

Might and Magic[®] VII

FOR BLOOD AND HONOR™



NEW WORLD COMPUTING[®]

Might and Magic[®] VII

For Blood and Honor[™]

Player's Manual

NEW WORLD COMPUTING[®]
3DO[™]



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Manual Written by:
Tom Ono

Illustrations by:
Casey Dodd



Welcome to *Might and Magic*® VII

Might and Magic VII is a computer role-playing game set in Erathia, a mystical land of magic and adventure. You will guide the actions of a group of four heroes—armored swordsmen, daring thieves, gifted archers and wielders of arcane sorcery—as they explore the land, sea and subterranean passages in search of treasure and glory. Your party characters will begin their journey possessing only the most basic skills and equipment, and are barely deserving of the title “adventurer.” As they continue, however, they will acquire personal abilities, enchanted artifacts, deadly weapons, and powerful knowledge, all of which they will need to face the greater challenges ahead...to one day epitomize a true adventurer.

The Documentation

This book is the *Might and Magic VII Player's Manual*. It contains all the particulars of how to operate the game and specific information about the game world. So if you want to know what skills a monk can learn, what the Incinerate spell does, or how to fire your archer's bow, this is the place to look.

The *Adventurers' Guide to Role Playing* has general information about computer role playing in the *Might and Magic* world and information for a player new to *Might and Magic*, or to this type of adventure game. In it you will find a discussion of basic role-playing concepts. If you find yourself mystified by phrases like “character class” or “armor bonus,” you might want to consider reading the guide first.

During play, most game objects and interface items will be identified for you in the rollover text box as you pass the mouse cursor over them. Right-clicking on items in a list (like the display of character skills) or inventory objects (like weapons and scrolls) will usually display useful information.

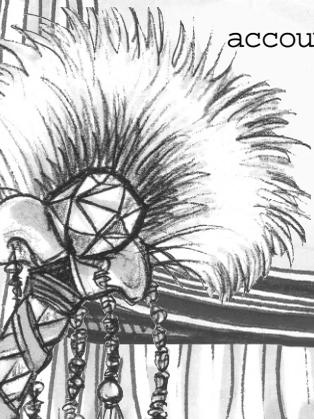
Entry 1

11 June 1165

Free at last! Never again will I take for granted what it means to bend limb and breathe air. But what air do I breathe? What land do I flee across? It is my Enroth, surely, but so much has changed in the ten years I have been my brother's coat rack made an insensate stone statue by his pet wizard, Tanir. If it wasn't for those fool adventurers I'd still be there now. Tanir! I promise you I will repay the insult one day. And repay it with usurious interest.

I have started this journal to help me make sense of the chaos of events. I am a hunted man, but have found refuge in the remote estate of my colleague in the necromatic arts, Nimbus. His apprentices tell me that their master has sailed for Erathia. I wish he had not been wise enough to leave them with so few details all I can derive is that the Necromancer's Guild has some bold plan for Erathia. Perhaps I should join them?

Both my hated brother, Roland Ironfist, and his loathsome queen Catherine are absent. Roland is, by all accounts, taken by strange demons. Catherine left for



Erathia five months ago to attend her father s funeral and has not been heard from since. Their brat, Nicolai, sits on the throne with the loutish Wilbur Humphrey standing as Regent. Ah, if only I were in a position to take advantage of things here in Enroth! It is like a widowsweep berry ripe for the picking.

But first, I must rebuild. With no nation, it is as if I am once again at the beginning of things. Where are my fellow guild members? I cannot reach them by means mystical or otherwise. If I could only rally them to my cause! The apprentices are no help they are content to work their crude exercises. Amateurs! What endless pride they take in their zombified rats and mice! Bah, the useless things fall apart inside of hours. Pathetic.

I really must have a talk with their master. Surely, he is neglecting his role as a teacher if his students perform so poorly and expect my delight! The other day, I observed one of them fumbling a basic cantrip! One of his so called advanced initiates! I couldn t believe it. I am forced to the sad conclusion that either the student or the master was a complete incompetent. I hope for Nimbus sake that he has had an unusually bad string of luck in finding quality apprentices.

Entry 37

23 October 1166

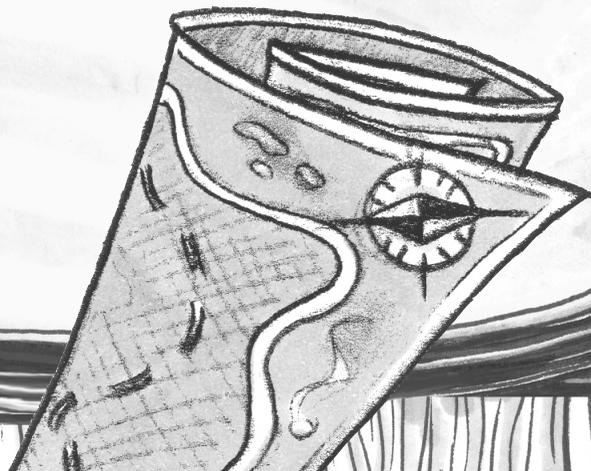
I find myself aboard a fast and sturdy ship bound for Erathia. How strange are the events that compel me to leave behind my native land!

Nimbus returned to his estates bringing with him a small party of Necromancers apparently all of any power that remained in Enroth he was gathering to take to Deyja in Erathia so that they might serve the lich-king, Nicolas Gryphonheart. Yes, that Gryphonheart! Catherine's father.

The Erathian guild has made a bold and perhaps foolhardy play for power. The guild leader and king of Deyja, Deathknell, sought to take the Erathian throne by assassinating Gryphonheart and then reanimating him as a lich, bound to his service. Well, he got as far as the reanimation, but the binding did not take. Instead, the lich killed Deathknell. Now Erathia and Deyja have a new king and the guild has a new leader.

Now Gryphonheart has called the Necromancer Guild to his aid, and I and the Necromancers of Enroth are heeding the call. He fights his daughter, Catherine. That is a cause I can hearken to, indeed!

Incidentally, this little mission is now my mission. I took it from Nimbus in the guild Challenge of Dominance. Needless to say, I won. I wasn't surprised by my success, but rather, at the ease of it. Really, if Nimbus powers are any measure of the state of the necromatic arts these days, clearly the guild has lost much of its wherewithal since my day. What we need is a systematic program of research. One which will re-instill in us the vigor of the past. It is hard to believe that this is the same guild of Hendenlal or Neberneith! Those luminaries would never have let things become as they have were they still around. Perhaps it is my destiny to restore our power to its former glory!



Entry 143

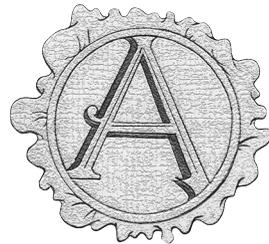
5 August 1167

Reversals within reversals within reversals. That is the way it goes for the fortunes of kings and would-be kings these days. Or so it seems.

In her victory speech, as it was reported to me I was, to be sure, nowhere near Catherine made much ado about stability. True, the dark and vile forces who had wronged her father so, were defeated, AND her father now lies in the state of natural quietude he deserves, AND the people of Erathia can lay down their swords safe in the knowledge that peace reigns instead of terror.

Oh, let her think all that if she wishes. Let the peasants think it too. That can but help my cause. For as the lich, Gryphonheart, replaced Deathknell, so have I replaced Gryphonheart. Catherine faces a more devious opponent in me. What my predecessors used like a bludgeon, I will use as a tailor's needle. The Necromancer Guild, under my leadership, will enter a golden age of advance. Even now, our new laboratory of research is producing new knowledge. And as knowledge is power, so will our and my power grow.

But all plots must begin somewhere or remain formless. Perhaps my seed of discontent will root in those fertile disputed lands? Time will tell, and the telling will be against my brother and his wife! So swear I here!



Archibald Ironfist
Guildmaster of Necromancers
Rightful King of Enroth



The Startup Menu



New Button

Click the New button to start a game from the beginning. This will take you to the **Create Party** screen where a party of four characters is already set up. If you want to start with these characters, click the **OK** button. Or, you can customize the characters to your liking, then click **OK** to begin.



Load

If you have previously saved games, you can return to that time and place by clicking the Load button. The Load Game dialog will appear. Clicking on the names in the list of saved games will show a thumbnail image captured from the Adventuring Window at the moment the game was saved. Below this picture will be a time and date stamp. Click the **Load** button to load the selected game, or the **Cancel** button to cancel and return to the Startup Menu.

Credits

Click this button to display a list of the people responsible for bringing you *Might and Magic VII*.

Exit

Click this button to close the program.

Party Creation

The screenshot shows the 'CREATE PARTY' screen with four character slots. Each slot contains a portrait, a name, a race, a class, and a list of attributes and skills. The current attribute for each character is highlighted with a white arrow.

Character	Name	Race	Class	Might	Intelligence	Personality	Endurance	Accuracy	Speed	Luck	Skills
1	Nickolas	Goblin	Knight	30	5	5	11	25	16	7	Sword, Leather, Bow, Armsmaster
2	Ellen	Goblin	Monk	24	5	7	11	25	30	7	Dodging, Unarmed, Spear, Armsmaster
3	Sebastian	Elf	Sorcerer	7	18	8	9	14	11	7	Staff, Fire Magic, Air Magic, Earth Magic
4	Linda	Human	Cleric	11	9	19	10	11	11	7	Mace, Body Magic, Spirit Magic, Mind Magic

Labels in the image point to the following elements:

- Portrait Selection Arrows
- Voice Selection Arrows
- Attributes
- Skills
- Available Skills
- Portrait
- Race
- Class
- Name
- Current Attribute
- Bonus Points
- Clear Button
- Class List

Overview

In the game you control the actions of a group, called a party, consisting of four characters. Each character is a person with his or her own strengths, weaknesses, vocations, and skills. While you can play the game using a default party of characters, you can also create a custom party at the Create Party Screen. If you get to this screen by mistake, hit the **Esc** key to return to the *Startup Menu*.

While customizing your party, you work on each character one at a time. Choose the current character by clicking within the column containing their portrait and statistics. When you do so, the character's portrait border highlights. You can then choose that character's appearance, race, class, and name. You will also assign each character's starting skills, and adjust their attributes by distributing a pool of bonus points.



Basic Operations

Change a Character's Portrait. Click the Portrait Selection arrows to cycle through the available character portraits. What portrait you choose for a character will set their gender and race (human, elf, goblin, or dwarf).

Change a Character's Voice. Click the voice selection arrows to hear available character voices.

Choose a Character's Class. You can change the currently selected hero's class by clicking on the name of a new class in the class list.

Change a Character's Name. Click on a name to erase it. A text cursor will appear in the name box. Type in the new name. Press Enter to keep the name.

Give a Character Skills. A character has four starting skills. Two of these will be set by what class you choose for the character, but you must assign the character their other skills. To choose these additional skills, click on their names in the list of available skills. Which skills are offered will be different for each character class. If you want to choose a different skill for a character than one you've already assigned, remove the unwanted skill by clicking on its name in the character's skill list.

Adjust Character Attributes. You have a pool of fifty bonus points which are used to adjust character attributes. Click on an attribute to select it and then raise or lower its value by clicking the + and - buttons flanking the bonus pool display.

Finish. When you are satisfied with your party, click on the OK button to start the game. You must have assigned skills to all of your characters and distributed all your bonus points.

Character Statistics and Their Effects

Might: Might is a measure of how physically powerful a character is—how strong they are. A character with a high Might attribute will do more damage in combat.

Intellect: How smart a character is—how able they are at problem solving and understanding abstract concepts—is measured by their Intellect. Characters of classes that use elemental magic get more spell points if they have high Intellect ratings. Sorcerers, archers, rangers, thieves, and druids use elemental magic.

- Personality:** Personality measures a character's personal will and level of charm. Clerics, paladins, rangers, monks, and druids—those character classes that use magic of the self — get a spell point bonus if they have high Personality scores.
- Endurance:** Endurance is a measure of how physically tough a character is. Characters with high Endurance get a hit point bonus.
- Accuracy:** The Accuracy attribute reflects a character's hand/eye coordination. A high accuracy rating gives a character a better chance to hit with hand-to-hand and ranged weapons.
- Speed:** Speed is a measure of how quick a character is. Faster characters are able to perform more actions in a given amount of time and recover more rapidly from actions they perform.
- Luck:** Luck has a subtle effect on many actions that characters perform. Its most visible effects are that characters with high Luck attributes have better resistance to magical attacks and take less damage from triggered traps.

