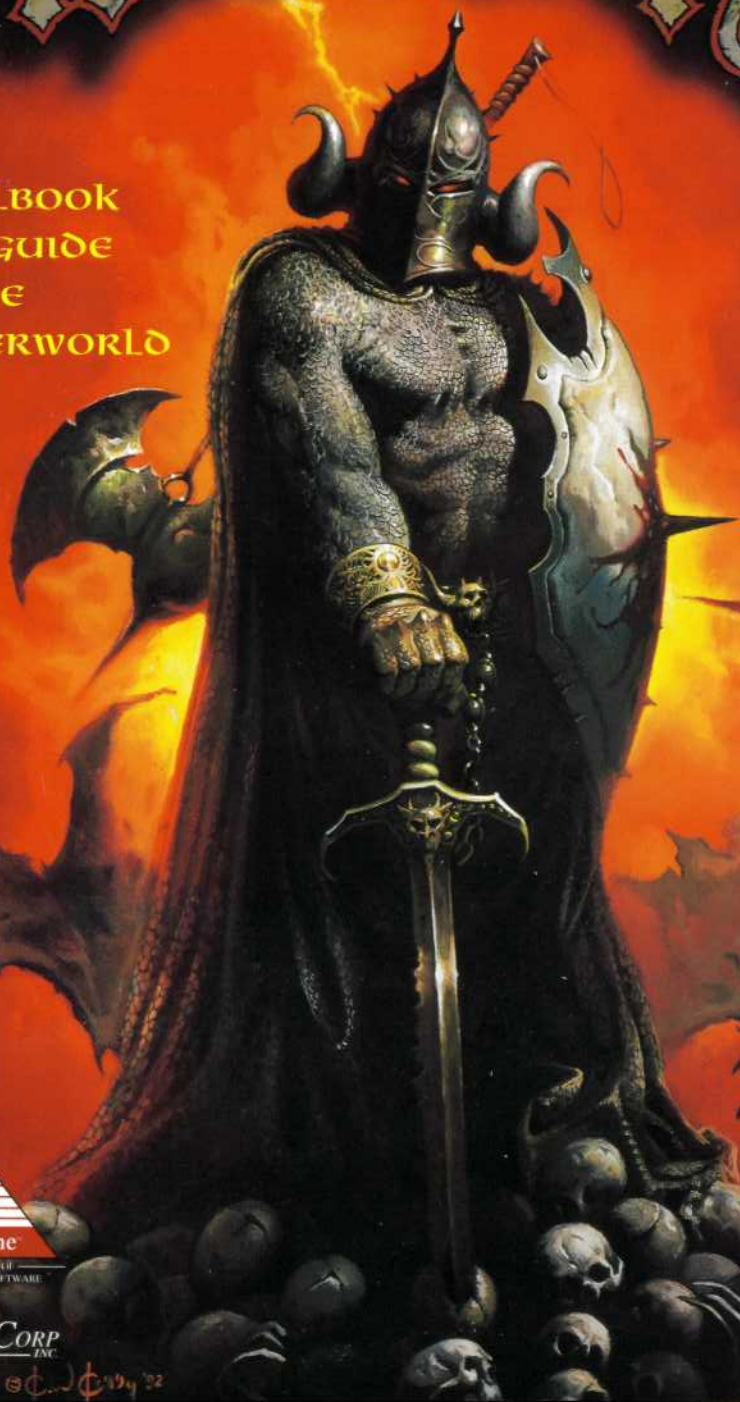


WITCHHAVEN

spellbook
and guide
to the
underworld



Capstone

THE PISNAC FEAR
ENTERTAINMENT SOFTWARE

INTRACORP
INC.

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WISCHAUEN



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Game Play

The following section is a quickstart for those eager to enter the Witchaven. All commands and on screen elements are explained. Once the introduction has finished, you should see the Main Menu.

Main Menu



New Game

This option starts a new game. You start at the entrance of the labyrinth with 100 health, 0 experience, 0 armor, 0 potions, 0 spell charges and a dagger.

Load/Save

This option allows you to either load or save a game.



Blood and Gore



This option allows you to change the level of graphical violence and the difficulty of play. There are two settings for the graphical depiction of violence and four difficulty levels to choose from. The difficulty levels and their effects are:

- Level 1: monsters have reduced health.
- Level 2: monsters have average health.
- Level 3: monsters have increased health.
- Level 4: monsters have greatly increased health, and are resurrected.

Help

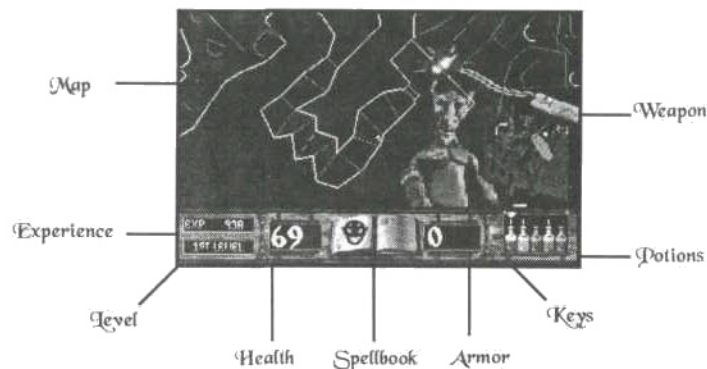
This option brings up the Witchaven on line help. It is a quick reference for weapons, spells, potions, and gameplay commands.

