

# Wizards & Warriors™





## A WORD FROM THE AUTHOR

It took over four years to create Wizards & Warriors. During that time it underwent many changes and faced many challenges. To those of you who have been waiting for what must seem like an eternity for the game, my heartfelt thanks and appreciation for your enduring patience. Here we are at last with the game where it truly belongs: in your hands.

In the end, the only thing that will matter is whether you, the player, have derived any enjoyment from embarking upon the many strange journeys that are waiting inside this fanciful creation. The worlds of Wizards & Warriors exist to challenge you; to test your resolve, wits, and daring; and victory will not often come easy. But if along the way you perchance discover something about your own mettle, or if it provides you with even a momentary taste of being alive in a world far different from our own, then the goal of this creation has been accomplished, and its deed achieved.

I bid fortune smile upon you in your travels through these distant lands.

— D.W. Bradley



**Dedicated To Those For Whom  
One Lifetime Is Not Enough...**

**In Memoriam**

Farewell to our friends who have moved onward

**Joan ("Big-Bad Mama") McKeown**  
May your beefcake always be plentiful.

**Blanca Rosa Anson**  
You still make me smile.

**Jerry Howard Edwards & Howard Dawson Edwards**  
You shall always be in our hearts.

We miss you all!

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## MINIMUM SYSTEM REQUIREMENTS

- 233 MHz Pentium® II processor
- 64 MB of RAM
- US version Microsoft® Windows® 95/98 operating system
- 100% Windows 95/98 compatible computer system (including compatible 32-bit drivers for CD-ROM, video card, sound card and input devices.)
- 740 MB of uncompressed hard-drive space, plus 140 MB for the Windows swap file.
- Quad-speed CD-ROM drive (600k/sec sustained transfer rate)
- DirectX® 7.0a-compliant video card (Note: For 3D Acceleration, 16 MB of video memory or higher is required.)\*\*
- 100% Windows 95/98 compliant true 16-bit sound card and driver
- 100% Windows 95/98 compatible mouse and driver
- 100% Windows 95/98 compatible keyboard

### Supported Chipsets for 3D Acceleration in Windows® 95/98 (optional) \*\*

3dfx Voodoo Banshee	ATI Rage 128	nVidia TNT
3dfx Voodoo 3	Matrox G200	nVidia TNT2
3dfx Voodoo 5	Matrox G400	nVidia GeForce
nVidia GeForce2		

\* Important Note: This product uses Microsoft® DirectX 7.0a technology, which requires your system to have the latest Windows 95/98 drivers that fully support DirectX 7.0a.

\*\* In addition to software rendering, Wizards & Warriors supports 3D Acceleration using Microsoft's Direct3D to support 3D hardware acceleration. This feature requires a 16MB video card with DirectX 7.0a compliant drivers. Wizards & Warriors has been tested on many but not all of the major cards incorporating the chipsets listed above.

For more information see the online help file and readme for last minute changes.

# INSTALLING WIZARDS & WARRIORS

## Install Directions

To install Wizards & Warriors, insert disk 1 into your CD-ROM drive.

If AutoPlay is enabled, the option to install should appear.

When the option appears, click on the Install Wizards & Warriors button to begin the installation.

For online help, click on the Help icon, which is located off of the Start Bar. For Electronic Registration, click on the Shortcut button which is available from the Start menu.

Uninstall Wizards & Warriors: If you wish to remove Wizards & Warriors from your hard drive, you should use the shortcut from the Start menu. This option will remove all game files except for your saved games, screenshots, and personal settings.

## AutoPlay

If the Wizards & Warriors splash screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop, or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Wizards & Warriors CD icon in the window or right-click on the icon and choose the Autoplay option.
4. After the Wizards & Warriors title screen appears, click on the Install button.

If the autoplay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95/98. To verify this, perform the following steps:
  - a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.

- b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.
3. Windows 95/98 may not be set up to autoplay CDs. To check, perform the following steps:
- a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
  - b. Click on the Device Manager tab. Click on the plus sign next to CD-ROM, select your CD-ROM and choose Properties.
  - c. Click on the Settings tab. Insert a check mark in the box to the left of the Auto Insert Notification, then select OK.

If Autoplay still does not work, please try the following:

Double-click on Setup.exe at the root level of the CD (disk 1), or Go to Run... in your Start menu and type d:\Setup.exe (substitute your CD-ROM's drive letter if different from "d:").

## DirectX 7A

During the Wizards & Warriors setup, the install process will determine if Microsoft DirectX needs to be installed on your computer. If so, the Microsoft DirectX setup program will install the appropriate files on your computer. See the online Wizards & Warriors Technical Help file for additional information.

### Q: What is DirectX 7a and why do I need it?

- A: Microsoft's DirectX 7a is a set of functions which gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95 games.

### Q: If I don't install DirectX 7a when I install the game, can I install it later?

- A: Yes. You will need to manually install it. To do so, use the following instructions:
1. Place disk 1 in the CD-ROM drive and exit from any autoplay screens.
  2. Double-click on My Computer.
  3. Right-click on your CD-ROM drive and choose Install DirectX.
  4. Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

### Q: I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

- A: If you already have other Windows 95/98 games on your computer, chances are you already have a version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 7. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7a installed on your computer, the Microsoft DirectX 7a Installer will detect it and not overwrite any DirectX 7a files. You may not need to restart your computer after installation in order to play Wizards & Warriors.

## STARTING THE GAME

Insert disk 2 into your CD-ROM drive. Go to the Start menu and then Programs/Activision/Wizards & Warriors. Click on Wizards & Warriors link to launch the game.

NOTE: Disk 2 must be in your CD-ROM drive at all times in order to play Wizards & Warriors.

### Main Menu

#### Start the Game

This launches a game of Wizards & Warriors taking you to the Town screen.

#### View the Intro

This replays the intro movie (which will otherwise only play the very first time you launch the game.)

#### Credits

This button will take you to a list of all the fine people who made this game what it is.

#### Quit

Choose this option to return to your Windows desktop and leave Lord Cet unopposed.

### Quick Start

The Gael Serran on 200 gold a day.

This is a quick introduction to Wizards & Warriors and will take you through creating your first character and taking him or her on the first adventure.

When you start a new game, the first screen you come to be will be the Village of Valeia Town Screen. Directly in front of you is the Town Inn; click on it to go inside. You will see the Inn is empty as you have yet to create any heroes for your adventures.

On the left-hand side of the screen is a button marked Create Character. Click on it to start creating your first character.

Character creation gives you a wide range of options to customize each of your heroes. For right now we just want to create a Human Warrior, so follow these steps:

For the Clan of your character, choose Human.

Choose either gender – male characters are burlier, female ones more lithe.

Choose a portrait for your character that appeals to you.

When the choice of Roles appears, choose Warrior. (Later when you create a party of adventurers, you will want a mix of all four basic Roles, i.e. Warriors, Wizards, Priests, and Rogues.)

The next screen is the Attributes screen. Here you can define the basic abilities of your hero. As a Warrior you will need Strength to be able to smite your foes, Dexterity so you can hit them, and Fortitude so you can take what they dish out.

At the bottom of the screen is a pool of points. Left-clicking on one of your Attributes spends one of these points and raises the Attribute. You may right-click on an Attribute point you wish to take back and spend on a different Attribute. Spend the points you have been given to raise the Attributes suggested above.

Moving on to the Skills screen you can chose the combat skills of your new hero. For right now, spend one of each of your three points in Sword (to be able to attack), Shield (to defend yourself), and Leadership (to be impressive). When you are done with this, click Continue and you will be asked to name your character. If you can't think of a name right now try John or Jane (you can choose a more appropriate name later on!).

Returning to the Inn you will see John (We'll stick with John for simplicity's sake). Click on his portrait and he will be added to the party roster on the right side of the screen. You can now leave the Inn and go shopping. Looking at the portrait (and the 3D figure also displayed on screen), you can see some information about John at a glance. His role is

represented by the sword-and-shield icon of the Warrior, the green and blue bars show his hit points and stamina points, and the number in the shield shows his armorshield rating. If John were able to cast Magic Spells, the blue bar would show his mana points.

When you leave the Inn, Gareth, the village elder, will appear and charge you with an important mission. Listen to him and look around. When he has finished telling you about your quest, you can use the two arrow buttons on the left and right side of the Town screen to scroll through the Town in order to see all the shops. To the right of the Inn you should be able to see a small building. This is the Armory where you can buy equipment for your character. Click on it to go inside.

Smitty greets you. As you have no equipment and only a little money, click on the Buy button below your character's figure model on the left side of the screen. A picture list of Smitty's wares appears on the screen; to purchase something, simply click on it and it will be added to your backpack. You can click on the left and right arrows to scroll through Smitty's inventory and see everything he has for sale. To get started, buy a Sword, a Buckler Shield, Doublet, Trousers, and Suede Boots. This should exhaust your funds but leave you ready for adventure!

Press the Character Review button just below the Buy button and John's inventory will appear. (You may also right-click on John's portrait to bring up his inventory screen.) On the left is his backpack containing all the items you just bought, and on the right is a "paper doll representing the items he has equipped. To equip items, simply click on the item and then click on an appropriate spot on the paper doll – the place where the item belongs will be highlighted in green.

Place the sword in John's hand, the shield on his arm, and the armor (clothing) into the correct place on his body. As you equip items notice that they appear on the character model. Click on the Done button to leave the inventory screen, and then click on the Done button to leave the Armory.

Back in Town, above and to the right of the Armory is the Town Hall. Go inside and Sir Elgar will greet you. From the buttons on the left select Quests, and Sir Elgar will offer you two jobs. Choose the bounty job and listen to the Town mayor. You can also click on the News button to hear

about recent events in Valeia. When you are finished, leave the Town Hall and use the right arrow to scroll all the way to the right side of Town.

At the right edge of Town is a gate that will take you into the woods, along the old road to the Cemetery. Click on the Town Gate and you will leave the safety of Town and enter into the dangerous world of the Gael Serran!

The center of the screen will change into the Adventure Window that allows you to see and move about the world. Below this is a Text Window, relaying important messages to you as you travel. On the left, below the character model, are a number of buttons that allow you to choose different Actions for each character. Right now John is set to fight and there will be an image of his Long Sword showing the weapon he has equipped.

To walk forward either press NUMPAD 8, or click and hold down the right mouse button. If you want to look around but not move, click and hold down the left mouse button. You may look left and right or turn by holding down the left or right mouse button and moving the mouse side to side. You can also turn, strafe and retreat using keyboard controls. (Numpad 4 and 6 to turn, Numpad 2 to back up. The strafe keys are the left and right arrow keys to the left of the Numpad keys. You may also use the up and down arrows for walking forward or backing up.) Practice moving around in front of the gates of Valeia until you are ready to continue. If the mouse cursor changes into a blue or red targeting circle, then left-clicking will perform an Action on that target (if it is allowed) instead of looking around.

Follow the path ahead of you until you see a mysterious figure—a serpentine traveler cloaked in heavy robes. He will ask you a question and you can select a response from the list of replies that appears in the Parchment Scroll just below the Action buttons on the left of the screen. If you want to question this stranger further, click on the Talk button and a list of keywords will appear in the Scroll. Select a topic you would like to ask the stranger about and then click on the traveler, or press Enter on the keyboard. Your question and his responses will appear in the Text Window. When you are in Talk Action mode, you may type in a word or sentence and press Return instead of clicking on a keyword in the Scroll display in case you want to ask about something but do not see a keyword for it in the list. If there are more keywords than will fit on one page of the



Scroll display, press the Up/Down Scroll buttons at the top and bottom of the Scroll to page-up and page-down through the keywords.

When you are done talking with the Traveler, keep following the path into the darkened forest. The wilderness is fairly wild since the Town of Bersault was abandoned. You should soon come upon a monster: perhaps a worgur or even a troll!