Class: Skills

A character's class affects what skills, and to what level of expertise, they can learn. As characters achieve new rank in their class (see *Promotion*) they may be able to learn some of their skills at higher levels of expertise. The Legend below applies to the Skill Tables on the following pages.

Skill Table Legend

- | | |
|-----------|---|
| B | Characters of this class and rank can learn the skill up to a Basic level of expertise. |
| E | The skill can be learned up to Expert level. |
| M | The skill can be learned up to Master level. |
| GM | The skill can be learned up to the highest Grand Master level. |

Magic Skills

CLASS	Fire	Water	Air	Earth	Spirit	Mind	Body	Dark	Light
Knight	-	-	-	-	-	-	-	-	-
Cavalier	-	-	-	-	-	-	-	-	-
Champion	-	-	-	-	-	-	-	-	-
Black Knight	-	-	-	-	-	-	-	-	-
Thief	-	-	-	-	-	-	-	-	-
Rogue	B	B	B	B	-	-	-	-	-
Spy	B	B	B	B	-	-	-	-	-
Assassin	B	B	B	B	-	-	-	-	-
Monk	-	-	-	-	-	-	-	-	-
Initiate	-	-	-	-	B	B	B	-	-
Master	-	-	-	-	E	E	E	-	-
Ninja	-	-	-	-	B	B	B	-	-
Paladin	-	-	-	-	B	B	B	-	-
Crusader	-	-	-	-	E	E	E	-	-
Hero	-	-	-	-	M	M	M	-	B
Villain	-	-	-	-	M	M	M	B	-
Archer	B	B	B	B	-	-	-	-	-
Warrior Mage	E	E	E	E	-	-	-	-	-
Master Archer	M	M	M	M	-	-	-	-	B
Sniper	M	M	M	M	-	-	-	B	-
Ranger	B	B	B	B	B	B	B	-	-
Hunter	B	B	B	B	B	B	B	-	-
Ranger Lord	E	E	E	E	E	E	E	-	-
Bounty Hunter	E	E	E	E	E	E	E	-	-
Cleric	-	-	-	-	E	E	E	-	-
Priest	-	-	-	-	M	M	M	-	-
Priest of the Light	-	-	-	-	GM	GM	GM	-	GM
Priest of the Dark	-	-	-	-	GM	GM	GM	GM	-
Druid	E	E	E	E	E	E	E	-	-
Great Druid	M	M	M	M	M	M	M	-	-
Arch Druid	M	M	M	M	M	M	M	-	-
Warlock	M	M	M	M	M	M	M	-	-
Sorcerer	E	E	E	E	-	-	-	-	-
Wizard	M	M	M	M	-	-	-	-	-
Archmage	GM	GM	GM	GM	-	-	-	-	GM
Lich	GM	GM	GM	GM	-	-	-	GM	-

Combat Skills

CLASS Sword Axe Staff Spear Dagger Bow Mace Unarmed Leather Chain Plate Shield Dodge

Knight	M	M	E	M	E	E	M	E	M	M	M	M	E
Cavalier	M	M	E	M	E	E	M	E	M	M	M	M	E
Champion	GM	M	E	GM	E	E	M	E	M	M	GM	GM	E
Black Knight	GM	M	E	GM	E	E	M	E	M	M	GM	GM	E
Thief	M	-	-	-	M	E	E	E	M	E	-	B	M
Rogue	M	-	-	-	M	E	E	E	M	E	-	B	M
Spy	M	-	-	-	GM	E	E	E	GM	E	-	B	M
Assassin	M	-	-	-	GM	E	E	E	GM	E	-	B	M
Monk	E	-	M	E	E	B	-	M	M	-	-	-	M
Initiate	E	-	M	E	E	B	-	M	M	-	-	-	M
Master	E	-	GM	E	E	B	-	GM	M	-	-	-	GM
Ninja	E	-	GM	E	E	B	-	GM	M	-	-	-	GM
Paladin	M	E	B	E	E	E	M	B	E	E	M	M	B
Crusader	M	E	B	E	E	E	M	B	E	E	M	M	B
Hero	M	E	B	E	E	E	GM	B	E	E	M	GM	B
Villain	M	E	B	E	E	E	GM	B	E	E	M	GM	B
Archer	E	E	B	M	E	M	-	B	M	M	-	-	E
Warrior Mage	E	E	B	M	E	M	-	B	M	M	-	-	E
Master Archer	E	E	B	M	E	GM	-	B	M	GM	-	-	E
Sniper	E	E	B	M	E	GM	-	B	M	GM	-	-	E
Ranger	E	M	B	E	E	M	-	B	M	M	-	E	E
Hunter	E	M	B	E	E	M	-	B	M	M	-	E	E
Ranger Lord	E	GM	B	E	E	M	-	B	M	M	-	E	E
Bounty Hunter	E	GM	B	E	E	M	-	B	M	M	-	E	E
Cleric	-	-	B	-	-	E	M	-	E	E	-	M	-
Priest	-	-	B	-	-	E	M	-	E	E	-	M	-
Priest of the Light	-	-	B	-	-	E	M	-	E	E	-	M	-
Priest of the Dark	-	-	B	-	-	E	M	-	E	E	-	M	-
Druid	-	-	B	-	M	B	E	-	E	-	-	E	-
Great Druid	-	-	B	-	M	B	E	-	E	-	-	E	-
Arch Druid	-	-	B	-	M	B	E	-	E	-	-	E	-
Warlock	-	-	B	-	M	B	E	-	E	-	-	E	-
Sorcerer	-	-	M	-	E	B	-	-	E	-	-	-	-
Wizard	-	-	M	-	E	B	-	-	E	-	-	-	-
Archmage	-	-	M	-	E	B	-	-	E	-	-	-	-
Lich	-	-	M	-	E	B	-	-	E	-	-	-	-

Miscellaneous Skills

CLASS	Disarm Trap	Perception	Merchant	Learning	Meditation	Body Building	Identify Item	Repair	Identify Monster	Arms Master	Stealing	Alchemy
Knight	B	E	E	B	-	M	-	M	-	M	-	-
Cavalier	B	E	E	B	-	M	-	M	-	M	-	-
Champion	B	E	E	B	-	GM	-	GM	-	GM	-	-
Black Knight	B	E	E	B	-	GM	-	GM	-	GM	-	-
Thief	M	M	M	E	-	E	M	B	-	M	M	E
Rogue	M	M	M	E	-	E	M	B	-	M	M	E
Spy	GM	M	M	E	-	E	M	B	-	M	GM	E
Assassin	GM	M	M	E	-	E	M	B	-	M	GM	E
Monk	B	E	-	M	-	M	-	-	E	M	B	-
Initiate	E	E	-	M	-	M	-	-	E	M	B	-
Master	E	E	-	GM	-	GM	-	-	E	M	B	-
Ninja	M	E	-	GM	-	GM	-	-	E	M	E	-
Paladin	-	B	E	B	E	M	-	M	-	E	-	-
Crusader	-	B	E	B	E	M	-	M	-	E	-	-
Hero	-	B	E	B	E	M	-	GM	-	E	-	-
Villain	-	B	E	B	E	M	-	GM	-	E	-	-
Archer	E	M	E	M	E	E	-	E	-	E	-	-
Warrior Mage	E	M	E	M	E	E	-	E	-	E	-	-
Master Archer	E	GM	E	M	E	E	-	E	-	E	-	-
Sniper	E	GM	E	M	E	E	-	E	-	E	-	-
Ranger	E	M	B	E	B	E	B	B	M	E	E	B
Hunter	E	M	B	E	B	E	B	B	M	E	E	B
Ranger Lord	E	M	B	E	B	E	B	B	GM	E	E	B
Bounty Hunter	E	M	B	E	B	E	B	B	GM	E	E	B
Cleric	-	E	M	M	M	B	-	M	E	-	-	E
Priest	-	E	M	M	M	B	-	M	E	-	-	E
Priest of the Light	-	E	GM	M	M	B	-	M	E	-	-	E
Priest of the Dark	-	E	GM	M	M	B	-	M	E	-	-	E
Druid	-	E	E	M	M	-	E	-	E	B	-	M
Great Druid	-	E	E	M	M	-	E	-	E	B	-	M
Arch Druid	-	E	E	M	GM	-	E	-	E	B	-	GM
Warlock	-	E	E	M	GM	-	E	-	E	B	-	GM
Sorcerer	-	E	B	M	M	-	M	E	M	-	-	M
Wizard	-	E	B	M	M	-	M	E	M	-	-	M
Archmage	-	E	B	M	M	-	GM	E	GM	-	-	M
Lich	-	E	B	M	M	-	GM	E	GM	-	-	M

Class: Spell and Hit Points

A character's class affects how many hit points and spell points they have at the start of the game, and how many of each they gain when they reach a new level. A character's class rank can also affect this as shown in the following table. Starting values fluctuate depending on how many bonus points are assigned to the character's Endurance, Intellect and Personality Attributes.

Class	Starting Values		Hit Points Per Level			Spell Points Per Level		
	Hit Points	Spell Points	Base	First Promotion	Second Promotion	Base	First Promotion	Second Promotion
<i>Knight</i>	40	0	5	7	9	0	0	0
<i>Thief</i>	35	0	4	6	8	0	1	1
<i>Monk</i>	35	0	5	6	8	0	1	1
<i>Paladin</i>	30	5	4	5	6	1	2	3
<i>Archer</i>	30	5	3	4	6	1	2	3
<i>Ranger</i>	30	0	4	5	6	0	2	3
<i>Cleric</i>	25	10	2	3	4	3	4	5
<i>Druid</i>	20	10	2	3	4	3	4	5
<i>Sorcerer</i>	20	15	2	3	3	3	4	6

Race: Starting Attributes

Race affects a character's starting attributes and how high you can set those attributes using bonus points. With some, you must spend two points to raise the attribute value by one. Other attributes are raised two per point spent. The table reflects the different races' strengths and weaknesses.

Attributes	Human			Elf			Goblin			Dwarf		
	Min	Start	Max	Min	Start	Max	Min	Start	Max	Min	Start	Max
<i>Might</i>	9	11	25	5	7	15	12	14	30	12	14	30
<i>Intellect</i>	9	11	25	12	14	30	5	7	15	9	11	25
<i>Personality</i>	9	11	25	9	11	25	5	7	15	9	11	25
<i>Endurance</i>	7	9	25	5	7	15	9	11	25	12	14	30
<i>Accuracy</i>	9	11	25	12	14	30	9	11	25	5	7	15
<i>Speed</i>	9	11	25	9	11	25	12	14	30	5	7	15
<i>Luck</i>	7	9	25	7	9	20	7	9	20	7	9	20

Attribute requires 2 bonus points to raise by one. Starting/going below initial value adds 1/2 point to bonus pool.

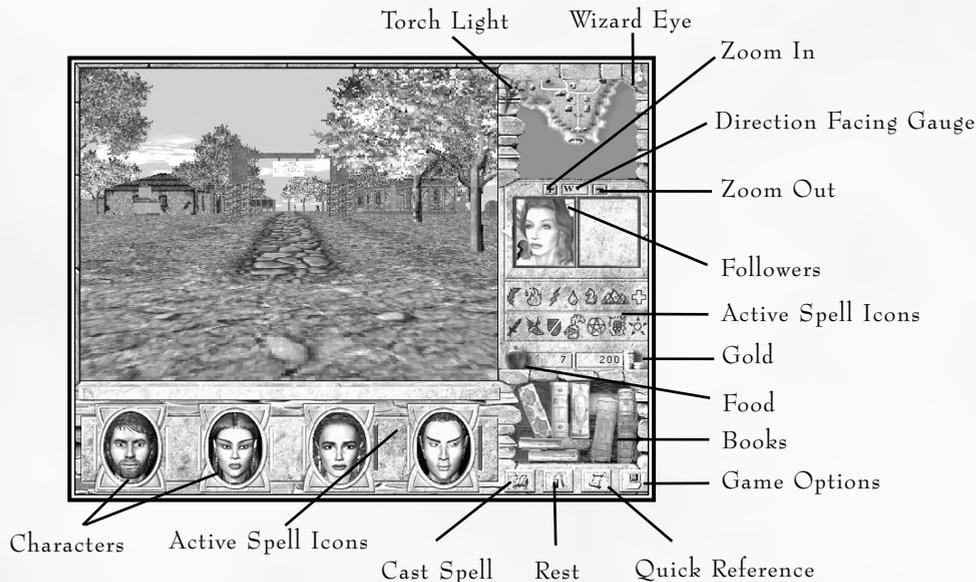
Attribute raises by 2 for each bonus point spent. Starting/going below initial value adds 2 points to bonus pool.

