Legends of Valour

Player's Guide & Monstrum Horrendum

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Welcome to Mitteldorf! You are about to embark on the greatest roleplaying challenge of your life!

You have arrived in the city of Mitteldorf, which occupies the slopes of a volcanic island called Wolfbrood. The scope for a lively young adventurer to turn a coin and find glory seems endless.

Somehow, you have to keep body and soul together while you search the streets of Mitteldorf for adventure, wealth and fame. The city brims with life in its many taverns, inns and shops, and the people are just begging to talk to you about their quaint customs, interesting folk rituals, and trading opportunities.

Of course, there are always going to be a few malcontents in any town. In Mitteldorf we call them the City Militia. Yes, this is a town of law and order, where decent family values are upheld, or else. The Militia don't hold with vagrants, n'er-do-wells or foreigners, and you probably qualify three for three.

Try to avoid upsetting the Militia. Also, try to avoid dying of thirst, starvation, large blunt instruments, vampire bites or tax avoidance. It's pointless trying to warn you off gambling, brawling in the streets and chasing off after treasure and glory, I suppose? Thought so... I mean, you're an adventurer; why else would you be here, right?

Now you've arrived, this might be a good time to check that you have all the equipment and essentials you need to enter **Legends of Valour**. The box your friendly retailer supplied you with should contain:

Game discs
This Player's Guide &
Monstrum Horrendum
Reference card
A codewheel
A letter from cousin, Sven
A map of the city
The Mitteldorf Post

Check out the letter; this is the starting point of your quest. You have come to Mitteldorf to track down your wandering cousin, Sven. This is his last letter, which arrived some time ago. The family is very worried, so someone has to find out what has happened.

You, of course, were the one prepared to make the ultimate sacrifice of leaving the farm, and giving up a life of pig-rearing to come look for him. Your family will love you for it, if they ever see you again. Sven makes Mitteldorf sound too good to miss!

And just who are you? Well, if you want to get esoteric and philosophical about things, maybe its time we started playing.

The Reference Card tells you how to load **Legends of Valour** onto your computer, including hard drive installation. Do what you need to do, and we'll meet up over the page in, let's say, twenty minutes, OK?

Getting Started

Great, you're here already. OK, switch on, load up, and let's go!

After the title sequence, you will be presented with the following options:

- Play
- Play New Game
- Design a Character
- Quit

Legends of Valour is entirely mouse-driven. It does not support joysticks. You can play from the keyboard, but the game only delivers its full potential under mouse control; some options just can't be accessed from the keyboard.

When presented with a menu like this, just aim the pointer at your selection to highlight it and click the LMB (left mouse button).

Note also that clicking the RMB (right mouse button) will normally clear any menu.

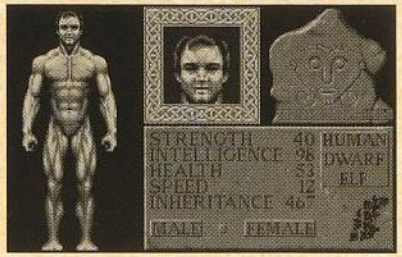
As you might guess, the last two options actually pitch you onto the path to adventure in Mitteldorf. But, since you're new in town, we'd better look at Character Generation first.

Character Generation

To answer the question "Who am I?", this is where you start.

Those of you familiar with roleplaying games in their many forms will understand what goes on here. We are about to create a roleplaying adventurer, the hero you will guide through the perils of Mitteldorf. Honestly, it's not a place to visit personally...

When you select the **Design a Character** option, you are presented with a screen something like this:



On the left, there is a full-length picture of your Character, and a close-up of your face. On the right, there is a stone slab with a pictogram of a face. Below this, are several buttons, and the 'raw data' about your Character.

Characters are defined by four statistics: Strength, Intelligence, Speed and Health.

Strength is a broad measure of your Character's physical power. Primarily, this helps you in combat. **Intelligence** defines your reasoning powers, which can help you in various ways during the game. **Speed** covers your agility, dexterity and reactions - this also affects combat, and some other areas of the game. **Health** measures your physical robustness.

These four stats are randomly created for a new Character. If you generate a particularly feeble Character,

you can click the LMB on **Exit** to start again. Don't get hung up on the stats, though. There are plenty of ways to improve your hero during the game.

You must now make some choices about your Character. First, click one of the **Race** buttons. Choose between Human, Elf and Dwarf. An **Elf** is more likely to be Intelligent and Speedy, but they're a bit feeble in the Health department. A **Dwarf** gets bonuses to his/her Strength and Health, but loses out on Speed. **Human** Characters are average on all counts.

Next, choose whether your Character is male or female. Gender has no effect on your stats, but will affect how your are treated by people you meet in Mitteldorf.

Having broadly defined what you are, you can now perform some radical surgery on the way you look using the **Stone Tablet**. By clicking the LMB on one of the facial features, you can change the way it appears on the Character portrait. Try changing the hair color first. For each option, there are several different styles, allowing you thousands of different looks.

Once you have completed altering your facial features, click on the runes at the bottom of the stone tablet. You are asked if you are sure about this Character. Click on **Yes** to continue Character Generation (or **No** to go back to the start of the process).

The view changes to show your home village. Brings a lump to the throat, doesn't it? Across the message bar, you will be told your father's name and occupation, and you are then asked to type in your own name (maximum [16] letters).

This is also your chance to pick up some useful equipment. If you click on the various "buildings" in your village, you are told what each is. Most are shops, places where you can obtain goods for trade. You have a finite amount of money to spend, so take your time, and look for the best bargains.

Click the LMB on a shop to enter it. You can now see your Character, the interior of the shop, and an item showing various goods for sale. Click the LMB on any item and you will see a more detailed picture of it, along with its name and price tag. If you want it, click the Buy button. The item will be transferred to the picture of your Character, and the price will be deducted from your cash.

If you don't want that item, click on another, or on the **Exit Shop** button.

You don't have to spend all (or any!) of your money. There may be better bargains in the great city of Mitteldorf. When you have finished equipping your Character, click on the horizon to end the Character Generation sequence and you return to the original option screen.

You can create more than one Character before starting play. Up to 8 Characters can be in existence at any time.

It's important to remember that your roleplaying Character is your most important asset in the game. Create one you are happy with, and then do everything you can to keep him/her alive.

When you save the game, you save the Character alongside it. In fact, the Character's name is the name of the save file. If you want to play with different Characters, they have to start at the beginning. No Character can just jump in half-way through! After all, these are the **Legends of Valour** we're talking about here, not the Legends of a football squad of guys, one of whom made it to the end...

So, look after your best Character... True heroes are hard to find. Word has it that's because most of them are dead.

Load/Save Game

Having created your Character, you can now start the game for real. When the Start Options screen reappears, select **Play New Game**. You are asked to select which Character you wish to use.

When you return to play **Legends of Valour** again, you can load your last saved game by selecting the **Play** option. Follow the on-screen instructions. To play an earlier saved game, select 'PLAY' and then select 'LOAD GAME' from the system menu.

As previously mentioned, you can have up to 8 Characters and 8 games saved.

The Saved Game screen has eight Chronicles listed, one for each of up to eight Characters. Each "slot" on your saved game disc can be over-written - be careful!

Just click on the Chronicle you wish to Save/Load. The game continues automatically.

You can only save a game while your Character is in an inn, tavern or hostel.

The inns of Mitteldorf are where the **Legends of Valour** are first told. Your hero will, modestly, describe how he mopped up a few goblins and found some minor treasure. The story is picked up by the bards, and by the end of the night, the opposition was thirty trolls, you found a thousand groats and a magic sword, and the King asked you to marry his first-born child. That's fame for you!

Out on the Streets

Having selected the **Play New Game** *option, you will find you have arrived at Mitteldorf's Main Gate. You are now faced with the main screen display. It'll look something like this:*

The **Examine** *icon allows you to inspect items you find. If there is an item displayed in the* **Floor** *window, click on Examine. You won't always find out very much, but it's worth a try.*

1. *Unique Magic Item Boxes*
2. *Examine Icon*
3. *Floor Window*
4. *System Icon*
5. *Character Status Display*
6. *Timer Bar*
7. *Movement Icons*
8. *Rank Icon*
9. *Action Icons*
10. *In Hand Display*
11. *Backpack Display*
12. *Pockets Display*
13. *Compass Display*

The **Unique Magic** *Item boxes are empty. That's because you haven't found any. These displays will only be filled when you're lucky enough to find one of* **Legends of Valour's** *three special magic items. That's when you know you've really arrived.*

The **Floor** *window shows items encountered as you wander round town. If your Character gets close enough to a portable object, it will be displayed here. If you want to pick it up, click the LMB on the item and it is transferred to the* **Right Hand** *window if that is empty or the* **Backpack**. *Cash and Commodities automatically go into your Pockets (see below).*

The **System** *icon allows you to save games, or load from previously saved positions, or alter one of the basic parameters of the game. See the section on* **Game Management**.

The **Character Status** *display shows all the facets of your Character's state of mental and physical health. From the left, the seven bars show:*

General Health
Energy
Combat Injuries
Appeal
Hunger
Thirst
Sleep

In each case, the higher the bar, the better for your Character's well-being.

Many of these status displays are interwoven. For example, when you get hungry, it's obvious that you'll become exhausted more quickly. You need more sleep if you are injured, and so on.

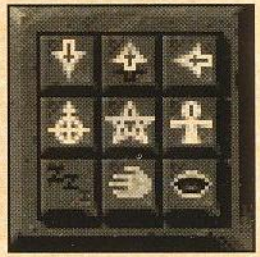
See the **Doctor, Doctor** *section to find out more about staying healthy in Mitteldorf.*

There is a **Timer Bar** *under this display which has various functions. You'll find out about them later.*

The **Movement Controls** *allow you to move your Character around Mitteldorf. We'll discuss this more in a moment. However, one of these icons -* **Rank** *- accesses the* **Character Screen**.

Click on this now to take a look. The **Character Screen** *shows a portrait of your Character, which Rank he/she holds in various Guilds and Temples, and other special information which unfolds as the game progresses. It's worth checking this screen from time to time. If you see something unusual, investigate!*

There's more information about Guilds and Temples in later sections. The **Action Display** *has several icons to access different actions.*



The first three are Combat options - Crush, Thrust and Slash. Your Character uses whatever weapon he/she has to hand, or bare fists otherwise, against whatever opponent they face. Depending on your opponent, different combat styles may be more or less effective. Experiment.