You will see the enemy advancing towards you. Place the cursor over it/them and the name will appear along with a bar representing their hit points. To make an attack on them, you would normally simply left click on the monster and your character would attack them. However, if you have met potentially friendly creatures, such as trolls, you are prevented from attacking them unless they attack you first. (This is to protect you from accidentally attacking a friend or ally.) If you want to override this protection mode and attack them anyway to get in the first blow, hold down the CTRL key and then click on your enemy. Once you have attacked them using the CTRL key, you only need to click on them to keep attacking, you no longer holding down the CTRL key.

Pay attention to the text window. You will be told if your attack hit (and how much damage it did) or if you missed. If you see an "Out-of-Range" message, you need to stand closer to your foe, so move forward until you can strike them. You will notice that your character portrait is grayed out after you make your attack. This represents the time it takes for your character to perform their action and recover to make another blow. If the text has moved out of the window before you could read it, click on the small skull in the lower right corner of the text window, and holding the mouse down, drag the skull up into the window. This allows you to review messages that have scrolled out of the text window.

Continue exchanging blows with your foe until it is dead. Some monsters drop treasure. If so, you can see the items on the ground and pick them up by left-clicking. After you have collected any loot, turn around and follow the path back to the Town Gates of Valeia.

When you reach the Town Gates, click on the gates and you will return into the safe confines of Valeia, ready to create more characters to join you on your adventure. Go to the Options Menu, and under Game Options click on Reset Adventures, which will reset the game back to the very beginning, erasing everything John just did on his little trek so that your



real characters can play the entire game from the beginning. You should read the section on Reset Adventures before performing this action at any other time.

Onward, the Mavin Sword awaits!

NOTE: If you are having difficulty getting through the first crypt, refer to the online help file or readme for hints and tips.

## SECTION I

### THE TOWN SCREEN

When you start a new game the first screen you come to will be the Village of Valeia Town Screen. This Town is the base of all your initial adventures – the location from which your heroic band will begin their first adventures and set forth to purge the Gael Serran of evil. You may only create new characters at the Town Inn in Valeia. There are two more towns you will encounter later in the game: The Town of Ishad N'ha and the Port of Brimloch Roon. These locations will have different shops and buildings from Valeria, but the scope of actions you can perform is the same.

Use the arrows at the bottom of the town screen to scroll the window left and right so you can see all the buildings in town. At the far left side and far right sides of Town are the town gates, each of which leads into a different adventure area. To enter any of the buildings, highlight them with your cursor and left-click. Before you can enter any of the buildings other than the Town Inn, you must first enter the Town Inn and create at least one new character. Once you have created at least one character and added this character to your party, you may enter the other buildings. The list of buildings in the town of Valeia are: Town Inn, Town Hall, Tavern, Armory, Magic Shoppe, and Temple. There are other places you can visit when you reach the other towns.

Once you have characters that reach the next town and check into the Inn, you will see a button for that Town appear the next time you start the game. You may click on the Town button to automatically go to that town, in order to gather your characters from the Inn there and continue playing from that town. Once you have added characters to your party, the Town buttons will no longer be available unless you send your party back to the Inn.

When your characters are in the town inn, they are automatically saved, and you do not need to save the game.

When you are ready to quit the game, you may check any characters in your party back into the Inn, or the game will automatically do this for you whenever you select the quit option.

At the bottom of the screen are three buttons allowing you to quit the game (returning you to the Main menu), load a saved game, or open the Options menus.

### The Inn

In the Village Inn, you can create as many as fifteen different characters, and you may choose up to six to use at any given time. When you leave the town and enter the world, you will use those characters until you return to a town, where you can swap with any other characters you have at that Town Inn. Thus, each of your characters is like a main character, and as long as you have at least one character alive in your party you're still in the game. Only when everyone dies do you go to the graveyard.



From the Town Inn in the Village of Valeia you can create new characters (see Character Creation), and review or rename your existing heroes. You may not create new characters at any of the other Towns. If a character portrait appears grayed out in the Town Inn, they are not available and you cannot access them. This occurs when these characters are already out on an adventure and haven't yet returned to town, or they are currently in one of the other Towns. If the portrait is displayed normally, you can add them to your party by left-clicking on the character. If you want to remove a character from the party, left-click on their portrait to select that character and then click on the Remove Character button. The character will be returned to the Inn awaiting further adventures. Although you may form a party containing up to six characters, you can adventure with any number less than six if you choose.

### Revert Game Option

Whenever you gather together a party of characters and enter the world (by clicking on one of the Town Gates to leave town and start adventuring), the game automatically records all information about the world and your characters as a safety backup. If something goes terribly wrong and you do not have a saved game, such as if your computer were to lose power in the middle of the game, you can go to the Town Inn and click

on the Revert Game button to restore this special safety backup. Your characters and the game will be restored just as if you had saved the game prior to leaving the Town. You may still save the game normally while adventuring in the world, and you will still have the Revert Option available to you, which will always restore the game to the last time you were in the Town.

To rename a character, right-click on the Character Portrait to go into their Character Review screen and left-click on the Rename PC button. Your character's name may be as elaborate as you choose but only the letters that can fit in the nameplate will be displayed above the character's portrait.

To permanently delete a character, select the character into your party, left-click on their Portrait to select them, and then click on the Delete PC button. You will be asked to confirm that you wish to permanently delete the character, as this action is irrevocable. Any gold that your character was carrying will be transferred to any other party members (if there are any). It's a good idea to give a character's equipment away before you delete them. If a character you wish to delete is carrying any special items that are vital to solving a quest, you must first give these items to one of your other characters before you will be allowed to delete the character.

## THE TOWN HALL

### Bank

You can store gold (but not items) in the Bank vault in the Town Hall. The people of the Gael Serran have not heard of compound interest yet so you will have exactly the same amount of gold when you make a withdrawal.



### Quests

The Mayor of Town may have jobs for you to do. Click on the Employment button and he will tell you about any jobs that are available. You may receive a choice of quests in the scroll display. If so, click on the one you want to undertake.

## News

The Town Hall is a hub of gossip and news in Town. Click on the News button to catch up on recent events, which may provide clues for your journey. Sometimes the Mayor will have more than one piece of news so wait from him to finish until clicking on the button again.

## The Tavern

Taverns are often places of ill repute but the barkeep is likely to know many rumors. You can buy a drink and also buy news here – for a price! Often the barkeep knows much about your business and will tell you something important.

## Shops and Guilds

When you enter a shop, the merchant will greet you and inform you of any developments on quests you are undertaking for him. (If multiple characters are on quests for the same individual, you will have to select each character in turn to receive the news for that character.) The normal Action buttons are replaced by a set of shop-specific buttons.

### Buy

A list of the items offered for sale by the merchant appears on screen. You can scroll along the list using the arrow buttons. If you see an item you want and can afford the price, click on it and it will be added to your inventory. Items purchased from a store are always identified and in pristine condition.

### Sell

A list of the items in the character's possession will appear. As each item is highlighted the merchant will offer you a price. Should you accept this price, click on the item to sell it. Items fetch a greater price if they are identified and repaired and you should perform these functions on all items before you sell them once you have the ability to do so.

## Identify

Selecting this option will bring up a list of all the unidentified items in a character's possession. Highlighting an option will quote you the price to identify it. To identify an object, click on it and if you have sufficient gold, the item's secrets will be revealed to you.

## Repair

Some items, weapons and armor especially, become damaged and less efficient as you use them. To perform upkeep on your equipment, select the Repairs option and the Smith will quote you a price to repair each item.

## Guild Membership and Benefits

Joining a guild is vital to a character's advancement in the Gael Serran. Without a guild, characters are friendless and denied the teaching that leads to elite roles and advanced skills. To join a guild click on the Guild button in each shop. If you can afford the initiation fee, you will enter the guild as a rank one guild member. By completing quests for the guildmaster, you will be able to advance in rank and gain greater benefits from the guild. Initially, a character may only join one guild, but as they ascend to the elite roles they will be able to join others. For example, a Warrior who becomes a Paladin is eligible for membership in the Priests' Guild as well as the Warriors' Guild.

## Role Ascension

Click on the Roles Ascension icon to see what elite roles are available to your character. Each elite role has certain attribute requirements that must be met, then the guildmaster will send your character upon a quest before initiating him or her into the secrets of the elite role. A character may only be in training for one elite role at a time. You may cancel the Role Ascension training for your character at any time by re-selecting it, but the training fee will not be refunded. Once your character has completed the quest set by the guildmaster and has returned to the guild, he or she will become a first level character of the new role, retaining all previous Skills, Traits, and benefits of their former role. Now your character is able to learn additional new skills and abilities under the new

role. Until your character's level in the new role exceeds the highest level in any former role, he or she will only gain minimal Hit Points, Attribute Points, and Skill Points when they advance in level. If your character can learn spells, they will not be able to learn any spells higher than their present level. If your character did not learn a skill or ability that was or would have been available to them in their former role, and the skill or ability is not allowed in their new role, they will no longer have the ability to learn it. However, once they have acquired a skill or ability, they may continue using and improving that skill or ability permanently, even if it isn't normally available to any of the new roles your character undertakes.

## Training

When you click on the Training button a list of all the skills and traits the guild will teach your character appears. Scroll across the list until you find an ability you like and can afford. If you can pay the fee, your character will gain the benefits of the training immediately, but they will be required to continue their study of the ability until the next time they gain a level. Each guild will only train a character in a single ability at a time, although a hero may be undergoing training for several separate guilds at once! As your character's guild rank increases, more training options will become available to him or her.

## Quests

By clicking on the Quests button you will be offered the chance to perform a special duty for the guildmaster. Should you succeed in the assigned task, you will not only receive experience but may also be promoted within the guild. As you gain rank within a guild, the guildmaster will offer you more advanced training and other special services, including special items for sale. More than one character may be undertaking the same quest simultaneously, and in cases of unique one-of-a-kind quests, should one succeed, all will be rewarded.

Once you have completed a quest for a guildmaster, click on the Quest button again if you wish to see if he has any further assignments for you.

## Buy Special Items

Each Guild keeps a private stock of items that it shows only to its trusted members. This is exactly like buying items normally, except that the items are more varied and often of better quality. It is from within the guild that your character will be able to purchase such wonders as magic weapons and enchanted rings.

## The Armory & Warriors Guild

The Armory is a place to buy, sell, identify, and repair weapons and armor. It contains the Warriors' Guild: the Clan of Three Swords.

The Clan of Three Swords caters to the needs of fighters including Warriors, Paladins, Rangers, Barbarians, Samurai, and Ninjas.

## The Magic Shoppe & Wizards Guild

The Magic Shoppe can buy, sell, and identify artifacts of all kinds, and also provides sufficiently advanced members the ability to bestow magic powers on items through Enchantment Rituals.

## Enchant

A spellcaster with the Occultist trait, at least level one in Enchants skill, and at least one Artifact spell in their spellbook, is able to enchant mundane items, imbuing them with great magic power for added ability. Once you have cast at least one enchantment on an item, it becomes special and unique, and you will be asked to give this item a new name.

The Magic Shoppe contains the Wizards Guild: The League of Sorcery.

The League caters to the needs of spellcasters including Wizards, Warlocks, and Bards.

## The Pawn Shop & Rogues Guild

The Pawn Shop can buy and sell shady objects of all kinds. It contains the Rogues' Guild: the Thieves Guild of the Shadow. There is no Pawn Shop in the small village of Valeia.

The Guild of the Shadow caters to the needs of all rogues including Rogues, Barbarians, Bards, and Rangers.

## The Dojo & Samurai Guild

The Bushi Dojo can buy and sell objects of all kinds. It contains the Samurai Guild: The Way of the Dragon. There is no Bushi Dojo in the small village of Valeia.

The Way of the Dragon caters to the needs of the Samurai, Monks, and Ninja.

## The Temple & Priests Guild

The Temple is a special place of prayer and ritual, including a sanctuary for any characters in need of healing or resurrection.

## Rites

The healing rites of the temple have saved many a hero, returning them from even Death's clutches. Healing is not always cheap, but if your party has neither the spells nor the potions to restore a friend to health, the Temple is always available.