Race: Starting Resistance

Each time a character is attacked by magic, the attack's effect might be reduced or nullified. The higher a character's resistance to a particular type of magic, the greater the chance of avoiding ill effects: Humans start with a resistance value of 5 to Spirit Magic and Body Magic, Elves' starting resistance is 10 against Mind Magic attacks, Goblins have a resistance of 5 against Fire Magic and Air Magic, and Dwarves' resistance to Earth Magic and Water Magic is 5.

Game Screens

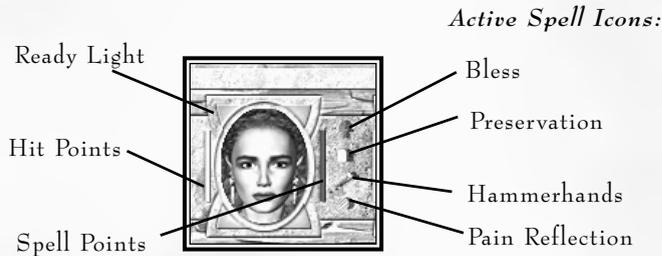
Adventure Screen



Main View

Once you have a party of adventurers assembled, you can begin play. Almost all game play takes place on the Adventure Screen. The Main View shows you what your party can see of the world. In it you will see people moving around, monsters closing to attack, clouds moving, etc. This is because events in the game happen in real time. You use your keyboard's arrow keys to move the party through the world. As new territory comes into view, a map of where you have traveled is drawn for you. You can see a display of this map in the Automap. The arrow that appears on the map shows you your party's location and points in the direction they are facing. For more information see *Things to Do While Adventuring*, and *Combat*.

Character Portraits



These are the portraits of your four party members. While they are all traveling together as a group, they perform actions — such as swinging a sword, opening a door, talking to a stranger, or casting a spell — one at a time. You can tell which character is active because his or her portrait will be highlighted with a glowing outline. Since it is the active character's abilities and skills that are applied to any action performed, you will want to make sure that you select the best character for the job at hand. Select characters by clicking on their portraits.

Some actions, like the casting of spells or attacking, cause a character to take a moment to recover. This is indicated by his or her ready light, which goes dark while the character recovers. The ready light also indicates the nearness of hostile creatures. When the light is green, none are nearby; when it's yellow, they are; and if it is red, the party is being attacked.

The blue bar to the right of each portrait indicates how many spell points each character has left. The green bar to the left does the same for hit points. Right-click on a portrait to show summary information for the character. Double-clicking on a character's portrait accesses their Character Screens as described in another section.

Followers

These are the portraits of non-party characters following your party. You may have two hirelings (see *Hiring Followers*) and an unlimited number of other story-related characters tagging along with your party. Click on followers' portraits to talk to them. If you have more than two followers, you can access unseen portraits by clicking on the arrows to either side of the displayed portraits.

Active Spell Icons

Feather Fall, Fire Resistance, Air Resistance, Water Resistance, Mind Resistance, Earth Resistance and Body Resistance.



Heroism, Haste, Shield, Stoneskin, Protection from Magic, Immolation and Day of the Gods.

Below the followers is a group of icons that represent the different spells that can be affecting your party. When a spell is active, its icon glows. The Torch Light and Wizard Eye icons are located at the Automap's upper corners. Active spell icons that affect individual characters are located below their portraits.

Books, Food and Gold

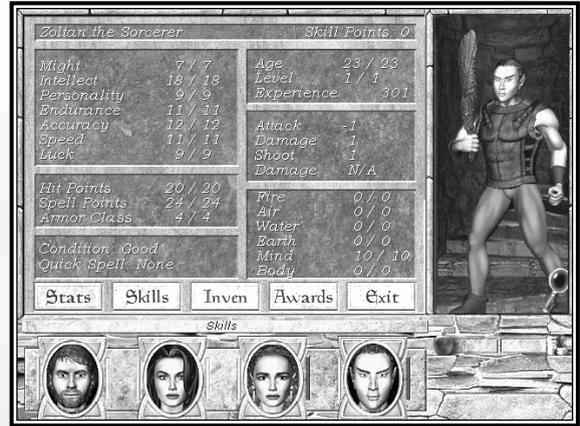
The party carries books containing various travel notes. Click on a book to open it. See *Book Screens* for more detail. Above the books is a display of how much food and gold the party has.

Cast Spell, Rest, Quick Reference, and Game Options Buttons

These are the buttons at the lower right corner of the screen. Click the **Cast Spell** button to access the current character's spell book (see *Magic System*). The **Rest** button accesses the Rest Menu. Clicking **Quick Reference** displays a summary of character and party information. **Game Options** accesses the Game Options Menu.

Character Screens

Information about each of your characters is displayed on four Character Screens — Stats, Skills, Inventory, and Awards. To display a character’s screens, double-click on his or her portrait. The buttons above the portraits switch between displays. You can switch to a different character’s screens by clicking on their portrait. When you’re done with the Character Screens, hit the **Esc** key or press the **Exit** button to return to the Adventure Screen.



Stats Screen

This displays a character’s personal statistics. Where two numbers on either side of a slash are shown for a given statistic, the first number is its current value (as affected by damage, spells or other effects) and the second is its normal value. For example, “Hit Points 20 / 30” means that the character currently has 20 hit points out of a possible 30.

Damage is usually shown as a range. “Damage 11-18” can be interpreted as, “this character’s hand-to-hand weapon does between 11 and 18 points of damage when it hits.” A character’s Attack Bonus and Shoot Bonus affects his or her chance to hit with hand-to-hand and ranged attacks. A positive value indicates that the character has a higher chance than normal to hit, and a negative value means they have a lower chance.

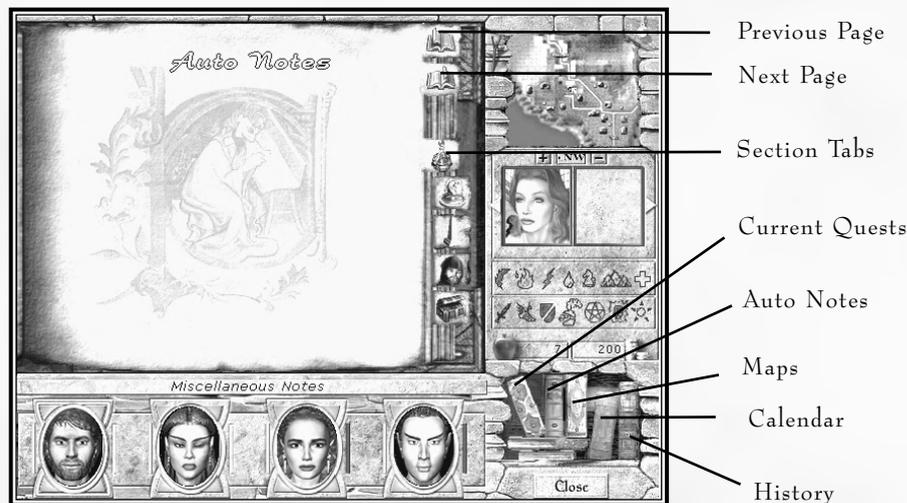
Right-click on a statistic to display information about its effect on game play.

Skills Screen

Skills acquired by characters are displayed on their skill screens listed by name, expertise and level. When characters advance levels, they gain skill points to spend, thereby increasing their existing skill levels. To advance a skill to the next level, click on it. As skill levels go up, more points must be spent for each increase. Right-click on a skill listing to display descriptive text.

Book Screens

As you explore Erathia, your party will automatically record useful information in their notebooks. To turn pages within a section, click the next and previous page tabs.



Current Quest: When you receive a quest, it is noted here. Quests remain in the book until they are completed.

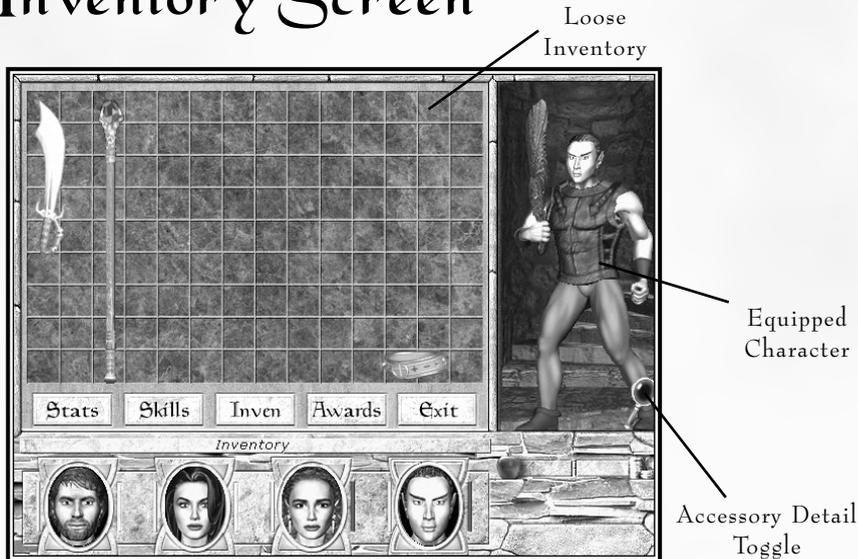
Auto Notes: In this book, your party will also record any potion mixing discoveries, the effects of drinking from town fountains, and clues about the mysterious obelisks that dot the landscape. This book also has a section dedicated to miscellaneous events that don't fit into other categories.

Maps: This book shows you a map of your current location. Using the tabs you can scroll the map, zoom in and zoom out.

Calendar: This book displays the current time and date.

History: This is a chronological journal of the party's travels.

Inventory Screen



When your character buys or picks up an item, it ends up in their inventory. Items in loose inventory are things a character is carrying but not using. Items may be looked at by right-clicking on them; if the item has been *identified* by either a shopkeeper or a character with the Identify Items skill, descriptive information about the item will be displayed. Click on an item to pick it up. Picked up items “stick” to the mouse cursor and follow it around. Drop the item by clicking again where you want it to go.

The character is displayed on the right, outfitted with the items he or she is using. To equip a character with an item, pick it up out of loose inventory and drop it on the character’s full-figure image. Characters may only use items that they have the skill to use, and with the exception of rings, may only use one of each type of item at a time. Click the **Accessory Detail** toggle to display a character’s equipped rings, gauntlets, and amulet.

To have the active character give an item to another character, pick up the item and click the item on the receiving character’s portrait. To drop an item on the ground, select it, hit the **Esc** key to return to the Adventure Screen, and then drop the item into the main view. To use an item like a scroll, learning book or potion, right-click it over a character’s portrait or left-click it over the character’s full-figure image.

Resting and Camp Screen

Your characters will need to sleep occasionally. Though they can remain awake a long time, they will become weakened from fatigue after a day or so. To avoid this, you should have them sleep for eight hours, once a day. Sleep also restores the party's lost spell and hit points. To have your party set up camp, click the **Rest** button on the Adventure Screen, and then click the **Rest & Heal 8 Hours** button on the menu that appears. Camping uses up one unit of food on grass terrain. Harsher terrains use more food units.

Be sure to have your party camp in as safe a location as possible. Many creatures have no qualms against attacking your party while they lie helpless. Your characters are aware of this and will refuse to camp when there are hostile creatures nearby.

Sometimes your party will have to wait at a location with nothing better to do than kill time. To skip game time ahead, click the **Rest** button and then choose from the wait without healing options.

Game Option Screens

To access the Game Options Menu, click the Game Options button on the Adventure Screen. There you can select from the options described below. While the Game Option Menu is open, the game is paused.

Return

Closes the Game Option Menu and returns to the Adventure Screen.