Quit

This option allows you to exit to DOS. You will be prompted with "Are you sure y/n?"



Screen Elements



Map

Pressing the TAB key brings up the overhead map. The map displays what you have explored of the level you are on. You are represented by the arrow, and the map rotates as you do. When active, the overhead map's size can be changed using the + and - keys. You can move the overhead map by pressing the "F" key and then by using the arrow keys.

Experience Points and Levels

This area indicates the experience points and experience level you have attained. You gain experience points by killing monsters and finding certain items. Once a sufficient number of points have been reached, you rise in experience levels, thereby acquiring damage bonuses, more health, and the ability to wield two weapons simultaneously. See Experience in the Reference section for more details.

Health

This number represents the amount of damage you can sustain. When monsters or traps strike you, you lose health points. If your health reaches zero, you die. You can increase your health by drinking blue potions and finding certain items. You can minimize your health loss in combat by finding better armor. In addition, your total possible health increases as you gain experience levels.

Spellbook

This area displays all the spells available to you and the number of spell charges remaining. To select a spell, flip the pages of the book by pressing the corresponding function key:

Scare	F1	Fly	F5
Night Vision	F2	Open Door	F6
Freeze	F3	Fireball	F7
Magic Arrow	F4	Nuke	F8

After selecting a spell, press the ~ key to cast it.

Note: Many of the spells require that you reach a certain experience level before you gain the ability to cast them. See the Experience portion of the Reference section for more details.

Armor

This area displays your remaining armor points. The type of armor you are wearing determines the number of points and the manner in which enemy damage is distributed. See the Items section for more details.

Keys

This area displays the keys you have. There are four key types: the black key, brass key, glass key, and the ivory key. To open a door with a key, get close to the door and hit the SPACEBAR.

Potions

This area shows the potions you are carrying. There are five potion types: Health, Strength, Cure Poison, Resist Fire, and Invisibility. The triangle slider points to the potion selected. You can move it by pressing the left and right bracket keys: [and]. To drink a potion, press the ENTER key.

Weapon

This area shows the weapons you are holding. To select a weapon, press the corresponding number key.

Fists	1	Battle Axe	6
Dagger	2	Bow	7
Short Sword	3	Pike Axe	8
Morning Star	4	Two Handed Sword	9
Broad Sword	5	Halberd	0

To attack, press the LEFT CTRL key on the keyboard, the LEFT mouse button or BUTTON 2 on the joystick. As you gain experience levels, you get a weapon damage bonus and learn how to handle two weapons at once. For more information see the Weapons section.

Screen Adjustment

The screen size can be adjusted to speed up game play. Press the + key to increase the screen size and the - key to shrink the screen size.

Movement

The movement keys can be customized by running Setup.exe. Providing you have not altered the default settings, use the following keys to control movement:

Walking

Use the appropriate **ARROW** keys , the **RIGHT MOUSE BUTTON** or **UP** on the joystick,

Running

Hold down the **SHIFT** while walking or **BUTTON 1** on the joystick,

Strafe

Press the **ALT** key on the keyboard.

Flight

After casting the Flight spell:

Fly Up: press the **PAGE DOWN** key.

Fly Down: press the **PAGE UP** key.

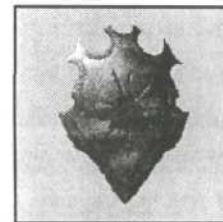
Cancel Spell: press the **END** key

Doors and Chains

To open doors and pull wall chains, press the **SPACEBAR**.

This concludes the summary of gameplay and screen elements.

Player Section



Introduction

Weapons

Spells

Items

Denizens of the Labyrinth



Introduction

Jerked from deep slumber with a snap, you become aware of too many things in too short a time to comprehend. The chill of sweat, the feel of cotton in your mouth, the hammering in your chest, the tangle of bedsheets; each accosts your senses with an unrelenting subdued fury demanding attention. Through this thunderous quiet, piercing your awareness with lighting clarity, you hear...

"It has come again."

With painful suddenness, the shimmer vanishes from reality as you regain focus. A flash of anger and fear splashes your skin with a spectre of heat. As barbed lashes, jagged thoughts play in your mind. *"Again he sits in grim vigil. Again I fulfill some measure of his cold Visions. Damn his patience!"*

Yet, fleeting as quick as its flash, the anger melts away. In its place...fear.

"Yes, the same dream. No more. No less." you respond. "Yes, no hope." you feel.

"Speak of it once more."

"Why? For nearly a moon's turn now I have had this same dream, each and every night without end. And each and every night you sat there and watched me, without end. Why?"

"You know."



"I know what old man?! Know that I have been chosen by lot to continue the sacrifice into the unknown. Know that soon I will go where by brother went. That I may soon join him in whatever hell has snared him away from me! No old man, tonight you will speak of new things to me. I tire of telling this worn tale."

Quicksilver, the old one's face twists in anger. Casting a gimlet eye on you, he snarls "Peace! You will keep a civil tongue in your head stripling. Think you that your few years of toil and strife have bestowed upon your head the wisdom of ages? *When* I tell you that which you need to know is for me to decide. Knowledge is your keenest sword boy. I would no sooner arm you beyond your ability to wield in lore than weapon." Vented of passion, the old one seems to age back into the small quiet scholar you have come to expect. "Yet, there is this thought. Your spirit is strong, and the dream is a sign of Power. So be it. I will begin your formal studies in the morning."

