

LANDS OF LORE III



Westwood
STUDIOS

WINDOWS® 95, 98 PC CD-ROM

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Installation

For installation instructions, please refer to the enclosed ref card.

Basic Controls

Use the arrow keys on the keypad to move. The up and down arrows move you forward and back. The left and right arrows slide you sideways. The “7” and “9” keys on the keypad turn you left and right.

Move the cursor around the screen with the mouse. The cursor changes depending on where you position it on the screen. For example: move the cursor over a door and if it changes to an open hand, you can open the door.

Pressing the left mouse button when the cursor is over an object moves you towards it. Move the mouse to “track” an object and go forward. Player movement stops when you’re close enough to manipulate it.

Getting Started: The Spider Cave

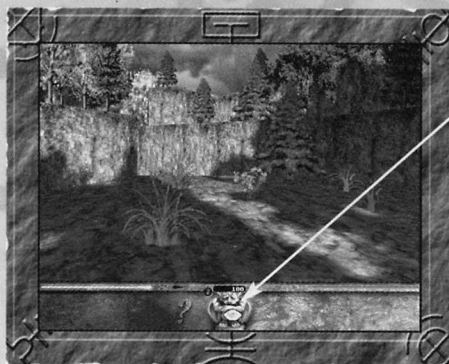
In Lands of Lore III, you are Copper LeGré, the half-breed son of the late Eric LeGré, brother to King Richard and leader of the White Army. Burdened by public mistrust and blamed for the murder of your father and brothers, you must train yourself and then find a solution to the horrible problem threatening Gladstone.

But your troubles are just beginning. Rift Hounds from dimensional rifts have ripped your soul from your body, so you must explore the neighbouring dimensions to retrieve your soul before Gladstone is lost forever!



How do you move? Click and drag the left mouse button to turn and move around the game. Release the button to stop moving. Or you can use the arrow keys on the keypad. The up and down arrows move you forward and back. The left and right arrows slide you sideways. The “7” and “9” keys on the keypad turn you left and right.

Look at the bottom of the screen. The bar below the game screen is your game belt. Status bars, items, and spells are shown here. The blue bar on the left shows how much mana you have. The red bar on the right shows your health. The number in the centre shows how many silver crowns you are carrying.



Hold the cursor over the gargoyle. It turns into an eye.



Hold the left mouse button and drag the mouse to look around all directions.

Let's move forward. Aha! There's something on the ground. Pick it up by moving the cursor over it and clicking the left mouse button. The cursor turns into an open hand. Now you can pick up the object.

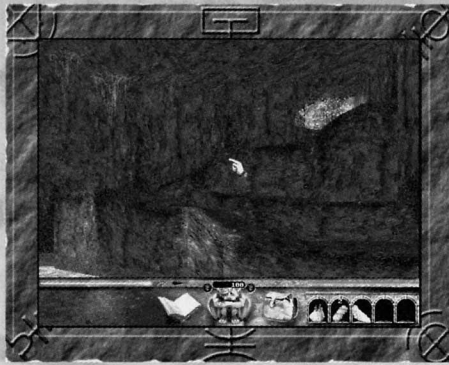


Now you have your knapsack. Open it by left clicking on the knapsack icon. You can also open it by pressing the “I” (Inventory) key. What do all these icons mean? The arm symbolises your might, the shield your protection, the bow your missile might and the sword your melee might. The loaf of bread indicates hunger. You will also see eight slots for equipping yourself with different items. Each symbol indicates the type of item, which can be equipped. The star symbols are for miscellaneous things you might find.

As you move about and interact with the world, sparkles will briefly appear over the knapsack, indicating new information or game play options. Press the left mouse button over the sparkles to see the information or options.



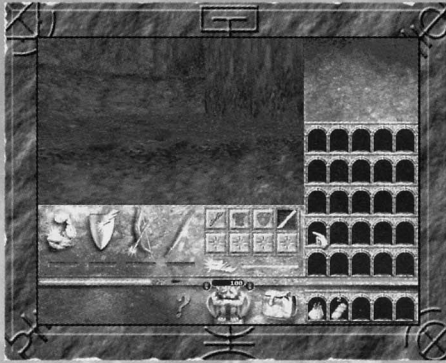
Let’s keep moving forward. Look at all these spider webs and corpses! Whack at one of the corpses by right clicking and see what happens. Move the cursor over the corpse. You’ll see a small sword appear beside the hand cursor. This indicates that you can attack the corpse. Right click or press the “F” (Attack) key. Now you know how to attack something, even with your bare hands.



Let's get out of here! Press the SPACEBAR or double click the left mouse button to jump. Move forward and jump to land on the ledge.



Climbing out of the cave, you'll find a rusty knife, which will come in handy later. Left click to pick it up. If you're not sure what an object is, move the hand cursor over it and wait a moment. The object's name will appear beside the cursor.

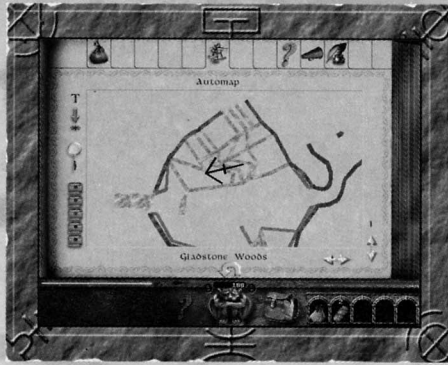


Let's use the rusty knife. Left click to open the knapsack. You'll see the melee weapon slot is glowing. Move the knife over it and left click. Now you have equipped the knife and will use it whenever you attack.

You can also automatically equip items by right clicking over the knapsack with the knife.



Hmm, there's a book lying on the ground just up ahead. It must be your journal. Pick up the journal by left clicking on it. Open the journal by left clicking on the book icon in your belt.



Clicking on one of the small tabs at the top of the page takes you to that part of the journal. For example, clicking on the sextant brings up the Automap. Very handy indeed! The Automap contains plenty of little features to help you move around the world.

Sparkles will appear on the journal's tabs when new information is available. They disappear after you've viewed the information.



Let's explore a bit further. Left click on the journal to close it and return to the game. Turn right and look. See that small cave opening? Press the "C" key to crouch so you can enter the cave.



Hmm, there's a box hidden here. Open it up and see what's inside. You'll notice that the cursor changes to an open hand. This means you can open it.



A fire crystal! Excellent. You could use it now, or save it for later. To use the crystal, hold it in your hand and move over a target. Just for fun, aim it at a hanging corpse and right click with the mouse to use it.

You can use other items by right clicking on them, or pressing "6", "7", "8", "9" or "0". Each key corresponds to the item slot in your game belt.



Eww! A giant spider's web! The rusty knife will come in handy! Right click to cut through the web.



Yikes! That's one big, bad spider! Right click and attack it before you become spider food. You can also press the "F" (Attack) key.