Controls

Opens the System Options Menu to set game display and sound playback options.

Graphic Detail: This can be set to low, medium, or high. The higher you set the graphic detail, the higher the quality of the image in the main view. On slower computers, you may want to reduce the quality for better game performance.



Turn Rate: This controls how fast your party spins when you press the left and right arrow keys. 16x is the fastest speed, and smooth is the slowest.

Walksound: This checkbox toggles on and off the footstep sound you hear when your party walks forward.

Always Run: Party always runs instead of walking.

Flip on Exit: Party will always turn around upon exiting a building.

Show Damage: Normally during combat, a blow-by-blow account of damage given and received appears in the Adventure Screen text bar. The checkbox turns this feature on and off.

Sound, Music and Character Voice Volume: These three controls set the playback volume for sound effects, background music and your character's speaking voices. Click inside the volume ramp boxes or on the control arrows to change the settings.

New Game

Click this button to start a new game from the party creation process.

Save Game

Click this button to display the Save Game Dialog. To save a game, click in the save game slot you want to save in, type a name for your saved game, and press the **Save** button. If you click on a previously saved game's slot, a thumbnail will appear showing you where and when that game was saved.



Load Game

The Load Game Dialog looks very similar to the Save Game Dialog. To load a previously saved game, choose it from the list and then click the Load button.

Quit

Ends the game and sends you back to the Startup Menu.

Things to Do While Adventuring

Moving Around

You move around the world using the keyboard. Turn and move using the arrow keys. Hold down **Shift** and the arrow keys to run, **Ctrl** and the left or right arrows to move sideways.

Be aware of cliffs and pits. Your characters can take massive damage from long falls, though less than vertical hills may be descended safely if you are careful. Running jumps can help you to clear small obstacles like low ledges and smaller pits.

Flying

The high level Air Magic spell, Fly, can grant your party the power of flight. You still use the arrow keys to turn and go forward and backwards, but with Fly in effect, you can go up and down, too. This power is great for getting over all sorts of trouble, but be careful — your party will fall out of flight as soon as the spell wears off.

Page Up	Ascend
Insert	Descend
Home	Land Quickly

Up Arrow	Walk Forward
Shift - Up Arrow	Run Forward
Left/Right Arrow	Turn
Shift -Left/Right Arrow	Turn Quickly
Ctrl Left/Right	Move Sideways
Down Arrow	Move Backwards
X	Jump
Page Down	Look Up
Delete	Look Down
End	Look Ahead

Speeds change if "Always Run" is highlighted.

Traveling Long Distances

Each outdoor game map represents a square section of Erathia. When you reach the edge of a map, you can travel to the next adjacent map. This travel will take some days. Your party uses one unit of food per day during long distance travel. If they start the journey with insufficient food, your characters will arrive at their destination in weakened conditions. Long distance travel may also be accomplished using hired boats or stage coaches (see *Towns*).

Dealing with Objects

Loose Items

Often while exploring, you will see useful items like equipment and potion ingredients just lying around unprotected. These items are up for grabs. To pick up a loose item, click on it. It will appear in the active character's inventory. If you want to look at a loose item, right-click on it. If the active character has the Identify Item skill, he or she will automatically attempt to use it when looking at an item.

Containers

Treasure chests and drawers are examples of containers you will find. To have the active character attempt to open a container, click on it. Many containers are booby trapped, so it is always a good policy to have a character with the Disarm Trap skill do the opening. If a trap is triggered, characters with the Perception skill may avoid some or all of the damage. When a container is opened, the items within are displayed. Pick them up and identify them as you would Loose Items.

Dead Bodies

Combat and other deadly events often produce corpses. Click on a dead body to search it. You may find gold and/or other items. After a body is searched, it disappears.

Buttons and Switches

Throughout the world, you will find a variety of buttons, levers, and other switches. To operate one, click on it.

Fountains

To have the active character drink from a fountain, move up to it and click on the water's surface.



Doors

- Dungeon Entrances:** To enter caves, fortresses, dungeons and other lairs, click on their entryways. You will be asked if you really want to go in or not. Agree and you will, refuse and you will remain outside.
- Interior Doors:** In dungeons, you will come across closed doors. Clicking on a door causes the current character to attempt to open it. Some doors will require that you have a particular item, like a key, before they will open. Others may require you to throw a switch or perform a certain action to them.
- Secret Doors:** Some doors will be hidden or disguised. They are opened like normal doors, provided you can find them. Characters with the Perception skill may detect them. If they do, the door will be blinking red for you.
- Town Doors:** Doors to shops, houses, taverns, and other smaller buildings can be entered by clicking on them. Some shops have business hours and their doors will be locked during off times. Opening a town door starts a transaction with the occupant. See *Towns* for more details.

Other Objects

The land of Erathia is full of objects whose effects and operations you will have to figure out as you encounter them. As a general rule, objects are operated, activated, picked up, or searched by clicking on them.

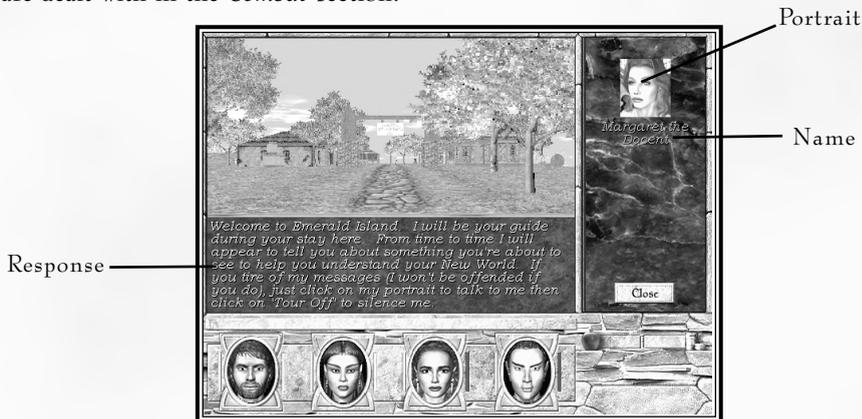
Stealing

Characters with the Stealing skill can attempt to lift items and gold from people and creatures. To have the active character attempt this, **Ctrl-click** on whomever you want to steal from. A failed attempt to steal can have all sorts of negative consequences, so be careful whose gold you take.

Dealing with Others

On your journey you will encounter all sorts of people and creatures. Some will be hostile, others will not. You can tell the difference, because hostile creatures will attack you on sight. Interactions with hostile creatures are dealt with in the *Combat* section.

Talking



To talk to a person or creature, move near to it and click on them in the main view. They will converse with the active character (whose Personality attribute may have an effect on how well he or she is perceived). When you click on a conversation topic, the person's response will be displayed.

Receiving a Quest

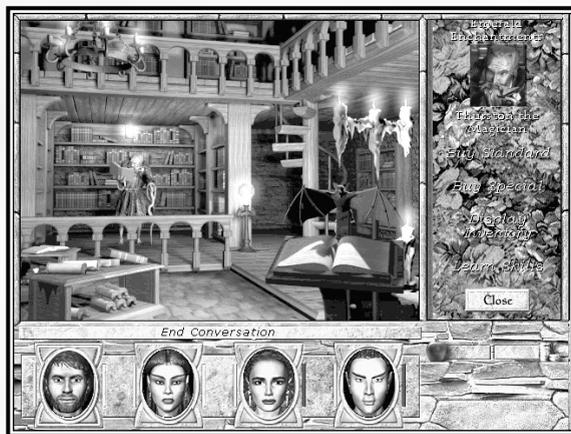
Sometimes when you talk to someone, they will give you a quest. Quests are heroic actions to perform, the completion of which often brings rewards of money and/or experience points. Typically you complete a quest by doing something for the person that gives it to you, and then returning to them for your reward. This is not always the case, so you should read the details carefully concerning what must be done. Quests you have received but not completed are recorded in your Current Quests book.

Hiring a Follower

Some people you talk to will offer themselves for hire to the party. If you agree to hire a follower, you will typically pay them an up-front fee and then they will take a small percentage of any gold you find. In exchange, they provide you with some benefit. You may have up to two hired followers with the party at any given time. Followers' portraits appear on the right side of the Adventure Screen. To begin a conversation with a follower, click on their portrait. Choose the Dismiss <follower's name> conversation option if you no longer require their services.

Towns

Towns are collections of houses, shops and services. They typically act as places where your party can learn new skills, buy and sell equipment, obtain quests, receive training, and rest. While no place in Erathia is completely safe, towns are usually safer than not. To talk to the occupants of homes or use shops and other services, you must enter them. To enter a building, walk up to it and click on the door.



Shops

When you enter a shop, you start a conversation with the shopkeeper. Choose from the conversation options to buy and sell items, repair broken items, or learn skills from the shopkeeper.

Buy Standard or Special Items

Each shop contains a selection of standard and special items. To see either selection click the **Buy Standard** or **Buy Special** conversation option. When you move your mouse over the items displayed, the shopkeeper will tell you how much it costs. If the active character has the Merchant skill, you will get better prices. Click on an item to buy it. The cost will be deducted from the party's gold and the item will appear in the active character's inventory.

Display Inventory

If you want to see your characters' inventories, click the **Display Inventory** conversation option. You can switch between inventories by clicking the character portraits. While inventories are displayed, the conversation options will change to Sell, Identify, and Repair. Click an option to perform the labeled function. After you're done, click the **Exit** button.

Sell: Allows you to sell your party's items to the shopkeeper. As you move the mouse over inventory items, the shopkeeper will tell you if he is interested in buying the item or not, and if so, for how much. Click on an item to sell it.

Identify: Shopkeepers can identify items for you. Unidentified items will appear highlighted in green. Move the mouse over an item to see what it will cost to identify. Click an item to pay the shopkeeper for the service.

Repair: Broken items are highlighted in red. Shopkeepers will repair items for a price. Click on an item to have this done.

Learn Skills

Click the Learn Skills conversation option to display a list of skills the shopkeeper can teach and what is charged for the teaching. Shopkeepers teach skills at the basic level. What skills are offered will depend on what the active character's class is — shopkeepers will not teach skills to those incapable of learning them.

Stealing from Shops

If the active character has the Stealing skill, they may try to pilfer items from shop displays. To try to steal an item, **Ctrl-click** on it. A failed attempt can result in negative consequences.

Types of Shops

Shops specialize in the kinds of items they sell, identify and repair; as well as in what skills they teach. Usually each shop will further specialize in a particular category of their craft. For instance, a particular Blacksmith might carry a wide selection of axes, but few or no daggers, swords or other weapons.

Blacksmith: Blacksmiths deal in weapons.

Armories: You may find suits of armor, shields, headpieces, and gauntlets at armories.

Magic Shops: Magic shops sell potions, potion ingredients, scrolls, rings, learning books and other items of magic.

Alchemists: These magic shops carry the widest selection of potions and potion ingredients.



Other Town Services

- Magic Guilds:** Magic Guilds serve practitioners of the mystic arts. Visit Magic Guild Houses to learn basic magic skills and buy learning books. Your party must purchase a membership from a Guild member to enter.
- Taverns:** Serving the rest and relaxation needs of weary travelers, taverns and roadhouses can be found almost anywhere. At them you can buy food or rent a room for a night of safe rest.
- Temples:** These houses of worship are maintained by your donations and through the selling of healing services.
- Stables:** A network of overland stage coach routes operates in Erathia. Traveling by coach shortens the duration of long distance trips considerably. Check with the stable master to see if any rides are available.
- Docks:** Ships found at docks may be available for hire. Ask the captain if you can berth in his ship when it sails for its next port.
- Banks:** If you want to set aside money for an emergency, you can leave it in safe keeping at a bank.
- Government:** A town of any size usually has someone in charge of things who may be in need of some assistance. If you're looking for something to do, you can usually find it at the local town hall or castle.
- Houses:** All sorts of people live in Erathia. While many have little to say, you can find odd jobs to do, or locate guild members and master teachers, by knocking at a few doors.

Combat



Combat takes place on the Adventure Screen. Characters equipped with bows or wands may make ranged attacks—that is, attack targets that are far away. Other weapons and bare fists are good for hand-to-hand combat with nearby enemies. To have the active character attack a specific creature, either click on the creature in the main view, or move the mouse over the creature and press the **A** key. If you press the **A** key without targeting a specific creature, the nearest creature will be targeted automatically. Characters may not use bows to make ranged attacks if there are creatures directly in front of the party.