"Finally," you think, "a time of change is at hand." Clinging to this thought, you begin to feel a slackening in the pull of fear clutching at your soul. Until the old man finishes his comment with an ominous whisper. "Perhaps you do *now* have the will to survive opening your eyes."

"But first, young one, you will give an accounting of tonight's dream. There are eyes beyond those in that dullard of a skull you wield so poorly that can see beyond the telling of the tale. Speak."

"As you wish." With tired lackluster, you let yourself drift in waking into the nightmare that has possessed your sleep. You live again the flight over a roiling black sea, skimming the abyssal depths like some phantom spirit. There, to the



fore, is the same skill witnessed night after night. At the oar, no man do you see. 'Tis but a skeleton. In the beat of a heart, you race headlong towards a soot coloured stone upjut, a sharp wound through the waters. You see Char, the isle of the curses.

Like a feather in a wind, you are carried beyond your will towards a rotting pier, past remains of the once living, racing into an ebon mouthlike gap in the island side. Into the gullet of this cold stone beast you drift, fleeting glimmers of a spectral form before you, always just out of vision's full grasp. The apparition precedes your journey through an abandoned keep, great halls and towering walls left to decay through the ages.

When you begin to think that the depths of despair have been fully delved, again you see the cauldron. A brew steeps within. Lacking either head to turn, or eyes to close, you view with mind burning clarity the human parts simmering in the unholy stew of the dead. Straining with all the might your soul can muster, you wrench your vision away. The safety of an exit looms in front of you. Yet, just as the portal begins to open, you realize, too late, that you are doomed. And, in panic and terror, you awake.

Once the telling is complete, you look up to see the old priest deep in meditation, his eyes closed tight against the world, as if somehow grappling with troubling thoughts. A trace of golden energy fades slowly from his opening eyes.

"You are chosen," he states with finality.

"Yes, I know. Resigned to it, I am. I drew the lot, and it is the law. Seven days hence I will travel to Char and..."



"No, not the lot. The choosing here is by Lord VerKapheron. He deems you to be the one to lift the curse."

"Lord VerKapheron?" The name sounds familiar...

"Not many speak his name now. It is the witches' power, of this I'm certain. Tell me, what do you know of the Witchaven?"

"I know that I have drawn the lot, and that I must go there to..." Suddenly, you realize the waste of effort in the retelling of the tale. The old priest must certainly know more about this than you ever could. What were once frightful children's tales now seem so worn out and unremarkable. You rise to walk to the wash basin, uncaring of the curious glance from the priest.

"Yes, as I thought," the priest says, nodding slowly. "The power of the witches is strong here. They have a way of shying all thoughts about them. It is their greatest protection. Herein we must certainly find the root of why the High King has forsaken this, his northernmost realm. Perhaps too, we touch upon the wellspring from which the strife of war does flow across the lands, where Lord turns on Lord in civil war."

You turn from the washbasin, drying your face. "I've spoken of the dream once again to you, high one, please, speak to me more of the Witchaven."

Pale eyes, sunken and hollow, take in your measure with unsettling candor. With a 'harumph' and a shake of his head, he begins to tell a tale of his own.

"Very well. First you must seize upon your notions of how the Worlds are put together. Get a firm grip on just how you explain the workings of the Cosmos and the Heavens. Then, when you see with clear thought and firm resolve this model of the Universe that you have constructed, chuck it out the window into the gutters below with the rest of the daily sewage."

"Oh Stars above, what have I started this night?" you muse. *"To make it all the worse, I but begged him for this. Well there's nothing for it but to settle in for his pillar high preaching...."*

"This world," the old man continued, "the one you see around you, it is not the only one. This and several others much like it make up what are called the Prime Realms. These Realms are strongholds of Order in the universe. They manage to withstand the forces of Chaos. For us, they are quite solid and predictable. However, in opposition, there lay the Realms of the Nether Reaches. There, the Furies of Chaos dominate."

"Now, 'tween the two, there is a region of Strife. This skin of tension serves to bottle one Force from the other. But, as with any container or wall, it has its weak points. This region of Strife that separates Order and Chaos is called the Veil. A simple name. Perhaps too simple. There were those here who sought to lift this Veil. In their vanity, they thought their Power sufficient to venture beyond this Realm in safety. They were wrong."

The priest pauses for a minute, shaken by some unseen blow. He continues, "In that day, it was Lord VerKapheron, vassal and Champion to the High King, that ruled this northern land. His keep lies on the northern most island, Char. His court was renowned throughout the lands for its piety, and as such, the Brother

hood did well to maintain its most powerful center for studies there. It was in a time of great peace on prosperity that the High Priest of the order, Midias, sought the knowledge beyond the Veil. He convinced the council of Brothers to undertake this mission. It would be their last great quest."

"When the High Brethren of my Sect decided to pierce into the unknown, they did not realize the terrible risks they faced. The Veil itself posed great danger. In order to pass through it to reach the other side, the priests in the ritual had to literally let themselves become partially enveloped by the energies of the Strife. They found that they had to fight, not only to get through the barrier, but to keep from being drawn into the mindless expanses of the formless Realm."

"Yet, however fearful this struggle may have been, nothing brought more stark fear than the coming of Illwhyrin."