If you're injured during battle, heal yourself by pressing "7" and eating an aloe biscuit. You can also left click to pick up the aloe biscuit, and right click on the game screen to use it.

The red splatter on the screen indicates from which direction an unseen monster is attacking. The arrows in the splatter point to the direction of the attack. If the splatter has a down arrow, the monster is below your field of vision. Look down to attack it.



Well done! You've slain a spider! Let's see if it was carrying anything. Move the cursor over the corpse; it changes to a magnifying glass, which means you can search. Left click to poke around.

Aha, some spider's silk! Put it in your inventory, and then check the item section of your journal to learn more about it.



Hmm, do you think there's anything in this knothole? Move your cursor over the hole and left click when the magnifying glass appears. Be careful! Sticking your fingers in holes can sometimes sting.

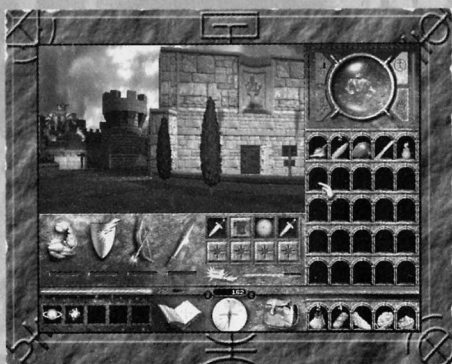


Excellent! A compass is most useful.



Let's move on and explore this world.

The Interface



The Interface: Movement

The up and down arrow keys move you forward and back. The “7” and “9” keys on the keypad turn you left and right. The right and left arrow keys slide you left and right. You can also move by holding the left mouse button down while moving the mouse. Holding down the “SHIFT” key while moving makes you run. The “SPACEBAR” lets you jump. Left clicking twice also makes you jump. The “C” key is used for crouching and kneeling. For example, if you find an altar, kneel to pray and gain the favors of the deity. Press the “Q” and “Z” keys to look up and down. The “A” key centres your view. In mouse movement mode, you can look around by holding down the left mouse button while the cursor is over the centre of the belt. Use the **OPTION SCREEN** to customise keys.

The Interface: Modes














Use the “X” key to switch between mouse move and mouse look modes. You can change the control settings in the **OPTION SCREEN**. Mouse Look mode uses the mouse to look up, down, left & right. Auto-pickup and auto-equip are engaged in mouse look mode. Opening the inventory or journal takes you out of Mouse Look mode until you are finished.

Mouse Move mode uses the mouse to pickup, drag and drop items in the world and in the interface. Holding down the left mouse button and moving the cursor moves and turns the player during gameplay.

Auto-pickup means that an item automatically goes into your inventory when it's picked up by the cursor, or when you move on top of it. Auto-equip means that an item is automatically equipped into the first free equipment slot when using auto-pickup or right clicking an item over the knapsack.

The Interface: Cursor

During the game, the cursor will change depending on where you move it, or what skills you've gained.

Cursor	Meaning	Applicable Objects
	Hand	Movement Walls and floors.
	Hand with weapon	Fight Characters, creatures, objects.
	Open hand	Open Doors, locks, chests, panels and objects.
	Megaphone	Talk Characters, creatures.
	Hourglass	Please wait Characters, conversations, etc.
	Downward reaching hand	Pickup/Drop Items.
	Closed hand with Item	Holding Characters, creatures, objects.
	Hand with magnifying glass	Search Items, doors, objects, monsters, characters.
	Fist	Mighty blow Doors, chests, creatures, and walls.
	Lockpick	Pick lock Locked doors or chests.
	Stealing hand	Steal Objects, items.
	Forward reaching hand	Push/Pull Objects.
	Silver crown	Buy / Sell Characters.

Manipulate [left click]

The standard icon for the world always shows up as a hand, unless it's over an object you can interact with. Holding down the left mouse button moves towards the cursor's location on the game screen until you can interact with a nearby object.

In Mouse Movement mode, you can move backwards by moving the cursor to the bottom of the game screen and holding down the left mouse button.

Use [right click]

Several things may happen when you right click, depending on what the player is holding. The default action for right clicks is to attack. If you have a usable item in the cursor, right clicking will use that item (i.e. an aloe biscuit is consumed, an acid sac is thrown, a key is used, a Fire Crystal launches a fireball, a spell is cast, etc). Be careful not to right click during a conversation with a character or you'll attack them.

An item can't be thrown unless that's what it's intended to do. For example, when dropping a suit of plate mail to the ground, move the cursor to the ground while holding the plate mail. You can drop the plate mail when the drop icon appears.

The Interface: Combat

Right click or press the "F" key to attack. Ranged weapons will fire even if there's no visible target. Some weapons, like daggers, let you attack many times in a short period of time. Others, like heavy axes, cannot be used as frantically. The red splatter on the screen indicates from which direction an unseen monster is attacking. The arrows in the splatter point to the direction of the attack. If the blood splat has a down arrow, the monster is below your field of vision. You may need to look down to attack it.

The Interface: Magic

Right click on the spell icon in the Spell Belt, or left click on the spell to pick it up, then right click on the target. You may also use keys "1", "2", "3", "4", and "5" which correspond to the five slots in the spell belt. Using these keys will cast the spell in the belt.

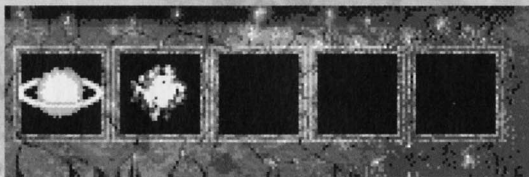
A spell will only work if you have enough mana. Some spells will only fire when a target is in range. Others require Ancient Magic. You need to find and use Ancient Magic stones to store the power to cast the Ancient Magic spells. Move the cursor over the ancient magic symbol to see how many charges you have. The Ancient Magic symbol is the teardrop shape to the right of the blue mana bar.

The Interface: Conversations

When your cursor changes into a megaphone this means the character or creature has something to say. Left click the megaphone to trigger the conversation. You can walk away but that will end the conversation. All conversations are automatically recorded in your journal.

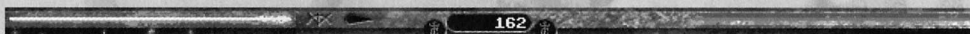
The Interface: The 'Belt'

Spell Belt



The Spell Belt is in the lower left corner of the main game screen if you have a spell book. It displays five different customisable spells that can be cast with a single key press or mouse click. You can also use them by picking them up from the Spell Belt. Spells that require more mana then the player currently possesses are coloured grey.

Mana and Health bars



These appear directly above the Spell and Inventory Belts and reflect your current Spell Points, (blue colour) and Hit Points, (red colour). Holding the cursor over a bar will show you exactly how many points you have. When an Ancient Magic stone is used, the small teardrop to the right of the mana bar will glow bright red. When a Mana Cluster is used, the small symbol to the immediate right of the mana bar glows.