## Bless

A spellcaster with the Cabalist trait, at least level one in Blessings skill, and at least one Artifact spell in their spellbook, is able to bless mundane items, imbuing them with great magic power for added ability. Once you have cast at least one blessing on an item, it becomes special and unique, and you will be asked to give this item a new name. Please look at Special Spell Casting notes for more information.

## Donate

Your character can make a donation to the temple funds. Although this may seem expensive at times, such acts of unselfishness often lead to unexpected benefits.

## Uncurse

Sometimes items of magical power exert a baleful or even damaging influence over their bearers. Cursed items cannot be unequipped by a character normally, but by the power of the gods and for a steep price. The priests of the holy temple can free a character from such duress, allowing them to remove the cursed item.

It contains the Priests' Guild: The Brotherhood of Promise.

The Brotherhood of Promise caters to the needs of Priests, Paladins, and Warlocks.

## SECTION II

### HEROES AND ADVENTURERS

#### Character Creation

Character creation takes place in the Town Inn in the Village of Valeia. Click on the Create New Character button to begin the process. You will be able to choose a character's Clan, Gender, and Role and assign Attribute points, Skills, and spells to him or her.

All characters start with a small bag of 200 gold coins to equip themselves at the local Town Shops.



#### Creating a New Character

Once you have clicked on the Create New Character button you will be prompted for choices about the kind of hero you want to make. You may choose your character's Clan, Role, and Gender, a portrait to represent them, and allocate any initial Attributes, Skills, and Spells. The points you receive for Attributes are randomly generated, so a character can potentially be significantly stronger or weaker than other comrades. It is probably best to discard or delete a particularly poor character rather than exposing them to the hazards of adventuring.

To choose Clan, Role, Gender, and Portrait simply pick from the options presented to you. These are all explained in more detail below.

To bolster initial Attributes more to your liking, you will be shown the character's current levels (randomly generated but influenced by their Clan and Role) and given a pool of points with which to further increase them. You should review the description of the different Attributes below, and think carefully before spending these points. You may spend these points any way you choose, but keep in mind support for their role, and if you're up for it, the requirements for any elite Roles which you may wish to ascend to later on. Be aware that Fortitude determines not only the number of hit points your character receives, but also their chances of being successfully resurrected in case of death. Intellect directly affects

the number of skill points your character will receive, and so on for each of the Attributes. Simply click on the Attribute you want to increase and a point will be removed from your pool. If you want to return points to the pool from those you have assigned, simply right-click on the Attribute to deduct a point.

After you have spent all the Attribute points, a list of the character's available starting Skills will appear. All characters receive three Skill points to spend, although some of these skills will already be chosen for you. For example, a Rogue character will always have the Locks & Picks skill. Spellcasters will be asked to choose two initial spells for their spellbooks, and the required Skill for the spell will likewise be automatically assigned. With so few Skill points initially available, you should pick carefully and choose specialties for each character. For example, a Warrior should perhaps choose a favored weapon and assign skill points only to that one skill. After you have assigned your Attribute points, Skill points, and chosen any new Spells, you will need to click on the Continue button to proceed to the next phase.

Your character's Statistics will all be generated based on the choices you have made, taking into account their Clan, Role, and Attributes.

Finally, the most important step, you will be asked to name your new champion! You may enter a name for your character, or if you decide you aren't satisfied, you can discard him or her and try creating another character.

## Clans

Clans represent the different types of beings that inhabit the Gael Serran, all distinctly different children of the gods, and will govern inherent abilities and limitations of your character regardless of which Role(s) he or she may undertake. Each clan receives adjustments to their initial Attributes and a unique personal Trait.



### Humans

No special abilities are attributed to Humans, as they are the standard by which all other Clans are measured.



Humans tend to be the most well-rounded characters, having middle-of-the-road characteristics, and therefore are reasonably well adept regardless of what Role they may take. All Humans have the Natural Leader Trait.



### Elves

Tall and reclusive, the Elves inhabit the forests and woodlands, and tend to avoid contact with other Clans. Though they are not as physically strong and robust as Humans, Elves exhibit above average intelligence and agility, making them excellent scouts, archers, warriors, wizards, and rangers. All Elves have the Quick Learner Trait.



### Lizzords

Somewhat hideous looking and rather unintelligent, these formidable creatures make lethal warriors, thanks to their amazing agility and superior strength. While Lizzords are not the most adept creatures when it comes to handling weapons that require a high degree of dexterity, they are nonetheless very fast on their feet, and their toughness gives them great advantage. All Lizzords have the Snakeskin Trait.



### Dwarves

Short, heavyset beings who are noted for their robust vigor and passion, these hardy, strong creatures have above



average strength, but are not particularly intelligent or graceful. They are tough and somewhat spiritual, which makes them both able warriors and priests. They are experts at forging (repairing) Weapons and armor, mining for gems and gold, and trade, as their stubbornness enables them to succeed in endeavors that discourage most others. All Dwarves have the War Cry Trait.



## Oomphaz

Spiritual elephantine creatures that are also physically very strong, the Oomphaz are very adept at all forms of magic, and make excellent Wizards and Priests. However, the one weakness is that their gargantuan size makes these intelligent beings extremely slow and clumsy. Oomphaz cannot wear any normal Armor, as it must be specifically custom-fitted to cover their bulky torso. All Oomphaz have the Mana Seed Trait.



## Whiskahs

Fast and sleek, these Tiger-like creatures are very agile and make great Warriors. Their Spirituality also makes them excellent candidates for cleric positions such as Priest. No matter what Role they take, the quick reflexes of the Whiskah lend advantage to their cause. All Whiskahs have the Night Vision Trait.



## Gnomes

These small, inquisitive creatures are charismatic in nature and quite intelligent. This intelligence combined



with their heightened sense of curiosity makes them excellent inventors. Gnomes have an aptitude for understanding the mechanism of objects and what makes them tick. However charismatic they may be, Gnomes are not always to be trusted. They may be a little clumsy on their feet and less than adequate in physical strength, but Gnomes make formidable Rogues because of their dexterity, their charismatic nature, and their unparalleled comprehension of mechanics. All Gnomes have the Lucky Charm Trait.



## Pixies

These tiny, nimble beings with magical powers more than make up for their lack of physical strength with their superior agility and spiritualism. Pixies make excellent Priests and Wizards and their diminutive size makes it very hard for their enemies to target them.

However, Pixies don't generally get as many Hit Points as other Clans, which makes them less able to withstand direct assaults. All Pixies have the Dodge Trait.



## Gourks

A strong, hardy Clan with a keen sense of smell, Gourks make excellent Warriors. Their animal instincts and aggressive nature also make them great Scouts. Their strong sense of smell helps them to detect enemies, very useful to avoid being unpleasantly surprised by monsters. They are very ugly by human standards, and most other Clans tend to shun them. All Gourks have the Bloodscent Trait.



## Ratlings

Rodent-like creatures, the Ratlings are extremely smart and nimble. Their lack of strength does not seem to inhibit them in combat, as their amazing agility, dexterity, and intelligence makes them excellent Rogues, Ninjas, and Rangers. They are also compulsive liars and cheats, and all of the other Clans have come to despise them. All Ratlings have the Gold Digger Trait.

## Clan Attributes and Traits

	Strength	Dexterity	Agility	Fortitude	Intelligence	Spiritualism	Will	Presence	Bonus Trait
HUMANS	0	0	0	0	0	0	0	0	Natural Leader
ELVES	-1	0	+1	-1	+2	0	0	-1	Quick learner
LIZZARDS	+2	-2	+2	0	0	0	-2	0	Snakeskin
DWARVES	+2	0	-2	+1	-1	0	0	0	War Cry
OOMPFAZ	+3	-3	-1	0	+2	+2	0	0	Mana Seed
WHISKAS	-1	0	+2	-1	0	+1	-1	0	Night Vision
GNOMES	-2	+2	0	-2	0	0	0	+2	Lucky Charm
PIXIES	-3	0	+3	-2	0	+2	0	0	Dodge
GUORKS	+2	0	0	+2	-2	0	0	-2	Bloodscent
RATLINGS	-2	+2	+2	-3	+1	0	0	0	Gold-digger

## Gender

Character gender is not just cosmetic. In the lands of Gael Serran male characters are burlier and female characters more lithe. Characters of each sex receive the following Attribute adjustments:

MALE	Fortitude +1	Strength +1
FEMALE	Agility +1	Presence +1

## Portrait

After selecting a character's clan and gender you will be offered a choice of portrait to represent your hero. Some clans, such as humans, have a greater diversity and so more portraits are offered. Your choice of portrait is merely cosmetic, having no effect on gameplay.

## Roles and Ascensions

After you have completed the preceding steps, you will be asked to choose your character's role. Each character in the Gael Serran follows a role – a path of destiny that determines that hero's journey. All characters start off following one of four basic roles, though any character may ascend, gaining new powers and abilities as they adventure. The basic roles in Wizards & Warriors are the Warrior, Wizard, Priest, and Rogue. When the character is initially created, it will start life in one of these Roles. Through character development and training at the various Guilds, the character will be able to ascend to the more advanced Elite Roles during gameplay. As the character changes Roles, they will keep all the skills, spells, and abilities of their former Role(s), including the ability to continue training in any skills they acquired previously, while enjoying the ability to learn the new skills and spells associated with the newly chosen Role. For example, a Rogue who later becomes a Ninja will continue to be able to use all thieving skills acquired as a Rogue, may continue to improve these skills, and will continue to gain all bonuses given to Rogues when performing any actions requiring such skills. Excepting Warlocks and Zenmasters, who are eligible to learn *all* books of magic, if a character changes Roles, then the character may only learn new spells in any former Books of Magic which are no longer applicable to the new Role, at a level equal to half of the character's skill in that Book.

## Role Rating Chart

A=Superior B=Excellent C=Good D=Average E=Fair F= Not So Good

**Minimum Attribute** – These represent the minimum Attribute requirements to qualify for a specific Role. In the case of the four Basic Roles: Warrior, Wizard, Priest, & Rogue, any Attribute that falls below the listed minimum will result in penalties to character performance.

## Basic Roles

There are four basic roles available to starting characters: Warrior, Wizard, Priest, and Rogue.

### Warrior

Warriors are the basic man-of-arms in the world of Wizards & Warriors – they are hardy fighters, rough, tough, and ready to rumble. Warriors tend to be strong, able to carry and wear heavy equipment, and gain more Hit Points than the other basic Roles. They may use almost any weapon, armor, and shield. Warriors do not learn magic of any kind.

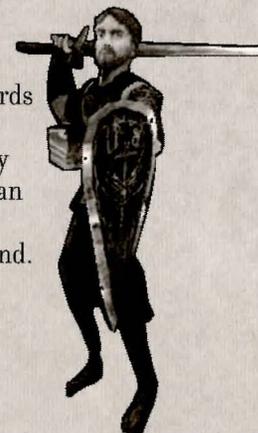
Hit Points: B

Hit: C

Parry: D

Speed: D

Minimum Attributes: STRENGTH 9, FORTITUDE 8



### Wizard

Wizards are the high-powered magic users in Wizards & Warriors – most of the spells they cast are for the purpose of inflicting damage and destroying opponents. Wizards learn Sun and Stone magic, which includes offensive spells such as Fireball and Lightning Bolt, as well as useful spells like Torch Light and Armor Plate. Because of their devotion to the study of the magical arts, Wizards make lousy fighters, and are limited to using staves and daggers. They can't wear armor or use shields.

Hit Points: F

Parry: F

Hit: F

Speed: F

Minimum Attributes: INTELLIGENCE 9, WILL 8



## Priest

Priests are the benevolent magic users in Wizards & Warriors – they protect and serve those around them with both magic spells and limited fighting capability. Priests learn Spirit and Vine magic, which are primarily defensive magic spells such as Heal and Binding Force, but do have some offensive capability with spells such as Force of Mind and the devastating Whirling Dervish. As a discipline of their faith, the Priest of Wizards & Warriors is able to acquire some reasonable fighting skill with maces and similar weapons that do not have a blade or point, may wear leather and chain mail armor, and may use small shields.