"See here a key point in the nature of the Universe. Power seeks Power. What the Brethren had not counted upon was the draw upon the Nether Reaches that their ritual would have. Illwhyrin felt the power of the ritual energies, and she was drawn to capture its source."

"With her ancient and powerful force of will, she probed the mind of each priest in the link for weakness. She found one. In the heart of the youngest beat the passion of Lust. Shaping herself into a maiden of unsurpassed beauty, she taunted his mind with promises of dreams to be fulfilled. She focused her will on him until he faltered in his concentration. At that precise moment, she struck at him with all of her dark powers of the mind, destroying his utterly and weakening the enchantment linkage severely. The ritual group was defeated, though the battle raged on."

"All of the Brothers and Illwhyrin were pulled into the Veil. It was here that she wanted to do battle. By our standards, that ritual group could gather a fearful amount of energy and shape it to their wills. By her standards, the group was woefully insignificant. She absorbed the attacks from the younger priests, feeding on their magical and life energies. Then, as if expelling some great held breath, she unleashed these Powers upon Midias himself, physically hurling him back into the Prime Realm. Using his last flickering bits of soul as an anchor, Illwhyrin reached into this realm and pulled herself through."

"The death toll of Midias along with the explosive arrival of Illwhyrin sent shockwaves throughout this world, both on the physical and magical planes. Char, a volcano dead these past three hundred sixteen years erupted in protest to the vile intrusion of this Chaotic whirl. Priest and Magi alike felt the dark ripples on the Astral plane."

"Feeling secure that she faced no immediate threat, she proceeded to consume the life energies of the Keep's garrison, nobility, and commoners, all to empower her while she kept the rift in the Veil open. She was bent on bringing forth into this Realm a great army of darkness with which to smite all in her way. She managed to pull many of her minions through before even she was forced to withdraw from the tireless and unceasing powers of the Strife."

"Since that fateful day, many things have happened. Char has continued to spew its ash and lava, decade after decade. It's as if the Nature of this plane takes offense at her very presence. Illwhyrin's Power so too changes. She is cut off from the Darkest sources of Chaotic Power, so she must rely more and more on ritual magics to maintain her otherworldly kingdom. As she has been draining in Power over the years, she becomes a more possible target for attack."

"Yet heed me! Time is not our ally in this matter. True, on the path that she now treads, each day sees her become more accessible for our taking. But, the Veil has also been weakening to these many years, and it is now apparent that she has been setting into motion magics of such cunning Power that she will be able to open a True Portal between here and her home Realm. Such a gateway would surely spell our downfall. She would have a bottomless well of Dark Powers to draw upon, and a vast horde of minions to send into this world as armies to conquer."

"Now, near the end of this struggle, for good or evil, the shade of VerKapheron seeks you out to be Champion for us all, to end the curse."

You remain silent for a moment as the priest's last words hang in your ears. For once, your mind feels clear, your thoughts no longer adrift as you ponder the Witchaven.

"This is suicide," you say aloud. "I'll be dead in minutes."

"I think not, my son" the priest replies, smiling. "Lord VerKapheron has chosen you, he must have some reason. Perhaps you will succeed where other expeditions have failed."

"We have spoken enough of these things this night. On the morrow I will begin your instruction in the basics of reading the Arcane Tongue as you might find in the keep on parchments of the old Brotherhood. These remnants of Power will play a crucial role in your quest. For now, it is time for you to sleep. Sleep deeply, and dream no more this eve"

Weapons

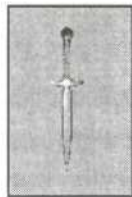
"Though by force alone you will not survive, the weapons of the fallen will be your greatest ally in vanquishing the Witches. As Lord VerKapheron's loyal guard fell beneath the hellish assault from the Nether Reaches, their weapons and bones came to litter the tunnels, offering some small defense and a reminder of mortality, imminent and unremorseful."

The following is a description of those weapons you are likely to find while storming the Witchaven.



Fists

The weapon of last resort, your fists do the least amount of damage of all the weapons, and have the shortest attack range. Each punch does 1 to 5 points of damage.



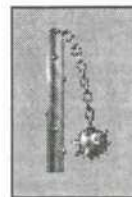
Dagger

The dagger is a short double edged blade. It has the same range as your fists, but allows both a slashing and a stabbing attack. The dagger inflicts 5 to 8 points of damage with its slashing attack and 10 to 15 with its stabbing attack.



Short Sword

The favoured weapon of the Goblin tribes, the short sword is a double edged blade of poor quality. It inflicts only 5 to 10 points of damage and breaks easily.



Morning Star

The Morning Star is a devastating spiked ball and chain. It does more damage than the bronze sword, and has a larger swing radius as well. The crushing attack inflicts 10 to 15 points of damage and the swinging attack inflicts 15 to 20.



Bow

The epitaph of Lord VerKapheron's archers, the bows and quivers you find give you the advantage of attacking from a distance. Each arrow is capable of inflicting between 15 and 30 points of damage. In addition, the bow is never damaged, therefore it is never rendered useless. However, you are limited to the number of arrows you can scavenge.



Broad Sword

Forged in the keep armory, this weapon is heavier and sturdier than the short sword. It is double edged and gives you two different swinging attacks. The left hand attack inflicts 15 to 20 points of damage and the right hand attack inflicts 20 to 25 points of damage.