Purse



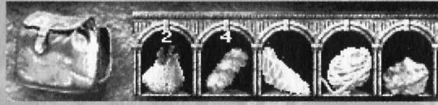
The amount of silver crowns that you have appears in the centre of the belt.

Compass



The compass appears in the centre of the belt. The compass shows your heading, and is useful in twisting, winding passages. Also, when you move the cursor over the compass it becomes an eye. Left click and hold down the mouse button to look around the world.

Inventory Access



A knapsack icon to the right of the compass accesses the Inventory screen. Left click on the knapsack or press the “I” key to open the Inventory.

Journal Access



The Journal icon is to the left of the compass. Click on the journal to view your notes, Automap, pharmacopoeia recipes, spells, item descriptions, skill list and other useful information. Exit the journal by pressing the “ESC” key or by left clicking the icon. Pressing “TAB” during the game brings up the Automap feature.

Status Icons

Different icons may appear in the lower left-hand corner of the game screen. They represent your health, condition and the effects of any spell cast on you.

The Interface: Player States

During the game, you may find yourself afflicted by several possible conditions. Each one has a specific cure and effect.

- **Lesser poison** - The effects of this weak poison lasts for less then a minute. While it remains in your system, you will suffer a moderate amount of damage.
- **Greater poison** - The pain caused by this deadly venom lasts until healed. While in its grip, you will suffer large amounts of damage. If left untreated for longer than a few minutes, you will die.
- **Hunger** - Eating is important. When you are hungry your health and mana do not regenerate.
- **Starving** - Starvation causes your body to become weak. The amount of damage you do during attacks is greatly decreased. The protection from your body is reduced. Also, your mana will decrease.
- **Radiation poisoning** - When suffering from radiation poisoning, your maximum hit points will be converted to maximum spell points. In addition, your base might and protection will slowly be reduced to 25% of normal. When your maximum health falls to zero, you will die.

Inventory

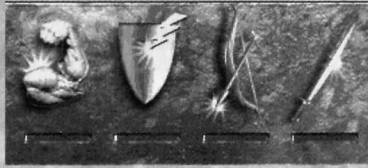


The Inventory is a repository for the items you find during your adventures. Open it by left clicking on the knapsack or pressing the “I” key. If an item is in your cursor, right clicking on the knapsack places it in your Inventory. Pressing the “[” and “]” keys cycles your item belts up and down. If you have items in your belt, the “6”, “7”, “8”, “9”, and “0” keys will use the corresponding item. If you have an item in your cursor, a right click will also use it. For example, using a sword will swing it and using a bag of rations will eat it. You can swap an item in your cursor with one in your belt by pressing the “CONTROL” key and the key that corresponds to your item belt. You can equip an item from your item belt by pressing the ALT key and the key that corresponds to the slot in your item belt.

Game play continues even when the Inventory screen is displayed. Thirty open slots are available. Each row represents a belt that can be accessed through the main game screen by clicking above or below the item slots in your belt. You can cycle through each row of the Inventory.

Your base Might, Protection, Missile Might and Melee Might appear on the Inventory screen. They represent the combined strength of all armour and weaponry that you’re equipped with. Next to them are eight slots where weapons, armour and jewelry are placed.

Inventory: Might Levels



The bars below each of these symbols represent your current Might and / or Protection.

Might

Might is the measure of your strength. Your ranking, skill level and abilities influence this.

Protection Value

Armour that you are wearing and any additional protection modifiers (items, pharmacopoeia, etc) influence protection.

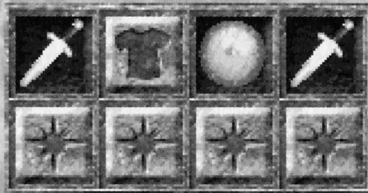
Missile Might

Missile Might is the accuracy and strength of your bow or crossbow. Any additional might modifiers (items, pharmacopoeia, etc) also influence this.

Melee Might

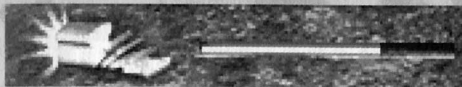
Melee Might is the strength of your current melee weapon, combined with your might and any additional might modifiers (items, pharmacopoeia, etc).

Inventory: Equipping



These eight icons represent your body. Items such as armour and weapons must be placed in one of these slots to be active. A glowing slot means you currently have an item, which can be placed there. Some items increase or decrease your Might and / or Protection.

Inventory: Hunger



Eating is important! A green Hunger Bar means your stomach is satisfied. A yellow Hunger Bar means you're hungry. When the Hunger Bar turns red, it means you're starving, causing your body to weaken. How hungry you are affects health and mana regeneration, damage inflicted during combat and your level of protection.

Inventory: Familiars



Familiars are acquired from guilds. Once chosen, no others can be selected. The familiar is bound to you. Each one possesses skills and talent reflecting the nature of its guild. When a familiar dies, it can be resurrected at the Cleric's guild.

When the inventory is open, a crystal ball shows the familiar's every move. Four buttons are located around the crystal ball. A lit button indicates what the familiar is doing. Holding your mouse cursor over each of the buttons will tell you its function.

To instruct a familiar, click on one of the four buttons. The red vertical bar indicates the familiar's health. The blue vertical bar indicates the familiar's mana level. When a familiar's health drops, you can click healing items on the crystal ball. Spells for healing and protecting your familiar are also available.

Journal



Your Journal keeps track of items, spells, maps, conversations, monsters, skills, notes and your progress through the guilds. Click on the book or press the “J” key to open the Journal. Clicking on one of the Journal tabs will flip to the desired section. You can left click on the icons in the Spell and Item sections for more detailed information.

Journal: Magic



The spell page in the Journal keeps track of which spells you have learned and what they do. Right click the spell to place in your cursor. Left clicking on an empty spell belt places it there for future use. Use the “-” and “=” keys to scroll your Spell Belts. When not using the Journal, use the keys “1”, “2”, “3”, “4” and “5” to cast spells from the bottom Spell Belt. Right clicking a spell icon in a spell belt while using the journal removes the icon from the slot. Otherwise, a right click on a spell icon will cast the spell.

Journal: Items



This section lists all of your items, and their known uses. There are three stages of information for each item: basic, used and identified.

Journal: Creatures



This section lists all the creatures you encounter, as well as information about them. The more exposure you have with a given creature, the more detailed the information becomes.

Journal: Pharmacopoeia



Pharmacopoeia items can be combined to create a new, unique item. When you receive a specific recipe, it will appear in your journal. The leftmost item is the result of combining the ingredients to the right. If the ingredients are not grey, you can select the leftmost item to mix the ingredients. The new item will automatically appear in your cursor.

Journal: Essential Items



These are items or information that are essential to completing the game. As these items are used and are no longer needed, they are automatically removed from this list.