The second row of the **Action Display** *also features three icons. The first of these accesses the* **Mitteldorf Map**. *This is a smaller version of the map you have been provided with, and*

lacks much of its detail. Most usefully, you can always find out where you are, since a flashing light will act as a "You Are Here" arrow.

The map function can also be used in Mitteldorf's dungeons. However, in these locations it functions only as a "trail of salt"; it only records the places you visit, showing you the way back to the entrance. Once you leave the dungeon, the map is lost, so make a copy before you leave the dungeon if this is a place you might want to visit again.

The next two icons allow you to cast **Magical** and **Priestly** spells. We'll come to them again later.

The final row features three more icons. Select the **Rest** icon to take five wherever you are situated. A small menu will pop up, asking you to select 0, 2, 4, 8 or 12 hours rest. Select the length of time you want, and catch some ZZZs.

The **Use** icon will allow you to make use of whatever your Character has in his/her hand - assuming the object has a use...

The **Hail** button allows you to attract the attention of passers-by. Use this to start a conversation with someone in the street. Do not use it to chat with Trolls.

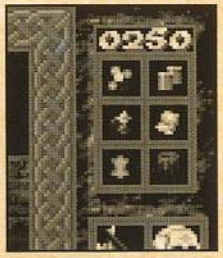
The **Compass** allows you to see which direction you are facing. You can also use it to change direction. You can click one of the compass points around the rim to select that direction, or drag the compass pointer around.

Beside the Compass is the **In Hand Display**, which shows which (if any) item your Character has to hand. Above and below are two buttons, allowing you to **Throw** or **Drop** the item.

The **Backpack** items display can hold up to six items of readily accessible gear. To swap an item between your hand and backpack, just click on it.

The **Pockets** display shows the quantities of merchandise your Character is toting around. Mitteldorf is a trading town, and the six major commodities it likes to deal in are Gems (measured in ounces), spices (lbs), pigments (pots), ore (cwts), hide (by pelt) and tar (kegs). It doesn't necessarily mean you have several tons of merchandise in your pockets; some of your goods may consist of letters of credit, bills of lading, that kind of thing.

Immediately above this is your cash wealth in Groats. However, if you click on one of the commodity item and hold the mouse button down, you can see how much of that commodity you possess instead.

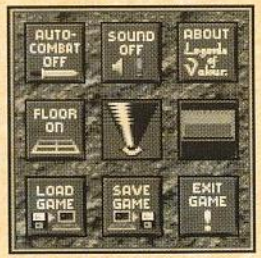


By all means speculate. Trading is a great way to meet people, and to come to a greater understanding of their ways and customs. Try complaining to a Mitteldorf merchant that he charged you an unfair price for his goods, for example, and you'll find out why the symbol of the Mercantile Guild is a sock full of rocks... There's more information on Trade in the section entitled **Who'll Give Me Five?**

Finally, the main display shows your window on the outside world, and a small message display. This will be where you see what Mitteldorf people are like, and what they think of you.

Game Management

Various game settings can be altered by clicking the LMB on the **System** icon.



You can toggle **Auto Combat** on or off. With Auto Combat on, the computer controls your Character in combat, relieving you of the necessity of clicking on the Combat icons. This isn't going to make you Super-man.

You can also toggle **Sound** on and off which allows you to get rid of the music and sound effects.

Click on **About**... to find out a few facts about **Legends of Valour**.

The next three icons allow you to change viewing parameters, which can have an effect on how fast the game plays on a slower machine. The **Floor** icon allows you to toggle from texture-mapped to "plain" floors. The (middle) **Horizon** icon moves the viewing horizon nearer or further away. The nearer the horizon, the faster the game plays. Finally, the **Window** icon can be used to shrink the size of the viewing window.

On the bottom row, there are icons for Saving and Loading the game (which we have already discussed). Remember, you can only save the game while your Character is in a tavern or hostel; elsewhere, this option is disabled.

Finally, there is an option to **Exit Game**. If you have to ask what that does, you've done well to get this far...

Getting Around

In the center of the Main Screen is your immediate view of the sights of Mitteldorf. Through this window, you can see the wonders of the city in all their glory. Hey - you're a tourist, feel free to stop and gawp. At regular intervals, you will also see large creatures with sharp implements. These are less scenic close up, and should be evaded or pummelled senseless.

Once you get tired of this immediate view, you might want to alter it, or "move along" as the City Watch like to put it.

There are three ways of doing this. First, you can use the cursor keys. Press the up arrow to walk forwards, or the left/right arrows to turn.

The second method is to use the mouse to select icons on the **Movement Display**. Click on your chosen icon with the LMB. The icons on the Movement Display are as follows:

As mentioned previously, you can also change direction by using the **Compass Display**.

Finally, click the RMB (right mouse button) once to enter **Hustle Mode**. Now you're cooking! Moving the mouse left or right turns you in that direction. Now press and hold the LMB and you move forwards.

This is the fast way to get round town (short of getting a taxi, and Mitteldorf is notorious for not having enough of these...). Once you have mastered walking, you can speed things up even more by pressing the Space Bar as you move. This works with whatever style of movement you're trying.

Try to get the hang of moving around in **Hustle Mode**, because you can't expect to be respected in this town if you only change direction when you are standing still.

OK. Now we've mastered walking, let's try something a little more advanced. This is called Walking Through Doors, and it's a must. Take a look around, and find a door into an attractive and culturally edifying-looking building (or inn, as they are also known). Now aim your Character towards the door and walk. If it opens, revealing the patrons and folk pastimes within, you know you've made it. If nothing happens, you've walked into the door frame, which is not to be recommended for improving your street credibility.

Of course, some doors are locked, which just goes to show that there's a lack of basic trust in this town. The **Message Window** will inform you that the door is locked. If you have the means to batter the door down or pick the lock, this will be tried automatically. If the word "secure" appears in the **Message Window**, the door is magically barred. You need magic - or a key - to get through here.

Use the same walk-up-and-see technique to climb or descend stairs. If the view changes, you made it. If nothing happens, pretend you had something in your eye and try again.

You may even find it possible to get through windows in more or less the same way. Members of the Thieves' Guild get taught the art of sidling up to a window and opening it by hitting **Enter**. A **Portal** Spell may also let you in. However, there is a school of thought in Mitteldorf, mostly held by officers of the Watch, that law-abiding citizens always use doors, and that window-inspired entrances are a sign of nefarious intent. You can try pleading that you lost your keys, but these guys never listen.

Fine. So, now we're walking round town and through doors and everything. You will soon catch on that an awful lot of the other citizens of Mitteldorf have mastered these same skills. By the time you've wandered around a bit, you will also have noticed that it seems to be getting darker. From the moment you set foot in downtown Mitteldorf, the hours and days start flying by...

Tempus Fugit

This is probably a good time to find out what you need to do to stay alive. After all, from the moment you stepped through the gates of the city, you were faced with those age-old problems - what can I drink, how do I eat and where do I sleep?

Time passes rapidly in a strange city, and there are few cities stranger than Mitteldorf.

As the clock ticks on, your Character will feel hungry, thirsty and tired, as shown by the **Character Status Display**. As each of these bars falls, your Character will feel less and less like a Hero, and more like a quarterback whose offensive line is holding out for better terms.

It is actually possible to starve to death, or to be so bone-tired that old crones beat you up in the streets. Look after yourself. Early to bed and early to rise keeps you healthy, wealthy, and out of the clutches of nasty things which wander the streets at night...

This guide has all the information a tourist could possibly need about where to stay and where to eat in Mitteldorf. Check out the sections on **Where To Stay and A Night On The Town**, and you too could survive more than your first couple of days in this fascinatingly historic town. It also has some strong tips for earning the currency you'll need to make it much beyond a week or two...

Chatting with the Natives

You don't have to live in Mitteldorf for long to come to love the native wit and good-humor of its citizens. Mitteldorfans love to exchange gossip and banter with strangers.

In shops, inns or other commercial establishments, you can converse with the owners or their patrons by selecting a response from a menu of suitable phrases.

Their replies are displayed in the **Message Area**.

Elsewhere, the customary method for indicating your desire to communicate with a citizen in the street is to greet them with the greeting "Hey!". Click the LMB on the Mouth icon of the **Action Display** while facing the lucky citizen you have chosen to chat with. If they are attracted by your call, they approach you. You can now swap banter, selecting your quips, questions and snappy one-liners from the menus presented.

The standard **Conversation Menu** consists of the following:

Select **Where...** and you bring up a list of places and/or objects. This list may be rather long, so move the mouse pointer to the top or bottom of the display to make it scroll. Click on an option to select that question. If the person has the vaguest idea of the answer, they will reply through the **Message Area**. For example, you could ask "Where am I?" Over 45% of Mitteldorf's citizens questioned in a recent poll were able to get that one right.

What is... operates in a similar way. You can ask the time (don't ask a policeman...), or the date, or even "What is your name?" Mitteldorf has several famous citizens...

Pick Pocket allows you to try a different conversational gambit, namely talking gibberish while rummaging through the pockets of your conversational partner, or "mark", as they are also known. You'll soon find out how successful you've been.

Have we mentioned this may be illegal? See the section entitled **Not Guilty, Your Honor** for the latest news about rules and how to break them.

Insult allows you to sharpen your banter. Ah, what a rich language the people of Mitteldorf speak... And you're no slouch either! Of course, more often than not, these debates can decline into some ugly fisticuffs. If you want to bypass the debate and just slug the other guy from the outset, then click on **Attack**.

Queensbury Rules

Now that you are interfacing meaningfully one-on-one with the wise and patient people of Mitteldorf, it probably makes sense to acquaint yourself with self-defense. Or, as the good people of Mitteldorf call it, predictive response.

Very few citizens of Mitteldorf resort to violence unprovoked. This has been conditioned in them through fear of picking a fist-fight with a vampire. However, sometimes a fracas develops, often over simple misunderstandings about just who you were calling "goblin-ears", and you'd best know what to do about it.