Hit Points: D

Hit: E

Parry: E

Speed: E

Minimum Attributes: SPIRITUALITY 9, PRESENCE 8

## Rogue

Rogues are the ne'er-do-wells, knaves, and outcasts of Wizards & Warriors – they are the masters of thievery, acquiring such useful skills as Locks & Traps for disarming traps, and Pickpocket to steal from opponents.

Rogues are also very nimble fighters, able to use most light weapons including bows and hurled weapons of all types, and wear leather armor. Rogues who can overcome their natural tendency to do as little as possible often move on to a distinguished career in such renowned professions as the Ninja, Assassin, and Bard.

Hit Points: E

Hit: C

Parry: B

Speed: C

Minimum Attributes: DEXTERITY 9, AGILITY 8

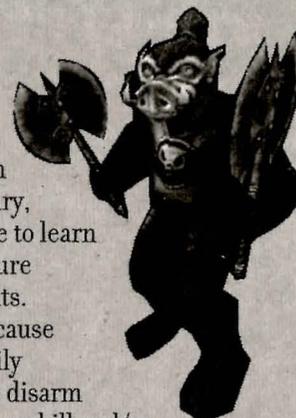


## Elite Roles

There are eight elite roles that characters can ascend to through training at their guild. There are also three additional special roles that are discussed after the Elite Roles.

### Barbarian

Barbarians are the toughest and hardest of fighters in Wizards & Warriors – they are muscle and brawn, big, mean fighting machines. Barbarians can acquire enhanced combat abilities such as Stunning Blow, which can momentarily disable an opponent, and Fury, which inflicts extra damage. They are also able to learn thieving skills, Locks & Traps to disarm Treasure Chests, and Pickpocket to steal from opponents. Barbarians make excellent thieves, in part because their hardy physique allows them to more easily withstand errant mishaps when attempting to disarm Treasure Chests, which they can do using either skill and/or brute force. Although Barbarians do not learn any magic spells, their brawn and formidable combat abilities are generally sufficient to crush most opponents. Upon becoming a Barbarian, the Fury Trait is acquired.



Hit Points: AA+

Hit: C

Parry: D

Speed: D

Minimum Attributes: STRENGTH 12, DEXTERITY 8, AGILITY 8, FORTITUDE 12, and PRESENCE 8

### Bard

Bards are jack-of-all-trades in the world of Wizards & Warriors – they may train as a master thief, magician, nimble fighter, and unique to the Bard Role, musician. Only the Bard may learn to play the various musical instruments in Wizards & Warriors that possess magical powers. Additionally, the Bard is also able to learn Moon magic spells, and can acquire thieving skills such as Locks &



Traps to disarm Treasure Chests, and Pickpocket to steal from opponents. Their fighting ability is equivalent to that of the Rogue and like the Rogue may also wear Leather Armor. Upon becoming a Bard, the Musician Trait is acquired.

Hit Points: E

Hit: D

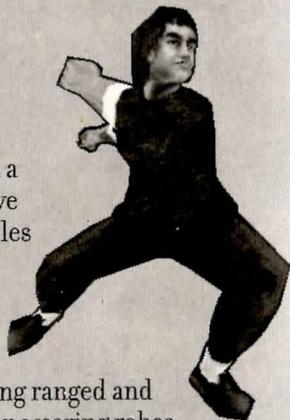
Parry: C

Speed: E

Minimum Attributes: INTELLIGENCE 10, DEXTERITY 10, AGILITY 8, and WILL 8

### Monk

Monks are the spiritual warriors of mind and body in Wizards & Warriors – they train to use their hands and feet as lethal weapons, able to inflict a critical strike to kill an opponent with a single blow, and develop their bodies to achieve incredible speed. They are also devoted disciples of the mind, may learn Spirit magic spells to acquire healing and other beneficial powers, and may also acquire the Scout skill, the ability to detect nearby creatures. Monks are still able to use most normal weapons, including ranged and hurled weapons, but they are at their best when wearing robes rather than armor, as their lightning reflexes allows them to avoid the strikes of most opponents while inflicting great damage with their own. Upon becoming a Monk, the Nature's Keeper Trait is acquired.



Hit Points: C

Hit: A

Parry: A

Speed: A

Minimum Attributes: STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8

### Ninja

Ninjas are the masters of the night, the shadow warriors of Wizards & Warriors – they train to become lethal fighting machines, using their hands and feet to inflict critical strikes, killing their opponents instantly. As masters of Stealth, the Ninja acquires the ability to Hide in the Shadows, and thus hidden not only avoids being attacked, but may surprise opponents with their own attack, increasing the chances for a successful strike and inflicting extra damage. As masters of the night, the Ninja may learn Moon magic spells, and can acquire the Locks & Traps skill to disarm Treasure Chests. Upon becoming a Ninja, the Cloak of Night Trait is acquired.

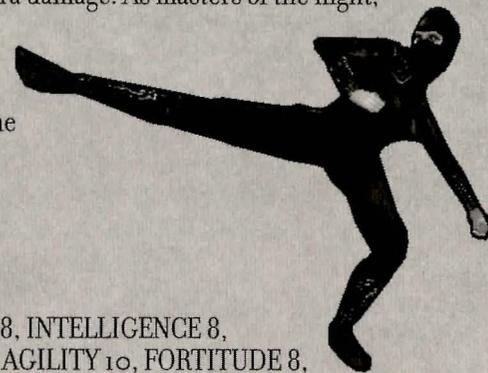
Hit Points: C

Hit: A

Parry: A

Speed: A

Minimum Attributes: STRENGTH 8, INTELLIGENCE 8, SPIRITUALITY 8, DEXTERITY 10, AGILITY 10, FORTITUDE 8, WILL 10, and PRESENCE 8



### Paladin

Paladins are the noble knights of Wizards & Warriors – they are brave and holy crusaders that fight for truth and justice.

Paladins are strong and able warriors, and may use almost all weapons and armors. The Paladin also trains as a Cleric, a Warrior of Faith, and may learn Spirit magic spells, which gives them the beneficial power of Healing. Upon becoming a Paladin, the Noble Cause Trait is acquired.

Hit Points: A

Hit: B

Parry: C

Speed: D

Minimum Attributes: STRENGTH 8, SPIRITUALITY 10, DEXTERITY 8, AGILITY 8, FORTITUDE 8, and PRESENCE 10



## Ranger

Rangers are the protectors of the forests in Wizards & Warriors – they are generally very good fighters and excel with ranged weapons of all kinds. Rangers may also learn Vine magic spells, and can acquire the Scout skill, which allows them to detect nearby creatures. Although Rangers are excellent fighters in all respects, their forest habitat prohibits them from wearing heavy Plate Mail armor. Upon becoming a Ranger, the Hawk's Brow Trait is acquired.

Hit Points: C

Hit: C

Parry: B

Speed: C

Minimum Attributes: STRENGTH 8, SPIRITUALITY 8, DEXTERITY 9, AGILITY 9, and FORTITUDE 8



## Samurai

Samurai train to become the swiftest swordsmen in the world of Wizards & Warriors – they may use almost all weapons and armor, including special Samurai weapons and armor such as the Katana and No-Dachi, and may develop critical strike ability – the ability to kill an opponent with a single strike. In addition to their swordsmanship, the Samurai warrior also trains as a Shugenja, a Samurai Wizard, and may learn Sun magic spells, making them formidable warriors indeed. Upon becoming a Samurai, the Ancestral Guide Trait is acquired.

Hit Points: B

Hit: B

Parry: C

Speed: B

Minimum Attributes: STRENGTH 8, INTELLIGENCE 8, DEXTERITY 10, AGILITY 10, FORTITUDE 8, and WILL 8

## Warlock

Warlocks are the great sorcerers in the world of Wizards & Warriors—they acquire the power of the dark, which includes Teleportation magic, and Conjuring which summons Monsters to fight for the party as reinforcements. Warlocks also gain the ability to Identify Items and

Artifacts. Warlocks learn Moon and Fiend magic, which include spells such as Lifesteal, healing the character from the damage it deals to an opponent, and Twisted Master, which takes possession of a monster and makes it fight against other creatures. Like the Wizard, the Warlock is limited to using staves and daggers, and may not wear armor. Upon becoming a Warlock, the Ancient Lore Trait is acquired.

Hit Points: F

Hit: F

Parry: F

Speed: F

Minimum Attributes: INTELLIGENCE 10, SPIRITUALITY 10, FORTITUDE 8, WILL 10, PRESENCE 10



## The Special Roles

There are three special Role Ascensions which can only be gained by special achievement during the course of adventures. If a character is eligible for one of these special roles, there will be one guildmaster that can inform them of this special option.

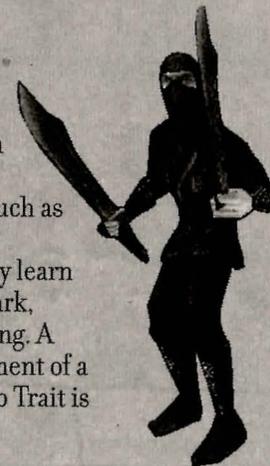
### Assassin

The Assassin is the most deadly fighter in Wizards & Warriors—they acquire all the stealth, skills, and powers of the Ninja, including fighting with the hands and feet, the ability to make critical strikes, and Hide in the Shadows. Additionally, the Assassin acquires the ability to Backstab when hidden, which can inflict as much as three times normal damage on an opponent. To further compliment the lethal prowess of the Assassin, they may learn Moon and Fiend magic, acquiring all the spells of the dark, including Teleportation, Death, and Monster Summoning. A character may only become an Assassin by accomplishment of a special quest. Upon becoming an Assassin, the Backstab Trait is acquired.

Hit Points: B Parry: A

Hit: A Speed: AA+

Minimum Attributes: By Special Invitation Only



## Valkyrie

The Valkyrie is a legendary female heroine of the dead in *Wizards & Warriors* – these strong and fearsome warriors are responsible for escorting departed souls into the afterlife. Only a female character may become a Valkyrie, which can only be achieved after fulfilling a special quest. The Valkyrie may also acquire special combat abilities, use almost any weapon and armor, and may learn both Spirit and Stone magic, giving them both the power to heal and to destroy. Because of the special nature of the Valkyrie, undead creatures both fear and revere her. Upon becoming a Valkyrie, the Gravebind Trait is acquired.

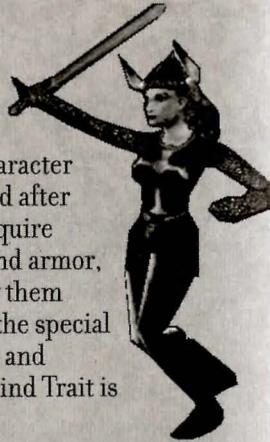
Hit Points: A

Hit: B

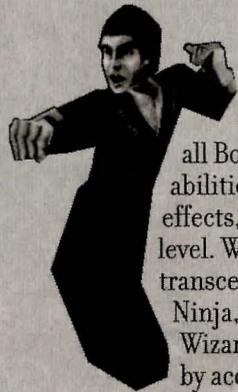
Parry: C

Speed: B

Minimum Attributes: By Special Invitation Only



## Zenmaster



The Zenmaster is highest Role attainable in *Wizards & Warriors* – they are devout monks, master of mind, spirit, and body, able to acquire almost all skills, and able to learn all Books of Magic Spells. Zenmasters also acquire special abilities, including increased resistance to magical spells and effects, and perform all actions requiring any skill at increased level. With their complete knowledge of all magic, and with the transcendent fighting abilities beyond even those of the Monk and Ninja, the Zenmaster is the most formidable character in all of *Wizards & Warriors*. A character may only become a Zenmaster by accomplishing a special quest. Upon becoming a Zenmaster, the Invincible Will Trait is acquired.

Hit Points: A

Hit: AA+

Parry: AA+

Speed: AA+

Minimum Attributes: By Special Invitation Only

## Attributes

Attributes determine the basic characteristics and abilities of your heroes. As a general rule, an attribute will range from 1 to 18 with 8 to 10 being average and any attribute over 15 being exceptional. With the aid of powerful magic it is possible to raise an attribute above 18.