Journal: Quests



This list contains your goals and quests. It automatically records important information about conversations, directions and any other useful facts. A completed quest is automatically crossed off.

Journal: Automap



The Automap shows where you are and where you've been. The large arrow indicates your position. The left and right arrows at the bottom right corner of the screen move the map between locations. The up and down arrows move you through the layers of your current location. For example, if you are in a three-story building, the up and down arrows will show you the floors you have visited. The coloured spikes let you colour code your comments on the map. Click on the spike and then click on the map to place your comment. After typing your comment, press the ENTER key. The "T" button toggles the first line of your comments on and off. The button with a down arrow centres the map on your current location. A left click on the magnifying glass zooms the map in and a right click zooms the map out. The "-" and "=" keys also zoom the map in and out. If you click in the map area, it centres the view at that location.

Journal: Guilds



This section shows your guild affiliation and current rank.

Journal: Skills



This section lists your skills and describes each one.

Journal: Conversations



This section is a log of all your conversations with characters in Gladstone and the surrounding lands.

Journal: Options



This section takes you to the option menu. For additional information, see the chapter on Options.

Journal: Notes



The notebook lets you write your own comments and notes. Use the cursor keys to move around. The ENTER key starts a new section. To move up and down sections, use the “PAGE UP” and “PAGE DOWN” keys. To go to the start of a section, press the “HOME” key. The “END” key takes you to the end of a section.

Journal: Comments



This section is for all of Copper’s observations about the world around him. This section is automatically updated as you play the game.

Options

With this menu, you can adjust the features such as the sound levels, adjusting the way your world looks, specify when AutoSave happens, change any keyboard settings and enable or disable hardware acceleration.

Options: Menu Screen

Hit the ESC key to stop the game and bring up the main option menu screen. From here you can quit the game, save games, load a new or saved game and access the game settings.

New Game

Allows the player to start a new game.

Save Game

Allows the player to save his game at anytime.

Load Game

Allows the player to load a game at anytime.

Load AutoSave

Loads the last game the AutoSave made.

Delete Game

Allows you to delete a game from the list of saved games.

Options

Displays the menus for adjusting the video controls, audio controls, AutoSave controls, keyboard settings and miscellaneous controls.

Extras

Previews of upcoming Westwood products, game credits, and to replay introduction.

Help

Provides online help throughout your travels in the Lands.

Quit

Now why would you ever want to use this option?



Options: Hot Keys

Here is a list of all the hot keys and their default settings. You can reconfigure any of these keys using the keyboard settings under the option menu.

Manipulate Item	Left Mouse or T
Use Item	Right Mouse or U
Move Forward	Numeric Keypad or Extended Keyboard UP Arrow
Move Backward	Numeric Keypad or Extended Keyboard DOWN arrow
Move Sideways Left	Numeric Keypad LEFT Arrow
Move Sideways Right	Numeric Keypad RIGHT Arrow
Turn Left	Numeric Keypad Home or Extended Keypad Left Arrow
Turn Right	Numeric Keypad PgUp or Extended Keypad Right Arrow
Look Up	Q
Look Down	Z
Centre View	A
Speed	SHIFT Keys
Speed Toggle	Extended Keypad Home
Strafe	/
Jump	Numeric Keypad ENTER or SPACEBAR
Crouch	Nuremic Keypad DELETE or C
Turn 180 degrees	Extended Keypad Page Down
Enable Mouse Movement	M
Toggle Mouse Movement	X
Mouse Look	O
Toggle Mouse Look	L
Open Inventory	I or Numeric Keypad -
Open Journal	J
Open Spell Journal Page	S
Use Weapon	F or Numeric Keypad +

Sniper Mode	Extended Keypad Page Up
Cast Spell in first slot	1
Cast Spell in second slot	2
Cast Spell in third slot	3
Cast Spell in fourth slot	4
Cast Spell in fifth slot	5
Open Automap Journal Page	TAB
Quick save	F10
Use Item in first Inventory slot	6
Use Item in second Inventory slot	7
Use Item in third Inventory slot	8
Use Item in fourth Inventory slot	9
Use Item in fifth Inventory slot	0
Help Menu	H
Spell Book Scroll up	-
Spell Book Scroll down	=
Inventory scroll up	[
Inventory scroll down]
Skip conversation sentence	K
Equip Item in Cursor	E
Swap Item in Cursor with Equipped Item	ALT Keys
Swap Item in Cursor	CONTROL Keys
Familiar Command: Find	F1
Familiar Command: Follow	F2
Familiar Command: Special	F3
Familiar Command: Attack	F4
Drop Item in Cursor into Knapsack	B

Exploring Gladstone



Exploring Gladstone: Guilds

Guilds are the learning centres of Gladstone. Each guild teaches certain skills that will benefit you in your quests. They also have shops. You will have the opportunity to join the four guilds in Gladstone. Each guild has its own initial membership requirements; some are more difficult than others. Guilds also have different layers of membership, each layer granting additional skills and options, but requiring additional tasks.

You can join as many guilds as you like; however, as you gain experience it will be split among them. If you decide to join only one guild, you will receive an experience bonus. Also, since most of the skills become more effective with experience, your skill levels will increase more rapidly if you only join a single guild. After joining a guild, a page in the journal will track your progress. As you gain skills, another journal page will have detailed descriptions of these new skills and how to use them.

Warriors Guild – The Iron Ring



The Iron Ring is responsible for maintaining the Gladstone Guard. It is the primary source for armour and weapons in Gladstone. It has also been able to keep a strong hold on the distribution of weapons in the kingdom by requiring Guild membership from potential buyers. The Warriors Guild is clearly the organisation with the largest body of membership in Gladstone. Most members are either guards, members of the army or mercenaries.

The Warriors Guild members are the strongest weapon users in Gladstone.

Guild Rankings – Fighter

- **Crown Servant**
- **Aide de Camp**
- **Grand Blade**

Guild Skills

- **Crown Servant Rank: Mighty blow** - Allows the warrior to smash down doors or break open chests and other objects. Also doubles the amount of damage done by open-handed strikes.
- **Aide de Camp Rank: Marksmanship** - Allows the warrior to create a moving targeting window on the screen showing a zoomed in view of the cursor location.
- **Grand Blade Rank: Rapid strike** - Decreases weapon recovery time.

Guild Familiar

Iron Golem- (scouts, attacks enemies, bashes doors and hunts for food).

Guild Features

- Sparring/Training (non-lethal combat trainer)
- The Gauntlet (non-lethal obstacle course/trainer)

Wizards Guild – The Talamari



Although possessing the least number of members, the Talamari is by far the most powerful and influential guild in Gladstone. Headed by the mystic Dawn, the Talamari was the first guild established after the Dark Army wars. The Wizards Guild is the primary source for Grimoires and scrolls in Gladstone.

The Magician Guild members are without dispute the best spell casters in Gladstone.

