasons unknown, Mummies hate Druids.



Ninja
Experience 2000
HP 65
AC 25 Speed 35
Attacks 4 Damage 3-15
Damage Type Physical
Range Attack Y

Quick and deadly, Ninjas are human weapons. Ninjas use shurikens to attack at a distance. Ninjas are lightly resistant to all forms of elemental and magical attacks.



Ogre
Experience 6000
HP 90
AC 17 Speed 15
Attacks 1 Damage 4-32
Damage Type Physical
Range Attack Y

Tough, strong, and quick, these unpleasant monsters populate the Ogre Hills. Ogres are moderately resistant to elements.



Orc
Experience 200
HP 25
AC 5 Speed 17
Attacks 1 Damage 1-10
Damage Type Physical
Range Attack Y

When the Ancients were passing out abilities, the Orcs were last in line and got none. This vile race infests the lands near Vertigo. Orcs hate Elves and prefer to attack them over other characters.



Polter-Fool
Experience 3000
HP 50
AC 15 Speed 20
Attacks 1 Damage 2-32
Damage Type Physical
Range Attack N

Polter-Fools are the second kind of ghost that will infest Winterkill. Like their predecessors, Polter-Fools cannot be hurt by physical attacks.



Roc
Experience 20000
HP 300
AC 16 Speed 28
Attacks 2 Damage 4-60
Damage Type Physical
Range Attack N

Magical flying birds native to the Clouds of Xeen, Rocs are moderately difficult opponents. The touch of a Roc can paralyze.



Robber
 Experience 900
 HP 50
 AC 8 Speed 23
 Attacks 2 Damage 2–16
 Damage Type Physical
 Range Attack Y

The Robbers of Rivercity are people that take things from other people for a living. Robbers are not very tough fighters, but they can throw their daggers from a long distance.



Robber Boss
 Experience 5000
 HP 115
 AC 14 Speed 27
 Attacks 2 Damage 2–24
 Damage Type Physical
 Range Attack N

The Robber Bosses of Rivercity are much stronger than the ordinary thieves they command. Although they have no range attack, they are fast and hard to hit and kill. Be careful.



Sand Golem
 Experience 8000
 HP 80
 AC 18 Speed 10
 Attacks 1 Damage 40
 Damage Type Physical
 Range Attack N

Formed of magic and will as much as sand, these golems can take a lot of punishment before they go down. Sand Golems may be slow, but they hit hard and are highly resistant to most elements. Sand Golems can sometimes put their victims to sleep when they touch them.



Sand Worm
 Experience 10000
 HP 250
 AC 19 Speed 30
 Attacks 1 Damage 6–150
 Damage Type Physical
 Range Attack N

Sand Worms live only in the desert regions of Xeen. Fast and tough, they can sometimes kill a character with a single blow.



Skeleton
 Experience 250
 HP 20
 AC 5 Speed 10
 Attacks 1 Damage 2–12
 Damage Type Physical
 Range Attack N

Skeletons are the animated bones of persons long dead. The evil magic that animates their bodies compels them to attack the living—especially Clerics.



Slime
 Experience 50
 HP 2
 AC 0 Speed 25
 Attacks 2 Damage 1–2
 Damage Type Poison
 Range Attack N

There is no monster in all of Xeen easier to kill than a slime. Although slimes are imports, they can only be found in the town of Vertigo.



Snake Man
Experience 5000
HP 50
AC 15 Speed 26
Attacks 1 Damage 3–30
Damage Type Physical
Range Attack N

Snake Men are former townspeople of Asp that have been converted into monsters by the Transformer that has been set up in a remote part of town. Snakemen don't like Paladins.



Snow Beast
Experience 7000
HP 75
AC 25 Speed 32
Attacks 2 Damage 2–24
Damage Type Physical
Range Attack N

Snow Beasts only live in the coldest areas of Xeen. Snow Beasts are tough, aggressive, and 90% immune to cold. On the bright side, Snow Beasts are wide open to other forms of attack.



Sorcerer
Experience 30000
HP 90
AC 20 Speed 40
Attacks 1 Damage 8–80
Damage Type Cold
Range Attack Y

The Sorcerers who live in the Tower of High Magic use cold spells in combat. They are personally resistant to all of the elements, but are 100% immune to cold spells.



Sorceress
Experience 10000
HP 75
AC 15 Speed 27
Attacks 1 Damage 3–36
Damage Type Fire
Range Attack Y

The Sorceresses of Rivercity are assassins and thieves who hire out to the highest bidder. These evil spell casters use fire magic to rob and kill. Sorceresses are virtually immune to fire spells.



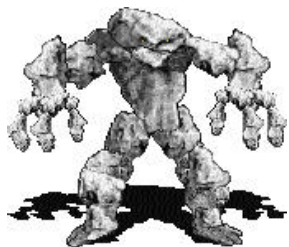
Spirit Bones
Experience 2000
HP 40
AC 10 Speed 10
Attacks 1 Damage 2–16
Damage Type Physical
Range Attack N

The first of the ghosts that infest Winterkill, Spirit Bones are easy to kill magically, but are not hurt by physical attacks.



Stingers
Experience 3600
HP 50
AC 15 Speed 30
Attacks 1 Damage 20
Damage Type Physical
Range Attack N

Magical versions of Insect Swarms, Stingers dish out twice as much damage as their mundane cousins. Stingers are moderately resistant to the elements.



Stone Golem
 Experience 20000
 HP 200
 AC 18 Speed 20
 Attacks 2 Damage 3-90
 Damage Type Physical
 Range Attack N

Another member of the golem family, these constructs are very difficult to destroy. They are 100% immune to fire and cold spells, and highly resistant to other forms of attack.



Swamp Thing
 Experience 6000
 HP 130
 AC 23 Speed 12
 Attacks 1 Damage 2-60
 Damage Type Physical
 Range Attack N

Swamp Things are sentient trees with a taste for meat. Fresh Druid is their favorite, but any class of character will do. Swamp things are lightly resistant to electricity, cold, and poison.



Tiger Mole
 Experience 400
 HP 40
 AC 10 Speed 20
 Attacks 2 Damage 2-24
 Damage Type Physical
 Range Attack N

Tiger Moles are another monster that dwells in the Dwarf Mines. While they have no special magical defenses, Tiger Moles are very tough and hard to kill.



Tomb Guard
 Experience 6000
 HP 50
 AC 25 Speed 18
 Attacks 1 Damage 4-20
 Damage Type Magic
 Range Attack N

Undead guardians of the Tomb of a Thousand Terrors, Tomb Guards age characters they touch. Tomb Guards are moderately resistant to physical damage, are hard to hit, and hate Paladins.