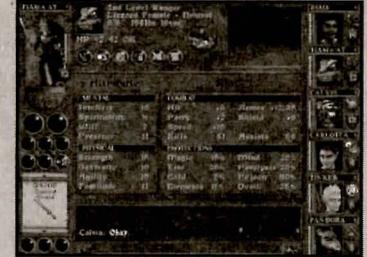
**Strength** determines how heavy a weapon the character may use effectively. Using a weapon with a higher Strength Rating than the character's actual Strength Attribute results in the loss of the weapon's special ability. Characters with Strength greater than 15 may deal extra Bonus Damage when using certain weapons. Strength also determines how much weight the character can carry without taking an encumbrance penalty, which affects combat performance. Strength is also used when evaluating a character's chance of forcing open a Treasure Chest.

**Intellect** determines a character's ability to learn, most specifically regarding Character Skills. The higher the Intellect, the more Skill Points a character usually acquires during Experience Level Gains for increasing the various Character Skills. Intellect also influences magic ability for casting Sun and Stone spells, and it is used for evaluating certain interactions with opponents, such as Stealing.

**Spirituality** determines how much Mana a character acquires, and how quickly Mana is recouped after casting magic spells. Spirituality also influences magic ability for casting Spirit and Vine spells.

**Dexterity** determines how effective a character is at striking an opponent during combat (see Hit Statistic). It is also used for special tactile skills such as Disarming Traps, as well as the ability to Steal.

**Agility** determines how effective a character is at avoiding strikes from opponents during combat (see Parry Statistic). Agility also determines how quickly a character may perform actions (see Speed Statistic). Characters with higher Agility will get to attack more often than characters of the same role with lower Agility. Note that a character's Role greatly influences the speed at which a character can perform actions.



**Fortitude** determines a character's Hit Points, and chance of being resurrected in case of death. Characters with higher Fortitude will tend to gain more Hit Points each time they go up an Experience Level. It should be noted that the Role of a character also greatly influences how many Hit Points a character will gain. Characters with high Fortitude are almost always resurrected successfully, while those with lower Fortitudes will have a greater tendency of disintegrating into bones or ash.

**Will** determines a character's ability to overcome and resist an opponent, most importantly related to magic spells and magical effects. Characters with a higher Will attribute will tend to resist or reduce the effect of an opponent's magic spells, while the opponent will more likely be affected by the character's magic spells. Will also increases the overall power of the character's magic spells, it influences magic ability for casting Moon and Fiend spells, and it may be used for other character interactions, such as Bargaining prices. (Note: Bargaining requires the Merchant Skill.)

**Presence** determines how much attention the character is likely to attract from others, whether friend or foe. During friendly encounters, Presence can be likened to a character's personal appeal. During combat, however, Presence directly affects how likely opponents are to target the character. Character's with a higher Presence can be thought of as having a kind of overpowering personality, and will tend to get attacked more often than characters with lower Presence. The exception to this is with certain Roles such as the Monk and Ninja, and for these Roles, Presence indicates the character's ability to control their overall appearance – the higher the Presence, the less likely they are to be noticed and targeted.

## Statistics (Derived Attributes)

During gameplay, the actual Character Statistics are greatly subject to the Clan, Role, Attributes, Skills, Training, and Traits of the PC character.

**Hit Points:** The amount of damage a character can sustain before dying.

**Hit:** The ability of a character to strike an opponent in combat.

**Parry:** The ability of a character to avoid a strike by an opponent in combat. Note that the Armor Rating of a character determines whether or not a successful strike is able to inflict any damage.

**Shield:** This rating is based purely upon the character's equipped shield. The character's Shield skill determines if they can move their shield in the way of an incoming blow in time to do any good. The character must be equipped with a Shield for this skill to be applied. Also note that wearing a Shield does not add directly to the Armor Rating of the character, rather, it is a separate ability to block an attack altogether.

**Armor Rating:** This is the sum of all the protection that the character is wearing. Armor reduces the chance of taking combat damage from successful strikes against the character, and so it is vital to make sure that your characters are as well armored as possible. It should be noted that heavier armor naturally weighs more, and caution should be taken not to overload your characters, as this may render them even more vulnerable to attack. Also, certain Roles such as Monks and Ninja are in part predicated upon their ability to avoid attacks by opponents altogether, and therefore generally perform better when wearing lighter robes or other appropriate attire, rather than bulky armors which weigh them down and compromise their fighting abilities.

**Speed:** The speed at which the character is able to perform actions – faster characters will get to attack more often than slower characters. Note that other factors can also affect speed, specifically casting magic spells, and the higher the level of spell being cast, the longer it will take the spellcaster to recover.

## Resistances

A character's resistances determine their chance of avoiding particular elemental and mystical assaults such as poison or fire. Each character has resistances against: Magic, Fire, Cold, Elements, Mind, Paralysis, Poison, and even Death!

These resistances can be improved by increasing a character's Attributes, as well as equipping magic items with special powers of protection.

## CHARACTERISTICS

**Skills** are abilities and talents that a character may acquire which can be improved, and therefore their effectiveness increased. Many skills will improve automatically as the character performs actions using the specific skill. Other skills can only be improved by training in the guilds, or by applying Skill points when gaining new levels.

**Artifacts:** The ability to identify Artifacts and Items. The level of this skill determines the level of items the character can successfully identify.

**Athletics:** The ability to jump, swim, run, climb, and take falls.

**Axe:** The ability to make a successful strike using an Axe.

**Blessings:** The number of blessings the character can bestow on a single weapon or armor. This skill requires the character to have one or more Artifact spells in their spellbook. Blessings on Items may be done at any Town Temple.

**Bow:** The ability to make a successful strike shooting a Bow or Crossbow.

**Dagger:** The ability to make a successful strike using a Dagger.

**Deathstrike:** The ability to kill a monster with a single critical strike.

**Enchants:** The number of enchantments the character can bestow on a single weapon or armor. This skill requires the character to have one or more Artifact spells in their spellbook. Enchantments on Items may be done at any Town Magic Shoppe.

**Fiendcraft:** The highest level of Fiend magic spells the character can learn.

**Forge:** The ability to repair Weapons and Armors.

**Gallantry:** Improves the chance to make successful strikes using any weapon, and increases the damage dealt by any weapon.

**Incantation:** Improves the speed of the character to cast magic spells.

**Kung Fu:** The ability to fight using hands and feet as deadly weapons.

**Leadership:** Reduces the ability of monsters to make successful strikes on the character, reduces damage by hand weapons to the character, however the character is targeted more often.

**Mace:** The ability to make a successful strike using a Mace.

**Mooncraft:** The highest level of Moon magic spells the character can learn.

**Music:** The ability to play magical music instruments effectively.

**Pickpocket:** The ability to steal from monsters and other characters.

**Pole & Staff:** The ability to make a successful strike using a Pole or Staff.

**Prowess:** Improves the speed of the character to make strikes using weapons.

**Scout:** The ability to detect monsters in the area. If a monster is detected, a message will appear in the text window.

**Second Weapon:** The ability to make a second strike attempt using an accessory weapon. Characters cannot fight with two weapons without this skill.

**Shield:** The ability to block and fight using a shield.

**Sorcery:** The effective power level of magic spells cast by the character – the higher the Sorcery skill, the more powerful the spell.

**Spiritcraft:** The highest level of Spirit magic spells the character can learn.

**Stealth:** The ability to hide in shadows, make attacks and avoid detection by the monsters.

**Stonecraft:** The highest level of Stone magic spells the character can learn.

**Suncraft:** The highest level of Sun magic spells the character can learn.

**Sword:** The ability to make a successful strike using a Sword.

**Throwing:** The ability to make a successful strike throwing a hurled weapon.

**Traps & Locks:** The ability to disarm and open trapped Treasure Chests and Locks.

**Vinecraft:** The highest level of Vine magic spells the character can learn.

## TRAITS

**T**raits are special abilities that a character will gain by birth, role ascension, guild training, or adventuring. Most Traits are passive — once gained they are always in effect requiring no action. However some traits need to be activated using the Special Ability button, for example the Dragon Fire Trait grants the special ability to breathe fire on enemies and must be selected for the character's Action mode.

**Ancestral Guide:** Increases chance of making a successful strike.

**Ancient Lore:** Allows the character to Identify Artifacts and Items. The Artifacts skill determines the level of Item the character can successfully identify.

**Arcane Void:** All harmful magic spells affecting the character are reduced by 25%.

**Arm Of Argus:** Increases the amount of damage inflicted on monsters when making a successful strike with a hand weapon.

**Backstab:** If the character is invisible or hidden in shadows, any successful strike with a hand weapon will deal double damage.

**Berserk:** Increases all hand weapon damage to monsters by 25% and increases the chance of making a successful strike, but the character will receive 25% more damage from monster strikes with hand weapons.

**Blacksmith:** Allows the character to Repair Weapons and Armors. The Forge skill determines the level of Item the character can successfully repair.

**Bloodscent:** The character can sense nearby monsters. If a monster is scented, a message will appear in the text window.

**Boogreism:** The character is a Boogre creature. All Boogres gain 100 Hit Points, but magic spells are unreliable.

**Cabalist:** Allows the character to cast Blessings on Weapon and Armor Items. The Blessings skill determines how many blessings the character may bestow on a single item. The character must have one or more Artifact spells in their spellbook. The ritual for blessing an Artifact may be done at any Town Temple.

**Chi Master:** All magic spells are cast as if the character's Sorcery skill were two levels higher.

**Cloak Of Night:** Grants the special power to hide in shadows. A character hidden in shadows enjoys increased ability to make successful strikes, and reduces monster's ability to target or strike.

**Crusade:** The character earns double experience points for all undead monsters that they destroy.

**Deadfall:** The character takes less damage from falling.

**Divine Aura:** Grants a 50% resistance to death spells.

**Dodge:** Greatly reduces a monster's ability to make a successful strike on the character.

**Double Strike:** Allows the character to use an accessory weapon for an automatic second strike after a successful strike. The character's second weapon skill determines the character's ability with the accessory weapon.

**Dragon Fire:** Grants the special power to breathe fire on monsters.

**Enlightenment:** All skills are treated as if two levels higher.

**Evil Eye:** Grants the special power to cast a gaze attack on monsters.

**Firebrand:** Grants a 25% resistance to all fire damage.

**Fletcher:** If the character is equipped with range weapon missiles (arrows) the character will make new ones while not engaged in combat.

**Fury:** Grants a 10% chance to deal double damage, and 10% chance to receive double damage from all hand weapons.

**Giant Strike:** Grants a 25% chance to deal double damage from hand weapons.

**Gold Digger:** The character can find better Items and more Gold in Treasure Chests.

**Grave Bind:** Greatly hinders undead monsters attacking the character.

**Guardian Angel:** If the character has more than 1 hit point remaining, any damage that would kill the character instead reduces the character's hit points to 1.

**Guardian Ward:** Reduces all damage from weapons by 20%.

**Hawk's Brow:** Increases chance of striking target with all range weapons, and all missiles do 20% extra damage.

**Healer:** All healing spells that are cast by the character heal an extra 25% hit points.

**Heroic Legacy:** The character gains an additional Attribute Point when achieving new experience levels. This bonus is not applied when a character has changed Roles until the character advances to a level beyond the level of the previous Role.

**Invincible Will:** Grants a 25% resistance to mind spells and paralysis.

**Iron Lung:** The character consumes air 50% slower when swimming underwater.

**Ironmight:** Grants 10% extra damage from any hand weapon.

**Lethal Fist:** Grants 10% chance to kill a monster with a critical strike.

**Lucky Charm:** The character enjoys +10% resistance to all magical effects, and gains other additional special bonuses.

**Mana Seed:** The character regains all Mana 25% faster.

**Merchant:** The character can purchase Items at a reduced price, and sell Items at a higher price.

**Mercury's Heel:** Allows the character to move 20% faster.

**Mindspeak:** Grants a 25% resistance to being silenced.

**Musician:** The character can play musical instruments with magical abilities. The Music skill determines the character's ability when playing instruments.