Guild Rankings – Wizard

- **Court Apprentice**
- **Court Wizard**
- **Crown Wizard**

Guild Skills

- **Court Apprentice Rank: Arcane Lore** - Reduces the cost of all offensive magic spells. As you continue to gain experience as a Mage, your offensive spell costs will continue to decrease.
- **Court Wizard Rank: Identify** - This knowledge based skill gives the mage additional useful information about items.
- **Crown Wizard Rank: Mana Tap** - Drawing power from the environment around him, the wizard's mana recovers at an increased rate.

Guild Familiar

Homunculus- (gathers pharmacopoeia, identifies items and spies).

Guild Features

- Recharging stations (for fire crystals, lightning crystals and Storm crystals)

Clerics Guild – Order of the Finch



The Order of the Finch has existed as a monastic order in the Lands for centuries. Some suspect that they, in fact, founded the monarchy of Gladstone itself. Their tenants focus on freedom of thought and responsibility of action. Their healing and restorative talents are unmatched in the Lands. They will not tolerate irresponsible aggression on the part of their brothers. They will withdraw not only membership but also any enchantments that have been granted to their acolytes if the codes are violated. Use of the guild features is denied to anyone who goes against the philosophy of the Order.

The Clerics Guild members are excellent healers, and although they are not as strong as the others are in either weaponry or spell casting, the Clerics Guild can be considered the most well rounded.

Guild Rankings – Cleric

- Acolyte
- Seeker
- Finch

Guild Skills

- **Acolyte Rank: Spirit Lore** - Reduces the cost of all protection and healing spells. As you continue to gain experience as a Cleric, your defensive spell costs will continue to decrease.
- **Acolyte Rank: Herb Lore** - This skill represents the cleric ability to readily identify pharmacopoeia items
- **Seeker Rank: Holy Strike** - Attacks against all undead creatures inflict double normal damage.
- **Finch Rank: Restore Familiar** - A spiritual wellspring gives the cleric the power of resurrection over his familiar.

Guild Familiar - Glitterfay (magically shields the player, heals, and finds food).

Guild Features

- Altar of Strength – Adds 20% to Base HP and Base Might for an extended period of time.
- Altar of Spirit – Adds 20% to Base SP and Base Protection for an extended period of time.

Note: Altars are not cumulative in their effects. Once the player dies, the blessing is removed.

- Resurrection Altar – Used to resurrect familiars.

Thieves Guild – The Bacchanal



Located in lower Gladstone, the Thieves Guild is not really a guild at all. A coterie of thieves and assassins, this motley crew has structured itself as a mockery of their Upper Gladstone counterparts. The idea of membership is shaky at best, and advancement is often found through shady and covert means. Invaluable to the socially entrepreneurial, this guild is the only source in Gladstone for poisons, recipes, and other questionable materials. They also run the only shop in town that will deal with *any* sort of trade.

Guild Rankings – Thief

- Tinker
- Bobbin
- Locksmith

Guild Skills

- **Tinker Rank: Steal** - Allows stealing from shops and the occasional character. If your victim is not looking at you while you're robbing him, your chances are better. Be careful! If a shopkeeper finds you stealing, he could close his doors to you forever!

- **Tinker Rank: Backstab** - The thief gains bonuses when striking creatures from behind. Effectively cuts target protection in half. Unless the thief possesses the sniper skill, he will be unable to use this skill at range.
- **Tinker Rank: Pick lock** - Open a lock without destroying the device or making noise. Each lock in the game has a level. If the thief's level is lower than the locks level, he can't pick it. If his pick lock level is equal to or greater than the lock, he can.
- **Bobbin Rank: Sniper** - Allows the thief to create a moving targeting window on the screen showing a zoomed in view of the cursor's location. If a target is hit through this window, the strike does additional damage. The Sniper skill also allows for a ranged backstab attack.
- **Locksmith Rank: Death Strike** - This skill represents the thief's innate knowledge of the living form, and how best to damage it. When striking in close combat, there is a small percentage chance that the thief will kill the target with a single strike.

Guild Familiar

Shadow- (searches, listens, picks locks, and steals).

Guild Features

- Thieves Gauntlet (train in thief skills and tactics)
- Pawnshop (will buy *anything*, but for so-so prices)

Exploring Gladstone: Familiars

What's a familiar?

The familiar is bound to you, and assists you in your travels throughout the world. The familiar might know things you don't, or might discover things that you have missed. Some familiars are more powerful or desirable than others are, but generally they all contribute their skills to aid you.

Acquiring a Familiar

Each guild will offer you a familiar (provided you are without a familiar at that point). If you accept the familiar, it will then join you. The familiar moves around and reacts in it's own way, independent of your actions. Some familiars might not enter certain environments, or might be more or less useful in a given situation. Each familiar has it's own personality and speech. They can be injured or even killed. It's desirable to obtain a familiar from a guild you have not joined so that its skills and abilities will compliment yours.

Familiar Statistics

All familiars can die, and can be resurrected by taking them to the Clerics Guild, casting a resurrection spell on them or using the Cleric resurrection skill.

Iron Golem – Lig



A massive floating shell of armour, Lig is a taciturn construct of few words.

Skills

- Identify Weapons and Armour
- Look for Food
- Identify Creatures
- Shield Player
- Pickup Items in Front of Player
- Mighty Blow Doors and such

Homunculus – Griselda



Griselda, the small, sexy, winged gargoyle, is very intelligent, and capable of a biting wit and sarcasm

Skills

- Look for Pharmacopoeia Items
- Transfer Mana to Player
- Identify Items
- Cast one of the Spell Shields
- Pickup Items in Front of Player

Glitterfay – Goldy



Goldy is innocent, childlike and naïve, and chatters away incessantly about unimportant things.

Skills

- Look for Healing Items
- Heal Player
- Cast Light Spells
- Cast Poison Shield on Player
- Cast Damage Shield on Player
- Identify Pharmacopoeia Items
- Pickup Items in Front of Player

Shadow – Syruss



Shadow is a slippery, whispery creature that always seems to know what's going on in the society around him. He is witty and sly, and believes nothing in this world is free.

Skills

- Look for Melee Weapons
- Cast Poison Shield on Player
- Poison Player's Weapons
- Cast Invisibility on Player
- Pick Locks
- Pickup Items in Front of Player

Exploring Gladstone: Shops

To acquire supplies for your journeys, Gladstone has many shops to peruse. Most of them specialise in certain types of items, so be sure to look around. When you enter a shop, the total amount of your purchases is shown on the screen. As you pick up shop items, the total increases. Place your cursor over the items in the shop to determine their cost. All shop items in your inventory have a silver crown symbol to denote that they do not belong to you. If you decide that you do not want to buy a shop item in your inventory, take it out and place it anywhere in the shop. The total will decrease. When you are ready to make a purchase, left-click the cursor on the shopkeeper. If you have insufficient funds, the shopkeeper will tell you. If you think that you are a good thief, try walking out of a shop without paying. If you are caught the consequences are dire. Shops will also buy from you. You'll get a better deal from the shops that specialise in the type of item you are selling. Place the item over the shopkeeper to find out how much he is willing to give you for it. A left-click of the item on the shopkeeper will sell it. If you keep selling the same item to the same shop, the demand drops for the item as well as the price.