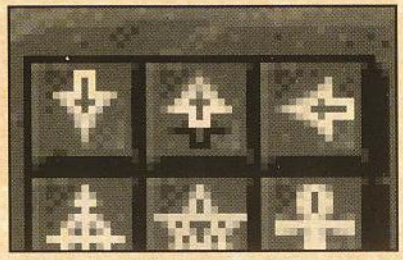
First off, it's a smart move to equip yourself with well-made armor and a variety of blunt and sharp objects. You really should have bought some armor back home in the village, shouldn't you? Perhaps the nice minotaur will wait while you go back and get some?

Next, make sure you have your weapon to hand. Click on any item in your backpack to transfer it to your right hand, and vice versa. Do this before you have to. You're not allowed to rummage through your luggage for a weapon once a fracas is in full swing.

If you must provoke trouble by wandering the streets with a book in your hand, you ought to know that any non-combat item in your right hand when a fight breaks out is automatically dropped to the ground.

How will you know when fisticuffs have started? Well, the person you are facing will stop insulting you for one thing. Secondly, your **Character Status Display** will flash, and various bars may start moving down, particularly the **Combat Injury** bar. Are you going to take this lying down?

OK. To fight back, click on one of the **Combat Icons**. Remember those? This would be a good time to memorise just where they are and what they look like:



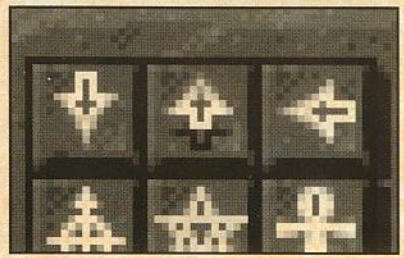
Crush is a downward blow, very effective with blunt weapons like maces or chair legs... If you don't have a weapon in hand, this icon activates your left hook. **Slash** is a side-on attack, using the weapon's edge, so this is good for swords and stuff. Again, if you don't have a weapon, this is a right jab. **Thrust** is a point-first attack with a weapon, or a combination with your bare fists. Yeah, give 'em the ol' one-two.

Click on the Combat icons as often as you like, in whatever combination you like. There's no "buffer"; the computer knows when you have completed your last blow, and looks for the next icon you click on.

Ooops! Forgot to mention that you shouldn't experiment with this in the street. If the people of Mitteldorf see you practising, they'll assume you're no good at it, and someone will take this as an invitation to come over and splatter you all over the place.

When you hit someone (or something...), you'll see some satisfying red 'splats' on the screen. Now check out the **Timer Box**, under the **Character Status Display**. During a

fight, this shows a red line, giving a rough indication of how healthy your opponent looks. It decreases as you wear him/her/it down.



Weapons do more damage than bare fists. You can also put together combinations of blows against certain opponents, something like Slash-Slash-Crush, which are extremely effective. This is trial and error stuff.

Finally, you can also throw things at your opponents. All kinds of objects can be thrown, from swords and axes to stones and furniture. The heavier the item is, the less distance it can be thrown, but the more damage it does when it arrives.

Let's suppose, though, that you've tried all this against an opponent who refuses to accept defeat. Worse, let's assume this miscreant is beating the life out of you. What can you do about it?

Well, there's the short-term option and the long-term option. The short-term option is to initiate an alternative combat posture, namely running away. Press the **Spacebar**, *and you'll turn 180 degrees. Now move away as rapidly as you can. Assuming you are faster on two legs than your opponent (and assuming it has only two legs), you'll be able to retreat with no more than your pride devastated.*

The long-term option is to smarten up your combat abilities. The various warrior guilds around town offer a rudimentary but effective training regime to sharpen up your fitness, skill and fortitude. If the training doesn't kill you, it's a safe bet you're ready to go back out on the streets.

The Last One Standing Is The Winner

OK - that's all the basics. You've learned about walking around, opening doors, talking to people, smacking them over the head... what more do you want?

Now it's up to you. Read through the following entries from **The Visitor's Guide To Mitteldorf** *for some hot tips on where to go for rest, relaxation and riotous good times. But the most important thing to do is explore. In Mitteldorf, you don't have to go looking for adventure, it'll come and find you...*

What's that? You want to know what you're supposed to be doing? Do you think this is one of those Kill-The-Sorcerer-And-Rescue-The-Princess roleplaying games? The King hasn't even got a daughter, and the Sorcerer - well, you're better off not knowing too much about him.

Look, just concentrate on staying alive, OK? If there is anything more to Mitteldorf than meets the eye, well, you're bound to run across it sooner or later...

The Visitor's Guide To Mitteldorf

Introduction

First things first. Money. You have got some, haven't you? You'll find that nothing - except a good beating from the Watch or an irate stall-keeper - smoothes the discourse of society like coin of the realm.

The currency in Mitteldorf is the standard Groat, preferably one with his Impeccable Highness, King Farley featured on one side. None of your foreign brass here, thank you very much. Mitteldorf is awash with exciting ways to reduce the heavy burden of carrying too many groats around. Some light-fingered types might try to remove money that you pinched yourself not half an hour before. You can secure money in your lodgings. This is 100% safe. You have our word on it.

Many of the more legitimate methods of parting a fool (ie, your Character) from his money are featured on the following pages. Note that there are wide discrepancies in prices in different parts of town and at different times. Shops are open from about an hour after dawn to an hour before dusk (though they're closed on The Day of the Sun). The inns open from midday to midnight. How do you know what time it is? Well, you could try asking one of Mitteldorf's charming citizens. Or keep a track of the falling and rising of the sun. Better yet, buy an hourglass. My cousin knows a man who knows someone with a consignment of time-pieces... very reasonable... it's an insurance sell-off...

Each day in Mitteldorf is 24 hours long. If you ask the time, the citizen will probably give you a rough guide along the lines of Before Dawn, About Dawn, Early Morning, Mid-Morning, Noon, Mid-Afternoon, Evening, Midnight. The city operates on a seven-day cycle from Moon Day, through Tyr's Day, Woden's Day, Thor's Day, Freya's Day, Satyr's Day to the Day of the Sun. You'll also notice the seasons change, with the days drawing shorter in the fall, and lengthening in the spring.

***Legends of Valour** isn't unduly time-sensitive, but there are going to be occasions when the hour or the day matters. Like when a member of the Watch says "I'll give you five seconds to get out of here..." Once you enter a Guild, you'll soon become very keen on payday, for example.*

Nearly every building in the city is open to be explored. Each district has its own unique charm and Character. Once you've been mugged in The Ginnels, you'll never want to be mugged anywhere else.

Where To Stay

One of the first things you need to look out for in Mitteldorf is somewhere to call home. You can curl up for a nap anywhere, but nothing recharges the old batteries like a long night in warm, clean, uninfested sheets in a quiet room.

Sleeping on the streets has two major disadvantages. First, the Town Watch will arrest you for Vagrancy. Second, members of the Thieves' Guild will mug you (although during certain religious festivals they swap jobs, the effect is the same).

So, look out for one of Mitteldorf's friendly and welcoming hostels. You can recognise these by the sign they'll display somewhere outside. Several are marked on your map, and others may advertise their services from time to time.

Among those we would recommend is The Travellers Inn, which is the closest to the Main Gate. Our least favourite is the Castle Dungeon, which serves a terrible breakfast and doesn't operate room service...

When you enter a hostel, you'll see a reception area. Walk forward until you 'bump' into the desk, and the display changes to a picture of the landlord, a sign giving the hostel's name and three icons. The landlord may also have some wisdom to pass onto you, which you can read and inwardly digest (if the message is followed by an arrow sign, use the cursor keys to read the rest of his welcoming speech).

Click on **Room** *and a floor plan of the hostel is displayed. Click on any room and the price of a week's rent is given, along with a dialog box offering you the chance to take the room or turn it down. If you take it, a week's rent is deducted from your cash (assuming you have enough...). Do not ask for credit, as a Hostel Owner often offends.*

The room is yours for as long as you're in credit. You can pay for more than a week's rent in advance by clicking on the room again, if you're filthy rich (some hope!).

Anything you leave in the room is 100% secure. You betcha. On the other hand, if you get behind with the rent, the hostel keeper will sell your belongings, and it'll be no good coming back later complaining about how there were 10,000 groats in there, and how you would have been back last Satyr's Day if the Watch hadn't framed you on an Excessive Snooping charge...

To leave things in your room, walk up to the **Basket** *you will find there. It will appear in the Floor window. Click on it, and two windows appear, one showing Cash and Commodities, and the other items. Click on a Cash or Commodity window in your Pockets display to transfer stuff to the basket, or click on a window in the Basket display to pick stuff up. With items, click on an empty Basket window to switch an item from your right hand to the Basket, or a full window to pick the item up.*

Click the **RMB** *to exit.*

Resting in a Hostel Room refreshes a Character like no other form of rest can. To sleep, all you have to do is select the Sleep icon while in your Room, and then click on the number of hours you wish to pass in restful repose. This isn't an exact measure of time, though, and you may wake up a few hours before or after your chosen time. No hostel we know offers to give you an early morning call...

The second option in a Hostel is **Feast**. *You wouldn't believe some of the delicacies you can buy cheaply in Mitteldorf's Hostels. If you have an eye for Cyclops Stew, or a mind to eat Zombie Brains, you'll find them at one or more of these fine establishments. Click on the Feast option and a selection of food and drink appears to whet your appetite. Click on a dish to find out what it is, and what it costs. You now have the option of enjoying that sumptuous dish, or giving it a miss...*

Eating will stave off Hunger, and Drinking quenches Thirst. As you know, not doing either of these has a bad effect on your health. So, click on the "Yes" button and enjoy your meal. Your Hunger or Thirst bar (on the **Character Status Display**) *will go up, your cash will go down, and everyone will be happy for a few hours.*

Your final option at a Hostel Reception is to **Exit**. *Your loss, pal.*

At any time while you are being tempted by a Hostel's facilities, you can exit a screen by clicking on the **RMB**.

Mitteldorf has some fine residential establishments at very reasonable rates. Many are advertised in the Mitteldorf Post. Track one down, and enjoy a luxurious and relaxing night, far away from the Watch, Werewolves and Winos..