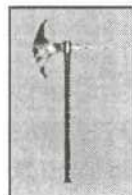
Battle Axe

The battle axe is the native weapon of the MinaDrake. This sturdy curved blade inflicts more damage than the broad sword and has a high resistance to damage. One handed, the battle axe inflicts 20 to 25 points of damage. Wielded with two hands, the battle axe is capable of doing 25 to 30 points of damage.



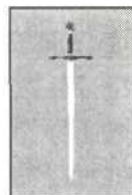
Halberd

This is a large blade mounted on the end of a long wooden pole. The Halberd has the largest attack range of all weapons except the bow, and it inflicts 5 to 20 points of damage with a piercing attack and 5 to 35 points of damage with a swinging attack.



Pike Axe

These items were once the symbol of the castle guard, serving as both a melee and a missile weapon. With the swinging attack, the pike axe inflicts 5 to 10 points of damage, and with an overhead chopping attack it can inflict 10 to 15 points of damage. Furthermore when more than one Pike Axe is found, the additional axes can be thrown, inflicting 10 to 15 points of damage.



Two-Handed Sword

This gigantic double edged blade does the most damage of all the weapons you will find in the Witchaven. It allows two swinging attacks, inflicting 20 to 30 points of damage with the left swing and 25 to 30 points of damage with the right swing.

Damage Modifiers

Both your experience level and strength affect the amount of damage you can inflict with weapons. You gain 1 point of additional damage per experience level, and drinking a strength potion doubles inflicted damage.

Break Hits

Each weapon, depending on the quality of its make and the strength of its design, has a certain number of break hits. This is the number of hits the weapon can inflict before dulling or breaking. Of the non magical weapons, the short sword is the weakest, and the two handed sword the strongest.

Weapon Proficiencies

As you gain experience levels, you become more proficient with handling weaponry. This skill allows you to wield two weapons simultaneously. See the Experience portion of the Reference section for more details.

Spells

"Certain words, ancient and sacred, have the power to magnify and focus the will. They allow those with discipline to bend reality and invoke the powers arcane. Such words comprise the languages of the Nether Reaches but exist in the Prime Realms only as writing, scribed from parchment to parchment by initiate mages, refusing to be memorized and forever eluding the reason of man."

Providing you have reached a sufficient level of experience, scrolls you find can be incanted, thereby casting the spell and affecting the physical world. The following is a short description of spells you may learn on your quest to destroy the Witchaven.



Scare

When cast this spell reaches into the mind of your foe and fetches its deepest fear. This spell is most effective on lesser creatures, for more powerful minds can see through the illusion. When effective, the spell lasts four seconds per experience level.



Night Vision

This spell enhances your vision, granting you the ability to see in darkness for a limited time. The spell lasts ten seconds per experience level.

Freeze



This spell launches a ball of energy that draws the heat from all creatures in a line stretching 3 feet per experience level. The spell makes your foes so brittle that they can be shattered with a single blow. The spell is powerful but limited in the sense that fire based creatures may be immune to its effects, and you cannot launch it at a creature within melee range.

Magic Arrow



This spell launches 10 energy projectiles, inflicting 20 to 40 points of damage each.

Open Doors



This spell will open any door requiring a key.

Fly



When invoked, this spell commands the power of air, granting you the ability of flight for a limited duration. The spell lasts thirty seconds plus an additional second per level of experience.

Fireball



When cast, this channels the heat of the earth, incinerating all creatures within 10 feet that fail to resist the effect of the spell. Those that resist are singed, but otherwise unharmed.



Nuke!

This spell summons the energy of the stars, annihilating all creatures and items within 30 feet. Only the most powerful of the witches are capable of resisting this spell.



Scrolls

There is a scroll for every type of spell mentioned in the Spells section. When found, a scroll counts as a spell charge, ready to be spoken so that the magic bound in the text can be released.

Items

"There is a wide assortment of items to be found in the labyrinth. For decades since the assault on VerKapheron Keep, warriors and adventurers from across the Prime Realms have journeyed into those dark depths seeking glory and wealth. A few have returned, but most have perished, leaving their items behind to collect dust amidst their aging bones and forgotten dreams."

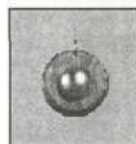


Ankh

Artifacts left by VerKapheron's priests, the ankh's powers of life grant 250 health points.

Amulets

Two amulets can be found in the labyrinth:



Amulet of the Mist

This amulet renders you invisible for 1 minute.



Shadow Amulet

This amulet acts as a Scare spell for 1 minute.

Armor

Armor serves two important functions: to deflect enemy attacks and thereby nullify all damage, and to absorb damage that is inflicted, reducing the cost to health. Though there are numerous items in the labyrinth that increase your armor, there are only three armor classes: leather, chain and plate.

When you are successfully attacked, a certain amount of armor points are deducted from your pool, and then some percentage of the enemy's inflicted damage is subtracted from your health. The three classes of armor and their effect are:

Leather: loses 4 armor points per hit, half damage is inflicted.

Chain: loses 2 armor points per hit, one quarter damage is inflicted.

Plate: loses 1 armor point per hit, one quarter damage is inflicted.

Each armor type or armor affecting item gives you a certain number of armor points, and protects as one of the classes above. Obviously leather protects as leather, chain as chain and plate as plate, but other items will protect as one of the classes above as well. For example a Crystal Staff gives you 300 armor points and protects as chain. When those 300 points have been exhausted, that item is no longer useful and is discarded. Furthermore, you can wear only one type of armor at a time.