Tomb Terror
 Experience 13000
 HP 150
 AC 15 Speed 27
 Attacks 1 Damage 4-80
 Damage Type Magic
 Range Attack N

Tomb Terrors are the undead guardians of the Tomb of a Thousand Terrors. They are very fast and resistant to physical damage. Their touch sometimes leaves a curse on their victims.



Water Dragon
 Experience 50000
 HP 200
 AC 15 Speed 26
 Attacks 1 Damage 80
 Damage Type Cold
 Range Attack Y

Although Water Dragons feed on fish most of the time, they like to supplement their diet with fresh adventurer. Water Dragons are 100% immune to cold spells and 90% resistant to poison.



Water Golem

Experience 4000

HP 150

AC 16 Speed 15

Attacks 2 Damage 2-50

Damage Type Cold

Range Attack N

Found in the water covering the floor of the Cave of Illusion, Water Golems try to drown all living creatures they see. Water Golems are moderately resistant to physical attacks.



Werewolf

Experience 9000

HP 100

AC 20 Speed 28

Attacks 2 Damage 2-50

Damage Type Physical

Range Attack N

Paladins are the favorite food of Werewolves. Fast, tough, and lightly resistant to all magic, Werewolves will tear your party apart if you are not properly prepared. The touch of a Werewolf can transmit a fatal disease.



Wicked Witch

Experience 1200

HP 50

AC 9 Speed 23

Attacks 1 Damage 2-4

Damage Type Magic

Range Attack Y

Wicked Witches are members of a coven that lives in the Witch Tower. The witches are very tough opponents, and their magical attack curses the weapons and armor of their opponents. Cursed items are useless.



Wizard

Experience 25000

HP 75

AC 17 Speed 30

Attacks 1 Damage 2-60

Damage Type Fire

Range Attack Y

The wizards of Castle Basenji use the fireball spell in combat. All Wizards are quick and moderately resistant to elemental spells. Wizards are 100% immune to fire.



Wood Golem

Experience 10000

HP 100

AC 10 Speed 10

Attacks 1 Damage 2-100

Damage Type Physical

Range Attack N

Wood Golems are the second strongest type of golem in the game. Wood Golems are heavily resistant to cold, electrical, and poison attacks. They are very slow but hit very hard.



Xeen's Guard

Experience 20000

HP 100

AC 50 Speed 50

Attacks 1 Damage 100

Damage Type Energy

Range Attack N

One of the toughest monsters in the game, Xeen's robotic guard is highly resistant to all of the elements and can deliver 100 hits to one character per round. Use the incinerate spell to take them out.



Xeen's Pet
 Experience 100000
 HP 400
 AC 35 Speed 30
 Attacks 1 Damage 250
 Damage Type Poison
 Range Attack Y

A souped-up Frost Dragon, Xeen's Pet can deliver 250 points of poison damage to each member of the party every round of combat. Xeen's pet is hard to hit and 100% immune to poison.



Yak Lich
 Experience 20000
 HP 80
 AC 20 Speed 27
 Attacks 1 Damage 5-25
 Damage Type Magic
 Range Attack Y

Lichdom is the ultimate reward of the followers of Yak. Yak Liches do moderate damage when they attack, but the danger lies in the magical sleep their attack can cause.



Yak Master
 Experience 50000
 HP 160
 AC 22 Speed 30
 Attacks 1 Damage 5-50
 Damage Type Magic
 Range Attack Y

Source of the magical power of the Clerics of Yak, the Yak Master is a fearsome opponent. Since the Yak Master's attacks will kill the unlucky, your characters must face him with their luck magically boosted.



Yak Priest
 Experience 5000
 HP 80
 AC 12 Speed 25
 Attacks 1 Damage 2-30
 Damage Type Fire
 Range Attack Y

A more skilled spell caster than Yak Clerics, Yak Priests have learned how to burn their opponents with fireball spells. Yak Priests are very resistant to fire spells.



Yang Knight
 Experience 8000
 HP 120
 AC 30 Speed 24
 Attacks 4 Damage 3-45
 Damage Type Physical
 Range Attack N

Followers of the evil Captain Yang, Yang Knights have seized a portion Rivercity as their own. They can take and give a lot of damage and are lightly resistant to elemental attacks. Yang Knights prefer to attack other knights over any other character class.



Zombie
 Experience 300
 HP 30
 AC 2 Speed 4
 Attacks 2 Damage 2-8
 Damage Type Physical
 Range Attack N

Zombies are the animated corpses of persons recently dead. Like Skeletons, Zombies hate clerics. Zombies also carry a disease that is often fatal to those who survive their attacks.



Spells

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

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

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

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

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

Acquiring Spells. All spells can be purchased from the various Mage Guilds in the land of Xeen. Many spells can also be found while adventuring.

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



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



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



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

Cleric and Paladin Spells

Acid Spray	8 SP
Awaken	1 SP
Beast Master	5 SP/2 G
Bless	2 SP per Level/1 G
Cold Ray	2 SP per Level/4 G
Create Food	20 SP/5 G
Cure Disease	10 SP
Cure Paralysis	12 SP
Cure Poison	8 SP
Cure Wounds	3 SP
Day of Protection	75 SP/10 G
Deadly Swarm	12 SP
Divine Intervention	200 SP/20 G
Fiery Flail	25 SP/5 G
First Aid	1 SP
Flying Fist	2 SP
Frost Bite	7 SP
Heroism	2 SP per Level/1 G
Holy Bonus	2 SP per Level/1 G
Holy Word	100 SP/20 G
Hypnotize	15 SP/4 G
Light	1 SP
Mass Distortion	75 SP/10 G
Moon Ray	60 SP/10 G
Nature's Cure	6 SP
Pain	4 SP
Power Cure	2 SP per Level/3 G
Protection from Elements	1 SP per Level/1 G
Raise Dead	50 SP/10 G
Resurrect	125 SP/20 G
Revitalize	2 SP
Sparks	1 SP per Level/1 G
Stone to Flesh	35 SP/5 G
Sun Ray	150 SP/20 G
Suppress Disease	5 SP
Suppress Poison	4 SP
Town Portal	30 SP/5 G
Turn Undead	5 SP/2 G
Walk on Water	7 SP