A Night on the Town

Mitteldorf prides itself on its hospitality. "Never let a (paying) guest go hungry" is the battle cry of every innkeeper in the city. If you're looking for fine food and convivial company, a Tavern is the place to be!

You'll find several excellent inns scattered the length and breadth of Mitteldorf. Each has a distinctive sign outside.

As with a Hostel, when you enter an Inn, you will see a counter. 'Bump' into the counter to bring up the options screen. You'll meet your host, discover where you are (always useful, this...), and be offered several easy ways to reduce your cash balance.

The first is **Feast**, which works just the same as it does in a hostel. The menu may be very different however. Each inn has its distinctive specialities, particularly in the drinks department.

Taverns are also great places to catch up on what's happening around town. Click on **Notice** and you'll bring up a notice board with two items, **General Info** and **Work Available**. Click on either of these to see the notice (the **RMB** cancels the screen, as always).

The General Info notices will steer you towards the various sights and activities in Mitteldorf. You can't afford not to check these regularly; all the best deals and action in the city ends up promoted on the notice boards. The Work Available notices provide opportunities to earn a crust doing low level, menial jobs for other people. Just follow the instructions.

The third option in an inn is **Gamble**. Now, this is how a real Hero makes money! Card games, shell games, racing cockroaches... Mitteldorfans will gamble on just about anything.

Most games require you to gamble a groat at a time. In the shell game, select which cup you think the pea is under; if you guess correctly, you win 2 groats. Not fast enough for you? Try 'roach racing at the Hanged Man. The odds are on the notice board. If your long shot comes in, you might be able to afford to eat there...

Different taverns run different games, and there are some variations according to the day of the week. Keep a few notes - you wouldn't want to miss a hot roach race, now would you?

"Who'll Give Me Five?"

One of the most memorable things about a stroll through the streets of Mitteldorf is the sound of its traders earning their daily bread. The merchant's street cries are famous. Who can forget "Touch that again and you die, kid!" or the poetry of "If this is counterfeit, pal, you'll need a wooden leg on your arm."

There are wonderful shopping experiences to be had in every corner of Mitteldorf, from the surly brutality of the Custom House, to the bargain-hunter's paradise at Dirty Daglish's. Stroll in, look around, then 'bump' into the counter.

The three options are **Notice**, which works identically to Notices in an inn, **Trade** and **Exit**.

If you click on **Trade**, you'll see a column of icons representing the six tradable Commodities (Gems, Spices, Pigments, Ore, Hide and Tar), and four more boxes, which may be empty, or may have an item displayed.

If you click on an empty box, the storekeeper asks if you wish to sell an item. Answer Yes, and a display of the items you are carrying is shown. Click on any item, and you are offered a price for it. It's up to you if you accept.

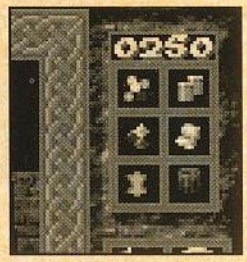
Click on a box which contains an item, and the storekeeper will tell you its price. Again, you choose to deal or not.

Of course, these places like to turn a small, reasonable profit, so you may find that an axe you sold for 7 groats yesterday has been marked up to 10 or more the day after ("yes, but look at the work we had to do to it, sir..."). Also, there's no guarantee that an item you sell at a shop will be there long. Mitteldorfans love to shop!

If you click on one of the **Commodities**, the display shows the buying and selling prices, how much of that Commodity the shop has in stock, and how much you are carrying. There are also buttons to **Buy**, **Sell** and **Deal**. Click on the appropriate button to buy or sell Commodities in their appropriate units. When you have completed the transaction, click on **Deal** and the stock and cash changes hands.

Remember, you can see what cash and Commodities you're carrying by looking at the **Pockets** display. The top window shows your cash wealth However, if you click on one of the Commodity windows, you can see how much of that Commodity you possess instead, measured as follows:

Gems	Ounces
Spices	Pounds
Pigments	Pots
Ore	Cwts
Hide	Pelts
Tar	Kegs



Finders, Keepers

Of course, not everything in Mitteldorf has to be paid for. Just anything necessary.

However, there are some real bargains to be had in dungeons and other out of the way retail establishments. While you are strolling around, if you see an item on the floor or on a table, stroll over. If the item appears in the Floor window, it may prove to be something you can borrow on an extended basis...

Of course, not everything is a bargain. If paranoia gets the better of you, try examining the item first, by clicking on the **Examine** icon. Whatever you can tell about the object from a

cursory and ill-informed look will be displayed in the **Message Window**.

Certain items, however, can be given more than just a cautious prod with a sword-point. For example, a book is a book - what you need to know is what kind of book, right? So, place the item in your Character's right hand and (repeat after me) click on it. So... minotaurs read those kinds of book, do they?

Scrolls, potions (the label on the bottle) and some devices can be checked out in the same way. The information appears in the **Message Window**.

What if there is more than meets the eye? Well, you could have the item properly examined by the experts at a Magician's Guild, who will offer their considered wisdom on the item. They have a reputation for unscrupulous honesty. They say.

Before all this is possible, however, you do have to pick the item up. Still, not everything can be covered in contact poison, right? Still interested? OK, click on the item in the Floor window and it will be transferred to the **Right Hand** window (if that is empty) or the **Backpack**.

From now on, you can switch items between your hand and the backpack just by clicking on it, or by clicking on a vacant window in the backpack. At the same time, whatever you know about the item will be shown in the **Message Window**.

You can drop or throw an item in your hand by clicking on the appropriate button. Or you can see if it has any hidden purpose ("what does this button do?") by clicking on the Use icon. Try not to do this kind of experiment in a public place, OK?

R.E.S.P.E.C.T.

If your stay in Mitteldorf is likely to extend beyond a few hours or days, you'll have to find some work. It's physically impossible to carry enough groats to be able to just arrive in town with cash for food, lodgings, entertainment and unsolicited contributions to muggers. And only millionaires and eight-foot tall barbarians from Mangle get credit. So, you need to make a few groats each day just to keep the werewolf from the door.

As previously mentioned, there are all manner of odd jobs to be done. Keep an eye on the Notices in taverns and shops. Most of these involve running errands from one place to another.

While you get used to moving round town, getting lost every block, it may be that by the time you complete the errand, that part of town has been redeveloped. Stick with it; you'll get better.

Odd-jobs are OK, but you'll find better rewards await you in the service of one of the town's Guilds. These are important organisations, with plenty of influence and money which can filter down to guys at the bottom of the ladder. That's you.

There are five Guilds: **The Fellowship of the Asegeir** and **The Brotherhood of Loki** are for magic-practitioners ; the **Men-At-Arms** and **Mercenary** Guilds are full of very large gentlefolk who bench-press buildings, and the **Guild of Thieves** is an organisation devoted to the ordered redistribution of wealth.

Walk in, stroll up to the counter, and the following three options are given to you: **Business**, **Service** and **Exit**.

Click on **Business** and you will be offered a place in the Guild, unless - for some inexplicable reason - they don't like the look of you. There is a little rivalry between some of the Guilds and Temples, so membership of one can bar you from joining another.

If you agree to join, there is a very reasonable initial membership fee and a challenge to be faced. You can still back out, y'know.

The challenge will probably involve some trifling errand and a time limit. You may be given some additional info or help to achieve this task.

If you pass the challenge, you are accepted into the Guild with open arms. You can even try rising through the ranks a little. If a brother or sister of the Guild clicks on **Business**, they are offered the options of trying for the next rank or resigning.

To be honest, the Guilds don't offer much in the way of a weekly wage. However, they're pretty hot on the bookkeeping, and every time you visit the Guild counter, your pay gets handed over with all arrears.

More importantly, Guilds are an indispensable part of living in Mitteldorf. There are three kinds of people in this town. Kings (only one vacancy ever arises), Guild Members and people to be ground under foot. We're talking about respect. Nobody ever writes Legends of Valour about people whose application forms for Guild membership were lost in the post.

To see how far up the ladder you have climbed, click on the Rank icon. This shows your current status in each of the Guilds you have joined.

The further up the Guilds you climb, the more access you have to their Services. Each Guild offers various Services, which can range from evaluating the worth of an item found in a dungeon to training in the arts of window-entry. The Services vary from Guild to Guild, but there are always advertisements for them in the Mitteldorf Post. Members pay less for these services than non-Members.

There are other benefits that come from Guild Membership, and from rising higher through the grades of a Guild. Fighting men get better at fighting, thieves improve their sleight-of-hand, that kind of thing.

No Pain, No Gain

One Guild it pays to keep on the right side of is the Mercenaries Guild. These are people who slice up other people for money. When they're off duty, therefore, they like to relax by slicing up other people for free.

However, if you produce your Mercenaries Guild Gold Card at the critical moment (ie, while you still have fingers), you can be exempted from a lot of this pain and agony stuff.

The Mercenaries hang out on the west side of town. A lot of them like to gamble at the Roach & Rider Casino. They're the large gentlemen betting the long odds who seem to be able to get drunk, cause a commotion and abuse the staff without getting thrown out by the bouncers. That's because the bouncers are all Mercenary Guild members too.

Starting off at the lowest Rank, these are the grades you can rise to in the Mercenaries Guild:

Bodyguard's Apprentice
Hireling
Bounty Hunter
Mercenary
Guildmaster

The **Men-At-Arms** *are a more sober-minded bunch, though they're as tough as old nails.*

They hang out in an office inside the large barracks area on the east side of town. If your face is on any wanted posters, this is a good place to avoid, because the posters are printed here... The Men-At-Arms are said to be in good standing with King Farley, and enjoy a more comfortable reputation around town than the Mercenaries. It seems a little unfair, since they're just as keen on cracking heads, but perhaps they do it with more style.

The route to the top of the tree in the Men-At-Arms Guild runs something like this:

Grunt
Trooper
Weaponsmith
Captain
Templar

Both Guilds offer excellent weapons training among their Services. This improves your ability to stay alive in a fight. The Warrior Guilds place a high value on that kind of thing.

You got to pick a pocket or two, boy...

Some say the simplest way of earning an honest coin is to steal it from someone else. However, odds are that someone else stole it from someone else in the first place, so this idea probably doesn't apply to Mitteldorf.