Example: Suppose you find a suit of leather armor. You get 50 armor points. Each enemy hit subtracts 4 armor points and inflicts half damage on your health. If you find a suit of chain, your armor points go to 100, not 150 because the suit of leather is discarded. Now each enemy hit would reduce your armor points by 2, and inflict one fourth the amount of damage to your health.



Leather Armor

Bound leather armor offers the poorest form of protection, granting 50 points of armor, losing 4 points per hit and allowing half of inflicted damage to be taken from your health. Still some armor is better than none, and leather armor can sometimes deflect enemy attacks altogether.

Chain Mail



An armor composed of a padded metal mesh. Chain mail gives you 100 armor points. It loses armor at the rate of two points per hit, and allows only one fourth of all damage to health. Chain mail has a good chance to deflect enemy attacks.

Plate Armor



The highest quality armor, this armor grants you 150 armor points, loses only one point per hit, and allows only one fourth of all damage to health. Plate mail has a very good chance to deflect enemy attacks.

Crystal Staff



This item gives you 250 health points, 300 armor points and protects as chain mail.

Helmet



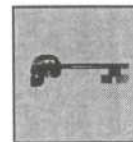
This artifact grants you the power of legendary heroes, increasing the speed of your attacks, giving you ten armor points, and doubling your damage for thirty seconds.

Horn



For one minute, every point of damage you inflict is added to your health.

Keys



There are four types of keys in the labyrinth: Brass Keys, Black Keys, Ivory Keys, and Glass Keys.



Pentagram

These are artifacts used to move quickly through the labyrinth. You must have one in your possession to activate the level's teleporter.



Potions

Five types of potions can be found in the labyrinth:

Blue Potions: Increases your health by 25 points.

Green Potion: Increases your strength, doubling all damage for 30 seconds.

Orange Potion: Cures poison.

Red Potion: This potion gives you immunity from fire for 30 seconds.

Brown Potion: This potion turns you invisible for 30 seconds, though creatures have a fifty percent chance to see you if you attack.

Rings

During the battle for the keep, many magic using soldiers on both sides were slain, leaving behind an abundance of rings.



Adamantine Ring

This ring protects as plate mail, but gives no armor points.



Onyx Ring

Grants you protection from missiles.



Sapphire Ring

This ring provides protection from fire attacks for a limited time.



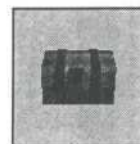
Scepters

There are two scepters to be found within the labyrinth. The Blue scepter grants you the ability to walk on water, and the Yellow scepter allows you to walk on lava. The effect of both scepters is limited to the level upon which they are found.



Shield

This item gives 50 armor points and protects like plate mail. In addition, the sharp spike protruding from the outside can be used to attack as a dagger, inflicting 5 to 8 points of damage. The shield can only be used when you have a one handed weapon selected, and like other weapons, it can be damaged and rendered useless.



Treasure Chest

The lure of many adventurers. Within these chests lie glittering wealth or grave danger.

Denizens of the Labyrinth

"As news of the invasion from the Nether Reaches reached the sovereign ears of the nearby mainland Lords, expeditions were planned to scout out this new threat. Many groups sank into the dark tunnels of the labyrinth and most met death there, cold and quick, at the hands of the Witches' minions. The expeditions stopped, and the Lords on the mainland took to fighting amongst themselves. Whether by Witches' work or human greed, they have forgotten the threat to the Prime Realms, but we of Stalzia have not. I will tell you what I have heard of these creatures.."

This section serves to illuminate what is known of those creatures that now inhabit and protect the outer parts of the labyrinth and the inner sanctum known as the Witchaven.



Rat

The scavengers of the labyrinth. The rats are thick there, for they have much upon which to dine. They feasted on the fallen during the first assault, and now their numbers are maintained by the casualties of the Goblin wars.



Spider

Once normal arachnids, the Spiders were warped by dark magic of the Grey Witches. They attack with a venomous bite.

Skeleton



These undead are the result of death magic rituals deep within the Witchaven. Wandering without purpose, these damned souls claw at the living with contempt.



Ogre

These creatures of the Nether Reaches possess enormous upper body strength and a meager intelligence. Most were enslaved by the Witches and forced to carve out the Witchaven beneath Lord VerKapheron's keep. Once the labour was complete, the Witches attempted to exterminate them. Those that escaped wander the labyrinth, staying clear of the warring Goblin tribes and the merciless MinaDrakes.

Brown Ogre

The weakest of their kind, the Brown Ogres are doomed to forever tread in the shadows of their more powerful brethren. As the stronger would do to them, so too they seek out those that are weaker to prey upon. As all Ogres have a disproportionately high upper body strength, they hammer at their prey with their hard, bony fists.

Green Ogre

Possessing a higher intellect than any other type, these Ogres were conscripted to act as overseers during the carving of the labyrinth.

Red Ogre

Where the need for brawn was keenest, the Red Ogre was quickly drafted. By far the most violent and intemperate, they have banded together to prove that might makes right. They strive to bring about by fist and fury a world where they get the best in food and dwelling.