Characters with magical abilities may, of course, cast spells during combat. To cast a character's chosen Quick Spell (see Magic System) press the **S** key. You may target hostile creatures with the mouse cursor, otherwise a nearby creature will be targeted automatically. You can also access the active character's spell book by pressing the **Cast Spell** button or the **C** key.

- A** . . .Active character will attack nearby opponent
- S**Active character will, if able (in this order)
 1. Cast quick spell
 2. Attack with a bow or wand
 3. Make a hand-to-hand attack
- B**Active character passes combat turn
- C**Opens active character's spell book
- Enter** . . .Toggles real time and turn-based modes

Real Time vs. Turn Based Combat

Game time moves without pause, or in real time. Each action your characters perform, like casting spells or swinging a sword, takes a certain amount of time to accomplish, a fact reflected by their ready lights (see *Adventure Screen*) which darken while the characters recover. While a character is recovering, he or she can perform no new actions. Normally, this is not really noticeable, but during combat the effect can be quite pronounced. Attacking creatures may be able to attack more efficiently than the party due to the time it takes you to think, select characters and target attacks.

The game can be put in turn based mode by pressing the **Enter** key. The **Enter** key toggles between real time mode and turn based mode. In turn based mode each combatant takes their action one at a time, in order depending on their speed and recovery status. Combat is divided into rounds lasting a few seconds. Characters and creatures that are particularly fast can perform multiple actions in a round. The game pauses before each character's turn so you can calmly execute his or her action. Press the **B** key to skip a character's action turn.

At the end of each round, action pauses and you can move your party a short distance using the arrow keys. After that, creatures move and then the next round begins. Press any key to skip your movement phase.

When you are in turn based mode, an icon appears in the lower right corner of the main view. The icon changes to reflect the different round phases.



Action Phase



Movement Phase



Computer Thinking



Damage and Other Ill Effects

Your characters receive damage from many sources—combat strikes, spell effects, traps, falling, and the explosions of incorrectly mixed potions to name a few. They may also be affected by other conditions like fatigue, weakness or drunkenness. Ill effects can always be removed, for a price, at temples.

Physical Wounds: Weapon strikes, explosions, falls, and most offensive spells wound characters directly by taking away hit points. Physical damage may be healed using various curative spells or by resting.

Unconsciousness/Death: If a character's hit points fall below zero, they become unconscious or die. Unconscious characters are knocked out of action and cannot perform any actions until their hit points heal to a positive value. Resting and healing revives unconscious characters. Death results when a character's hit points are reduced too far below zero. Dead characters may only be revived using the Raise Dead spell or by paying a temple to perform the service.

Weakness: Characters become weak from fatigue or hunger. Some attacks can also cause this effect. Weak characters have lowered maximum hit points and are less able to perform actions and fight. Weakness can be cured by resting or by the Cure Weakness spell.

Poison and Disease: These very similar effects can be caused by traps or certain spell and creature attacks. Both reduce character attributes, reduce their combat efficiency, and lower spell points over time. They can only be cured at temples or by casting the appropriate Cure Disease or Cure Poison spell.

Insanity/Afraid: Some attacks make characters Insane or Afraid. Both of these conditions affect character attributes and may be removed by the Cure Insanity and Remove Fear spells.

Cursed: Some spell attacks can curse characters. Cursed character actions fail 50% of the time. The Remove Curse spell takes care of this condition.

Asleep: A few creature attacks can make characters fall asleep. Characters waken when attacked or after you rest them. You can also use the Awaken spell.

Stoned/Paralyzed: Characters can become frozen by being Stoned or Paralyzed. If this happens, they cannot perform any actions. These conditions can be cured using the Stone to Flesh and Cure Paralysis spells.

Zombie: If you cast Reanimate on a Dead character, they become a Zombie. Zombified characters don't sleep, so resting does not replenish their hit or spell points. Zombification can only be cured at temples.

Eradicated: Some monsters can eradicate characters – killing them and destroying their bodies. Eradicated characters can be brought back at temples or with the Resurrection spell.



Character Advancement

Experience Points and Levels

As the game progresses, your characters gain more spell and hit points, and become better at the skills they possess through *level advancement*. Characters gain experience points for overcoming challenges — notably for killing monsters and for completing quests. When your characters earn enough experience points, they qualify to train for the next level at a training hall. You can see your characters' current level and experience points on their Stats Screen. Right-clicking on the experience statistic will display what level a character is ready to train for, or how many experience points they need to reach the next level. A character needs (Current Level x 1000) to move from one level to the next. For example, a character needs 3000 experience points to move from level 3 to level 4.

A character eligible to train must do so at a training hall. Training halls are located in towns throughout Erathia. They charge a fee for their services. Most have a limit to how far they can train a character.

When a character gains a new level, they receive increases to their maximum hit points and spell points. What each specific character gains depends on their class, their rank within the class, and attribute scores. At early levels (1-9) characters receive five skill points to spend on advancing the levels of skills they possess. This number increases by one every five levels thereafter (six at levels 10-19, seven at levels 20-29, etc). See Skills for more details.

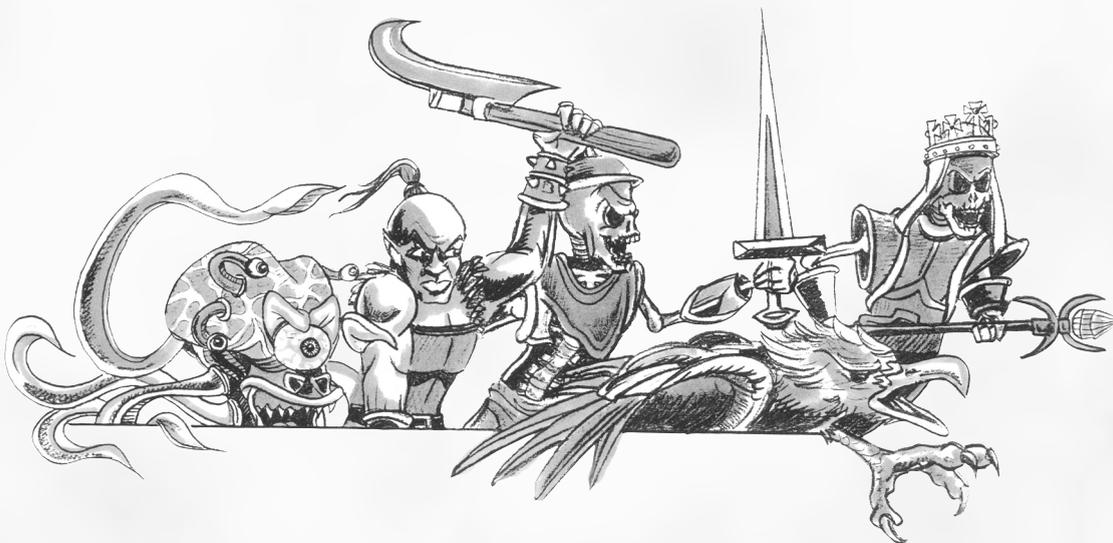
Rank

The party can receive special quests in the game called promotion quests. Certain people that the party meets will be empowered to grant class rank on characters of a particular character class. Before they will do this, they will ask the party to prove its worth by completing a promotion quest. Gaining a new rank increases the number of spell and hit points a character receives per level. This will also allow the character to learn new skills and to learn other skills at higher levels of expertise.

Skills

In order to use weapons, armor, cast magic spells, or perform special actions, a character must possess the proper skill. Each character starts the game with four skills and can learn new ones from shopkeepers and guilds located throughout Erathia. Each skill has a numerical level, which is “1” when a character first learns that skill. You may increase your characters’ skill levels by spending the skill points they gain through experience level advancement. The cost of advancing a skill level is equal to the level you want to get to. For example, a character with a Bow skill of 3 would need to have 4 skill points to advance to Bow skill level 4.

As you explore, you will find master teachers who are able to increase your characters’ expertise level in their skills. When first learned, a skill is at the basic or Normal level. Teachers can increase that level to Expert, Master, or Grand Master. Skills possessed at higher levels of expertise give characters advantages in their use.



Weapons Skills

In order to equip a particular type of weapon, a character must possess the proper weapon skill.

- Axe:** Axes are slow, but do good damage when they hit. A character's expertise level is added to their attack bonus. Experts gain a reduction in recovery time; Masters skill level will yield additional damage; and Grand Masters have a chance to halve the armor class of their opponents.
- Bow:** Bow skill applies to both bow and crossbow use. At Normal level, skill level is added to a character's ranged attack bonus. Experts get a recovery rate reduction. Masters get off two shots per attack, and Grand Masters at their skill level to their damage..
- Dagger:** Daggers don't do a lot of damage, but have a very low recovery time. At Normal expertise level, skill level is added to attack bonus. At Expert level, dagger users can put the dagger in their left hand and hold another weapon in their right. Masters have a percentage chance equal to their skill to do triple damage. Grand Masters add +1 per point of skill to damage done.
- Mace:** Mace skill allows a character to use blunt hand-to-hand weapons. At Normal level, skill level is added to attack bonus. Experts' skill levels are added to the damage done by successful attacks. Masters and Grand Masters have a percentage chance equal to their skill to stun or paralyze their opponents, respectively.
- Spear:** Spears are polearms with sharp metal points or blades. At Normal level of expertise, spears must be held in two hands and skill level is added to attack bonus. Experts' skill level is added to their attack damage. Masters gain the ability to hold the spear in one hand, while Grand Masters learn to defend with their spears and their skill level is added to their armor class.
- Staff:** Staffs are blunt two-handed polearms. At Normal level of expertise, the wielder's skill level is added to their attack bonus. Experts add theirs to their armor class. Masters get a percentage chance equal to their skill to momentarily stun their opponents, while Grand Masters gain the ability to use their Staff in conjunction with the Unarmed skill.
- Sword:** Sword skill covers all long blade weapons. At Normal level, skill is added to attack bonus. Expert users enjoy decreased recovery time. Masters can carry a sword in their left hand and a second weapon in their right, and Grand Masters add their skill to their armor class.
- Unarmed:** The Unarmed skill is applied when a character has no equipped weapon. At Normal expertise, skill level is added to attack bonus, and at Expert level it is added to attack damage. At Master level, the effect of skill level on attack bonus and damage is doubled. Grand Masters gain a percentage chance equal to their skill level to avoid incoming attacks entirely.

Armor Skill

In order to equip a piece of armor, a character must possess the proper armor skill. Wearing armor slows a character down. The heavier the armor, the slower a character becomes. Belts, boots, capes, helmets, and gauntlets require no particular skill to use.

Leather: Leather armor is the lightest armor and slows down a character the least. It also offers the least protection. At Normal level of expertise, a character's skill level is added to their armor class. Experts' recovery time is not affected by their armor's weight. Masters add twice their skill level to their armor class, while Grand Masters have their skill added to their resistance to Earth, Air, Fire, and Water magic.

Chain: Chain armor is heavier than leather, and lighter than plate. At Normal level of expertise, the wearer's skill level is added to their armor class. For Experts the effect of their armor's weight on recovery time is halved; for Masters it is eliminated. Grand Masters take only 2/3 damage from physical attacks.

Plate: Plate armor is the heaviest and most protective armor available. At Normal level, skill level is added to armor class. Experts have their armor related recovery time penalty halved. Masters take only half damage from physical attacks. Grand Masters have no recovery penalty.

Shield: Shields are held in a character's left hand, and so can't be used with two-handed weapons. At Normal level of expertise, skill level is added to armor class. Experts have no recovery penalty from holding shields. Masters add twice their skill level to their armor class. Grand Masters gain the effects of the Shield spell while holding their shields.

Dodging: The dodging skill is applied when a character is not wearing any armor. At Normal level, a character's skill level is added to their armor class. For Experts, this is doubled; for Masters the effect is tripled. Grand Masters gain the ability to use their Dodge skill while wearing leather armor.

Magic Skills

Before a character can cast spells of a particular type of magic, they must hold the proper magic skill. Each type of magic—Fire Magic, Air Magic, Water Magic, Earth Magic, Spirit Magic, Mind Magic, Body Magic, Light Magic, and Dark Magic—has its own skill. The effects of expertise and level is different for each spell type. For more information, see Spells under Magic System.