Sorcerer and Archer Spells

Awaken	1 SP
Clairvoyance	5 SP/2 G
Dancing Sword	3 SP per Level/10 G
Day of Sorcery	40 SP/10 G
Detect Monster	6 SP
Dragon Sleep	10 SP/4 G
Elemental Storm	100 SP/10 G
Enchant Item	30 SP/20 G
Energy Blast	1 SP per Level/1 G
Etherealize	30 SP/10 G
Fantastic Freeze	15 SP/5 G
Finger of Death	10 SP/4 G
Fire Ball	2 SP per Level/2 G
Golem Stopper	20 SP/10 G
Identify Monster	5 SP
Implosion	100 SP/20 G
Incinerate	35 SP/10 G
Inferno	75 SP/10 G
Insect Spray	5 SP/1 G
Item to Gold	20 SP/10 G
Jump	4 SP
Levitate	5 SP
Light	1 SP
Lightning Bolt	2 SP per Level/2 G
Lloyd's Beacon	6 SP/2 G
Magic Arrow	2 SP
Mega Volts	40 SP/10 G
Poison Volley	25 SP/10 G
Power Shield	2 SP per Level/2 G
Prismatic Light	60 SP/10 G
Recharge Item	15 SP/10 G
Shrapmetal	1 SP per Level/1 G
Sleep	3 SP/1 G
Star Burst	200 SP/20 G
Super Shelter	15 SP/5 G
Teleport	10 SP
Time Distortion	8 SP
Toxic Cloud	4 SP/1 G
Wizard Eye	5 SP/2 G

Druid and Ranger Spells

Acid Spray	8 SP
Awaken	1 SP
Beast Master	5 SP
Bless	2 SP per Level/1 G
Clairvoyance	5 SP/2 G
Cold Ray	2 SP per Level/4 G
Cure Disease	10 SP
Cure Poison	8 SP
Cure Wounds	3 SP
Energy Blast	1 SP per Level/1 G
Fire Ball	2 SP per Level/2 G
First Aid	1 SP
Flying Fist	2 SP
Frost Bite	7 SP
Heroism	2 SP per Level/1 G
Holy Bonus	2 SP per Level/1 G
Identify Monster	5 SP
Insect Spray	5 SP/1 G
Jump	4 SP
Levitate	5 SP
Light	1 SP
Lightning Bolt	2 SP per Level/2 G
Magic Arrow	2 SP
Nature's Cure	6 SP
Pain	4 SP
Power Cure	2 SP per Level/3 G
Power Shield	2 SP per Level/2 G
Protection from Elements	1 SP per Level/1 G
Revitalize	2 SP
Shrapmetal	1 SP per Level/1 G
Sleep	3 SP/1 G
Sparks	1 SP per Level/1 G
Suppress Disease	5 SP
Suppress Poison	4 SP
Toxic Cloud	4 SP/1 G
Turn Undead	5 SP/2 G
Walk on Water	7 SP
Wizard Eye	5 SP/2 G

Cleric Spells

Acid Spray



Cost 8 Spell Points
Object All Visible Monsters

Caster sprays a fine acid mist on all the monsters in front of him, inflicting 15 points of Poison damage on each monster.

Awaken



Cost 1 Spell Point
Object Party

Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Beast Master



Cost 5 Spell Points and 2 Gems
Object 1 Group of Animals

Hypnotizes a group of monsters into stillness until they overcome the spell.

Bless



Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member

Improves the armor class of a character by 1 per level of the caster.

Cold Ray



Cost 2 Spell Points per Level & 4 Gems
Object All visible monsters

A cone of absolute zero springs from the caster's hand momentarily, inflicting 2-4 points of Cold damage per level of the caster on all visible monsters.

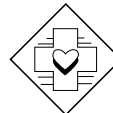
Create Food



Cost 20 Spell Points and 5 Gems
Object Party

Creates one unit of food for each living party member.

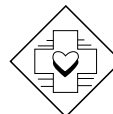
Cure Disease



Cost 10 Spell Points
Object 1 Party Member

Removes the DISEASED condition from a character

Cure Paralysis



Cost 12 Spell Points
Object 1 Party Member

Removes the PARALYZED condition from a character.

Cure Poison



Cost 8 Spell Points
Object 1 Party Member

Removes the POISONED condition from a character.

Cure Wounds



Cost 3 Spell Points
Object 1 Party Member

Magically cures one character of 15 points of damage.

Day of Protection



Cost 75 Spell Points and 10 Gems
Object Party

Simultaneously casts Light, Protection from all elements, Heroism, Holy Bonus, and Bless for the bargain basement price of 75 spell points.

Deadly Swarm



Cost 12 Spell Points
Object Group

Surrounds a group of monsters with biting, stinging, burrowing, gouging, and chewing insects, inflicting 40 points of Physical damage on each monster.

Divine Intervention



Cost 200 Spell Points and 20 Gems
Object Party

Heals the entire party of all damage short of ERADICATION.

Fiery Flail



Cost 25 Spell Points and 5 Gems
Object 1 Monster

Caster fires a jet of flame at one monster, inflicting 100 points of Fire damage.

First Aid



Cost 1 Spell Point
Object 1 Party Member

Magically cures light battle wounds and scrapes, restoring 6 Hit Points to an injured Party Member.

Flying Fist



Cost 2 Spell Points
Object 1 Monster

Deals a light blow to a monster, inflicting 6 points of Physical damage.

Frostbite



Cost 7 Spell Points
Object 1 Monster

Draws the body heat out of a monster, inflicting 35 points of Cold damage.

Heroism



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

Increases the temporary level of a character by 1 per level of the caster

Holy Bonus



Cost 2 Spell Points per Level & 1 Gem
Object 1 Party Member

Increases the damage inflicted by a character when fighting by 1 point per level of the caster.

Holy Word



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

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

Hypnotize



Cost 15 Spell Points and 4 Gems
Object Group

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

Light



Cost 1 Spell Point
Object Party

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

Mass Distortion



Cost 75 Spell Points and 10 Gems
Object Group

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

Moon Ray



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

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

Nature's Cure



Cost 6 Spell Points
Object 1 Party Member

Heals a character of 25 points of damage.

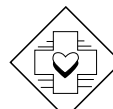
Pain



Cost 4 Spell Points
Object Group

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

Power Cure



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

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

Protection From Elements



Cost 1 Spell Point per Level & 1 Gem
Object Party

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

Raise Dead



Cost 50 Spell Points and 10 Gems
Object 1 Party Member

Removes the DEAD condition from a character.

Resurrection



Cost 125 Spell Points and 20 Gems
Object 1 Party Member

Removes the ERADICATED condition from a character.

Revitalize



Cost 2 Spell Points
Object 1 Party Member

Removes the WEAK condition from a character.