Still, if all else fails, you can always earn a dishonest coin by pinching it. There are several ways to do this but, in the end, they fall into one of two categories - licensed and unlicensed.

After all you have read about how tough the law is in Mitteldorf, it may surprise you to know that there is a thriving Thieves' Guild in the city. They may operate under another name, but that's what they are. OK, nothing unusual about that. Several cities have a Thieves' Guild, a brotherhood meeting secretly in tiny darkened rooms to plan great crimes.

In Mitteldorf, though, they operate out of a great big building, and their letterhead proudly announces that the Guild has won "King Farley's Award For Export" three years out of the last four. Oh, they're still secret, but not so secret that they don't advertise. Check the noticeboard in the Twin Snakes Inn, down by the harbour.

The key thing to remember about the Thieves' Guild is they exist to prevent robbery. Unlicensed robbery, that is. The Guild has a quota of items it is allowed to filch, and it doesn't allow non-members to muscle in on its share of the take.

So, if you're going to make a career out of currency exchange, a place in the Thieves' Guild is a must. These are the various grades within the Guild:

Beggar
Pickpocket
Graverobber
Thief
Godfather

The Guild's Training Service allows you to improve your skills at Picking Locks, Pockets or easy targets. You also learn how to dodge, a useful combat skill. Finally, as a member of the Guild, you are made privy to the ancient secret of opening windows and climbing through them. Once you have this skill, if you 'bump' into a window and press **ENTER**, *you should be able to get into all kinds of interesting buildings...*

"That's Magic!"

The two Magicians' Guilds in Mitteldorf are the **Fellowship of the Asegeir** *and the* **Brotherhood of Loki**. *They operate in the same way as other Guilds. They offer Services, most notably identifying magical items. Or you can apply for membership in the usual way - go in, pay an initiation fee, complete some errand to prove you're worthy, and they let you in on the Guild secret handshake.*

Moreover, as an initiate of a Magician's Guild, you are taught how to splat people before they can even think of calling you a degenerate halfling. As you achieve each Grade of your Guild, you are taught more and more powerful Spells. These are stored in your Spell Book, which you access by clicking on the **Magic Spells** icon.

All the Spells you can learn are shown, although low-grade adepts are not able to cast them all.

To cast a Spell, click on its icon. Some Spells last for a period of time, which is shown by the **Timer Bar**. Casting a Spell uses **Energy**, although the amount decreases the higher up you rise through the Guild.

These are the equivalent Grades in the two Guilds:

Asegeir	Loki
Spellbrewer's Asst	Mystic
Scribe	Sorcerer
Spellcaster	Spellbinder
Wizard	Wizard
Wizard Master	Warlock

These are the Spells mages can learn:

Portal - this lets you walk through locked doors and windows. The Spell has a limited duration, but while it is active you can pass through locked doors, portcullises, windows and all manner of other barriers...

Fireball - Use this Spell to blast targets in front of you. For as long as the Spell endures, you can unleash fireballs from your fingers using the **Spacebar**.

Create Food - This Spell creates Food. Your Right Hand must be empty before you start casting. Once the Food appears, you can eat it at once (click on the **Use** icon) or save it for later.

Create Drink - This operates in much the same way.

Warp - This Spell teleports you out of danger back to the Standing Stones.

Heal - This restores your Health bar to maximum.

Power - This increases the damage you can dish out in Combat. Some Monsters just won't fall over without it.

Protection - This decreases the damage you take in Combat.

I Believe!

By now, you will have realised that Mitteldorf can take care of all your physical needs while robbing you blind. But did you also know it could take care of your spiritual needs while robbing you blind? Read on!

There are four major Temples in the city. These are the Temple of all-father **Odin**, which operates by Royal Appointment; the **Temple of Freya**, a women-only club; the **Temple of Aegir**, which goes in for a lot of meditation and incense and the **Temple of Set**, an ancient snake god who has the blood-stained altars and sacrifices concession. Temples operate much like Guilds. You stroll in, night or day, 'bump' the counter and they offer you three options - **Business**, **Service** or **Exit**.

If you select **Business**, they offer you membership of their Order. Just like a Guild, there are fees and Challenges to be met. However, unlike joining a Guild, you don't just get your membership button and a discount voucher, you also get a Spell Book!

Priest Spells work just like Magic Spells (although the Temples would never admit it), only you access them through the **Priestly Magic** icon. They are described on the following page.

You can rise up through the ranks of a Temple just like in a Guild, by returning and selecting **Business** again. The higher you rise, the greater the magic you can cast. There are some other perks too.

The second option at a Temple is **Service**. Being responsible institutions, Temples run free health checks for all citizens and tourists. The Healer will look you over, and recommend treatments for any ailments you may have, from dehydration (a visit to a tavern is cheaper!) through combat injuries to tomb rot, vampirism and warts.

These cures aren't cheap, but they're effective! And members can operate on a "severe injury discount" basis, which keeps the costs very reasonable.

The Temples have their own hierarchies, which rise as follows:

Odin	Freya
Neophyte	Flirt
Magus	Coquette
Theurgist	Temptress
Spirit Exorcist	Seducer
High Priest	High Priestess
Aegir	Set
Novice	Wriggler
Theologian	Hisser
Divine Mediator	Crusher
Cleric	Striker
High Priest	Venom Master

Miracles and other daily events.

Now you're a Priest, you can expect to be pestered all day by people expecting you to perform miracles.

Since this can put a severe strain on your social life, it's probably an idea to learn a few Spells which you can show off to the guys down at the Jug of Ale tavern.

These are the Spells from the Priests' Spell **Book**:

Portal - *this allows you to walk through locked doors and windows. The Spell lasts for a limited duration, but while it is running you can pass through all manner of obstructions, including windows and locked doors.*

Lightning Bolt - *Amaze your friends! Cast powerful bolts of lightning at your enemies! For as long as the Spell endures, you can fire lightning from your fingertips using the* **Spacebar**.

Create Food - *This Spell creates a tasty, vitamin-packed meal for one. Eat it now or save it for later. You must have your Right Hand empty before you start casting.*

Create Drink - *This operates in much the same way, creating tasty beverages.*

Sanctuary - *If you cast this Spell, you are transported magically to your Temple..*

Faith Heal - *This restores your Health to maximum.*

Power - *This increases the damage you can dish out in Combat. Some Monsters just won't fall over without it.*

Protection - *This decreases the damage you take in Combat.*

Not Guilty Your Honor

Sooner or later, you are bound to make the acquaintance of the Town Guard. The fact is, Mitteldorf has a highly complex and detailed legal system, interpreted on the streets by goons with single-figure IQs.

There are many offenses you can commit. There are also quite a few you can be arrested for whether you commit them or not.

After that, the course of justice in Mitteldorf runs straight and true. You'll be run straight off to the Halls of Justice, and the court will believe that everything the arresting officer says is true.

Good King Farley hears all cases in person. After you've been arrested for the tenth time in a week, you might start thinking that this would mean he'd spend about 72 hours a day in court. Well, the lawyers have got round this by removing all time-wasting procedures like juries, pleas, evidence - and lawyers.

Within about ten seconds your fate will be decided. Punishments rise from fines for minor misdemeanors to long-term accommodation in one of the city's five minus-five star prisons. If our Illustrious Monarch and the lovely Queen Jocasta have had a fight, of course, sentences tend to be rather more severe than otherwise. Even the King can have a bad day.

Here, to help you stay on the straight and narrow, is a list of the kind of offenses most commonly committed by Mitteldorf's citizens.

Acting Suspiciously
Vagrancy
Excessive Snooping[1]
Attempted Robbery[2]
Beastly Behavior[3]
Drunk & Disorderly
Assaulting An Officer[4]
Rent Arrears
Gambling Debts
Handling Stolen Goods[5]
Threatening Behavior

[1] *This law was brought in after the introduction of the Window Tax. Since the window owner had paid the tax, it was decreed that only he had the right to look through it. So, in Mitteldorf, unlicensed viewing through other people's glass is an offense. The Thieves' Guild has a special license to allow them to avoid prosecution. So does the Guild of Glaziers.*

[2] *The Thieves' Guild are very hot on prosecuting such cases. Attempted Robbery, indeed... why didn't you get away with it?*

[3] *Such as turning into a beast.*

[4] *Actually killing one isn't just a crime, it's blatant stupidity!*

[5] *If you think about it, just about everything that exists belonged to someone else at some time, right?*

Doctor, Doctor

Staying in Mitteldorf is not unhealthy. This needs to be made clear from the start. Most citizens manage to spend their whole lives without contracting Vampirism or having their legs sawed off by trolls. On the other hand, most citizens don't go wandering around dungeons looking for "adventure". So, because you are the foolhardy type, you'll need to know what to do when bits of your body aren't functioning properly, or aren't attached to the other bits.

Hypochondriac players will be pleased to know that a large amount of the **Main Screen Display** *is given over to measuring how sick they are. The* **Character Status Display** *measures seven key indicators - Health, Energy, Combat Injuries, Appeal, Hunger, Thirst, and Sleep.*

The higher these bars are, the better off your Character is. But what does it mean when they start to fall?

Specifically, **Health** is an all-round measure of your physical state. If this falls, something is seriously wrong. If the cross turns red, then you have caught some unpleasant disease (or two..).

Energy measures how much get-up-and-go your Character has. The lower this gets, the more likely you are to succumb to illness. Energy gets burned up if you need rest or food, if you have a disease, or if you spend every minute of the day fighting monsters and casting Spells.

Combat Injuries really take it out of you. They need the attention of a healer and lots of rest.

Appeal shows what impact you have on the rest of the population. A healthy, upstanding member of the community will have high Appeal. An infested low-life will have none. Guess which extreme you start nearest?

Hunger, **Thirst** and **Sleep** are measures which show when you need food, drink or a decent night's sleep. To stay healthy, eat well, drink natural products, sleep in a hostel and avoid the business end of people's weapons. If you fail in any of these areas, you have four options.

You could see the **Town Surgeon**. Check notice boards or the yellowing pages of the Mitteldorf Post for details. She's new in town, so her prices are reasonable.

Or you could visit a **Temple**. A check-up is free, but they charge the earth for treatment.