Miscellaneous Skills

- Alchemy:** Without the Alchemy skill your characters can only make simple potions. Having this skill allows you to mix more complex potions. See Potions under Magic System.
- Armsmaster:** The Armsmaster skill generally increases a characters abilities with all weapons. Normal skill level reduces the recovery time of their attacks. Experts and Masters add their skill to their attack and damage bonuses, respectively. Grand Masters double all the previous bonuses.
- Body Building:** At Normal level, a character's Body Building skill level is directly added to their maximum hit point value. For Experts the amount is doubled, for Masters it is tripled, and for Grand Masters it is quintupled.
- Disarm Trap:** Having this skill allows a character a chance to disarm booby trapped containers. For Experts, this chance is doubled; for Masters it is tripled. Grand Masters have a 100% chance of disarming traps.
- Identify Item:** This skill gives a character a chance, based on their skill level, to identify items. To make the attempt, right-click on an item. Normal level of expertise allows a character to attempt identifying the item. Experts double their chance of identifying any item. Masters have three times the chance, and Grand Masters have 100 % chance to identify the item.
- Identify Monster:** If your party has a character with the Identify Monster skill, you can get better right-click information from monsters you encounter. The higher the character's skill level, the better your chances of this happening. Successful Normal level identification will reveal a monster's exact number of hit points. Expert, Master and Grand Master skill levels add to the information attack type and damage, what spells a monster can cast, and the monster's levels of resistance, respectively.
- Learning:** Characters with the Learning skill get a percentage bonus to their experience point awards. At Normal level, this bonus is 9% + 1% per level of skill. Experts receive double this bonus; Masters, triple; and Grand Masters, quintuple.
- Meditation:** At Normal level of expertise, the Meditation skill adds one to the character's maximum spell points value for each level of skill. For Experts, Masters and Grand Masters, the bonus is doubled, tripled and quintupled, respectively.

Merchant: A character with the Merchant skill gets selling and buying prices in shops adjusted in their favor. The higher the skill level, the better the prices. For Experts the effect is doubled, and for Masters it is tripled. Grand Masters can buy items and sell items at their actual value.

Perception: Possessing the Perception skill gives a character a chance to notice traps, hidden treasures and secret doors. It reduces the amount of damage they take from triggered traps. The higher the skill level, the greater these effects. For experts and Masters, the effects are doubled and tripled. Grand Masters have a 100% chance of receiving these benefits.

Repair Item: The Repair Item skill gives a character a chance, based on their skill level, to repair broken items. To make the attempt, right-click on a broken item in the character's inventory. Normal level of expertise allows a character to attempt fixing an item. Experts have double the chance or repairing the item. Masters have three times the chance, and Grand Masters have 100 % chance to repairing the item.

Stealing: The Stealing skill allows a character to attempt stealing items from shops, and gold and items from people. To use the skill, **Ctrl**-click on the item you want to steal or the person you want to steal from. Getting caught can have any number of bad effects. The chance of success is based on the character's skill level. The chance is doubled, tripled and quintupled respectively for Experts, Masters and Grand Masters.

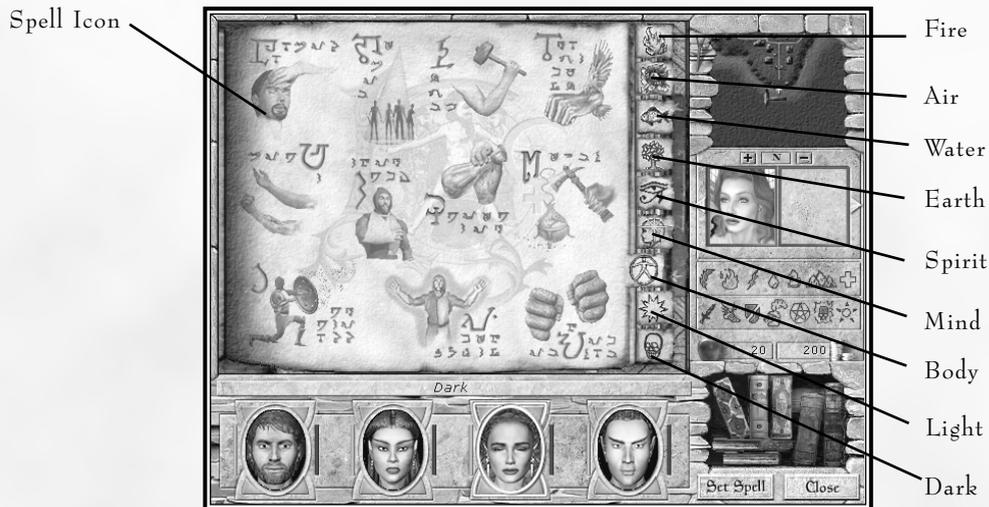


Magic System

Spell Books

Your characters can use magic in the form of spells which they cast from their spell books. Each spell belongs to one of the nine schools of magic— Earth, Air, Fire, Water, Body, Mind, Spirit, Light, or Dark. Each school has a skill which a character must possess before they can learn and cast that school's spells. The more powerful spells will require a character to possess a magic school's skill at Expert, Master, or even Grand Master level.

Characters learn new spells from learning books which may be purchased at various guilds and shops, or found as treasure. To use a learning book, pick it up out of a character's inventory and then click on the character's full figure image or portrait. The spell will now be permanently recorded in the character's spell book. Each learning book can only be used once.



To have a character cast a spell, select the character (click on his or her portrait, or press “1-4”) and then open his or her spell book by clicking the **Cast Spell** button or pressing the **C** key. The book will have a page tab for each magic school skill that the character possesses. Turn the pages by clicking the tabs. Double-click on a spell icon to cast that spell. If the spell targets a party member, click on the target character’s portrait to select them.

Each party member may have one ready spell, called a QuickSpell. To set a QuickSpell, open a character’s spell book, click on the spell icon to select it, and then press the **SetSpell** button. Readied spells may be cast by pressing the **S** button.

To display further information about a spell, right-click on its spell icon.

Scrolls and Wands

Spells may also be cast from scrolls and wands. Each scroll has one spell written on it and can be used once. To cast a scroll spell, pick it up out of a character’s inventory and click over the character’s full figure image. Wands are loaded with multiple charges of a spell. A character must equip a wand as their weapon to use it. Each time a character attacks with a wand, one of its charges is expended. When a wand’s charges are exhausted, it disappears. Scrolls and wands require no particular skill to use.

Potions

Characters can quaff potions to gain a wide variety of benefits. Potions can be purchased, found, or created. To have a character drink a potion, pick up a potion out of a character’s inventory and click it over their full figure image or portrait. If it is identified, right-clicking on a potion will display information about its effects.

Potions may be created using an empty potion bottle and any of a variety of herbs and rare substances called reagents. To create a potion, put a reagent and an empty potion bottle in a character’s inventory display. Pick up the reagent and then right-click it over the bottle. Characters with the alchemy skill can also mix potions to form potions with more powerful effects. To attempt this, pick up one potion and then right-click it over another. Be warned! Mixing incompatible potions can cause an explosion.

Characters possessing the Alchemy skill at Normal level can mix basic potions (ones made directly from reagents) together to form *complex potions*. Experts can attempt mixtures involving complex potions to form *compound potions*. Masters can mix compound potions to form *white potions*. Grand Masters can mix white potions to form *black potions*.

Spells

Here is a list of the game's spells. Normal level spells may be learned and cast by characters with a basic level of expertise in their spell school's skill. Expert, Master, and Grand Master spells may only be used once a character has achieved the appropriate skill level. Characters who possess higher magic school rankings cast lower level spells with greater effect, as noted in the spell descriptions.

Fire Magic

Normal Level Spells

Torch Light: *Spell Point Cost:* 1. *Normal:* Increases the radius of light surrounding the party. The effect is only visible when it is dark. *Expert:* Brighter light. *Master:* Brightest light. *Grand Master:* Faster recovery.

Fire Bolt: *Spell Point Cost:* 2. *Normal:* Launches a burst of fire at a single target. Does 1-3 in damage per point of caster's Fire Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Fire Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Fire Magic by one per point of caster's Fire Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Fire Aura: *Spell Point Cost:* 4. *Normal:* Causes a weapon with no special abilities to burn with magic fire. Gives the weapon "of Fire" ability. (Example, "Trident of Fire.") Duration is one hour per caster's Fire Magic skill. *Expert:* Weapon gets "of Flame" ability. *Master:* Weapon gets "of Infernos" ability. *Grand Master:* Weapon gets permanent "of Infernos" ability.

Expert Level Spells

Haste: *Spell Point Cost:* 5. *Expert:* Reduces recovery time for party actions. Duration is 1 hour plus 1 minute per point of caster's Fire Magic skill. Party will be weak for six hours after spell wears off. *Master:* Duration is 1 hour plus 3 minutes per skill point. *Grand Master:* Duration is 1 hour plus 4 minutes per skill point.

Fireball: *Spell Point Cost:* 8. *Expert:* Launches a fireball at a single target that hits and then explodes to damage anyone nearby, including your party, if it is too close. Damage is 1-6 points per point of caster's Fire Magic skill. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Fire Spike: *Spell Point Cost:* 10. *Expert:* Drops a fire spike on the ground that waits to explode until a creature passes nearby. They remain until triggered or until your party leaves the map. A maximum of five spikes can be dropped at any one time. Damage is 1-6 per point of caster's Fire Magic skill. *Master:* Seven spikes are dropped. Damage is 1-8 per skill point. *Grand Master:* Nine spikes are dropped. Damage is 1-10 per skill point.

Master Level Spells

Immolation: *Spell Point Cost:* 15. *Master:* Surrounds your party with a very hot fire that is only harmful to others. The fire lasts 1 minute per point of caster's Fire Magic skill. Damage delivered is 1-6 per skill point. *Grand Master:* Duration is increased to 10 minutes per skill point.

Meteor Shower: *Spell Point Cost:* 20. *Master:* Summons a barrage of flaming rocks that strike in a large radius around your target. Sixteen rocks are summoned, each doing 1-8 damage per point of caster's Fire Magic skill. Only works outdoors. *Grand Master:* Faster recovery. Twenty rocks are summoned.

Inferno: *Spell Point Cost:* 25. *Master:* Burns everyone in sight, including party, for 12 damage plus 1 per point of caster's Fire Magic skill. Only works indoors. *Grand Master:* Faster recovery.

Grand Master Level Spell

Incinerate: *Spell Point Cost:* 30. *Grand Master:* Does massive fire damage to a single target. Damage is 15 plus 1-15 per point of caster's Fire Magic skill.

Air Magic

Normal Level Spells

Wizard Eye: *Spell Point Cost:* 1. *Normal:* Causes Automap to reveal location of creatures. Duration is 1 hour per point of caster's Air Magic skill. *Expert:* Location of treasure is shown. *Master:* Other points of interest are indicated. *Grand Master:* Casting cost is zero.

Feather Fall: *Spell Point Cost:* 2. *Normal:* Slows your party's rate of descent so it doesn't take damage from falls. Duration is 5 minutes per point of caster's Air Magic skill. *Expert:* Duration is 10 minutes per skill point. *Master:* Duration is 1 hour per skill point. *Grand Master:* Faster recovery rate.

Air Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Air Magic by one per point of caster's Air Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Sparks: *Spell Point Cost:* 4. *Normal:* Fires three small balls of lightning which bounce around until they hit something or dissipate. Each spark does 2 points of damage plus 1 per caster's Air Magic skill. *Expert:* Faster recovery. Five sparks are cast. *Master:* Even faster recovery. Seven sparks are cast. *Grand Master:* Fastest recovery. Nine sparks are cast.

Expert Level Spells

Jump: *Spell Point Cost:* 5. *Expert:* Your party leaps forward sixty feet, taking no damage from the jump. You must use the forward arrow key or your party will leap straight up. *Master:* Faster recovery. *Grand Master:* Even faster recovery.

Shield: *Spell Point Cost:* 8. *Expert:* Slows down incoming missiles (like rocks and arrows) so they only do half damage if they hit. Duration is 1 hour plus 5 minutes per point of caster's Air Magic skill. *Master:* Duration is 1 hour plus 15 minutes per skill point. *Grand Master:* Duration is 1 hour plus 1 hour per skill point.