Sparks



Cost 1 Spell Point per Level & 1 Gem
Object Group

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

Stone to Flesh



Cost 35 Spell Points and 5 Gems
Object 1 Party Member

Removes the STONED condition from a character.

Sun Ray



Cost 150 Spell Points and 20 Gems
Object All Visible Monsters

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

Suppress Disease



Cost 5 Spell Points
Object 1 Party Member

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

Suppress Poison



Cost 4 Spell Points
Object 1 Party Member

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

Town Portal



Cost 30 Spell Points and 5 Gems
Object Party

Teleports the party to the town of your choice.

Turn Undead



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

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

Walk on Water



Cost 7 Spell Points
Object Party

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

Sorcerer Spells

Awaken



Cost 1 Spell Point
Object Party

Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Clairvoyance



Cost 5 Spell Points and 2 Gems
Object Party

Causes the two gargoyle heads on the screen to animate and give advice for certain yes/no decisions, usually chests.

Dancing Sword



Cost 3 Spell Points per Level & 10 Gems
Object Group

Similar to Shrapmetal, the dancing sword spell creates hundreds of razor sharp blades that strip the flesh from your foes. Dancing Sword inflicts 6 to 14 points of Physical damage per level of the caster.

Day of Sorcery



Cost 40 Spell Points and 10 Gems
Object Party

This spell is a super saver plan that simultaneously casts Light, Levitate, Wizard Eye, Clairvoyance, and Power shield on all party members.

Detect Monster



Cost 6 Spell Points
Object Party

Shows the location of all the monsters near the party.

Dragon Sleep



Cost 10 Spell Points and 4 Gems
Object 1 dragon

Puts a dragon to sleep, much the way a sleep spell puts humans to sleep.

Elemental Storm



Cost 100 Spell Points and 10 Gems
Object All Visible Monsters

Pounds all the monsters in front of the party with a storm of magical energy, inflicting 150 points of a random damage type to each monster.

Enchant Item



Cost 30 Spell Points and 20 Gems
Object 1 Item

Bestows magical power to an item that has none. The more powerful the spell caster, the better the chance for a powerful item.

Energy Blast



Cost 1 Spell Point per Level & 1 Gem
Object 1 Monster

A bolt of pure energy is fired from the caster's clenched fist, inflicting 2 to 6 points of Energy damage per level of the caster.

Etherealize

Cost 30 Spell Points and 10 Gems
Object Party



Moves the party one square forward, regardless of barriers. This spell may succeed in areas where the teleport spell fails.

Fantastic Freeze

Cost 15 Spell Points and 5 Gems
Object Group



Reduces the temperature of the air around a group of monsters to absolute zero for a moment, inflicting 40 points of Cold damage on each monster.

Finger of Death

Cost 10 Spell Points and 4 Gems
Object Group



Bloodlessly slays the opponents the caster points to.

Fire Ball

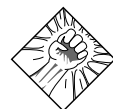
Cost 2 Spell Points per Level & 2 Gems
Object Group



Sets off a fiery explosion within a group of monsters, inflicting 3 to 7 points of Fire damage per level of the caster.

Golem Stopper

Cost 20 Spell Points and 10 Gems
Object 1 Golem



Golem stopper deprives a golem of the magic that animates it, inflicting 100 points of damage.

Identify Monster

Cost 5 Spell Points
Object Group



Reveals the condition of the monsters the party is fighting.

Implosion

Cost 100 Spell Points and 20 Gems
Object 1 Monster



The ultimate in monster killing, Implosion concentrates local gravity inside the targeted monster, annihilating all but the most powerful opponents. Implosion inflicts 1000 points of Energy damage.

Incinerate

Cost 35 Spell Points and 10 Gems
Object 1 Monster



Shoots a stream of fire at one monster, inflicting 250 points of Fire damage.

Inferno



Cost 75 Spell Points and 10 Gems
Object Group

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

Insect Spray



Cost 5 Spell Points and 1 Gem
Object Group

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

Item to Gold



Cost 20 Spell Points and 10 Gems
Object 1 Item

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

Jump



Cost 4 Spell Points
Object Party

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

Levitate



Cost 5 Spell Points
Object Party

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

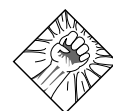
Light



Cost 1 Spell Point
Object Party

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

Lightning Bolt



Cost 2 Spell Points per Level & 2 Gems
Object Group

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

Lloyd's Beacon



Cost 6 Spell Points & 2 Gems
Object Party

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

Magic Arrow



Cost 2 Spell Points
Object 1 Monster

Fires a magical bolt at one opponent, inflicting 8 points of damage of Magical damage.

Mega Volts



Cost 40 Spell Points and 10 Gems
Object Group

Mega Volts is an improved version of Lightning Bolt, inflicting 150 points of Electrical damage on a group of monsters.

Poison Volley



Cost 25 Spell Points and 10 Gems
Object All visible monsters

Fires 6 poison arrows into each square in front of the party. The arrows do 10 points of Poison damage each.

Power Shield



Cost 2 Spell Points per Level & 2 Gems
Object Party Member

Reduces the damage inflicted on a party member by a number equal to the level of the caster.

Prismatic Light



Cost 60 Spell Points and 10 Gems
Object All Visible Monsters

Mysterious light springs from the caster's palm, inflicting 80 points of a random damage type depending on which ray hits a monster. The damage type is unpredictable.

Recharge Item



Cost 15 Spell Points and 10 Gems
Object 1 item

Restores 1 to 6 charges to an item that has at least one charge remaining. There is a slight risk the spell will destroy the item.

Shrapmetal



Cost 1 Spell Point per Level & 1 Gem
Object Group

Sprays a group of monsters with sharp metal fragments, inflicting 2 points of Physical damage per level of the caster.

Sleep



Cost 3 Spell Points and 1 Gem
Object Group

Puts a group of monsters to sleep until they overcome the spell or are damaged.

Star Burst



Cost 200 Spell Points and 20 Gems
Object All Visible Monsters

Includes all monsters in front of the party in a massive explosion, inflicting 500 points of Physical damage on each monster.

Super Shelter



Cost 15 Spell Points and 5 Gems
Object Party

Hides the party from the monsters in unsafe places, permitting them to rest without incident.

Teleport



Cost 10 Spell Points
Object Party

Sends the party up to 9 squares in the direction the party is facing, regardless of obstacles.

Time Distortion



Cost 8 Spell Points
Object Party

Warps time, giving the party just enough time to run away from a combat.

Toxic Cloud



Cost 4 Spell Points and 1 Gem
Object Group

Surrounds a group of monsters with noxious gasses, inflicting 10 points of Poison damage.