Or, if you have the necessary magic, you can always practice some DIY surgery.

The fourth option is to keel over. Death is, as the philosophers would say, the "end of the game". It's back to **Character Generation** for you!

Tourist Attractions

Finally, since you're going to be staying in Mitteldorf for a while, why not seek out some of its more unique attractions?

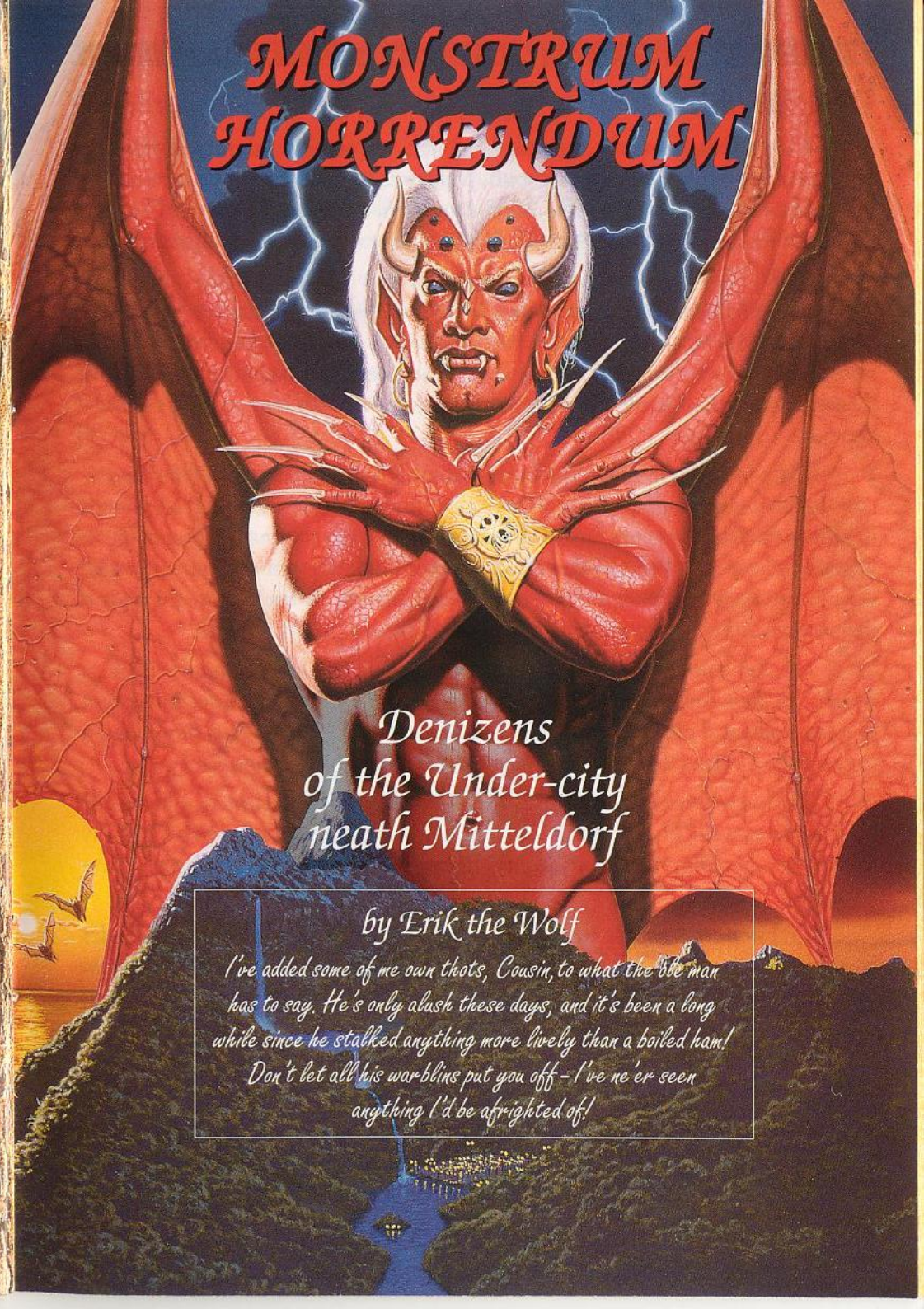
Culturally speaking, the highlight has to be the **Theatre**. There are often crowds of people milling around trying to get tickets, and some of the fights that break out over the best seats are just as entertaining as the plays!

If you are tempted to go inside, be prepared for a bit of audience participation. Because the city's actors haven't learned the art of fake swordplay, there is a shortage of quality actors. Just turn up, and they'll give you a part. If you survive the first performance, they'll probably make you a star!

If you prefer more restful entertainment, seek out the **Museum**, which contains many relics of the glorious history of Mitteldorf and the island of Wolfsbrood. It is here that, one day, you might hope to find a written copy of the chronicle of your life, the Legend of your Valour. Of course, you'll be dead by then, but this isn't a complete hinderance to visiting the Museum, as you will tell from the staff (who are all Zombies...). Of course, gaping eye-holes and no ears makes reading or listening to your own life story a bit difficult, but you can still soak up the atmosphere.

Finally, mention must be made of the **Zoo**, which is down on East Side, not far from the Main Gate. This houses the greatest collection of mean and nasty creatures anywhere in the world, and all collected from the dungeons under the city (which saved a fortune in transportation costs). This has to be worth a visit before you begin adventuring. Isn't it better to get a close look at a minotaur behind bars before you meet one in dark cavern somewhere?

MONSTRUM HORRENDUM



Denizens of the Under-city neath Mitteldorf

by Erik the Wolf

I've added some of me own thots, Cousin, to what the Bee man has to say. He's only alush these days, and it's been a long while since he stalked anything more lively than a boiled ham! Don't let all his warblins put you off - I've ne'er seen anything I'd be afrighted of!

Dear Reader

I write these words in the vain hope that you may avoid the fate that has befallen many brave and foolhardy souls. My name is Erik. You may have heard of me - once men called me Erik The Wolf. I fought in the Great Northern War, and destroyed King Peotr's fleet. Aye, all that and more before my fiftieth year. Then came I to Mitteldorf.

I have battled many fell creatures in my time, yet even I was unprepared for the numbers that dwell 'neath the streets of this town - aye, and who even walk those streets, when the moon is full, or the heat of summer drives them from their lairs. They're no different to the night-creatures that haunt many a town in this world - there are just so many of them!

The people of this town paid me well to walk the dark passages of the Under-city. I shed much inhuman blood. I also saw plenty of human blood spilled, friends of mine who died for a purse so small it would scarce buy a room, a woman and a flagon of cheap ale. Pah! Whose fault is it that the Under-city crawls with such vermin anyway?! Why can't they just be left alone?! What extra coin does a merchant require that he must send men to kill beasts 'neath the earth?

Ah, but you do not want to know this, do you, my new-found friend? You bought this book because you too are a sword-for-hire, and you hope the investment of a few coins will grant you an edge. I shall not disappoint you. You have chosen to enter the Under-city in search of adventure. I can promise you plenty.

They say "forewarned is forearmed". Well I say, be forewarned, and then be well-armed as well. The creatures who inhabit the under-realm care not a fig for thy knowledge, but they respect a mighty sword-arm or a well-crafted spell, sure enough...

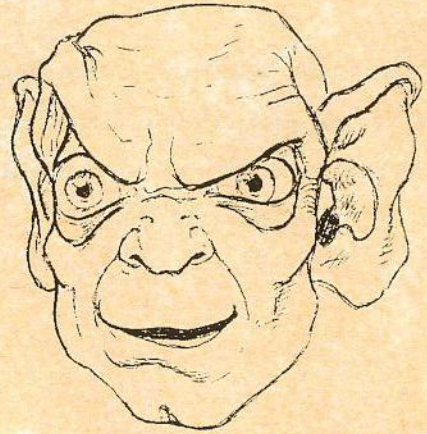
So, I share my wisdom with you. I bid you heed it. What a grim joke! I wonder how many copies of my little book have ended up in some monster's den, looted from the corpse of he who bought it? I pray you own this book for rather more years than some...

Goblins

These cunning little curs pollute the Under-city, like rats in a sewer. They are of little consequence individually, being quite small though hard-headed, and very weak. They have very little skill with weapons. Do not waste your magicks upon them, for a good blow from even the least capable warrior should subdue the beasts.

That said, they do hunt in great packs, and they have that peculiar bravery that comes from deep stupidity and cruel greed. It pays to be wary when there is reason to believe a lair is close at hand. In large numbers, they can overwhelm even the most steadfast warriors. In Neustadt, they say, similar creatures massacred Prince Wolfram's whole guard in their camp during the march back from the siege of Pfalzmarkt.

Goblins have poor eyesight, but they do have a keen sense of smell. If there is any difference between the female and the male, I've never noted it, for they are all berserk fighters. They speak some guttural tongue amongst themselves, but I know no-one who can understand half a word of it. Small matter. When you invade their world, you will have no need of words when they seek to reclaim it.



Just last week I had a run in with a hole hob of goblins! We slawtered 'em! They'z even weedier than they looks in his pichwres.

Giant Spiders

I curse these venomous beasts almost more than any other, for I have seen many a companion yield to their vile poison. Watch you well - the bite of these beasts is deadly.

In almost any lair, you will find these great beasts. As long in the body as a great hunting dog, with great long legs bent up high, and vast maws dripping venom - I have seen brave men become gibbering fools just at the sight of them. Clever sword-play will avail you nought. Strike hard at the eyes!

They trap their prey as normal spiders do, building fantastic webs in dark places, or hiding in small side passages to trap passers-by. The goblins provide them with much of their diet... those pathetic creatures cannot resist their iron grip. A full-grown man, if he be strong enough, can pull free.

And mark you well! If you are bitten, keep a close eye on your health and well-being. Should you feel sickness, or should your strength begin to fail you, t'is a sure sign of the poison! Seek a remedy at the Temples, or from the leech. Otherwise, magick is the only cure!

Bears

In days long past, hundreds of bears lived in the woods that covered the lower slopes of the mountain, and the plain of this fair island. Now that so much of the land is inhabited and farmed, and the forests are cleared, the survivors have vanished into the Under-city.