Goblin

Following the securing of the keep, Illwhyrin brought three of the Goblin tribes from the Nether Reaches to patrol and hinder all would be heroes and warriors of the Prime Realms. However, once loose in the labyrinth, the Goblins slipped beyond her control and their intelligence and greed pushed them into factional warfare. Now only the brown Mountain Goblins seem loyal to the Witches.

Forest Goblins

Abandoned by the Witches for their innate weaknesses, the Forest Goblins are quickly being destroyed by the greater strength of the Desert Goblin tribe in a subterranean territorial war. Pushed to the higher levels near the surface, the Forest Goblins dine on rat meat and long for their woodland home.

Mountain Goblins

Merely average in strength and intelligence, the brown Mountain Goblins are the easiest to control of all the transplanted Goblin tribes. Existing primarily as servants of

the Witches, the Mountain Goblins scout the surface of Char for invaders and occasionally carry out death missions on the weaker Forest Goblins.

Desert Goblins

The strongest and most cunning of the Goblin tribes, the tan Desert Goblins control most of the areas outside the Witches' direct sphere of influence. Having pushed the weaker Forest Goblins to the surface levels, they are in a position to hinder the Mountain Goblins on their errands and dictate somewhat the movements of the other labyrinth denizens. Still, the Desert Goblins are no match for the Witches' more powerful minions, and avoid the MinoDrake and Lava Fiends unless it be to vanquish a greater outside threat.



Lava Fiend

Summoned from the Lower Planes, the Lava Fiends are bound in servitude to the Witches. Because of the low magic quality of the Prime Realms, they are greatly weakened in the Witchaven. Drawing their energy from sources of elemental fire, the Lava Fiends gravitate to Char's subterranean lava flows.



MinoDrake

The MinoDrakes are a race of part man, part bull and part fire drake. As such, they are an intelligent, stubborn race that savors the heat of the earth. They serve as loyal soldiers for the Witches, wielding large battle axes and guarding designated areas to the death.



Grey Witch

The outer circle of the Order of Witches, the Grey Witch lives only to defile the sacred in the Prime Realms. With their flesh sculpting ability, they have created the giant Spiders, and they have the power to summon several at will. They attack with both a stream of grey sludge and a venomous touch.



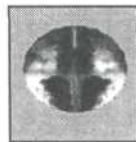
Skeletal Witches

Just above the Grey Witches in the Order, the Skeletal Witches have dedicated their souls to death magic. Over centuries, their once human forms were twisted and shaped into the image of their master. They attack with fiery missiles.



Guardian

Guardians are sentient faces of magical stone, imbued with life by the cruel magic of the Witches. Embittered by their immobile existence, the Guardians despise all living things. They spit hissing balls of fire in their fury and long for an end to their suffering.



Willow Wisp

Perhaps one of the strangest denizens of the Witchaven are the Willow Wisps. These amorphous creatures pushed through the Veil during the siege, attracted to the magical energies being expended by witch and priest alike. The Willow Wisp absorbs magic and life energy, attacking with an electrical shock at a distance and draining experience levels on contact.



Dragon

Little is known about these mighty creatures other than that they are native to the Nether Reaches and they are capable of breathing long columns of flame. It is assumed that they were brought through the veil by Illwhyrin, but it is possible that they came of their own free will. Few have attempted to engage these creatures in combat, and though many would claim otherwise, there is no confirmed record of a dragon being slain.



Midian

Named for the energy that spawned them, the Midian were shaped from the tattered soul pieces of the vanquished High Priest Midias. These dark guardsmen exist only to protect Illwhyrin and crush her enemies to dust.



Illwhyrin

The most powerful of the Nether Reaches Order of Witches, Illwhyrin's abilities and ambitions are myriad. Since her emergence in the Prime Realms, she has fed on the energies of her enemies and clouded the minds of the High King's subjects. A master of death magic, she is able to raise the dead, channel the forces of fire, and summon minions at will. She toys with would-be heroes, often appearing just long enough to render their weaponry useless before teleporting to the deeper levels of her Witchaven. Disconnected from her source of power in the Nether Reaches, Illwhyrin's strength dwindles daily, nevertheless each moment brings her closer to completing a

permanent portal through the Veil. A portal that, once open, would replenish her dark energies and loose the forces of Chaos on a complacent world.

Reference

Experience

There are two ways to gain experience in Witchaven: finding items and killing monsters. Once a certain number of experience points have been reached, you rise in experience levels, thereby acquiring new abilities. The chart below details the experience points needed to gain each level, and the bonuses associated with that level.

Experience Level	Points Needed	Total Damage Bonus	Weapon Proficiency	Spells Acquired
1	0	0	none	Scare Night Vision
2	2250	1	sword dagger	Freeze Magic Arrow
3	4500	2		Fly
4	9000	3	sword short sword	
5	18000	4		Open Door Fireball
6	36000	5	sword morning star	
7	75000	6		Hide
8	150000	7	sword pike ax	
9	300000	8		

Total Damage Bonus

This is the total amount of damage added to your attack at that experience level, thus if you are fifth level, you would inflict an additional 4 points of damage per attack.

Weapon Proficiency

As you gain levels you gain the ability to wield two weapons simultaneously. The chart indicates the weapon combinations possible when each experience level is reached. For example, upon reaching second level, you could wield a broad sword in your right hand and a dagger in your left. At fourth level, you could wield a broad sword in your right hand and a bronze sword in your left hand, or you could use the sword dagger combination aquired with level two.