Wizard Eye



Cost 5 Spell Points and 2 Gems
Object Party

Wizard eye gives the party a bird's-eye view of their surroundings. The view will appear in the upper right corner of the game screen.





Items

This next chapter is an explanation of the different powers, uses, and abilities that items can have in Clouds of Xeen. Most of the items in the game are "constructed" randomly using some simple rules that this chapter will detail. There are a few items that are not, and these items are called "quest items". It is not possible to sell or lose a quest item, and most of the quest items have no offensive or defensive value. Quest items have one purpose and cannot be used for anything else. The only exception to this rule is the Xeen Slayer sword, which can be used as a weapon, but cannot be sold or dropped.

Items

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

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

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

Elements

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

Metals

Equipping an armor or weapon item that has a Metal modifier also enhances character statistics. For an armor item, equipping it will increase (or, in some

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

Attributes

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

Special Abilities

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

Base items

Base items are the simple objects in an item name, such as the sword in "blazing sword". Each base item contains five parts: the item name, the base cost of the item in GOLD PIECES, the item base modifier, how it is equipped, and the restrictions for the different classes for the item. The item base modifier

affects one of two statistics for the character. Armor items increase or decrease the character's armor class. The modifier for a weapon item is the amount of damage per hit that the item inflicts. For instance, a short sword modifier is 2d3, which will inflict from 2-6 points of damage.

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

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

Ar	Archer
B	Barbarian
Cl	Cleric
Dr	Druid
K	Knight
N	Ninja
P	Paladin
Ra	Ranger
Ro	Robber
S	Sorcerer

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

Elements

Fire	Resistance	Damage
Burning	5	2
Fiercy	7	3
Pyric	9	4
Fuming	12	5
Flaming	15	10
Seething	20	15
Blazing	25	20
Scorching	30	30

Electric	Resistance	Damage
Flickering	5	2
Sparking	7	3
Static	9	4
Flashing	12	5
Shocking	15	10
Electric	20	15
Dyna	25	20

Cold	Resistance	Damage
Icy	5	2
Frost	10	4
Freezing	15	5
Cold	20	10
Cryo	25	20

Acid / Poison	Resistance	Damage
Acidic	10	2
Venomous	15	4
Poisonous	20	8
Toxic	25	16
Noxious	40	32

Energy	Resistance	Damage
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Glowing	5	2
Incandescent	7	3
Dense	9	4
Sonic	11	5
Power	13	10
Thermal	15	15
Radiating	20	20
Kinetic	25	30

Magic	Resistance	Damage
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Mystic	5	5
Magical	10	10
Ectoplasmic	20	25

Metals

Common	To Hit	Dmg	AC	Costmod
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Wooden	-3	-3	-3	x.1
Leather	-4	-6	+0	x.25
Brass	+3	-4	-2	x.5
Bronze	+2	-2	-1	x.75
Iron	+1	+2	+1	x2
Silver	+2	+4	+2	x5
Steel	+3	+6	+4	x10
Gold	+4	+8	+6	x20
Platinum	+6	+10	+8	x50

Rare	To Hit	Dmg	AC	Costmod
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Glass	+0	+0	+0	x2
Coral	+1	+1	+1	x3
Crystal	+1	+1	+1	x5
Lapis	+2	+2	+2	x10
Pearl	+2	+2	+2	x20
Amber	+3	+3	+3	x30
Ebony	+4	+4	+4	x40
Quartz	+5	+5	+5	x50

Precious	To Hit	Dmg	AC	Costmod
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Ruby	+6	+12	+10	x60
Emerald	+7	+15	+12	x70
Sapphire	+8	+20	+14	x80
Diamond	+9	+30	+16	x90
Obsidian	+10	+50	+20	x100

Attributes

Might Equip Bonus

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

Intellect Equip Bonus

Clever	2
Mind	3
Sage	5
Thought	8
Knowledge	12
Intellect	17
Wisdom	23
Genius	30

Personality Equip Bonus

Buddy	2
Friendship	3
Charm	5
Personality	8
Charisma	12
Leadership	17
Ego	23
Holy	30

Speed

Equip Bonus

Quick	2
Swift	3
Fast	5
Rapid	8
Speed	12
Wind	17
Accelerator	23
Velocity	30

Accuracy Equip Bonus

Sharp	3
Accurate	5
Marksman	10
Precision	15
True	20
Exacto	30

Luck Equip Bonus

Clover	5
Chance	10
Winners	15
Luck	20
Gamblers	25
Leprechauns	30

Hit Points Equip Bonus

Vigor	4
Health	6
Life	10
Troll	20
Vampyric	50

Spell Points Equip Bonus

Spell	4
Castors	8
Witch	12
Mage	16
Archmage	20
Arcane	25

Armor Class Equip Bonus

Protection	2
Armored	4
Defender	6
Stealth	10
Divine	16

Thievery Equip Bonus

Mugger	4
Burglar	6
Looter	8
Brigand	10
Filch	12
Thief	14
Rogue	16
Plunderer	18
Criminal	20
Pirate	25

Special Abilities

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

of Implosions	Implosion
of Incinerating	Incinerate
of Infernos	Inferno
of Jumping	Jump
of Levitation	Levitate
of Light	Light
of Lightning	Lightning Bolt
of Magic Arrows	Elemental Arrow
of Mass Distortion	Mass Distortion
of Megavoltage	Megavolts
of Monster Finding	Detect Monster
of Monster Identification	Identify Monster
of Moon Rays	Moon Ray
of Nature's Cures	Nature's Cure
of Pain	Pain
of Poison Volley	Poison Volley
of Power Curing	Power Cure
of Prismatic Light	Prismatic Light
of Raising the Dead	Raise Dead
of Recharging	Recharge Item
of Resurrection	Resurrection
of Revitalization	Revitalize
of Shelter	Super Shelter
of Shielding	Power Shield
of Shrapmetal	Shrapmetal
of Sleeping	Sleep
of Sparking	Sparks
of Star Bursts	Star Burst
of Stone to Flesh	Stone to Flesh
of Storms	Elemental Storm
of Sun Rays	Sun Ray
of Teleportation	Teleport
of Time Distortion	Time Distortion
of Town Portals	Town Portal
of Toxic Clouds	Toxic Cloud
of Undead Turning	Turn Undead
of Vaccination	Cure Disease
of Water Walking	Walk on Water
of Wizard Eyes	Wizard Eye