In their natural state, these beasts are shy, and fight only to protect their young. Those that lurk in the Under-city have been afflicted by a dangerous madness, however. They attack without warning, ambushing from the shadows. They possess a terrible cunning!

The most fearsome of these creatures is the Giant Red Bear. Some curse must have been laid upon this creature, for it is of monstrous size, and fearsome strength.

There is no secret to fighting them; just do not let them grip you in their powerful arms! Aim for the body, where their thick pelt is less protecting.

I'm told they eats people! Leastways, that's what Monkey-Mad Marten says, an' he lost an arm fighting one. He says he wouldn't have been able to get away, if'n it hadn't stopped to take a bite from what it had ripped off...

Bats

The caverns are full of these accursed creatures. They are a grave nuisance. Not only are they almost impossible to spot while they wheel through the air, but they have fierce teeth and sharp talons. You need your wits about you, and stout armor about you even more!

You can't avoid them, should you need to pass their lairs, since they "see" in the dark better than you or I see by day. Their wings make no sound as they beat, and the first you shall know of them shall be the close grip of their claws, and their sharp bite!

Keep them at bay with your missiles! If you must melee, remember that in vast caves, the advantage is all with them. Therefore, draw them into narrow spaces, with low roofs, where they cannot easily get behind you.

And be warned - the other dwellers of the Under-city are better attuned to the bats' strange squeals than are human ears. Disturbing a colony of bats might not only unleash a winged terror upon you, it might also bring curious goblins or lizard-men to discover what has caused the alarm...

Werewolves

It amuses me greatly that so many adventurers pass into the Under-city to seek out these creatures, for it is surely well-known that many openly walk the streets of Mitteldorf by night. Ask yourself this: who have I encountered in this place who, for one full week in each month, rises not in the day, but breathes the clearer air of night?

Better yet, save yourself the trouble of seeking out the were-beasts, and sleep openly in the street. If you are wakened by a sharp point and a growling wolfish voice, then t'is only a member of His Majesty's Town Guard. If you wake not at all, then you have found your werewolf.

Why, you ask, do the authorities, who police the streets of many other misdemeanours, not stir themselves to burn out the contagion? Ask yourself again: if you were a watchman, to whom would you sooner explain the King's justice? A drunk sleeping in a doorway? A man peeking through another man's windows? Or a seven-foot tall, steel-muscled man in wolfhide, whose talons can shred armor like shears cut through silk?

On the whole, werewolves are to be avoided. Of course, you can put your faith in the charms and gew-jaws carried by credulous simpletons, or arm yourself with silvered weapons, spells and wolfsbane. Certainly, these provide greater protection than normal weapons. For all the good they do, you might just as well carry a dog whistle.

One more thing. Do your fellow citizens the courtesy of taking a hard look in a mirror before you venture out at night. Lycanthropy, the disease of the were-folk, is highly infectious. You may congratulate yourself for having slain a werewolf and having taken scarce a scratch, but you will be premature to do so. Within the month, you too will know the joys of running padded-foot through the streets with your clothes in rags and the rancid taste of cat in your mouth...

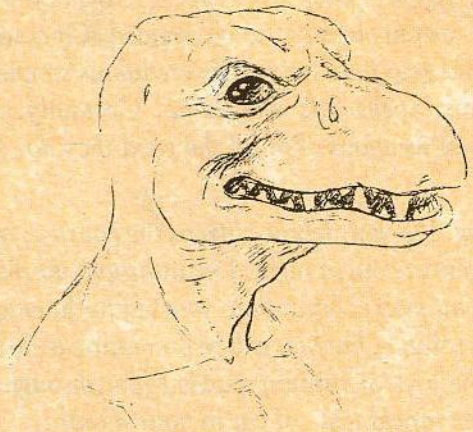
We've all had nights like those, eh Cuz?

Lizard Men

The Lizard Men lived on this island before Mitteldorf was more than a collection of rude huts on the shore. I have seen their colonies all over the world, connected by tunnels and volcanic shafts 'neath the ground.

They are shy creatures, who keep well away from the by-ways of men, and with good reason. The colony here on Wolfbrood inhabits the warm beaches on the north of the island. They hunt and fish in the sun by day, and retire to their caves by night. They are cold-blooded creatures, and warmth is as precious to them as bread and water to you and I. The hot volcanic springs 'neath Mitteldorf warm the steamy tunnels they inhabit.

They speak in a rasping, sibilant language which I understand not a dozen words of. You'll find they will rarely offer to communicate, even to trade. They have few precious possessions save their families, and fight only when cornered. If left alone, they pose no threat to anyone!



I swear, Cuz, the old man must be some kind of reptile-lover! The snake-men are cold-blooded, right enough - cold-blooded killers! They attacked the town's fishermen, and killed merchants who went among them to trade. I'd burn their vermin-ridden lairs and slaughter them all, young and old alike! See how they'd like the heat then!

Trolls

If ever creatures were worth avoiding, these are they. Huge, man-shaped creatures with skin like stone and the strength of ten! In far-off Anname, the warlords of that land train these beasts from when they are first born to fight in their armies. I saw five of the beasts break down the walls of Herio-ai and slaughter all its defenders, while a neighboring prince and all his army stood by drinking rice wine and waiting their moment to loot.

They are flesh-eaters, and have little discrimination in their diet, although I have observed that they bore quickly of goblin-meat, and enjoy a delicacy such as an Elf or a Man. They also seem to find great pleasure in wearing the bones of their victims as jewellry. The females wear skirts made from femurs, and the chieftains wear skull necklaces, and stud their gigantic clubs with teeth... You will also find their homes decorated with broken armor and shields.

What peril, then, for Mitteldorf to have such monsters below its streets? Well, I tell you this: the trolls 'neath this town inhabit the darkest corners of the tunnels and caverns, living in small groups away from the more active goblin colonies, though close enough to hunt them. They shun the light, so the King's Guard has always found defenses to keep them at bay. But what need have the trolls to attack, eh? A steady diet of rare meat finds its way to their lairs in search of treasure and adventure.

They can be killed, but it takes more than some street-bravado with a sword to defeat them. Their belly is their weak point, but you must first keep clear of their clubs and fists. Disarmed and broken-limbed, they are much less of a threat.

Ah! But the tales I could tell you of the treasures they hordes! The ole fool always leeves out they best bits!

Satyrs

These creatures escaped from the King's dungeons, it is said, wherein they had been incarcerated since the fall of some great wizard-warlord.

They stand as tall as a man, horned-headed, and with shaggy pelts, particularly on their heads and legs. They are canny fighters, difficult to overwhelm. But some have also the gift of magick, and can cast minor magicks at will, though I believe only their clan-chiefs can cast greater spells. They are rumored to possess great treasure, and at least one merchant is supposed to have traded with them for pearls and diamonds.

I have never had dealings with them, so I cannot claim to know their language. Gold, apparently, is one word which is sounded the same in their tongue as in ours...

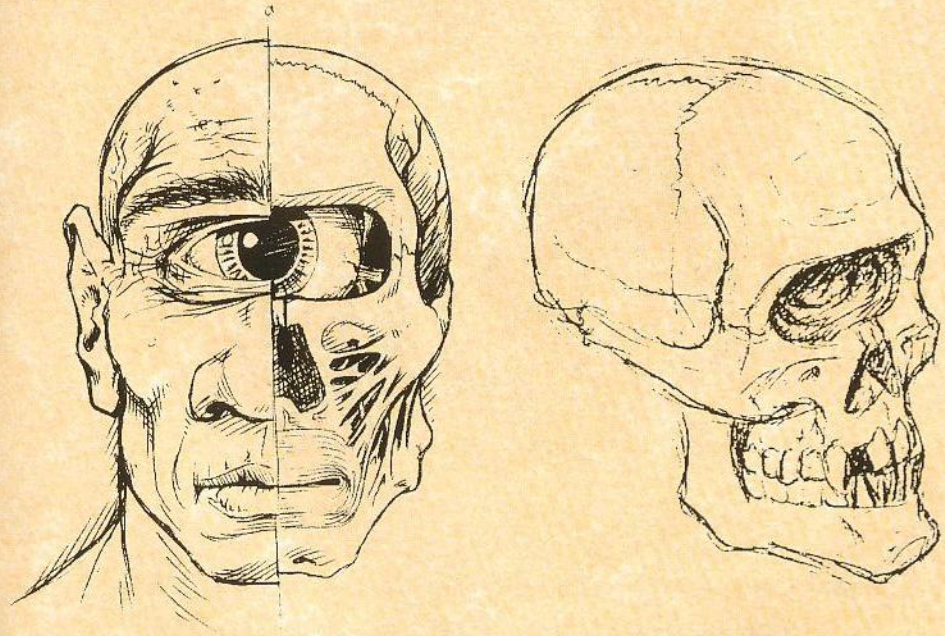
Oh really! If this is a Satyr, I don't think it's funny!

Cyclops

Several massive beasts inhabit the Under-city, and I would sooner walk barefoot across hot coals than meet any of them. One of the most hideous is the Cyclops. These things - for I believe there is more than one of them - stand seven or eight feet tall, and wear no more than a simple loin cloth, though the air 'neath the City can oft' be as cold as a winter night. Their skin is as hard as marble, and you'll blunt the finest blade in Mitteldorf before you ever slay the brute.

But the most fearsome aspect of the Cyclops is the single eye in the centre of his brow, a wide, bloody, staring thing, as lifeless as a snake's, and capable, they say, of great magicks... I swear that must be the only soft spot on the thing - I'm told they cut their hair with a battle-axe...

So, keep clear, and throw rocks or other missiles at it. Best of all, the troll-like harridan who cooks for old man Skiold the Provisioner makes a meatball which is perfect for the task.



Hey, Cuz! Why are cyclopses always fitin? Cos they don't see eye-to-eye!

Minotaur

Another of the great beasts is the Minotaur. Like all of them, he loves the taste of human meat - and Elven too, I'm told. I once saw a Minotaur refuse to eat a Dwarf, but he had dined on five stout warriors already by then, and he may have had his fill.

They stand about seven feet tall, and have massive heads, crowned with sharpened horns. Given room, they will charge with their heads lowered, trying to gore their enemies. Attacked from the side or rear they are less dangerous, though still fearsome.