Experience Level	Weapon Combination Aquired
2	R Hand Sword L Hand Dagger
4	R Hand Sword L Hand Short Sword
6	R Hand Sword L Hand Morning Star
8	R Hand Sword L Hand Pike Axe

Reference - Spells

Spell	Experience Level Needed	Range	Duration	Damage
Scare	1	sight	4 seconds/ level	none
Night Vision	1	sight	10 seconds/level	none
Freeze	2	3 feet/ level		none
Magic Arrow	2	unlimited	-	20-40 pts.
Fly	3	-	30 seconds + 1/level	none
Open Door	5	5 feet	-	none
Fireball	5	10 feet radius	-	Resist or Die
Nuke	7	30 feet	-	Resist or Die

Reference - Items

Item	Effect/Power
Ankh	grants 250 health points
Amulet of Mist	invisibility 1 minute
Shadow Amulet	as Scare spell for 1 minute
Leather Armor	50 armor points, protects as leather
Chain Mail	100 armor points, protects as chain
Plate Mail	150 armor points, protects as plate
Crystal Staff	grants 250 health, 300 armor points, and protects as chain
Glass Skull	grants 1 experience level
Helmet	increased speed, 10 armor points, double damage for 30 sec.
Horn	for 1 minute, all damage you inflict is transferred to health
Pentagram	teleport to next level
Adamantine Ring	protects as plate
Onyx Ring	protection from missiles
Sapphire Ring	protection from fire attacks
Scepters	Blue: walk on water, Yellow: walk on lava
Shield	50 armor points, protects as plate, attack as dagger
Treasure Chest	varied

Reference - Weapons

Weapon	Attack Type	Range	Damage
Fists	0	5 feet	1 to 5
Dagger	slash	5 feet	5 to 8
	stab	5 feet	10 to 15
Short Sword	slash	5 feet	5 to 10
Morning Star	crush	7 feet	10 to 15
	swing	7 feet	15 to 20
Bow	ranged	unlimited	15 to 30
Broad Sword	left swing	10 feet	15 to 20
	right swing	10 feet	20 to 25

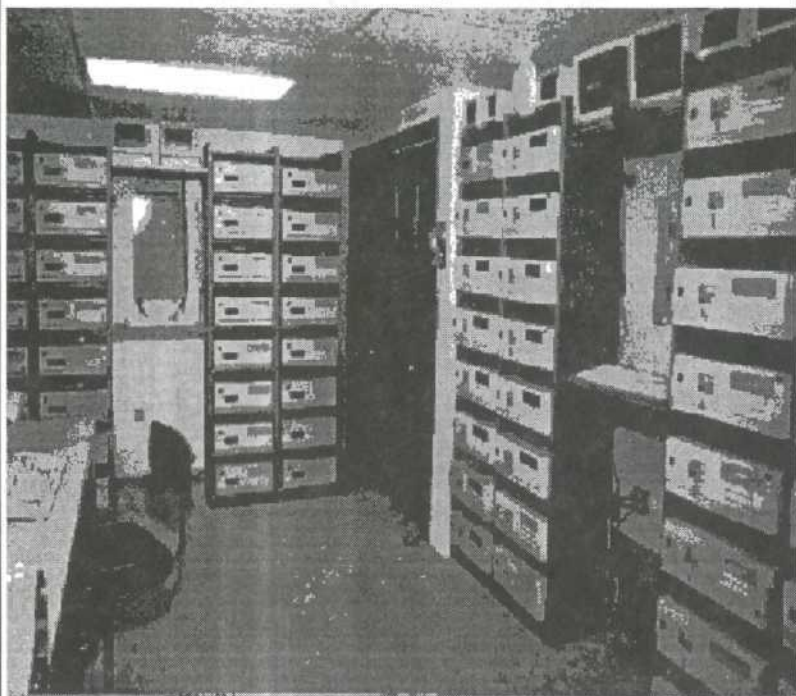
Reference - Weapons

Weapon	Attack Type	Range	Damage
Battle Axe	1 hand	7 feet	20 to 25
	2 hand	7 feet	25 to 30
Halberd	stab	15 feet	5 to 20
	swing	15 feet	5 to 35
Dike Axe	swing	7 feet	5 to 10
	chop	7 feet	10 to 15
Two-Handed Sword	throw	unlimited	10 to 15
	left swing	12 feet	20 to 30
	right swing	12 feet	25 to 30

Reference - Denizens

Creature	Health Points	Attack Type	Range	Experience Awarded
Rat	10	-	-	5
Spider	15	poison	5 feet	5
Skeleton	50	claw	touch	10
Brown Ogre	20	flist	5 feet	10
Green Ogre	40	flist	5 feet	10
Red Ogre	60	flist	5 feet	10
Forest Goblin	15	short sword	5 feet	25
Desert Goblin	35	short sword	5 feet	25
Mountain Goblin	30	short sword	5 feet	25
Lava Fiend	50	fire	unlimited	75
Minotaur	100	Battle Axe	7 feet	170
Grey Witch	80	sludge, poison	unlimited	900
Skeletal Witch	100	fire	unlimited	1000
Guardian	200	fire	unlimited	1000
Willow Wisp	400	electrical shock, experience drain	unlimited, touch	1500
Dragon	unknown	fire	unlimited	unknown
Mulan	unknown	varied	varied	unknown
Illwyllyn	unknown	fire, electrical shock	unlimited, touch	unknown

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