Items				
Armor	Base Cost	Mod	Equip	Restrict
Robes	150	1	1	No restrictions
Scale Mail	100	4	1	Max for B
Ring Mail	200	5	1	Max for N
Chain Mail	400	6	1	Max for Ar, Ro
Splint Mail	600	7	1	Max for Cl, Ra
Plate Mail	1000	8	1	Only K & P
Plate Armor	2000	10	1	Only K & P
Cloak	250	1	1	No restrictions
Cape	200	1	1	No restrictions
Shield	100	4	1H	No Dr, N, S, Ar
Helm	60	2	1	No restrictions
Gauntlets	100	1	1	No restrictions
Boots	40	1	1	No restrictions
Belt	100	0	1	No restrictions
One Handed				
Weapons	Base Cost	Mod	Equip	Restrict
Long Sword	50	3d3	1H	No Cl, Dr, N, S
Short Sword	15	2d3	1H	No Cl, Dr, N, S
Broad Sword	100	3d4	1H	No Cl, Dr, N, S
Scimitar	80	2d5	1H	No Cl, Dr, N, S
Cutlass	40	2d4	1H	No Cl, Dr, N, S
Sabre	60	4d2	1H	No Cl, Dr, N, S
Club	1	1d3	1H	No restrictions
Hand Axe	10	2d3	1H	No Cl, S
Katana	150	4d3	1H	Only K & N

Nunchakas	30	2d3	1H	Only K & N
Wakazashi	60	3d3	1H	Only K & N
Dagger	8	2d2	1H	No Cl
Mace	50	2d4	1H	No S
Flail	100	1d10	1H	No S
Cudgel	15	1d6	1H	No S
Maul	30	1d8	1H	No S
Spear	15	1d9	1H	No S, Cl

Two Handed

Weapons	Base Cost	Mod	Equip	Restrict
Bardiche	200	4d4	2H	No Cl, S, Dr
Glaive	80	4d3	2H	No Cl, S, Dr
Halberd	250	3d6	2H	No Cl, S, Dr
Pike	150	2d8	2H	No Cl, S, Dr
Flamberge	400	4d5	2H	No Cl, S, Dr, N, B, Ro
Trident	100	2d6	2H	No Cl, S, Dr
Staff	40	2d4	2H	No restrictions
Hammer	120	2d5	2H	No S
Naginata	300	5d3	2H	Only K & N
Battle Axe	100	3d5	2H	No Cl, S, Dr, N
Grand Axe	200	3d6	2H	No Cl, S, Dr, N
Great Axe	300	3d7	2H	No Cl, S, Dr, N

Missile

Weapons	Base Cost	Mod	Equip	Restrict
Short Bow	25	3d2	1M	No Cl, S, Dr
Long Bow	100	5d2	1M	No Cl, S, Dr
Crossbow	50	4d2	1M	No Cl, S, Dr
Sling	15	2d2	1M	No Cl, S, Dr

Accessories	Base Cost	Mod	Equip	Restrict
Broach	250	0	2	No restrictions
Medal	100	0	2	No restrictions
Charm	50	0	2	No restrictions
Cameo	300	0	2	No restrictions
Scarab	200	0	2	No restrictions
Pendant	500	0	1	No restrictions
Necklace	1000	0	1	No restrictions
Amulet	2000	0	1	No restrictions
Ring	100	0	2	No restrictions
Misc. Items	Base Cost	Mod	Equip	Restrict
Whistle	10	0	–	No restrictions
Jewel	1,000	0	–	No restrictions
Gem	500	0	–	No restrictions
Box	10	0	–	No restrictions
Orb	100	0	–	No restrictions
Horn	20	0	–	No restrictions
Coin	10	0	–	No restrictions
Rod	50	0	–	No restrictions
Wand	50	0	–	No restrictions
Scroll	100	0	–	No restrictions
Potion	10	0	–	No restrictions



Clues and Hints

This chapter gives answers, locations, hints, and explanations of things that could not be easily categorized elsewhere in the cluebook. Included are a list of the awards, passwords, and secondary skills. You will also find some important charts about character classes, races, and locations of stat modifiers and quest items.

A Beginner's Guide to Clouds of Xeen

In order to complete all of the quests necessary to win Clouds of Xeen, you must first have characters powerful enough to survive the challenges they will face. We hope that this section will get you on the right track if you are having trouble deciding what to do.

The first thing you should do is open the southeastern crate in Joe's warehouse in Vertigo and report back to Mayor Gunther. The Mayor will award your characters with enough experience to go up a level or two in the Training Grounds. Increasing the level of your characters is critical for success in Clouds of Xeen.

The next place we recommend that you visit is the Dwarf Mines. You can find the Dwarf Mines by leaving Vertigo and following the road until it branches right. Take the branch and follow it to the first Dwarf Mine. There are five Dwarf Mines and four Deep Dwarf Mines to be explored. The early Dwarf Mines have some barrels of liquid in them that will improve your characters' statistics as well as many other treasures. Since the Dwarf Mines have no really dangerous monsters in them, they make a relatively safe starting point for new adventurers.

Another good beginning point is the Witch Tower in area F4. The Giant Toads in Toad Meadow are the most dangerous creatures you will face in this area until you reach the third level of the Witch Tower. The Witches on the third and fourth level of the Witch Tower are dangerous because they cast spells that damage the entire party at once and curse the items your characters carry. Before you go to face them you should get blessed at the temple on fivesday or later in the week. A blessing of this strength will protect your characters entirely from the spells of the Witches. You can get to the witch tower quickly by typing "witch tower" at the mirror in Vertigo.

If you take the time to complete the Dwarf Mines and the Witch Tower, your characters should be about 5th to 10th level by the time you are done. A full party of 5th to 10th level characters is a pretty strong party, and you should be able to follow the suggestions in the "How to Win" article later on in this book. If you still don't feel strong enough to survive in Xeen, try completing some of the mini quests in Rivercity or near Asp for extra experience and gold.

Awards

Vertigo Guild Member
Nightshadow Guild Member
Rivercity Guild Member
Asp Guild Member
Winterkill Guild Member
Shangri-La Guild Member

A party member must purchase membership at each Guild before buying spells from that Guild. Membership to each Guild can be purchased in its town.

Outstanding Citizen

You will get this award once you have proven Joe's treachery to Mayor Gunther.

Red Dwarf Badge of Courage

Mayor Gunther will give this award to your characters after you have slain the king of the Mad Dwarf Clan in the Dwarf Mines.

Convicted Thief

This is an award you can earn all by yourself. To get it, have a character with no Thievery skill rob the Blacksmith. The entire party will be rewarded with a year in jail and a black mark on their record.

Warzone Wins

This award is really a record of how many times you have won fights in the Warzone. There is a limit to the number of times you may use the Warzone.