**Natural Leader:** The ability to inspire others, automatically granting nearby party members combat bonuses to make successful strikes and avoid strikes of opponents.

**Nature's Keeper:** Greatly reduces creatures of the forest from attacking the character.

**Night Vision:** The character has improved vision in the dark.

**Noble Cause:** Increases chance of making a successful strike against undead monsters, and all increases all weapon damage to monsters by 20%.

**Oath Of Scrolls:** The character takes 20% less damage from all magic spells and 20% more damage from all hand weapons.

**Oath Of Swords:** The character takes 20% less damage from all hand weapons and 20% more damage from all magic spells.

**Occultist:** Allows the character to cast Enchantments on Weapon and Armor Items. The ENCHANTS skill determines how many enchantments the character may bestow on a single item. The character must have one or more Artifact spells in their spellbook. The ritual for enchanting an Artifact may be done at any Town Magic Shoppe.

**Quick Learner:** The character learns all skills 25% faster, and gains 10% more experience from killing monsters.

**Quickspeak:** The character casts all magic spells 20% faster.

**Regeneration:** The character heals at double the normal rate, and all healing spells cast on the character are doubled.

**Scroll Lore:** Any scrolls used by the character have a 50% chance of not being consumed so that they may be used again.

**Snakeskin:** Grants a 50% resistance to poison.

**Sneak:** Reduces chance of being targeted by monsters, reduces chance of being detected when hidden in shadows.

**Soul Bane:** Any undead creature that damages the character will take an equal amount of damage in return.

**Soul Drain:** The character heals up whenever destroying a monster. The amount of healing is proportional to the monster's total hit points.

**Spellfire:** Increases the power of all spells by 20%.

**Spirit Shield:** Increases armor rating by +4 when wearing Robes.

**Stunning Blow:** Grants the ability to stun a monster with a successful strike.

**Vampire Breath:** Grants the special power to breathe a chilling frost on monsters.

**Tiger Strike:** The character makes all weapon attacks 20% faster.

**Trickery:** Increases all thieving skills by 15%.

**Vampirism:** The character is a Vampire. A Vampire can no longer be healed with healing spells. All Vampires gain enhanced combat abilities at night, and suffer reduced combat abilities during the day. All Vampire's gain the special Vampire Bite power, and when making a successful strike using the Vampire Bite on red-blooded creatures, the Vampire character is healed up, and the monster may become paralyzed. The Vampire's thirst for blood slowly drains their hit points, forcing the Vampire to seek out new victims in order to heal.

**War Cry:** The character may cause monsters to become afraid after a successful strike is made, which reduces the monster's ability to fight.

## Character Advancement

As your characters adventure, solving quests and slaying monsters, they will gain Experience Points (EXP). Once a character has earned enough EXP they will gain a level and the potential to become more powerful. You can see how many EXP a character has and how many they need to advance in levels by going to the Journal under Character review. Each role requires a different amount of EXP to advance a level and each new level is harder to reach than the last.

Should a character take on a new elite role, their previous level will be frozen and their EXP total will be reset to zero – however they will keep all their old abilities and powers. From that point on they will advance within their new role gaining experience from first level again. There is a penalty to this newly accelerated advancement however; until the character surpasses the level they had in their old role, they will gain only minimal bonus at each level advance.

Once a character has earned enough EXP to gain a level a "Level" message will appear over their role icon. Go into Character Review and click on the new Level button under their portrait.

Whenever a character gains a level they gain several advances:

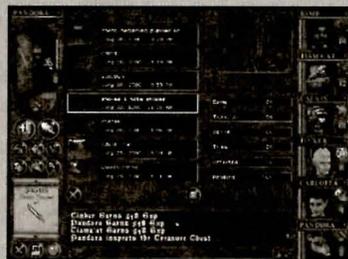
- Their Hit points increase. (Character Role and Fortitude determine this.)
- They gain new points to spend on Attributes. (This is affected by a number of things).
- They gain new points to spend on Skills. (This is greatly influenced by Intellect.)
- They may gain new spells. (If the character is a spellcaster and there are spells within the books of magic not already known, and they are of sufficient level and have great enough skill to cast, then they will be able to select one new spell for the character to learn with each level they gain.)
- The points for these various advances are spent in exactly the same way as they are during character generation.

## SAVING/RESTORING GAMES

To save or load games, click on the icon of the disk at the bottom of the screen. When out on adventure you can only save your games, in town you can only load a previously saved game. If you do not want to load a saved game (if, for example, your heroes are hopelessly lost), you can click the Revert Adventure button in the Inn to restore all of your heroes to the Inn in whatever state they were in the last time they were in Town, thereby forgetting everything that happened since then. This should only be used in cases where you don't have any save games more recent, or all of your save games seem to leave you in a hopeless pickle.

### To Save A Game While Adventuring In The World:

When you click the Save/Load button, a list of the seven savegame slots appears. If you have no savegames, all the slots will be blank. To save a game, highlight the slot you would like to save it into and click the disk icon. You will be prompted to name the saved game and asked for confirmation if you are overwriting a previously saved game. Once you have saved the game, click on the red X to return the game. This screen will also appear whenever you select the Quit Game option, asking if you would like to save the game before exiting.



**To Restore A Previously Saved Game While In Town:** Click on the disk icon in town. Each of the savegame slots will have the name you assigned it as well as the date and time you saved the game. On the right is a small window showing the last thing your adventurers were looking at, as well as a summary of their current health. Select the slot containing the save game you would like to load and click on the disk icon. Gameplay will resume from the exact point where you saved the game.

Note: Restoring a save game completely restores the entire state of the towns and world, erasing any actions you may have performed after you saved the game.

You do not need to save the game when your characters are in town, they are automatically recorded for you, and the world is preserved exactly as it was when you re-entered the town. You can return your characters to the

Inn, or you can simply quit the game and they will be returned to the Inn for you automatically. The next time you start the game, you can go to the Inn and they will be waiting there to begin their adventures once more.

If you are playing the game and decide you want to quit playing and restore a save game, select the Quit Game option and optionally bypass the Savegame screen, which will return you to town without your party. Your party is still out on an adventure, and you may click on Restore Savegame to resume playing from that point of progress. If you do not have a save game, go to the Inn and click on the Revert option, which will gather up your heroes, restoring them to the Inn and erasing all progress since they left town.

## Options Menus

To access the Options menus, click on the icon of a computer at the bottom of the Town or Adventure Screens. There are four Options menus to be selected: Graphics, Keyboard, Sound, and Game. You can switch between the different windows by clicking the buttons at the top of the screen. The Default button on all Options menus will set the options to same state they were in when you first installed the game. When you are finished changing your options, click on the red X to return to the game.

## Game Options

The Game Options menu allows you to adjust the settings of the game world to make your adventure easier or harder. In order for some options to take effect, you must restart the game, for example: Spawn Frequency, etc.

## Reset Adventures

This button clears all of the current adventures, including quests and guild ranking, and resets the game as if you had never played, but leaves your characters untouched with any experience and basic equipment they have gained. Any special quest items will be removed. You can use this button if you want to earn some experience with a group of heroes and then start playing again – making the start of the game far easier, or if you finish the game and want to play it again with different characters. Even if you Reset the Adventures, if you then restore a previous save game it will

undo any effect of the Reset Adventures. For this reason it is advised that you have at least one save game prior to Resetting the Adventures, just in case you decide later you didn't mean to do it.

## Basic Setting

This is a meta-control, which sets all the other controls. Use this drop-down menu to set all of the other controls simultaneously to preset levels.

## Spawn Frequency

This menu determines how often random monsters appear in the world. Set this to Often if you want to increase the chance of encountering enemies. Set it to Low to make the game easier.

## Monster Difficulty

This menu changes the monsters' hit points (toughness) and combat ability. The amount of experience you get for killing monsters on different difficulty levels does change, and the challenge you face will be altered.

## Safeguard Mode

This mode determines how your cursor reacts to NPCs. Some NPCs are hostile towards you and others are friendly. The different settings determine how quickly you can react to such NPCs:

**Safe**—You may only target NPCs with weapons or offensive magic if they are being actively hostile towards you. This prevents you from harming allies. Additionally, your characters will not take any proximity damage or effect from any of the spells that your party casts.

**Protected**—In this mode you may not attack NPCs until they assault you or you use the override key.

**Guarded**—You may not target non-hostile NPCs until they commit a hostile action or you use the override key. However once you have targeted a NPC you will always be able to attack them and others of their type.

**Deathmatch**—If you choose this option your cursor is always live, whether targeting a friendly or a hostile NPC. This means your character will commit whatever action you have chosen regardless of the consequences. For example, if your hero has fight selected as their action they will take a swing at the NPC even if they are friendly. Likewise if your Priest has Heal selected and is targeting a hostile monster they will cast this spell on the enemy if you click the left mouse button.

You can override any of the safeguard modes by holding down either CTRL key (the default Safemode Override key) when you click the mouse button over a target.

## Movement Arrows

This removes/displays a small movement arrow button pad in the Adventure window, which allows you to move your characters by mouse clicking on the on-screen buttons, bypassing the keyboard controls and normal movement controls using the left and right mouse buttons.

## Look/Move Cursors

This turns the special animated cursors for looking and moving with the mouse on or off.

## Game Speed

This slider adjusts the speed the game world moves under when in real-time mode, ranging from real-time (normal speed) to slow-time. You can use the Time key (default T) to automatically switch between the Time-Phase (turn-based mode) which is the default, and the real-time mode. The slider allows you fine control to adjust the game to meet your demands. If you set the slider all the way to slow time, and toggle real-time on, then real-time will be so slow that nothing will happen for a very long long time.

## Graphics Options

The Graphics Options menu allows you to alter the display parameters including enabling 3D acceleration (see Minimum System Requirements for details as to supported video cards.) Not all of these options are

available or function on all video cards. If you are having problems with the display, try setting some of these options to Low or Off to see if that improves performance. You can adjust the settings for Render Quality and Resolution, Lighting, MipMaps, View Distance, and Character Polygon and Texture detail. Most of the Graphics options will not take effect until the next time you launch the game.

If you are not familiar with the individual parameters on this page, it is suggested you only select the basic Graphic Setting (High, Medium, Low) and the Graphic Driver (either software or 3D card). Note that the Medium and Low settings are primarily for use on slower machines using the Software Driver, and will speed up game performance. Most of the settings are self-explanatory but there are two that require a little explanation.

The Driver menu determines if you are using a Direct3D hardware acceleration card or Software mode. This is highly dependent on your video card and you should try lowering the Graphics Setting or switching to Software mode (non-accelerated) if you are experiencing any problems.

MipMaps and Mip Detail refer to a process that stores in memory multiple copies of a textured bitmap at various resolutions, allowing the texture to appear smooth when the camera moves closer to or away from a surface. You'd see a high-resolution image when close to an object, for example, and a lower-resolution image when you move farther away from the object. (The word derives not from millions of instructions, but from *mulum in parvam*, or many in few.) MipMapping is not supported by all video cards and this option may not be available to you. By default, MipMapDetail will be set to Medium for the Software driver, and High for any 3D card driver.

## Keyboard Options

This menu allows you to alter the control scheme of the game to one you are most comfortable with.

NOTE: Certain keys are reserved and cannot be bound to game controls. These include Esc, Backspace, and the Alt keys. Look in the readme.txt file for any last minute changes or additions.

To change a control, click on the preset keys for the option you want to change, then, when the window appears, press the key you would like assigned to that function. Each game control can have two keys bound to it.

## Sound Options

The volume levels for all the sounds in the game are contained in these menus. A slider controls each option: moving the slider to the right increases the volume for that sound and to the left decreases it. If the slider is moved all the way to left then those sounds are silenced.

There are slider controls for Master volume, Music, Sound Effects, Speech, and Ambient sounds.

## SECTION III

### ADVENTURING

#### Adventure Window

The adventure window is your main interface with the world of the Gael Serran. From within the adventure window you can see the surrounding terrain, search for treasure, engage NPCs in combat or conversation, and do all the other things a band of stalwart adventurers needs to do. To interact with anything within the adventure window simply left-click on it and your currently selected character will attempt to perform an action upon it. Whether this succeeds or fails depends on their attributes and skills as well as the abilities of the character they are targeting.