There is no reasoning with such brutish creatures. They are the most animalistic of creatures, though, and fear fire. A torch, or magickal fire, can do much to harm them that a sword cannot.

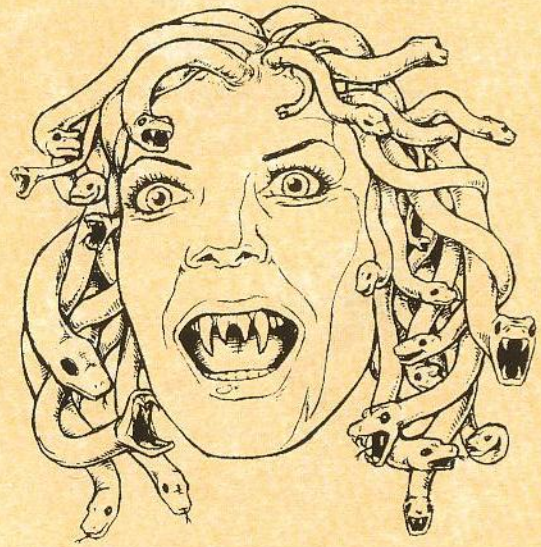
I haven't seen one of these face-to-face yet, but One-eye Dorbson, he sez he's seen plenty, and that they'z a lot of bull!

Gorgon

They say that the women of Mitteldorf are the most beautiful in the world... I would not disagree, though I have travelled far. There are some, though, whose beauty is deadly... Women of terrible splendour haunt the Under-city, women of whom it is said that the sight of them can freeze a man to the spot, while their touch can turn his heart to stone.

The Gorgon is difficult to kill but - fortunately - does not have the power to deal death by force of arms of its larger brethren. Avoid her touch, and all should be well.

Should you fail, the Temples may have some aid for you, though I never knew a priest who understood affairs of the heart...



As if the ole fool did. I dunno what this is all about, Cuz! I seen sum lovely wimmin since I came to this town, but none as made me turn to stone. Just look at that pichure! Think she could ever pull a plough, Cuz?

Harpy

These creatures also have the body of a woman - but you would never call them beautiful! Who knows what dread magick first brought them into being, and for what purpose?. They are half-human, half some kind of fearsome reptile-bird!

They have wide, leathery wings attached to their backs, and can fly quite well. The wise warrior will seek to break those wings with his sword, to bring the creature to earth. They are not dangerous fighters, for they rely on more sinister magicks to lure their victims to certain doom…

They are rumored to possess some song, or charm, which can slow a man's wits. Only the strong-willed can resist!

Well, I reckon my will must be strong, Cuz! I'd certainly not be "lured" by the likes of her! She's got the face of a bird, as well as the wings! Look at the beak on 'er!

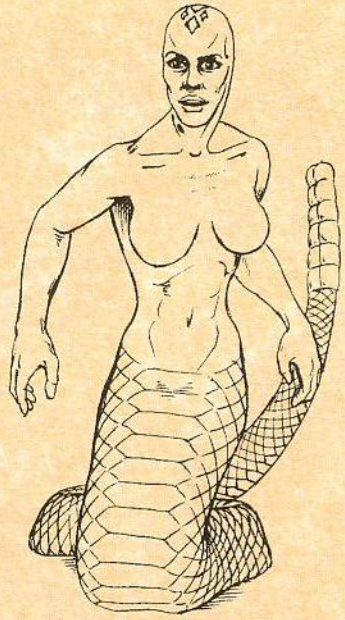
I think he makes some of these critters up sometimes, so he can make the book bigger and more price-y. They say he copies the pichures from a kiddie's book!

Lamia

Akin to the Gorgon and Harpy, the Lamia has the body of a woman, but deformed by evil magicks!

The curse of the Lamia is that she be part-woman, part-snake. They are carnivorous, and drink blood. The most adept seem to possess some mind-sapping magicks, that shreds a man's mind.

Unlike the other two, however, the Lamia is an Amazon, and revels in battle. Like a Black Widow, she seeks to defeat and devour a male..



Another half-woman! I thinks the ole boy has some kind of problem...

Zombie

You search in vain for a graveyard in Mitteldorf. The dead, when their remains require disposal, are burned in the Temples, or carried out to sea on funeral ships. Of course, the latter is the only fitting one for a warrior or king, but I have never known another city where the common folk aren't tumbled into a hole in the ground at the edge of the fields they have worked all their lives.

Mitteldorf is different for a reason. In times past, burial was as regular here as in any other city-state. There was a cemetery 'neath the Dwarven Quarter, and another near East Side. Many others were interred beyond the city walls.

Then, as the City grew, came reports of disturbances in the graveyards, of tombs opened and recent burials dug up. Guards were placed to prevent their trade. The guards disappeared. Then the guards reappeared, slack-jawed and loose-fleshed, shuffling through the streets. Mitteldorf discovered it was plagued by the risen dead...

Many were suspected of Necromancy. Women were burned by Witchfinders, and men tortured by our energetic priesthood. All this was to no avail; the dead continued to return. Finally, the King outlawed burial, and the Temples opened their sacrificial chambers to more mundane business.

I mention all this to make the point that the undead of Mitteldorf are ancient beings - although I suppose a few are recent victims of the aeons-old. They have a great and grisly wisdom, a hungry cunning. They stalk the living with a cold passion.

They have no vitals in which to thrust your blade, nor any brain to smash. The only way to defeat them is to reduce their bones to dust and fragments. Crippling their limbs makes them less dangerous, but I have seen a single finger drag itself along in pursuit of flesh. They are horror incarnate, and their black talons inflict flesh-rot. There are charms and magicks which repel them, but nothing succeeds better against these abominations than crushing force of arms!

Mummy

Some of these walking dead are more fearsome than others. Before burial was outlawed on Wolfsbrood, priests, mages, princes and other worthies would be enbalmed upon death - that is, they would have all their innards removed and drained, and then they would be close-wrapped in cloth soaked in special preserving brines. The corpse would then be encased in stone sarcophagus, and buried deep 'neath the city.

From what I have observed, then, even the tombs of the mighty have been defiled! For these mummies have risen!

Mere zombies cannot compare with these horrors, for they can retain the powers and might they had in life, amplified by the long solitude of death.

They have one weakness - they fear fire, for the wrappings that bind them are usually paper-dry, and the thing can be destroyed by torch or magick spell. If you have no such means, then you must take great care, and break every last piece to atoms, lest the whole rises again!

Ghost

Not all undead return with flesh and bones intact. I have heard tell of terrible spirits who stalk the Under-city also. I have never seen one myself, although once I felt a chill on my back and, whirling, I thought my sword passed through something before it crashed into the wall.

The only wise priest I ever knew told me that ghosts are tortured souls, the wraiths of men and women who have died through betrayal. Vengeance drives them. They haunt a particular place, or pursue a vendetta against the individual who robbed them of life. They suffer no distraction.

For some, though, that vengeance never comes. Their enemies are taken from them by some other cause. These ghosts, my friend told me, wander eternity in search of the revenge they have been robbed of, resenting all living creatures. They rest for aeons but - if disturbed - attack with ultimate hatred.

No ordinary blade can touch them. The magicks which can dispel them are costly, but there can be no better investment... not even Life Insurance.

What I wants to know is, if they's invisible, how's he drawed a picture of one?

Vampire

You might wonder if I am not a little befuddled to speak of vampires. Who in Mitteldorf has ever seen one? What evidence is there that they exist?

You must have heard the legends of these fiendish ever-living creatures; how they drink the blood of living creatures to preserve their sinister beauty, and how they shun the cleansing purity of running water, garlic and sunlight.

They are the essence of evil. I am one of those who shares the opinion that it is an ancient vampire who is responsible for raising the zombies from their graves. Many others have been afflicted with the curse since then.

For, though the authorities deny it, I am sure many lesser vampires stalk the streets of the city at night, victims of the greater evil. When an ancient Vampire does not wholly drain the blood of a victim, he infects the victim with the curse. Vampirism is a contagion, a disease. In the early stages, the victim appears much as before, though the color soon vanishes from their skin, and they develop a taste for raw meat. Later, they will develop a taste for hot blood. It takes some time for the full grip of vampirism to take place, when the taste becomes a driving hunger. A madness then takes over them, so that they do not even know the time of day...

Vampires develop unnatural strength, and - in time - they are said to be able to turn their flesh, which can be burned by sunlight, into a cold vapor... They become ever more beautiful to behold, which is one clue to their identity. Of course, if you drive your blade into the heart of every attractive citizen you meet, you will soon be hunted by every watchman in Mitteldorf!

If'n you lissen to this ole fool, he'll have you believin' every other man in Mitteldorf is vampire! Heck - I'm parcel to a sip of Ox blood myself, an' I never been near no undead.

Dragon

Dragons are enormous, powerful winged creatures. If you have never seen one, take a visit to the south side of the island, where the King has set aside the rocky promontory beyond his hunting lodge for their nesting grounds.

Though very unintelligent, dragons adore gems of all kinds, and their nests are decorated with wonderful treasures. They hoard gold, silver, weapons, armor and many other items as well.

I'm sure all this talk of gems and other treasure has whetted your appetite. And, I can tell you, some Dragons inhabit the Under-city, hatched from eggs stolen by the goblins. So, let me prepare you for what will follow when you enter their lair.

The dragon is armoured from head to tail-tip in tough, flexible scales. Its internal organs are deep within its body, and the brain encased in thick bone. It has talons on its forelegs like butchers' knives, and its vast maw encloses rows of needle-sharp teeth. It can breathe fireballs, which can roast a man faster than pig on a bonfire.

These are truly deadly beasts!

It's a pity he don't say where he's seen one!

Demon

The last creature of which I would speak may never trouble you. If you are wise (and not all adventurers are stupid, though the condition is quite common) you will never dabble in the darkest forms of magick, nor will you associate - even at sword-point - with the acolytes of Demonology.

Sadly, I have known men and women of lesser wisdom, who have spoken of the ultimate power and victory to be obtained through summoning elementals of great power. I have no idea where they are now; some dark dimension, I suspect, or limbo... Demons only agree to one pact; one service in exchange for one soul.

I beg you, even if you never heed another one of my words, have no truck with Demons...

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