Loremaster of Worms
Loremaster of Lizards
Loremaster of Serpents
Loremaster of Drakes
Loremaster of Dragons
Taxman Emeritus

These awards are all available in the Dragon Cave. A character must be of sufficient intellect when he reads the Dragon Lore and Art of Taxation books or he will not get the award.

Rescued Crodo

Your party will get this award when you rescue Crodo from Darzog's Tower.

Found Shangri-La

Drinking from the fountain in Shangri-La will give your characters this award.

Prince of Thieves

Legendary (your character's race)
Sitting in the proper thrones inside the Northern Sphinx will earn these awards. Characters who sit in the wrong thrones will receive damage.

Ghostslayer Extraordinaire

Mayor Randon of Winterkill will grant this title when you have freed Winterkill of its curse.

Rescued Celia

Rescuing Celia and returning to Derek the Ranger will earn this award.

Helped Orothin

If you find Orothin's Bone Whistle and return it to him, you will receive this award.

Restored Falista

Retrieve the alacorn of Falista from the Witch Tower to earn this award.

Turned Seasons

You must complete the Druid's Quest to get this award. Each of the Druids holds an item that is symbolic of his season. You must transport these items for the Druids of Summer, Autumn, and Winter in order to complete the quest. The quest begins with the Summer Druid.

Helped Carlawna

Find and return Carlawna's Scarab of Imaging to earn this award.

Helped Falagar

Find and return Falagar's Crystals of Piezoelectricity to earn this award.

Restored Mirabeth

Steal the Elixir of Restoration from the Clerics of Yak and bring it to Mirabeth to earn this award.

Helped Danulf

Find the Faery Wand and return it to Danulf for this award.

Saved Elves

Find the Holy Book of Elvenkind and return it to Tito for this award.

Civilized One

Thickbark will grant this title once you have found and destroyed the lair of the Ice Trolls.

Helped Captain Nystor

You will earn this award when you have ruined the lair of the Ogres and reported back to the Captain.

Liberated Pagoda

You will have earned this award once you have driven the Ninjas from Kai-Wu's sacred Pagoda.

Fisherman's Friend

Slaying the three Water Dragons in area D3 will please Medin and earn you the award.

Helped Arie

Find and return the Scroll of Insight to Arie to earn this reward.

Freed Ligo

Find and return Ligo's skull to earn this award.

Helped Glom

Destroy the lair of the Cyclops and return to Glom to get this award.

Helped Halon

Bring an Ever Hot Lava Rock to Halon to earn this award.

Princess' Favorite

Retrieve the Princess Roxanne's tiara from the Robbers of Rivercity to earn the Princess' favor.

Appeased Barok

Retrieve Barok's pendant from the Sorceresses of Rivercity to win this award.

DEFEATED LORD XEEN

Slay Lord Xeen and win the game to earn this award.

Character Classes

Class	HP*	Attacks**	Skill	Spells
Knight	10	5	Arms Master	No
Paladin	8	6	Crusader	Yes
Archer	7	6	None	Yes
Cleric	5	7	None	Yes
Sorcerer	4	8	Cartography	Yes
Robber	8	6	Thievery	No
Ninja	7	5	Thievery	No
Barbarian	12	4	None	No
Druid	6	7	Direction Sense	Yes
Ranger	9	6	Pathfinding	Yes

* HP gained per Level.

** Number of Levels to gain an attack.

Character Races

Race	HP Mod		Resistances				Thievery	
	Fire	Elec	Cold	Pois	Ener	Magic		
Human	0	7	7	7	7	7	7	0
Elf	-2	0	0	0	0	5	5	10
Dwarf	1	5	5	5	20	5	0	5
Gnome	-1	2	2	2	2	2	20	10
Half-Orc	2	10	10	10	0	0	0	-10

Race SP/Level Modifiers Skills

Human	None	Swimming
Elf	Sorcerer +2	None
Dwarf	Sorcerer -1, Cleric -1	Spot Secret Doors
Gnome	Sorcerer +1, Cleric +1	Danger Sense
Half-Orc	Sorcerer -2, Cleric -2	None

The information listed above will be very helpful in creating characters and determining which Races and Classes will make the most effective adventurers. Paladins, Archers and Rangers are considered secondary magic users and receive half the normal spell points per level. Robbers initially have a Thievery base of 30 plus 2 points per level. Ninjas initially have a Thievery base of 15 and gain 2 points per level. All other characters gain 2 points per level providing they possess the Thievery skill.

Secondary Skills

Skill	Effect
Arms Master	Increases chance to hit during combat.
Astrologer	Increases a Druid's and Ranger's capacity to use magic by +2 Spell Points/Level.
Body Builder	+1 Hit Points/Level.
Cartographer	One Party member must possess this skill to enable the auto-mapping feature.
Crusader	Allows entrance to King Burlock's castle. All Party members who wish to enter the castle must possess this skill.
Danger Sense	Allows a magical knowledge of monsters lurking in the immediate area.
Direction Sense	Grants knowledge of which compass heading the party is facing.
Linguist	Allows the character to understand foreign languages.
Merchant	Allows the party to obtain supplies at reduced cost.
Mountaineer	Two Mountaineers in the party allow passage through mountains.

Navigator	Prevents the party from becoming lost.
Pathfinder	Two Pathfinders in the party allow passage through dense forests.
Prayer Master	Increases a Cleric's and Paladin's capacity to use magic by +2 Spell Points/Level.
Prestidigitator	Increases a Sorcerer's and Archer's capacity to use magic by +2 Spell Points/Level.
Spot Secret Doors	Detection of whether or not a wall directly in front of the party can be bashed down.
Swimming	Allows the party to travel in shallow water. All Party members who wish to travel on water must possess this skill.
Thievery	A character must possess this skill to be able to pick locks on chests and doors.

Mirror Words

The following is a list of words that can be typed at a magic mirror to transport your party somewhere. One of the words, "Showtime", will play the endgame (although it will not count as a win). There are no hints in the game that tell you about the words "Shangri-la" and "Count Du Money", however we have included them here along with "Showtime" so that you can try them out. "Shangri-la" will take you to the town of Shangri-la at the bottom of the Volcano Cave. "Count Du Money" will take you to one of the treasure rooms in the Dragon Cave. If you have no magical means of transporting yourself out of these places, or are unwilling to use Mr. Wizard, you will have to fight your way out.

