

Might and Magic III: Isles of Terra Weapon/Item Guide

by drgonzo7

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This walkthrough was originally written for Might and Magic III: Isles of Terra on the SNES, but the walkthrough is still applicable to the Mac version of the game.

Might & Magic 3 Isles of Terra for the SNES
Weapons, armor, items, and special properties list.

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Version 1.0

by Dweller in the Dark

Welcome to my guide. I made this guide because I got tired of having to spend time and money to have items identified in the weapons shop. I've given descriptions for the various items based on trial and error and on the identification service at the weapons shop, so info in this guide may be wrong because of that or due to errors on my part. If you have any corrections or descriptions that I have missed send me the info at drgonzo72001@yahoo.com and you'll be given credit.

Abbreviations are: Kn=Knight, Pa=Paladin, Ar=Archer, So=Sorcerer.
Cl=Cleric, Ro=Robber, Ni=Ninja, Ba=Barbarian, Ra=Ranger, Dr=Druid,

Weapons

Weapons are listed in alphabetical order, each listing will have the damage value, hands needed to use the weapon, and who can use the weapon. Note that a ranged weapon like a bow can be equipped at the same time as a shield and sword or other weapon/shield/item combo, but they will still have a two-handed listing. Damage-wise, the Katana is the most powerful one-handed weapon, and the Flamberge is the most powerful two-hander.

Weapon:	Damage:	Hands:	Usable By:
Bardiche:	4-16	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Battle Axe:	3-15	2	Kn, Pa, Ar, Ro, Ba, Ra
Broad Sword:	3-12	1	Kn, Pa, Ar, Ro, Ra
Club:	1-3	1	All
Crossbow:	4-8	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Cudgel:	1-6	1	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Cutlass:	2-8	1	Kn, Pa, Ar, Ro, Ra
Dagger:	2-4	1	Kn, Pa, Ar, So, Ro, Ni, Ba, Dr, Ra
Flail:	1-10	1	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Flamberge:	4-20	2	Kn, Pa, Ar, Ra
Glaive:	4-12	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Grand Axe:	3-18	2	Kn, Pa, Ar, Ro, Ba, Ra
Great Axe:	3-21	2	Kn, Pa, Ar, Ro, Ba, Ra
Halberd:	3-18	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Hammer:	2-10	2	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Hand Axe:	2-6	1	Kn, Pa, Ar, Ro, Ni, Ba, Dr, Ra
Katana:	4-12	1	Kn, Pa, Ni
Long Bow:	5-10	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra

Long Sword:	3-9	1	Kn, Pa, Ar, Ro, Ra
Mace:	2-8	1	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Maul:	1-8	1	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Naginata:	5-15	2	Kn, Pa, Ni
Nunchaku:	2-6	1	Kn, Pa, Ni
Pike:	2-16	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Sabre:	4-8	1	Kn, Pa, Ar, Ro, Ra
Scimitar:	2-10	1	Kn, Pa, Ar, Ro, Ra
Short Bow:	3-6	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Short Sword:	2-6	1	Kn, Pa, Ar, Ro, Ra
Sling:	2-4	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Spear:	1-9	1	Kn, Pa, Ar, Ro, Ni, Ba, Dr, Ra
Staff:	2-8	2	All
Trident:	2-12	2	Kn, Pa, Ar, Ro, Ni, Ba, Ra
Wakazashi:	3-9	1	Kn, Pa, Ni

Armor

Listed in descending order from worst to best.

Armor:	AC Bonus:	Usable By:
Padded Armor:	+2	All
Leather Armor:	+3	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Dr, Ra
Scale Armor:	+4	Kn, Pa, Ar, Cl, Ro, Ni, Ba, Ra
Ring mail:	+5	Kn, Pa, Ar, Cl, Ro, Ni, Ra
Chain Mail:	+6	Kn, Pa, Ar, Cl, Ro, Ra
Splint Mail:	+7	Kn, Pa, Cl, Ra
Plate Mail:	+8	Kn, Pa
Plate Armor:	+10	Kn, Pa

Items

I've listed all of the items (that I have found) in the game including keys and other such things and I have listed their uses and purposes (if any). Items often have special abilities that either enhance attributes or have spell effects with limited charges. Up to 10 different kinds of rings can be worn, as can items like charms, medals, and broaches, but only 4 can be equipped, and they must be different. Gems, wands, boxes and the like must be held by one hand to be effective, so they pretty much preclude the use of a shield or two-handed weapon, this may not be a bad thing as a character who cannot equip a shield for extra protection can equip a gem or other hand held item that has an AC boosting ability.