Lightning Bolt: *Spell Point Cost:* 10. *Expert:* Fires a bolt of lightning at a single target. Damage is 1-8 per point of caster's Air Magic skill. *Master:* Faster recovery. *Grand Master:* Even faster recovery.

Master Level Spells

Invisibility: *Spell Point Cost:* 15. *Master:* Makes the party invisible to creatures. Duration is 10 minutes per point of caster's Air Magic skill. If the party speaks or attacks, the spell is broken. Invisibility cannot be cast when hostile creatures are nearby. *Grand Master:* Duration is 1 hour per skill point.

Implosion: *Spell Point Cost:* 20. *Master:* Creates a thunderclap implosion around a single target by destroying its surrounding air. Damage is 10 points plus 1-10 per point of caster's Air Magic skill. *Grand Master:* Faster recovery.

Fly: *Spell Point Cost:* 25. *Master:* Your party can fly for the duration of the spell, which is 1 hour per point of caster's Air Magic skill. For every five minutes the party is in the air, an additional spell point is drained from the caster. *Grand Master:* No additional spell point drain.

Grand Master Level Spell

Starburst: *Spell Point Cost:* 30. *Grand Master:* Calls twenty stars from the heavens which smite and burn creatures in a large area around the target creature. Each star does 20 points of damage plus 1 per point of caster's Air Magic skill. Only works outdoors.

Water Magic

Normal Level Spells

Awaken: *Spell Point Cost:* 1. *Normal:* Wakens party from normal (resting) sleep, and will waken them from magical sleep if they have been asleep for a period of time less than 3 minutes per point of caster's Water Magic skill. *Expert:* Works for 1 hour per skill point. *Master:* Works for 1 day per skill point. *Grand Master:* Same as Master.

Poison Spray: *Spell Point Cost:* 2. *Normal:* Sprays a spray of poison at creatures in front of party. Damage is 2 points plus 1-2 per point of caster's Water Magic skill. *Expert:* Faster recovery rate. Fires three shots of poison. *Master:* Faster recovery rate. Fires five shots. *Grand Master:* Fastest recovery. Fires seven shots.

Water Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Water Magic by one per point of caster's Water Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Ice Bolt: *Spell Point Cost:* 4. *Normal:* Fires a bolt of ice at a single target. Spell always hits. Damage is 1-4 points per point of caster's Water Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Expert Level Spells

Water Walk: *Spell Point Cost:* 5. *Expert:* Allows your party to walk on water without sinking. Duration is 10 minutes per point of caster's Water Magic skill. One additional spell point is drained from caster every twenty minutes while in contact with water. *Master:* Duration is 1 hour per skill point. *Grand Master:* No spell point drain.

Recharge Item: *Spell Point Cost:* 8. *Expert:* Recharges any magical item that uses charges. Each time the spell is cast, the item maximum number of charges is reduced by 50% minus 1% per point of caster's Water Magic skill. *Master:* Charge loss is 30% minus 1% per skill point. *Grand Master:* Charge loss is 20% minus 1% per skill point.

Acid Burst: *Spell Point Cost:* 10. *Expert:* Fires a jet of caustic acid at a single target. Damage is 9 plus 1-9 per point of caster's Water Magic skill. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Master Level Spells

Enchant Item: *Spell Point Cost:* 15. *Master:* Enchants a normal item with magical powers. The chance of success is 10% per point of caster's Water Magic skill. Enchantments are of moderate strength. May not be cast on quest items. *Grand Master:* Stronger enchantments.

Town Portal: *Spell Point Cost:* 20. *Master:* Teleports party to central fountain of any town that they have visited. Chance of success is 10% per point of caster's Water Magic skill. Cannot be cast when hostile monsters are nearby. *Grand Master:* Works when hostile monsters are near.

Ice Blast: *Spell Point Cost:* 25. *Master:* Fires a ball of ice in the direction the caster is facing. The ball shatters when it hits something and launches seven shards of ice in all directions except towards the caster. The shards ricochet until they hit something or melt. Each shard does 12 points of damage plus 1-3 per point of caster's Water Magic skill. *Grand Master:* Faster recovery rate. Ball shatters into nine shards.

Grand Master Level Spell

Lloyd's Beacon: *Spell Point Cost:* 30. *Grand Master:* Allows you to place a marker at a location that you would like to teleport the party back to. Cast the spell to set a beacon or to teleport to one previously placed. You may have up to five beacons at any one time. Beacons remain in place for 1 week per point of caster's Water Magic skill.

Earth Magic

Normal Level Spells

Stun: *Spell Point Cost:* 1. *Normal:* Delivers a stunning blow which does no damage, but knocks back the target monster and forces it to recover before performing any actions. *Expert:* Stronger effect. *Master:* Stronger effect. *Grand Master:* Strongest effect.

Slow: *Spell Point Cost:* 2. *Normal:* Halves movement speed and doubles recovery time for a single target creature. Duration is 3 minutes per point of caster's Earth Magic skill. *Expert:* Duration is 5 minutes per skill point. *Master:* Creature slowed to a quarter of regular speed. *Grand Master:* Creature slowed to an eighth of regular speed.

Earth Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Earth Magic by one per point of caster's Earth Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Deadly Swarm: *Spell Point Cost:* 4. *Normal:* Summons a swarm of insects which bite and sting a single target creature. Damage is 5 plus 1-3 per point of caster's Earth Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Expert Level Spells

Stone Skin: *Spell Point Cost:* 5. *Expert:* Increase the armor class of a target character by 5 plus 1 per point of caster's Earth Magic skill. Duration is 1 hour plus 5 minutes per skill point. *Master:* Duration is 1 hour plus 15 minutes per skill point. *Grand Master:* Duration is 1 hour plus 1 hour per skill point.

Blades: *Spell Point Cost:* 8. *Expert:* Fires a rotating metal blade at a single target. Damage is 1-9 per skill point. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Stone to Flesh: *Spell Point Cost:* 10. *Expert:* If a character is turned to stone, this spell will turn them back to flesh if it is cast in time. Works if character has been stoned less than 1 hour per point of caster's Earth Magic skill. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.



Master Level Spells

Rock Blast: *Spell Point Cost* : 15. *Master:* Releases a magical stone into the world which rolls and bounces around. When it hits a creature or comes to rest, it explodes, doing 1-8 points of damage per point of caster's Earth Magic skill. If the party is nearby its members will take damage. *Grand Master:* Faster recovery rate.

Telekinesis: *Spell Point Cost:* 20. *Master:* Allows you to manipulate objects at a distance. Among other things, you may open doors, get items, and open chests. *Grand Master:* Faster recovery rate.

Death Blossom: *Spell Point Cost:* 25. *Master:* Fires a magical stone into the air which explodes into shards. Damage is 20 points plus 1 per point of caster's Earth Magic skill. Can only be cast outdoors. *Grand Master:* Faster recovery rate. Damage is 20 plus 2 per skill point.

Grand Master Level Spell

Mass Distortion: *Spell Point Cost:* 30. *Grand Master:* Enormously increases the weight of a target creature causing it massive internal damage. Damage is 25% of monster's health plus 2% per point of caster's Earth Magic skill.

Spirit Magic

Normal Level Spells

Detect Life: *Spell Point Cost:* 1. *Normal:* Allows you to see the health points of opponents as an exact number when you right-click on them. Duration is 10 minutes per point of caster's Spirit Magic skill. *Expert:* Duration is 30 minutes per skill point. *Master:* Duration is 1 hour per skill point. *Grand Master:* Currently active opponent spells are displayed.

Bless: *Spell Point Cost:* 2. *Normal:* Increases target character's chance to hit opponents with hand-to-hand and missile attacks. Bonus to hit is 5 plus 1 per point of caster's Spirit Magic skill. Duration is 1 hour plus 5 minutes per skill point. *Expert:* Affects entire party. *Master:* Duration is 1 hour plus 15 minutes per skill point. *Grand Master:* Duration is 1 hour plus 1 hour per skill point.

Fate: *Spell Point Cost:* 3. *Normal:* If cast on a character, character's chance to hit is increased. If cast on a monster, monster's chance to hit is decreased. Bonus or penalty is 20 plus 1 per caster's Spirit Magic skill. Duration is 5 minutes or until target attacks. *Expert:* Bonus or penalty is 20 plus 2 per skill point. *Master:* Bonus or penalty is 20 plus 4 per skill point. *Grand Master:* Bonus or penalty is 20 plus 6 per skill point.

Turn Undead: *Spell Point Cost:* 4. *Normal:* Causes all visible undead creatures to flee for the duration of spell which is 3 minutes plus one minute per point of caster's Spirit Magic skill. *Expert:* Duration is 3 minutes plus 3 per skill point. *Master:* Duration is 3 minutes plus 5 per skill point. *Grand Master:* Faster recovery rate.

Expert Level Spells

Remove Curse: *Spell Point Cost:* 5. *Expert:* If cast in time, removes the effects of curses affecting a character. Works if character has been cursed for less than 1 hour per point of caster's Spirit Magic skill. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.

Preservation: *Spell Point Cost:* 8. *Expert:* By more tightly binding a character's soul to his or her body, this spell provides complete protection against instant death and eradication spells, and similar monster abilities. It also delays death due to massive hit point loss. The character will instead become unconscious. If hit points are still too low when the spell wears off, a gravely wounded character will die. Duration is 1 hour plus 5 minutes per point of caster's Spirit Magic skill. *Master:* Works on entire party. *Grand Master:* Duration is 1 hour plus 15 minutes per skill point.

Heroism: *Spell Point Cost:* 10. *Expert:* Increases the damage party members do on successful attacks by 5 plus 1 per point of caster's Spirit Magic skill. Duration is 1 hour plus 5 minutes per skill point. *Master:* Duration is 1 hour plus 15 minutes per skill point. *Grand Master:* Duration is 1 hour plus 1 hour per skill point.

Master Level Spells

Spirit Lash: *Spell Point Cost:* 15. *Master:* This spell damages a target creature by attempting to weaken the link between its body and soul. Damage is 10 plus 2-8 per point of caster's Spirit Magic skill. The creature must be very close for the spell to work. *Grand Master:* Faster recovery rate.

Raise Dead: *Spell Point Cost:* 20. *Master:* If cast in time, raises a dead character back to life. Works if character has been dead for less than 1 day per point of caster's Spirit Magic skill. Raised characters will be weak. *Grand Master:* No time limit.

Shared Life: *Spell Point Cost:* 25. *Master:* Creates a pool of hit points and then distributes them equally among your characters. Pool size is equal to total number hit points of all party members plus 3 per point of caster's Spirit Magic skill. *Grand Master:* Pool size is total hit points plus 4 per skill point.

Grand Master Level Spell

Resurrection: *Spell Point Cost:* 30. *Grand Master:* Brings a character back to life after their body has been destroyed. Resurrected characters will be weak. Spell caster takes a long time to recover, but this is speeded by increased Spirit Magic skill.

Mind Magic

Normal Level Spells

Remove Fear: *Spell Point Cost:* 1. *Normal:* If cast in time, removes effects of fear on a target character. Works if character has been affected by fear for less than 3 minutes per point of caster's Mind Magic skill. *Expert:* Works for 1 hour per skill point. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.

Mind Blast: *Spell Point Cost:* 2. *Normal:* Fires a bolt of mental force at a single target causing 3 points of damage plus 1-3 per point of caster's Mind Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Mind Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Mind Magic by one per point of caster's Mind Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Telepathy: *Spell Point Cost:* 4. *Normal:* Caster reads target's mind to find out what items and how much gold it possesses. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery and cost is 0 spell points.

Expert Level Spells

Charm: *Spell Point Cost:* 5. *Expert:* Removes any hostile feelings a target creature has for the party. Effect of spell is removed if the creature takes any damage. Duration is 5 minutes per point of caster's Mind Magic skill. *Master:* Duration is 10 minutes per skill point. *Grand Master:* Spell lasts until party leaves map.

Cure Paralysis: *Spell Point Cost:* 8. *Expert:* If cast in time, cures effects of paralysis on target character. Works if the character has been paralyzed for less than 1 hour per point of caster's Mind Magic skill. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.