Whenever the cursor comes to rest over an object or character in the adventure window which can be acted upon, its name will be displayed. This will allow you to distinguish between types of the same creature (for example, a Troll warrior and a Troll shaman) as well as identifying unusual objects.

On the left side of the adventure window is a 3D character figure model showing your currently selected character in all their glory and a summary of their health and mana. Below this are the Action buttons with which you can choose that character's Action, and a Parchment Scroll display showing their currently selected Action mode, along with useful information.

Below the adventure window is the text box where messages are relayed to you including combat effects and descriptions of the world through which you are passing, along with any conversations with NPC characters.

To the right of the adventure window are up to six portraits of the characters currently in your adventuring party; the Party Roster. To select each individual character, left-click on their portrait. To review the character's inventory and other details, right-click on their portrait. If you want to target a character in the roster with an Action, such as casting a healing spell or using a potion on them, you will need to hold down the Ctrl key and then left-click on their portrait. The Ctrl key means that you want to target the character with an Action, instead of selecting them.

#### Character Models and Portraits

On the left of the Adventure Window is a 3D model of your currently active character. On the right are the portraits of all the characters active in your adventuring band.

**Name:** The hero's name is prominently displayed above their portrait.

**Role Icon:** This icon tells you, at a glance, which role the character is currently pursuing.

**Shield:** The shield icon shows the character's armor protection. The higher the number, the better protected is the character.

**Hits Bar:** The green bar shows how many hit points this hero has. As the character becomes wounded the bar will drop and its color changes from green to yellow, then orange, and finally red. If the bar is red you need to heal that hero quickly! You can see the hero's actual remaining hit points whenever you point the mouse over their portrait while adventuring.

**Stamina Bar/Mana Bar:** The blue bar is a dual purpose bar. When in Magic Action mode, it shows the hero's stored magical energy (mana) for the book of magic of the spell that is currently selected. Each book of magic has its own allocation of mana, which can only be used to cast spells in that particular book. When the bar is depleted the character will not be able to cast any more spells from that book of magic and you will need to choose a spell from a different book. If the character is not a spellcaster, or is not in Magic mode, then the blue bar will show the character's current stamina. Typically, your character will perform normal fighting Actions as a well-trained hero, and their stamina will always be near full. However, performing special Actions such as Breathing Fire (requires the Dragon Fire Trait) or playing a Musical Instrument will drain their stamina. Once your character is tired, he or she will no longer be able to perform the special action reliably. Both Mana and Stamina replenish naturally while the character is traveling about the land, as long as he or she is not engaged in combat.

Below the 3D character figure model are left and right arrow keys that allow you to scroll between party members rather than having to click on their Portrait to select them. These buttons are very handy when reviewing a character's inventory, for example, and scrolling through the different characters to see which character may have a particular item, etc.

The same information for the 3D character figure model is reproduced on the right of the screen where you see all of the characters in the Party Roster. To make a hero your active character, simply left-click on their portrait. To go into a character's inventory screen, right-click on their portrait. To change the order of characters in your party roster, you can left-click and hold down the mouse button on their nameplate, and drag their portrait to the new position. The order of your party is important, because character's closer to the top of the order are targeted more often by the monsters!

Any spells, poisons, or disease that are affecting a character will be displayed as icons over their portrait. If the character is slain their portrait will be replaced by a skull. Time to use powerful magic to resurrect them or visit the Temple!

## Action Buttons

Below the 3D character figure models are the Action buttons that allow you to choose your hero's current Action mode. Their current setting is displayed in the Parchment Scroll display below the Action buttons. When more than one option is available for the Action mode, you can scroll between the various options using the Scroll Up/Down buttons at the top and bottom of the Scroll display.

**Fight Button**—This sets your character into Fight mode, and they will use their equipped weapons when attacking the monsters. If they do not have a weapon equipped, they will use their fists. If you left-click on a foe, your character will automatically strike at them using either their melee or ranged weapon, depending on the distance between the character and their targeted enemy. The game will automatically determine which weapon your character needs to use and switch to that weapon for you, the hand-to-hand melee weapon if your character is standing close enough, or the ranged weapon (if they have one equipped) if they are not. If you click the Fight button a second time the character inventory screen will appear allowing you to check and change their equipment. You can scroll between different weapons (for example a bow and a sword) by using the Scroll Up/Down buttons on the Parchment Scroll display.

**Magic Button**—This sets your character into Magic mode, ready to cast a spell. If your hero has no spell selected (or if you click the Magic button a second time) the character spellbook will come up allowing you to select a

spell to cast. You may also scroll through your most recently selected spells (spells that you have already selected from the spellbook screen) by using the Scroll Up/Down buttons on the Parchment Scroll display.

**Steal**—This option is usable by characters with the Pickpocket skill. When your character is in Steal mode, the character will attempt to steal gold or items from the targeted NPC. If they succeed, they will gain an item from the NPC, but if they are noticed, they will anger the NPC. With a high enough skill in Pickpocket it is possible to steal from friendly NPCs without them noticing and attacking you.

**Talk**—This button sets the character in Talk mode and brings up a list of possible words relevant to any nearby NPC characters in the Parchment Scroll display. You only need to click on a word and then left-click on a targeted NPC. You may also type in a word or sentence if it is not in your list of words. Instead of clicking on the target NPC, and you can just press the Enter key and the game will direct your conversation to the nearest NPC. Keywords that you have not yet spoken to the NPC will appear in blue.

All friendly NPCs will usually respond to Hail, Goodbye, and Trade. For trading with the NPC, if the NPC has any goods they wish to trade, an item will appear in the Parchment Scroll display. You may scroll through different items the NPC has for sale by using the Scroll Up/Down buttons on the Parchment Scroll display. When you see something you wish to buy, click on the targeted NPC and your character will exchange gold with them for the item. You may also sell items you are carrying to the NPC by clicking on the Sell option at the bottom of the Parchment Scroll display. You can scroll through your inventory using the Scroll Up/Down buttons, and click on the targeted NPC to complete the deal. Note that you may not sell items that are currently equipped. Sometimes an NPC will ask a question and desire a specific answer from your character. A list of replies will appear in the Parchment Scroll display. Click on the response you think is most appropriate. Often, such questions merely require a Yes/No response, such as when you are offered a quest in one of the Town shops or guilds.

**Use/Give**—This button brings up the use/give interface in the Parchment Scroll display. This is how you will use items in the game, such as opening locks with keys, feeding potions to the wounded, or spraying your enemies with magical powders. Click on Use Action and select an item to use with

the Scroll Up/Down buttons in the Parchment Scroll display (perhaps a healing potion on one of your heroes, a poison bomb on your enemies). When you have the correct item selected, you only need to left-click on the target. Remember, if you want to target another character in the Roster Window, you must hold down the Ctrl key first. You may give an item to someone instead of using it on them by selecting the Give option at the bottom of the Parchment Scroll display. Scroll through the objects in your inventory using the Scroll Up/Down buttons and target the NPC or character portrait (holding down the CTRL key) to give them the item.

**Carry**—This option allows your character to pick up and maneuver objects such as crates and barrels (but not other characters or monsters!). If you can reach the object and it is not too heavy or too bulky, you can carry it to a new position, and even stack it on top of other objects. To drop the object being carried, left-click on it again and it will be released, or click on a different Action button.

**Special**—This button brings up a list of any Special Actions the character is entitled to perform, specifically associated with special Traits the character may possess (if any). You can click on the Special Action button repeatedly to scroll through the active Special Powers the character possesses. Any Special Actions or Abilities that are performed on your own character (such as Hiding In Shadows) requires you to hold down the CTRL key and then left-click on the intended target to invoke the Special Action.

**Map**—This button brings up the mini-map in the Parchment Scroll display. To see the full map of everything in the scene you have explored so far, click on this button for a second time. If you click on a target in the Adventure Window, your character will automatically switch over to Fight Action mode and launch a melee attack (on an enemy) or pick it up an item (if it is an object), removing them from Mapping Action mode.

## Parchment Scroll Display

The Parchment Scroll display is directly beneath the Action Buttons, and shows useful information about the Action mode of the character, such as the currently selected magic spell or the weapon they are using. Directly on top of and at the bottom of the Scroll display are the Scroll Up/Down buttons. You can use these buttons to page through various options for the

Action mode. For example, the game remembers the last five magic spells you cast, and instead of having to go to your spellbook each time you want to cast a different spell, you can click on the Scroll Up/Down button to select a different spell that had been recently cast or selected. The number that appears in the Scroll when in Magic mode indicates how many of the selected spells your character can cast with their amount of remaining mana. If your character is in Fight Action mode, and equipped with both a ranged weapon and a hand-to-hand weapon, the game will automatically choose the appropriate weapon to use based upon proximity of the target, although you may still use the Scroll Up/Down buttons to specifically set either weapon as a default. When trading with NPC characters, or using or giving items from your character's inventory, the Scroll Up/Down buttons will page through the different items.

Sometimes there are optional settings within an Action mode, such as the Use/Give setting. When your character is in Use Action mode, you may click on the Give setting in the Scroll display to change the Action mode to Give An Item rather than Use An Item. This will allow you to quickly scroll through any item in your character's inventory so they can give it to someone else. To use or give an item to someone, you only need to left-click on the target once the item is on display (be sure to hold down the CTRL key if you are targeting one of the characters in your party).

## Movement and Interaction

You can move around the Gael Serran and interact with its inhabitants by using either the mouse or the keyboard, or a combination of both. In general, your mouse cursor will change appearance depending on what it rests over. If the cursor becomes a red targeting circle, it is over an enemy that can be attacked; if it is blue, then it is over a friendly character or an object that can be manipulated.

## Movement

You can move about the world in the adventure window using either the mouse or keyboard control.

To use the mouse to move (by default), hold down the right mouse button over the location you want your party to walk towards. The cursor will change to "walking feet" and your characters will move forward. If you

keep the button held down, your party will continue to walk forward until you release it, so you can cover a great detail of terrain fairly quickly. If you want or need to move faster, you can hold down the Run key (SHIFT by default) to sprint around the world. Be careful you do not stumble into a situation you cannot handle!

If you are not sure where you want to go, you can hold down the left mouse button and you can freely look about the world. Note that you can only use the free look control as long as you are not pointing at a target, so be sure to point away from them if you want to look around rather than targeting them with your current action!

You can also use the keyboard to move, and there may be times in which you will appreciate the greater flexibility keyboard commands give you. The basic controls for moving are very similar to the mouse controls: you can move forward, backward, and turn left and right by depressing the appropriate keys on the NumPad. In addition to these basic controls you can also sidestep to dodge spells or blows in combat, run, and even jump! The default keys for side-stepping are the left and right arrow keys next to the NumPad keys. The default key for jumping, climbing, and swimming up is the NumPad 0 (zero) key. The default key for Running is to hold down the SHIFT key. These keyboard action controls are listed in the back of the manual and you can re-assign the default keys to make yourself comfortable.

Many obstacles in the world can simply be moved around by pushing them, others may need to be carried out of your way by using the Carry Action mode.

There is also a small movement button pad that can be used to move and look around which can be turned on from the Game Options page. This is for people more familiar with this type of movement control, common to computer role-playing games in the past.

## Talking

To talk to a NPC, simply move close to them and click on the Talk Action button. Some NPCs will initiate conversation with you, perhaps even asking you a question! When a character is in Talk Action mode, a list of relevant topics and words will appear in the Parchment Scroll display. Some of these words will be general which you can say to anyone, and

others may only be understood by the specific NPC your character is talking to. Simply click on a word in the list and press Enter or click on the NPC to say it to them. You may also type in a word or sentence if you want to ask about something that isn't in your word list. Any new words that you have not yet asked about will appear in blue letters.

You can end a conversation at any time by saying "goodbye," or simply moving away from the NPC. Most NPCs will not react badly to such abrupt ends to conversations.