ITEM:	AC Bonus:	Hands:	Usable By:
Amulet:			All
Belt:			All
Boots:	+1		All
Box:		1	All
Broach:			All
Cameo:			All
Cape:	+1		All
Charm:			All
Cloak:	+1		All
Coin:		1	All
Crown:			All
Gauntlets:	+1		All
Gem:		1	All
Helm:	+2		All
Horn:		1	All

Jewel:			All
Medal:			All
Necklace:			All
Orb:	1		All
Pendant:			All
Ring:			All
Robes:	+1		All
Rod:	1		All
Scarab:			All
Scroll:			All
Shield:	+4	1	Kn, Pa, Cl, Ro, Ba, Ra.
Tiara:			All
Wand:		1	All
Whistle:		1	All

Quest/Miscellaneous Items

Items that can't be equipped but can be used for spell effects or to progress further in the game or to gain gold and exp.

Alacorn of Icarus: Return to A2 9,2 for 2 million exp.

Ancient Artifact of Evil: Return to the Castle of Evil for an exp reward.

Ancient Artifact of Good: Return to the Castle of Good for an exp reward.

Ancient Artifact of Neutrality: Return to the Castle of Neutrality for an exp reward.

Ancient Fizbin of Misfortune: Take to the hut at E2 8,8 to get treasure, don't keep any of these as they cause all sorts of bad things to happen to the one who carries it.

Ancient Jewelry: Can be sold for gold.

Black Terror Key: Used to enter the Tomb of Terror.

Blue Key of Darkness: Used for entry into the Cathedral of Darkness.

Blue Priority Pass Card: Used for entry into Main control Sector.

Gold Master Key: Used for entry into The Diabolical Maze.

Golden Pyramid Key Card: Used for entry into the various pyramids.

Green Eyeball Key: Used for entry into the Halls of Insanity.

Hologram Sequencing Card 1: Provides entry into escape pod.

Hologram Sequencing Card 2: Provides entry into escape pod.

Hologram Sequencing Card 3: Provides entry into escape pod.

Hologram Sequencing Card 4: Provides entry into escape pod.

Hologram Sequencing Card 5: Provides entry into escape pod.

Hologram Sequencing Card 6: Provides entry into escape pod.

Interspatial Transport Box: Teleports party to various area maps when used.

Jewelry: Can be sold for gold.

King's Ultimate Power Orb: Give to king of choice for 1 million Exp.

Might Potion: Has one use and raises might by 5 points. Wears off after a certain time.

Potion:Has a spell effect and up to 3 uses.

Precious Pearl of Youth and Beauty: Give to the Pirate Queen at D2 9,14, for 100,000 exp and 25,000 gold.

Qautloo Coins: Give to shrines in the Slithercult Stronghold for attribute bonuses.

Red Warriors Key: Used for entry into the Dark Warriors Keep.

Rope and Hooks: Same effect as a Create Rope spell; Allows the party to climb down into pits. Cannot be equipped, but is used automatically.

Sacred Silver Skulls: Give to Skull Miser in Fountain Head for exp. and gold.

Sea Shell of Serenity: Give to the mermaid Athea at A4 0,0 for 250,000 exp and 250,000 gold.

Torch: Same effect as a light spell; Lights up dark areas.

Yellow Fortress Key: Used for entry into the Fortress of Fear.

Elemental Damage & Resistance Modifiers

Element: Damage Bonus: Resistance Bonus:

Fire

Burning:	+2	+5
Fiery:	+3	+7
Pyric:	+4	+9
Fuming:	+5	+12
Flaming:	+10	+15
Seething:	+15	+20
Blazing:	+20	+25
Scorching:	+30	+30

Electric

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

Cold

Icy:	+2	+5
Frost:	+4	+10
Freezing:	+5	+15
Cold:	+10	+20

Cryo:	+20	+25
Acid/Poison		
Acidic:	+2	+10
Venomous:	+4	+15
Poisonous:	+8	+20
Toxic:	+16	+25
Noxious:	+32	+40
Energy		
Glowing:	+2	+5
Incandescent:	+3	+7
Dense:	+4	+9
Sonic:	+5	+11
Power:	+10	+13
Thermal:	+15	+15
Radiating:	+20	+20
Kinetic:	+30	+25
Magical		
Mystic:	+5	+5
Magical:	+10	+10
Ectoplasmic:	+25	+20

Attribute Bonus Modifiers

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

Intellect Modifier

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

Personality Modifier

Buddy:	+2
Friendship:	+3
Charm:	+5
Personality:	+8
Charisma:	+12
Leadership:	+17
Ego:	+23
Hope:	+30

Speed Modifier

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

Accuracy Modifier

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

Luck Modifier

Clover:	+5
Chance:	+10
Winners:	+15
Lucky:	+20
Gamblers:	+25
Leprechauns:	+30

Hit Point Modifier

Vigor:	+4
Health:	+6
Life:	+10
Troll:	+20
Vampiric:	+50

Spell Point Modifier

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

Armor Class Modifier

Protection:	+2
Armored:	+4
Defender:	+6
Stealth:	+10
Mystical:	+16

Thievery Modifier

Mugger:	+4
Burgler:	+6
Looter:	+8
Brigand:	+10
Filch:	+12
Thief:	+14
Rogue:	+16
Plunder:	+18
Criminal:	+20
Pirate:	+25

Material quick reference chart

I ordered them from worst to best, with my ordering being based on the +/- "to hit" bonus in numerical order. Items from Ruby to Obsidian cannot be duplicated via the Duplication spell.