To buy an item

1. Collect the items you wish to purchase and place them in your inventory. Unsold items in your inventory will have a silver crown symbol in the upper right corner.
2. Holding the cursor over an item for one second displays the name and price of the item.
3. Holding the empty mouse cursor over the shopkeeper shows the total price of all the items you have put in your inventory to buy.
4. Clicking the silver crown icon on the shopkeeper completes the transaction and automatically deducts the silver crowns from your purse.
5. Holding your cursor over the shopkeeper with a single shop item in your cursor shows the price of that item.
6. Clicking the item on the shopkeeper will automatically buy it and deduct the silver crowns from your purse.

To sell an item

1. Items the shopkeeper is interested in buying will have a gold crown symbol next to the items in your inventory.
2. Placing an owned item over the shopkeeper displays the amount he will pay for it.
3. Clicking the sellable item on the shopkeeper completes the transaction.

To steal an item

1. After picking up an item, you may attempt to leave the shop without paying.
2. After leaving the shop, if you have not been caught, then the silver crown symbol disappears from the shop items in your inventory (although they will become hot items), but you escaped discovery and the items are yours.
3. The shopkeeper's trust in you decreases a little each time you successfully steal from his shop.
4. If you're caught, the shopkeeper calls out to you, and all of the items that you tried to steal return back to the shop. You will lose a great deal of the shopkeeper's trust.
5. The shopkeeper increases prices of items he sells to you based on how much he trusts you. The more he distrusts you, the higher the price the items are sold at. You can get back into the shopkeeper's favour by going off and adventuring. Time helps the shopkeeper forget past indiscretions.

Exploring Gladstone: Guild Libraries

There are spell libraries in the Cleric's guild and the Magician's guild. These libraries are where you can learn about and purchase spells. The shelves of the library are filled with clear prisms; each one contains a trapped spell. When you hold your cursor over a spell prism, you will see the name and cost of the spell. You can pick up and place the spells in your inventory. The spell prism has the crown symbol next to it indicating that it hasn't been purchased yet. Since the spell is in your inventory, its description appears in your journal so you can read about it. If you return the spell to the shelf, the journal entry for the spell is removed.

You buy the spells by depositing the proper amount of crowns into the "donation" bowl. The total cost of the spells in your inventory appears above your belt. Once you purchase a spell, the spell prism is removed from your inventory and the spell is permanently scribed into your journal. If you do not have enough silver crowns, the exit to the room remains closed. Putting spell prisms back onto the shelves lowers the amount due.

Lore of the Lands

Immortal History:

-The Draracle and Jakel

Anu was standing by himself on the shores of the Huline Jungle when the Great city finally submerged. The closing of the City of Ancients had come in a rush. He heard a large splash and then it was gone, and he was alone. To be sure, there were other creatures crawling about, but there were no others of Anu's kind- no other Ancients, no other Gods, only him.

"It will be a long wait," he told himself as he began formulating the transportation spell he would use to ride off this island continent. He was going somewhere, of that he was sure. He wasn't going to camp in the smoldering ruins of the two civilisations destroyed by his enemy Belial's treachery.

"I will wait in a new place," he murmured.

None of the gods would have chosen this assignment deliberately. Nobody wanted to wait for Belial, but inasmuch as it was Anu who had soiled his hands and actually killed the condemned ancient Belial, it was now he who would have to wait. He would wait, and he would be ready if Belial's threats of resurrection should come to pass.

Harboring no doubt in his mind, Anu knew that the malevolence that was the Ancient Evil god Belial would fester forth again. And though he had foresworn personal participation in the coming event, he knew he would have to be there to give the inevitable mortal hero his own cryptic guidance; guidance that danced finely on the thin line of propriety.

It was going to be a long wait. So, after a brief tour of the lands, Anu selected some limestone caverns on a continent far to the north of the cursed Huline-Dracoid jungle. "I will wait here," he said, as he began to build himself a new home.

Building a new home for a personage as mighty as Anu was not a casual process. First, the workers, Skeletal Guardians recruited from the local nether realms, had to be housed, organised, and trained for both construction and domestic tasks. What may have seemed bizarre helpmates were actually quite satisfactory for Anu. He was not looking for either conversation or improvisation on the part of his servants, and the Skeletal Guardians were in no danger of manifesting either chitchat or revolution.

Along with the extensive excavations and exotic material imported, the new habitat also boasted something this part of the universe had never seen before: an architectural familiar. Created as part and parcel of the structure of Anu's new home, Jakel, as he came to be known, served as major domo for the mighty god's household.

From the first moment, Jakel's duties included the supervision of the entire staff. He managed the daily affairs of the servants, prepared what few menus there were, adjusted the cleaning schedules, and even arranged a bit of infrequent entertainment for the occasional mortal visitor Anu allowed to discover his subterranean chambers.

In the early years though, the construction occupied most of the energies of the household, and Jakel bent to his task eagerly. He built great soaring chambers, twisting labyrinthine passages, museums, opulent receiving rooms, and all the other architectural accoutrements one can imagine appropriate for a personage as powerful as Anu, last of the Ancient Gods.

Never in the history of the mortals had such a wondrous construct appeared, and Jakel was part of it all, and not just in directing the day to day activities. Each added brick and each additional bucket of mortar contributed to a communal architectural consciousness of which Jakel formed the centre. Should the great structure ever collapse, so would Jakel.

Should Jakel collapse, the mighty structure would likewise fall.

As the mortal centuries rolled by, word of the existence of a powerful oracle in the caves spread among the innocent mortals, and it was not long before the first timid humans dared approach the oracle specifically to ask for advice. It was in these early years that Anu acquired his mortal name as "The Draracle", a not so obscure reference to the fact that he was an oracle, and he looked like a dragon. Forever after then, the wonders of the Draracle were talked of among mortals. Humans, Orcs, Thomgogs, Ghorka and many other races streamed to his chambers.

Some historians even suggest that the founding of the kingdom of Gladstone itself be encouraged to occur where it did by virtue of the close proximity of the all-knowing god.

Jakel oversaw the entire parade, made sure that each and every supplicant provided the Draracle with an appropriate gift, and otherwise enforced the required protocols for mortals wishing to consult with the cryptic god. And as important as he was during his tenure, equally important was the part he would play in the final act of this drama.

As told in the story Guardians of Destiny, Belial did finally muster the power to have himself resurrected. As expected, a mortal champion, Luther, son of Scotia, the psychotic sorceress of the Dark Army, needed critical guidance from the Draracle to complete his destruction of the Ancient Evil God.