Berserk: *Spell Point Cost:* 10. *Expert:* Causes target creature to go mad with battle lust and attack the nearest creature. Duration is 5 minutes per point of caster's Mind Magic skill. *Master:* Duration is 10 minutes per skill point. *Grand Master:* Effects last until party leaves map.

Master Level Spells

Mass Fear: *Spell Point Cost:* 15. *Master:* All creatures within sight flee from the party while the spell lasts. Duration is 3 minutes plus 5 minutes per point of caster's Mind Magic skill. Does not affect undead creatures. *Grand Master:* Duration is 5 minutes per skill point.

Cure Insanity: *Spell Point Cost:* 20. *Master:* If cast in time, removes effects of insanity on a target character. Works for 1 day per point of caster's Mind Magic skill. *Grand Master:* No time limit.

Psychic Shock: *Spell Point Cost:* 25. *Master:* Delivers a powerful attack directly at the mind of a target creature. Damage is 12 points plus 1-12 per point of caster's Mind Magic skill. *Grand Master:* Faster recovery rate.

Grand Master Spell

Enslave: *Spell Point Cost:* 30. *Grand Master:* Caster takes control of target creature's mind for 10 minutes per point of caster's Mind Magic skill. Affected creature will fight monsters hostile to the party. The spell is not broken if the party delivers damage to the creature. It has no effect on undead creatures.

Body Magic

Normal Level Spells

Cure Weakness: *Spell Point Cost:* 1. *Normal:* If cast in time, removes effects of weakness on target character. Works if target character has been afflicted by weakness for less than 3 minutes per point of caster's Body Magic skill. *Expert:* Works for 1 hour per skill point. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.

Heal: *Spell Point Cost:* 2. *Normal:* Restores lost hit points to a single target. Damage healed is 5 points plus 2 per point of caster's Body Magic skill. *Expert:* Amount healed is 5 plus 3 per skill point. *Master:* Amount healed is 5 plus 4 per skill point. *Grand Master:* Amount healed is 5 plus 5.

Body Resistance: *Spell Point Cost:* 3. *Normal:* Increases all of your character's resistance to Body Magic by one per point of caster's Body Magic skill. Duration is one hour per skill point. *Expert:* Resistance increase is doubled. *Master:* Resistance increase is tripled. *Grand Master:* Resistance increase is quadrupled.

Harm: *Spell Point Cost:* 4. *Normal:* Inflicts magical damage directly on target creature. Damage is 8 plus 1-2 per point of caster's Body Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Expert Level Spells

Regeneration: *Spell Point Cost:* 5. *Expert:* Target character heals slowly over time while the spell is active. Duration is 1 hour per point of caster's Body Magic skill. *Master:* Heals more quickly over time. *Grand Master:* Heals the quickest over time.

Cure Poison: *Spell Point Cost:* 8. *Expert:* If cast in time, cures the effects of poison on a character. Works if target character has been poisoned for less than 1 hour per point of caster's Body Magic skill. *Master:* Works for 1 day per skill point. *Grand Master:* No time limit.

Hammerhands: *Spell Point Cost:* 10. *Expert:* Enhances the skill of an unarmed combatant, allowing his or her strikes to land more precisely against an opponent's weak spots. Damage of these attacks is equal to the character's unarmed attack. *Master:* Faster recovery rate. *Grand Master:* Spell affects entire party.

Master Level Spells

Cure Disease: *Spell Point Cost:* 15. *Master:* If cast in time, removes the effects of disease on target character. Works if character has been diseased for less than 1 day per point of caster's Body Magic skill. *Grand Master:* No time limit.

Protection from Magic: *Spell Point Cost:* 20. *Master:* Grants entire party immunity to attack-effects that cause poisoning, disease, stoning, paralysis, and weakness. The spell will negate one such attack per point of caster's Body Magic skill. *Grand Master:* The spell grants immunity to death-causing attack effects.

Flying Fist: *Spell Point Cost:* 25. *Master:* Fires a powerful magical force at a single target. Damage delivered is 30 plus 1-5 per point of caster's Body Magic skill. *Grand Master:* Faster recovery rate.

Grand Master Level Spell

Power Cure: *Spell Point Cost:* 30. *Grand Master:* Restores lost hit points of all party members at once. Hit points restored are 10 plus 5 per point of caster's Body Magic skill.

Light Magic

Normal Level Spells

Light Bolt: *Spell Point Cost:* 5. *Normal:* Fires a bolt of light at a single target. Damage is 1-4 per point of caster's Light Magic skill. Undead creatures take double damage. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Destroy Undead: *Spell Point Cost:* 10. *Normal:* Calls upon the power of Heaven to undo the magic which animates an undead target creature. Damage is 1-16 per point of caster's Light Magic skill. Only works on undead creatures. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Dispel Magic: *Spell Point Cost:* 15. *Normal:* Removes spell effects from all creatures within sight of the party. Recovery time is reduced by caster's Light Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Paralyze: *Spell Point Cost:* 20. *Normal:* Temporarily prevents a target creature from attacking or moving. Duration is 3 minutes per point of caster's Light Magic skill. Paralyzed creatures may be attacked without breaking the spell. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Expert Level Spells

Summon Elemental: *Spell Point Cost:* 25. *Expert:* Summons a Lesser Light Elemental to fight for the party which will remain until it is killed or the spell dissipates. Duration is 5 minute per skill point. Caster may have only one elemental summoned at any time. *Master:* Duration is 15 minutes per skill point. Caster may summon up to three elementals. *Grand Master:* Summons a Greater Light Elemental. Caster may summon up to five elementals.

Day of the Gods: *Spell Point Cost:* 30. *Expert:* Increases all your character's attributes by 10 plus a bonus of 3 times the caster's Light Magic Skill. Individual spells take effect as if cast at 3 times caster's Light Magic skill. *Master:* Spells cast at 4 times skill points. *Grand Master:* Spells are cast at 5 times skill level.

Master Level Spells

Prismatic Light: *Spell Point Cost:* 35. *Master:* Delivers 25 points of damage plus 1 per point of caster's Light Magic skill to all creatures in sight. Cannot be cast outdoors. *Grand Master:* Faster recovery rate.

Day of Protection: *Spell Point Cost:* 40. *Master:* Simultaneously casts Protection from Magic; the Air, Body, Earth, Fire, Mind, and Water Resistance spells; plus Feather Fall and Wizard Eye on all your characters. Spells are cast at 4 times caster's Light Magic skill. *Grand Master:* Spells are cast at 5 times skill level.

Hour of Power: *Spell Point Cost:* 45. *Master:* Simultaneously casts Haste, Heroism, Shield, Stone Skin, and Bless on all your characters at 4 times caster's Light Magic skill. *Grand Master:* Spells are cast at 5 times skill level.

Sunray: *Spell Point Cost:* 50. *Master:* Focuses the rays of the sun on a single target. Damage is 20 plus 1-20 per point of caster's Light Magic skill. Only works outdoors. Slow recovery rate. *Grand Master:* Moderate recovery rate.

Grand Master Level Spell

Divine Intervention: *Spell Point Cost:* 55. *Grand Master:* Heals the party of all damage, restores lost spell points, and removes all adverse conditions. May only be cast three times a day and ages caster ten years. Recovery time is shortened with higher levels of Light Magic skill.

Dark Magic

Normal Level Spells

Reanimate: *Spell Point Cost:* 10. *Normal:* Creates a zombie out of a lifeless target creature. Zombie will have 20 hit points (up to its normal maximum) per point of caster's Dark Magic skill, and will fight against creatures hostile to the party until it is re-slain or until the party leaves the map. *Expert:* Zombie gets 30 hit point per skill point. *Master:* Zombie gets 40 hit points per skill point. *Grand Master:* Zombie gets 50 hit points per skill point.

Toxic Cloud: *Spell Point Cost:* 15. *Normal:* A poisonous cloud forms in front of the caster and slowly drifts away until it hits something. Damage is 25 plus 1-10 per point of caster's Dark Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Vampiric Weapon: *Spell Point Cost:* 20. *Normal:* Enchants a weapon with Vampiric ability. Damage inflicted on creatures struck by the weapon is given to its wielder as extra hit points (up to his or her normal hit point maximum). Enchantment lasts for 1 hour per point of caster's Dark Magic skill. *Expert:* Faster recovery rate. *Master:* Faster recovery rate. *Grand Master:* Fastest recovery rate.

Shrinking Ray: *Spell Point Cost:* 25. *Normal:* Reduces the size of a target monster. Shrunk monsters deals only half its normal damage. Duration of effect is 5 minutes per point of caster's Dark Magic skill. *Expert:* Monster does one third normal damage. *Master:* Monster does one quarter normal damage. *Grand Master:* Can be cast on a group of monsters.

Expert Level Spells

Shrapmetal: *Spell Point Cost:* 30. *Expert:* Fires a blast of hot jagged metal in front of caster that damages any creatures that get in its way. Five metal fragments do damage equal to 6 plus 1-6 per point of caster's Dark Magic skill. *Master:* Faster recovery rate. Seven fragments are fired. *Grand Master:* Fastest recovery rate. Nine fragments are fired.

Control Undead: *Spell Point Cost:* 35. *Expert:* Takes control of an undead creature's mind. While spell lasts, creature will attack monsters hostile to the party. Duration is 3 minutes per point of caster's Dark Magic skill. Spell is not broken if party attacks the controlled creature. *Master:* Faster recovery rate. Duration is 5 minutes per skill point. *Grand Master:* Fastest recovery rate. Spell lasts until party leaves the map.

Pain Reflection: *Spell Point Cost:* 40. *Expert:* This spell is cast on a target character. If a creature attacks and damages the character, it receives damage equal to the amount delivered. Duration of effect is 1 hour plus 5 minutes per point of caster's Dark Magic skill. *Master:* Affects entire party. *Grand Master:* Duration is 1 hour plus 15 minutes per skill point.

Master Level Spells

Sacrifice: *Spell Point Cost:* 45. *Master:* This spell slays a single NPC party hireling. The caster's spell and hit points are restored to maximum, all adverse and magical aging effects are removed. Casting this spell will greatly reduce the party's reputation. Slow recovery rate. *Grand Master:* Moderate recovery rate.

Dragon Breath: *Spell Point Cost:* 50. *Master:* The caster exhales a cloud of toxic vapors that target a single monster and damages all nearby creatures. Damage is 1-25 per point of caster's Dark Magic skill. Slow recovery rate. *Grand Master:* Moderate recovery rate.

Armageddon: *Spell Point Cost:* 55. *Master:* This spell inflicts massive damage to all creatures on the map, including the party. Damage delivered is 50 plus 1 per point of caster's Dark Magic skill. It can only be cast three times a day, and only outdoors. *Grand Master:* Can be cast four times a day.

Grand Master Level Spell

Soulrinker: *Spell Point Cost:* 60. *Grand Master:* This spell sucks life from all creatures in sight and transfers their life energy to your party in the form of hit points. These points are distributed evenly among the party members. Damage (and healing) is 25 plus 1-8 per point of caster's Dark Magic skill.

APPENDICES

Default Keyboard Controls

Ground Movement

Up Arrow -----Walk forward
Shift-Up Arrow -----Run forward
Left Arrow, Right Arrow -----Turn
Shift-Left, Right Arrow -----Turn quickly
Ctrl-Right, Left -----Move sideways
Down Arrow -----Move backwards
X -----Jump
Page Down -----Look up
Delete -----Look down
End -----Look ahead
[Brackets] -----Strafe Left, Right
Spacebar -----Search/activate nearest object in view

Flying

Page Up -----Ascend
Insert -----Descend
Home -----Land quickly

Combat

A -----Active character attack nearby opponent
S -----Active character will, if able (in this order):
1. Cast a Quick Spell, or
2. Attack with a bow, or wand, or
3. Make a hand-to-hand attack
B -----Active character passes combat turn
C -----Cast spell – opens spell book
Enter -----Toggles combat modes

Open Books

Q -----Current Quests
N -----Auto Notes
M -----Maps
T -----Calendar
H -----History

Others

R -----Rest
+ and - -----Zoom in/out on Automap
1 - 4 -----Selects characters (left to right)
5 - 6 -----Talk to visible party follower characters
Esc (Adventure Screen) ----Game Option Menu
Esc (Elsewhere) -----Closes current window
F4 -----Toggles full screen mode

The Erathian Alphabet