Material Type: Hit Bonus: AC Bonus: Damage Bonus:

Leather:	-4		
Wooden:	-3	-3	
Glass:			
Coral:	+1	+1	+1
Crystal:	+1	+1	+1
Iron:	+1	+1	+2
Bronze:	+2	-1	
Lapis:	+2	+2	+2
Pearl:	+2	+2	+2
Silver:	+2	+2	+4
Brass:	+3	-2	
Amber:	+3	+3	+3
Steel:	+3	+4	+6
Ebony:	+4	+4	+4
Gold:	+4	+6	+8
Qaurtz:	+5	+5	+5
Platinum:	+6	+8	+10
Ruby:	+6	+10	+12
Emerald:	+7	+12	+15
Sapphire:	+8	+14	+20
Diamond:	+9	+16	+30
Obsidian:	+10	+20	+50

Special Power chart

All of these powers duplicate a spell effect that can be used by the various spell casting classes in the game. Any item with a magical power has a limited number of charges which can be checked using the Detect Magic spell. The power can be recharged with the Recharge Item spell. Any item that loses all charges disappears from your inventory, so be careful not to use all charges on any item that you are also using as a weapon or for attribute bonuses.

Special Power: Spell effect:

Of Acid Spraying:	Acid Spray
Of Acid Streams:	Acid Stream
Of Aid:	First Aid
Of Antidotes:	Cure Poison
Of Arrows:	Elemental Arrow
Of Awakening:	Awaken
Of Beacons:	Lloyd's Beacon
Of Curing:	Cure Wounds
Of Cleric's Boost:	Cleric's Boost
Of Cold Rays:	Cold Ray
Of Dancing Swords:	Dancing Sword
Of Deadly Swarms:	Deadly Swarm
Of Destruction:	Finger of Doom
Of Distortion:	Time Distortion
Of Disintegration:	Disintegrate
Of Dragon Breath:	Dragon Breath
Of Duplication:	Duplication
Of Elements:	Protection from Elements

Of Enchantment:	Enchant Item
Of Energy Blasts:	Energy Blast
Of Etherealization:	Etherealize
Of Favor:	Favored
Of Feasting:	Create Food
Of Feeble Minding:	Feeble Mind
Of Fiery Flails:	Fiery Flail
Of Fireballs:	Fireball
Of Fists:	Flying Fist
Of Free Movement:	Cure Paralysis
Of Frost Biting:	Frost Bite
Of Gating:	Nature's Gate
Of Half for Me:	Half for Me
Of Heroism:	Heroism
Of Identification:	Identify Monster
Of Incinerating:	Incinerate
Of Immobilization:	Immobilize
Of Implosions:	Implosion
Of Infernos:	Inferno
Of Jumping:	Jump
Of Levitation:	Levitate
Of Light:	Light
Of Lightning:	Lightning Bolt
Of Magic Detection:	Detect Magic
Of Mass Distortion:	Mass Distortion
Of Megavoltage:	Mega Volts
Of Monster Finding:	Detect Monsters
Of Moon Rays:	Moon Ray
Of Nature:	Nature's Cure
Of Pain:	Pain
Of Paralyzing:	Paralyze
Of Portals:	Town Portal
Of Power Curing:	Power Cure
Of Prismatic Light:	Prismatic Light
Of Raising the Dead:	Raise Dead
Of Recharging:	Recharge Item
Of Resurrection:	Resurrect
Of Revitalization:	Revitalize
Of Ropes:	Create Rope
Of Sanctuaries:	Super Shelter
Of Shielding:	Power Shield
Of Silence:	Silence
Of Sleeping:	Sleep
Of Sparking:	Sparks
Of Stone to Flesh:	Stone to Flesh
Of Storms:	Elemental Storm
Of Star Bursts:	Star Burst
Of Sun Rays:	Sun Ray
Of Teleportation:	Teleport
Of Toxic Clouds:	Toxic Cloud
Of The Miracles!:	Mystical Intervention
Of Undead Chant:	Undead Chant
Of Undead Turning:	Turn Undead
Of Vaccination:	Cure Disease
Of Water Walking:	Walk on Water
Of Wizard Eyes:	Wizard Eye

End of Guide.

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