Asp	Magic Delta
Barbaric Mountains	Mine 1
Castle Basenji	Mine 2
Castle Burlock	Mine 3
Cave of Illusion	Mine 4
Count Du Money	Mine 5
Darkstone Tower	Mount Firestone
Darzog's Tower	Newcastle
Deep Mine Alpha	Nightshadow
Deep Mine Omega	Ogre Hills
Deep Mine Kappa	Pitchfork Creek
Deep Mine Theta	Red Dwarf Range
Desert of the Sphinx	Red River Basin
Dragon Lair	Rivercity
Dragon Tower	Shangri-la
Ever Blossom Orchard	Showtime
Fairy Forest	Toad Meadow
Forest of the Walking Dead	Tower of High Magic
Gargoyle Range	Troll Forest
Jouster's Savannah	Vertigo
Land of the Giants	Warzone
Lava Lake	Winterkill
Lifeforce Lagoon	Witch Tower

Temporary Statistics Modifiers

Accuracy	+50 at B3, x0, y4.
Armor Class	+5 at F3, x12, y12.
Armor Class	+30 at A3, x3, y14.
Cold resistance	+50 at A4, x12, y14.
Electricity resistance	+50 at D3, x15, y4.
Elemental resistance	+20 at E3, x9, y14.
Endurance	+50 at C1, x2, y4.
Energy resistance	+50 at A1, x7, y6.
Fire resistance	+50 at E2, x14, y3.
Hit Points	+25 at F3, x7, y7.
Hit Points	+100 at Asp, x8, y3.
Hit Points	+250 at A1, x4, y12.
Hit Points restored at	Vertigo, x14, y17.
Intellect	+50 at B3, x15, y4.
Level	+5 at F3, x0, y1.
Level	+10 at Nightshadow, x7, y7.
Luck	+60 at F3, x1, y7.
Magic resistance	+50 at C3, x15, y0.
Mental statistics	+20 at D3, x8, y9.
Might	+20 at D2, x3, y8.
Might	+50 at Winterkill, x6, y11.
Personality	+50 at C3, x0, y0.
Physical statistics	+10 at C3, x15, y10.
Poison resistance	+50 at F3, x14, y6.
Speed	+50 at E2, x3, y4.
Spell Points	+25 at E3, x8, y6.
Spell Points	+100 at Rivercity, x14, y18.
Spell Points	+250 at A4, x3, y3.

How to Win

Return the Alacorn of Falista to Valia in area F4. You can find the Alacorn on Level 4 of the Witch Tower. This will give the Crusader skill to all the characters in your party. You will need the Crusader skill to get into Castle Burlock. If you already have a Paladin in your party this step will be unnecessary.

Visit Mirabeth, the Mermaid, in area D4 to get the stone to the Temple of Yak. Use the stone to get into the Temple and steal at least five King's Megacredits.

Purchase the Deed to Newcastle in area C4 from the Taxman for 50,000 gold.

Go to Castle Burlock and spend your Megacredits on an improvement to Newcastle. Return to Newcastle to inspect your castle and get the stone to the Tomb of Terror.

Steal at least five Megacredits from the Tomb of Terror and return to Castle Burlock. Pay for another improvement to Newcastle, then visit Newcastle to pick up the Golem stone.

If you don't have at least five Megacredits left at this point, you can visit the Golem dungeon for the last five. Save these Megacredits for later use.

Explore the Cave of Illusion and find the key to the Tower of High Magic. The key can be purchased for 300 gems on the fourth level of the Cave.

Use the Key to get into the Tower of High Magic. The key to Darzog's Tower is in a chest on the fourth level of the Tower of High Magic.

Once you have the key to Darzog's Tower, use it to pay him a visit. Crodo is locked up in the Tower, and you must free him.

Return to Castle Burlock after you have freed Crodo and visit Artemus, the King's adviser. Artemus will give you a permit to dig a dungeon at Newcastle. Walk around the corner from Artemus and pay for another improvement to Newcastle.

When you have paid for the last improvement to Newcastle, return there and search the Newcastle dungeon for the Xeen Slayer sword. This sword is the only weapon that can hurt Lord Xeen.

Climb Darzog's Tower until you reach the clouds. Castle Xeen sits on a cloud that cannot be reached without the teleport spell. There is a sign on the cloud around Darzog's Tower that says Xeen —9N. Stand on the sign's square and, facing north, teleport 9 squares. Your party will be on the edge of the cloud Castle Xeen rests upon.

Play the four games of the Cloud Carnival and trade in your winnings for a Genuine Lord Xeen Cupie Doll. You will need the Doll to get into Castle Xeen.

Once inside Castle Xeen, be sure to turn off all of the traps before you try the central stairs that lead to Xeen. When you finally face Lord Xeen, remember that the only weapon that can hurt him is the Xeen Slayer sword.

Although slaying Lord Xeen and examining the mirror will win the game, continue to play after you have won. You will want to have strong characters when you go and visit the Darkside.

Prophecy of the Clouds

Golem, Terror, and Yak it's told
have credits for King to hold.

The Clerics of Yak you must outwit
Taxman then must have his bit.

Five for your keep is not too dear
since Taxman gives stone to fear.

Conquer terror and then you'll see
illusion holds Magic's key.

Five more will raise your castle's walls
Taxman opens Golem's halls.

Highest magic holds solution
Darzog's dark convolution.

A secret room in tower drear
holds the land's lost overseer.

Though evil wizard has been beat
you can't yet Lord Xeen defeat.

Advisor will a dig permit
five coins more you must submit.

Taxman becomes a faithful vassal
Xeen's bane lies under castle.

In clouds above island tower
waits Lord Xeen his final hour.

Only the sword Xeen's life can take
All his plans of war unmake.



Darkside

To the people of the land of Xeen, the Darkside of Xeen is the other side of the world. To the people at New World Computing, Darkside is the other half of World of Xeen, a game that combines Clouds of Xeen with Darkside of Xeen. Both Clouds and Darkside are stand alone games that can be finished without having both games. If both games are combined on the same hard disk, however, they will merge into one huge world. This will permit your characters to travel between both sides of Xeen as though they were one game. World of Xeen will have its own special endgame that cannot be completed without travelling to both sides of the world.

You may have noticed that there are two Dungeons and two Towers that are inaccessible in Clouds of Xeen. The Southern Sphinx, Darkstone Tower, the Dragon Tower, and the Dungeon of Death cannot be entered without a visit to Darkside because the stones and keys for these places are on Darkside. Above both of the towers are clouds that cannot be visited until you get into the towers below them.

There are two ways to get to Darkside once you have installed Darkside of Xeen on your hard drive. The first is to step into one of the pyramids that can be found here and there in the Land of Xeen. The second is to take the portal in Shangri-La to Darkside. Neither of these methods will work if Darkside of Xeen is not on your hard drive!