And now, now that Belial no longer threatens, Anu has fulfilled his destiny here on this mortal plane. As we approach our current situation, Anu has made preparations to at last leave this realm and join his compatriots. The continuing strife in our world is, of course, no dissuading factor in Anu's decision.

The arrangements have proceeded, and soon the wondrous chambers will disappear. As his final act, the faithful familiar Jakel is to wait until Anu steps out of the caves, and then place the Seal on the Shining Path. The Chambers, the Draracle, and Jakel will then cease to be anything more than memories and legends in these lands.

Mortal History:

-The Dracoids

Many branches of the river of History run along the surface, disappear underground for awhile, and then come back up to the surface again later.

In a deathbed change of heart, the last Emperor of the Dracoid nation repudiated his own involvement with the evil god Belial, and took extreme measures to erase all record of the Dracoid nation's guilt. The written records were burned, the pictographs were obliterated, and scores of governmental employees (and even a few Grand Ministers) were executed. Finally the great capital city was undermined, causing it to sink under the Bane River.

When the Dracoid nation collapsed, the few who remained behind in the submerged remnants began to mutate, eventually becoming the race known as the Ssar, the multi-tailed lizard beasts.

Most of the Dracoid citizens fled to other continents however, and became wanderers, hermits and menial laborers. As a scattered group, they behaved as if they were embarrassed to be Dracoid. The disintegration of Dracoid society was so complete that it was many mortal centuries before anything resembling a Dracoid political unit appeared again.

When a new Dracoid nation did at last form, it was along strict egalitarian lines, and democratic notions dominated all thought. Although none in polite circles would have had the bad taste to mention the debacle of the last Dracoid emperor, none could forget it, and the new community occupied lands far away from the dreaded Southern Continent.

Throughout this period, those families, which had comprised the Dracoid aristocracy, kept their blue-blood ancestry a careful secret, fearful of reprisals. (The extremes to which these families went to disguise their once elevated status might have seemed obvious if anyone had been paying attention.) The lowest members of the new Dracoid society; the dung haulers, the rag pickers, the tavern dancing girls; these were the hidden Dracoid aristocracy of the modern era.

At first, after the collapse, the gentle Dracoid managed to keep many of their habits and routines, in spite of their wide dispersion and other seemingly insurmountable difficulties. Two hundred years after the collapse, there were still occasional balls for young Dracoid socialites, even though they were held in secret places and their gowns were fashioned from the tattered remnants of their great-great-grandmother's trousseaus.

But gradually, the flame began to die out. Secret gatherings became a thing of the past, remaining valuables were sold to foreign collectors, and only a very few individuals survived who had memories of having ancestors who had once belonged to the ruling class of a mighty nation.

These once haughty families, from among whom the emperors of the Dracoid people had been selected for all known time, dwindled to a handful despite intermarriage with humans. Stuck in their habits, and numbed by centuries of self-flagellation, they did not notice when no purebred Dracoid children at all were born to their remaining group for twenty years. Among them all, only one young half-breed female was still fertile.

Her name was Vernilla, and she was a dancer in the tavern frequented by Eric LeGré during the first siege of Cimmeria.

Gladstone History:

-The Throne and the Artifacts

The kingdom of Gladstone began life as a remote fishing camp on the banks of Lake Dread. Schools of freshwater cod, drawn by their annual breeding instinct to the mouths of the rivers feeding into the lake, were harvested with huge seine nets pulled ashore by teams of donkeys and oxen.

The business of preparing and selling dried cod proved quite profitable. Farmers, merchants and other adventurers traveled for many miles to gather together at the lake each fall. Gradually, several families began arriving at the lake a few weeks earlier, and then others stayed on for months after the harvest, until, after a few decades, there was a year round settlement established.

Soon other families found reasons to locate their homesteads near the lake. The soil was good and deep in the neighbouring valleys, the climate was regular, and farmers moved into the area by the hundreds. After a few more generations even the ancient caravan route of the traders began to loop north a bit to include passage through this thriving new area. Great profits were made buying and selling the dried fish and other produce of the region.

The kingdom of Memlar, five days ride to the south, was not ignorant of the activities at the lake, and it was not long before an official attempt was made to tax the transactions involving dried fish from Lake Dread. It is not surprising that many of the most active and vocal fish harvesters were opposed to this taxation. As they pointed out, the territory around the lake did not technically belong to any particular country, and certainly not Memlar. Therefore, they vehemently opined, Memlar had no right to impose taxes on commerce in this area.

Tensions came to a head when two Melmarian tax collectors (Disguised as farmers in order to spy on the fishing activities) were exposed and subsequently killed by an enraged mob. (Actually, they were beaten to death with stiff dried cods used as clubs.)

Response from Memlar was quick, and a company of Memlarian mounted soldiers began the long journey northward to the lake with instructions to disperse the settlers and burn the encampment to the ground.

Word of their mission was discovered however, and hundreds of the lake area patriots rallied around a local farmer named Jakob Gladoch. The stone promontory near his camp served as the defensive stronghold from which the besieging Memlarian forces eventually were repelled. The charismatic Jakob was acclaimed leader of the new independent nation, and several generations later his descendants were using the name King to describe themselves.

The structure of Gladstone Keep began to grow on and around the stone promontory, and the nation eventually grew strong enough to survive the drastic declination of the cod fisheries and inevitable disappearance of any commercial fishing activities on the lake.

Even during this early history of Gladstone, frequent battles with the Dark Army threatened national security. Memlar, Corlerre, Farallon, and most of the neighbouring countries fought occasionally against organised creatures from the other side, but the offspring of Jakob seemed to attract particular enmity from these troops. The name Gladstone soon became synonymous with the struggle against the forces of Evil.

During this time there lived Varsno, a great wizard from the southern continent, possessor of the last remaining Ancient Magic artifact, the powerful Nether Mask. The Ancient gods originally used this device to mimic mortal experiences. Varsno realised that the magic inside was too potentially dangerous for mortal use, and therefore buried the Mask twelve thousand feet deep in the mudflats surrounding the Western Islands.

To further ensure that the Mask could never be used for evil purposes, he then travelled to Gladstone, and gave to Larkin Gladoch, the fifth King of Gladstone, the powerful mortal magical items known as the Truth, which together formed the only known mortal antidote effective against the Nether Mask. (The Truth has two pieces: the Ruby of Truth, and the Shard.)

Entrusted with the care of these devices, the Gladstonian monarchs were cautioned to hold the artifacts ready should they be needed in the unlikely case that someone ever unearthed the Mask. (Which, of course, the evil sorceress Scotia did, as told in *The Throne of Chaos*.)

Seventeen Gladochs into their dynasty, the seed of the family withered and no further heirs sprung from this line. The next Gladstonian monarch, elected from among the councilors, was Hieronymus Couchon, an empty-headed sot about whom the kindest thing that can be said is that he was in the right place at the right time. He was in turn succeeded by Jongleur Chevres, a reformed pickpocket, who had the enormous good fortune of being selected as the next king during a three day mead binge in the Keep.

The next three hundred years saw an unusual co-operative dynasty shared between descendants of the two houses, as all the Gladstonian rulers of this period came from either one or the other of the two families.

About 100 years ago the current King Richard's great grandfather Blaise, who had been the Royal Gamekeeper, took control of Gladstone away from the three insane Chevres brothers who were co-ruling the country at that time. Blaise unified the country under his own rule, and founded the LeGré dynasty, which has ruled Gladstone to this day.

Not much more than a decade ago, in a distant campaign near the new Dracoid nation, the Dark Army was again hard upon the forces of Eric LeGré, brother to King Richard. Eric believed his situation hopeless, and was in the process of bargaining for the safety of his men. While the negotiations dragged on, he performed a kindness for a local half Dracoid dancer named Vernilla. Their relationship blossomed in that strange soil, and the boy named Copper was the result of this wartime alliance. Left behind when the White Army finally freed itself, he was raised by his mother.

As this latest story in the Lands of Lore begins, Copper's mother has passed away, and he has now traveled to Gladstone to meet the other half of his heritage. Dynastical tensions still simmer near Lake Dread though, and not everyone in Gladstone will be pleased to meet this youngest LeGré. In particular, neither his stepmother, whose maiden name was Carmen Chevres, nor the current Royal Councilor, Jeron Couchon, can be expected to open their arms in welcome.

3) What do I need to connect to Westwood Online?

- A Computer:
 - PC Owners : Windows 95
- 15MB free disk space
- A SLIP or PPP connection to the Internet.
- A copy of the Westwood Online software for either the PC or MAC.
- A login account.

4) So how do I get the software and a login account?

The Westwood Online software is available for downloading at the Westwood Studios web site: <http://www.westwood.com>. You can also find Westwood Online distributed with many of Westwood's software titles available in stores. Getting a free account usually doesn't take more than 3 or 4 minutes.

The registration process first asks for name and address information, plus a valid e-mail address. Next, you'll be prompted to pick a user name. The registration program will tell you if the name you picked has already been taken, and offer you the chance to select a different name. Once you have picked a suitable name, your password will be e-mailed to you at the e-mail address you gave during the registration process - for this reason it is important that your e-mail address information is valid and accurate.

You can also run the registration program manually from the Windows 95/Windows NT **Start** menu under "**Programs/Westwood/LOL3/Internet Registration**" or by clicking on the "**Internet Registration**" button on the Lands of Lore III AutoPlay screen.

If you already have a Westwood Online user name and password, you do not have to sign up for a new account. If you already have an account but have forgotten your password, you can have your password information e-mailed to you at the e-mail address we have on file for you by going to the <http://www.westwood.com/westwoodonline/memberservices/> web page. You'll find other related information here too.

For last minute changes and notes, please examine the README.TXT file on the CD, or visit our web site (<http://www.westwood.com>) for up-to-the-minute LANDS OF LORE III information.

System Agent software available for Windows 95 (Plus! Pack), can cause peculiar behavior during the LANDS OF LORE III install process. We recommend against running System Agent software while installing or playing the game.

Credits

Executive Producer:	Louis Castle
Producer:	Chris Longpre
Technical Director:	Eric Wang
Assistant Producer:	Rob Powers
Programming:	John Ardussi, Scott Bowen (Lead), Ian Leslie, Mike Lytle
Game Design:	Jesse Clemit, Jeff Fillhaber, Anthony Gurr, Bill Petro
Writer:	Rick 'Coco' Gush
Art:	Elie Arabian, Dave Austin, Cary Averett, Joseph Black, Barclay Chantal, Tim Fritz (compression), Pat Jenkins, Shelly Johnson, Ned Mansour, Frank Mendeola, Chip Meyers, Ren Olsen, Rod Stafford, Kort Vordahl, Terrance Walker
Original Soundtrack:	Frank Klepacki
Additional Original Scores:	David Arkenstone (Arkenounds, Inc.)
Audio Direction:	Paul Mudra
Sound Design:	Dwight Okahara
Programming Support:	Maria del mar McCready Legg
Additional Art:	Alan Blouin , Gary Cox, Gary Freeman, Miguel Lleras, Jack Martin, Ken Rashko
Storyboard Art:	Janet Kusnick
Design Consultants:	Phil Gorrow, Adam Isgreen, Brett Sperry,
Director of Dramatic Assets:	Joseph D. Kucan,
Dramatic Voice Talent:	
The Draracle	Clancy Brown
Celerian	Clancy Brown
Barnabus	Jack Buck
Buck	Harry Hambley
Carmen LeGré'	Darleen Carr
Chesara	Diane Farr
Chloie	Jane Wiedlin
Cindy the Orc	Kate Donahue
Cookie	Paige Rowland

Copper	Michael Connor
Dark Army Orc	Jon Polito
Dash	Michael Hagerty
David LeGré'	Marcelo Tubert
Dawn	Paige Rowland
Dimple the Guard	Marcelo Tubert
Dungeon Ruloi	Pete Onorati
Elliot the Guard	Jon Polito
Elway the Orc Leader	Michael Hagerty
Eric LeGré'	Warren Burton
Finch Boris	Warren Burton
Finch Josiah	Stuart Pankin
Finch Nathaniel	Mark Jonathan Davis
Frank the Guard	Sean Masterson
Gabrielle	Jane Wiedlin
Goldy	Lindsay Sloane
Griselda	Dawn Maxey
Innkeeper	Fred Coffin
Jacinda	Diane Farr
Jadin	Susanne Blakeslee
Jakel	Marcelo Tubert
Jeron	Patrick O'Connell
King Richard	Paxton Whitehead
Leina	Dina Sherman
Lig	Alan Mandell
Luther	Sean Masterson
Lynda	Jane Wiedlin
Marigold	Dina Sherman
Mark LeGré'	Sean Masterson
Markus	Michael Hagerty
Mauri	Christopher Neiman
Mojo	Milton James
Morgan	Milton James
Morphera	Diane Farr

Morrison	Fred Coffin
Old Male Captive	Jack Carter
Peter the Butler	Patrick O'Connell
Punktchen the Guard	Pete Onorati
Rhynn	Mark Jonathan Davis
Rix	Greg Zuniga
Rosalinda	Susanne Blakeslee
Samuel	Alan Mandell
Scarlet	Darleen Carr
Seth	Warren Burton
Sioned	Jenna Von Oy
Solan - Cabal Warrior	Greg Zuniga
Stewart the Orc	Pete Onorati
Sydney	Dina Sherman
Syruss	Mark Rolston
The Last Man	Fred Coffin
The Mainframe	Milton James
The Noble	Stuart Pankin
Trang	Darleen Carr
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Young Male Captive	Jack Carter

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Motion Capture Performers:

Motion Capture Post-Production:

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Special Thanks:

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