Many NPCs will also respond to a Trade request. If they have objects to trade, the Parchment Scroll display will show the items they have available for sale. You can use the Scroll Up/Down buttons to page through the list of available items. If you see something you want and have enough gold to purchase it, click on the NPC to complete the deal. You may sell items in your inventory that you wish to get rid of by clicking on the Sell option in the Parchment Scroll display. Use the Scroll Up/Down buttons to page through any items that you can sell from your inventory. Note that you may not sell any items that are equipped.

## Picking Up Objects and Throwing Switches & Buttons

In general you can interact with the game world by simply clicking on an object in the adventure window. If the target is an item that can be picked up, it will be automatically added to the character's inventory. (Some objects, such as potions and arrows, will be automatically picked up and gathered if the currently selected character already has any of those items in their possession.) If the target object is a lever or button, clicking on it will push, pull, or otherwise manipulate it into operation. If the target requires some sort of additional item in order to activate it, you will receive a message in the text window.

If you need to use an item from a character's inventory on an object in the adventure window (such as using a key on a lock), click on the Use/Give Action button. Scroll through the available items in your inventory using the Scroll Up/Down buttons until you see the item you want to use, then click on the target object in the adventure window that you want to use the item on. A good example of such an action would be opening a locked door with a key; select the specific key to use and then click on the door's lock.

## Locks and Traps

To pick a lock, break open a chest, or otherwise get past the security, simply click on the object in the adventure window. The Disarm Trap window will come up detailing the difficulty of the task (ranging from easy to intricate), the presence of any traps, as well as a timer bar and an image of the mechanisms within the lock or trap. Whenever your character attempts to open a lock or disarm a trap, the timer bar will decrease and one of the mechanisms will blink, indicating your character is attempting to deactivate that device. Each device will turn either black or gold. Each trap or lock has different components which are important to it. Mechanisms that turn gold are important, ones that turn black are not. You can learn the different mechanisms associated with each type of trap to better determine whether your character is doing well in their attempt to open it. If the timer bar runs out before the character successfully disarms the trap or opens the lock, any traps will probably explode, possibly damaging them and any other characters standing nearby. You should carefully watch the timer bar, because once it gets into the red zone, it may accidentally go off anyway.

The easiest way to open a lock is to get a Rogue or other character in your party with Locks & Traps skill to attempt to pick the lock. To do this, click on the lock and then the Pick Lock button. The chance of success will depend on the character's skill in Locks & Traps. You can also attempt to use brute force to simply bash a lock in. Pick a strong character (preferably one with lots of hit points in case of a trap!), click on the lock, and select the Bash option.

Should either of these methods fail, any traps may be set off (much to the detriment of the Rogue and possibly the rest of the party as well) and the lock may become jammed, making it harder to open. It is often best to abort an attempt (click on the STOP button) if you feel your character is about to fail.

If you believe none of your characters can open the lock using just their skill or strength, you can also use a Lockpick, if you have one, to try and automatically open the lock. The number of stars on the lock display is a general indication of the level of lockpick you will need to successfully open it. Simply choose a Lockpick in the Use/Give Action mode and click on the chest or lock. The Lockpick will be used up, and if you are successful, the chest will safely open. Rogues and character's with Locks

& Picks skill are far more likely to succeed at this task than other characters, because the Locks & Traps skill of the character is combined with the level of the Lockpick to determine success or failure.

## Combat and Fighting

Combat will begin whenever a hostile enemy approaches your party; at this point the game moves into its phased combat mode. Rather than being able to select any character at any time, each character will be able to act and react depending on their speed and the action they are undertaking. Whenever you point the cursor over an NPC or monster, a bar will appear below their name indicating their current hit points -- the longer the bar is the more damage it will take to put them down!

To target an enemy, simply left-click over them in the adventure window. Your current character will initiate whatever Action mode they are in, whether it be fire an arrow, swing their sword, or cast a magic spell. Your characters will automatically switch between any ranged weapons (for example, bows & arrows) and hand-to-hand melee weapons (for example, swords) that they have equipped, depending on the proximity range between the character and the target. Each character will need a short time to recover after taking an action before they can make another action (a few seconds between sword swings, but much longer after high level magic spells) and while they are recovering, their portrait is grayed-out indicating they are not available. The game will automatically select the next available character for you that can take action.

Wizards & Warriors utilizes a unique time phasing system, called appropriately enough Adaptive Time-Phasing. When you stop to do something such as think about strategy or choose a new magic spell from your spellbook, the game automatically stops as well. Once you have decided upon your actions and you feel ready to start zapping the monsters as fast as you can, the game will automatically run in effective real-time -- however, the moment you stop again, the game will stop with you and wait for you to take further action. This allows you to take all the time you want to choose combat options and make decisions, a la turn-based style, but when you are ready to move along and pick up the pace, so does the game. This is necessary because the player can create and control up to six PC at one time. Clearly it is beyond the ability of most of us to make effective decisions for more than one character at a time, and hence time-phasing.

If you want to try your hand at real-time combat without time-phasing, simply press the T key to toggle between Time-Phase and Real-Time. Good luck.

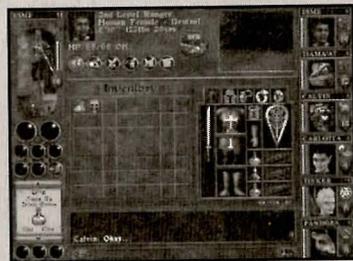
You can slow down the pace of the real-time mode by going into the Game Options menu. The slower the setting, the slower the monsters will act in real-time mode, and the more time you will have to fight against them. While you are in Time-Phase mode, the time-phase control setting has no effect.

## Character Review

You can review each character in turn by right-clicking on their portrait, or clicking on the Character Review button in Town. Along the top of the screen are six Option buttons: Inventory, Magic, Stats, Skills, Journal, and Map. Each of these is described below.

## Inventory Management

Each character in your party has a separate inventory to manage. This is displayed as a "paper doll" with your backpack inventory on the left and a representation of your hero's body on the right. To equip an item, click on it to pick it up and simply click on the appropriate spot on the body diagram.



The areas in which you can equip an item will highlight in green once you have an item selected. Generally speaking, you can only have one type of each equipment item equipped: one pair of boots and one helmet, for example. The exceptions to this rule are small items like rings and ammo for your ranged attacks, and you may equip something in each hand (unless an item requires both hands to equip). If one or more of your equipment slots is highlighted in red, it means that the item has been damaged and needs repairing.

You may right-click on any item in your inventory or that is equipped to see more information about the item. If the item has been identified (either in the Shops or by a character with Artifacts skill), you will see a detailed description about the item. You will have option buttons for

different actions you can do with the item, such as dropping it, reading it (if it contains a message), invoking it (if it contains a special invoke-able power), or grouping similar items or divvying items into separate groups, etc. You should always check the Item Detail by right-clicking on the item when you first obtain it, so that you can see if it has any special properties.

There are several special equipment slots representing pockets, belt pouches, and other easy to access storage areas. There are three pouches just to the right of the character's legs: you can equip small items that you want readily at hand here such as potions or scrolls. (These items will always appear first when you bring up the Use/Give Action menu.) Below the shield/accessory weapon box are three slots for ammunition. You can equip arrows, crossbow bolts, throwing knives, and the like here so that you can quickly reload your bow or grab another hurled weapon.

Some items preclude equipping other items. For example, the character's shield slot can hold either a shield or a ranged missile weapon such as a bow, or a second accessory weapon, but only one of these. Likewise if a character is wielding a two-handed weapon, they will not be able to equip either a shield or a bow. If you are trying to equip an item, weapon, or shield and you appear to have an empty box but you can't equip it, check to see if the item is Restricted (meaning that your character isn't allowed to equip it) or requires both hands free to equip it.

To give an item to another of your heroes, simply click on the item to pick it up and then drag it onto that character's portrait and left-click. (To give an item to an NPC you will have to use the Use/Give Action button.) If an item you want to trade is equipped, you will have to unequip it first.

Each character can only carry a certain amount of weight before they suffer penalties to their abilities—this is determined by their Strength, Fortitude and overall stature (pixies can carry less than humans, for example). The amount of weight a character is carrying as well as the maximum they can carry without becoming encumbered is shown beneath the paper doll. If the number is yellow or red, the character is encumbered and will suffer combat penalties until they lighten the load. If one of your characters seems to miss a lot and in general do very poorly in combat, check to see if they are overloaded, and if so, drop or give away some of the heavier items.

## Spells and Magic

The Spellbook button of Character Review brings a list of all the books of magic a character knows. Clicking on each book will bring up the list of individual spells they know within that book as well as the character's mana total. A character's mana total is separate for each book; a Priest could cast several Heal spells (from Spiritcraft) and use up all Spirit Mana, but still be able to cast Haste (from Vinecraft) for example.

Whenever a character casts a spell, their mana pool is drained depending on the power of the spell they cast. Thus sorcerers will often face a choice of using one powerful spell or several smaller ones to accomplish their aims. In addition, the higher the level of spell being cast, the more time it takes for the spellcaster to recover in order to cast another spell. Thus, while the higher level spells tend to be far more powerful, they require much more mana, and your character can't cast the next spell for a longer period of time.

## Learning New Spells

The player may learn magic spells of a given level when their skill in the specific book of magic reaches that level and their own experience level is equal to or greater than that level. For example: a Level 8 Paladin with Level 3 Spiritcraft may learn Spirit spells up to Level 3. A Level 2 Paladin with Level 5 Spiritcraft may only learn Spirit spells up to Level 2. Every time a character gains a level, if there are spells they can learn and do not know, and they possess the requisite skills, they will be prompted to choose a new spell to add to their spellbook.

Note: Because changing Roles will reset the character's experience level to Level 1, the character will be limited to choosing level 1 spells until they achieve the next experience level, even if their current skill in the book of magic is higher.

## Power of Cast Spells

The power and duration of most magic spells is determined by the Sorcery skill. The power of a spell can be estimated to roughly double for every ten levels of skill. For example: a Wizard with Level 5 Sorcery will cast a Burn spell that does 50% more damage than a Wizard with Sorcery Level 1; a Priest with Level 10 Sorcery will cast Heal spells that heal twice as many hit points.

## Targeted Spells

To cast a spell you must first select the spell from your spellbook. Click on the Magic Action button to bring up the spellbook. If you already have a magic spell ready, and want to select another one from your spellbook, simply right-click on the spellbook again. Click on the appropriate Book of Magic in your spellbook, and then click on the spell to select it. You will see the spell on the Parchment Scroll display beneath the Action buttons, along with the number of those spells you can cast with your current amount of available mana. You may use the Scroll Up/Down buttons to page through a list of your most recently selected spells rather than having to go back to the spellbook to re-select commonly used spells.

All spells are targeted on some character or object in the game. The game will not let you cast spells on illegal targets. Depending on what the intended target is for a specific spell, the cursor will change to either blue for helpful spells or red for harmful ones.

To target a monster with a spell, simply point the mouse at the monster on the screen. If it is a hostile monster, you may click the left mouse button to cast the readied magic spell. If the monster is an NPC character that may be friendly, the mouse cursor will indicate you must hold down the CTRL key (the Safemode Override key) to target the NPC. This is to avoid accidentally attacking a friendly character. Once you have targeted a creature with a hostile action by holding down the CTRL key and left-clicking on the target, or if the monster should attack you first, then you will no longer be required to hold down the CTRL key to target that character. Offensive spells will display a red targeting cursor. If you target a nearby enemy with a spell that has an area effect, your party may be caught in the blast. Be careful!

To target a PC character in your party with a spell (or any other action), you must hold down the CTRL key (the Safemode Override key) and left-click on the character you wish to target in the Party Roster on the right side of the screen. In general, a beneficial spell will display a blue targeting cursor.

To target an object with a spell, such as with Pry and Disarm Trap, simply point to the target object with the mouse and left-click to cast the spell.

## THE BOOKS OF MAGIC

There are six books of magic available for characters to learn in the Gael Serran. Each book represents magic spells of a common nature, centered on a quasi-elemental affinity. Different character roles have access to different books for magic; for example, Wizards can learn spells from Sun and Stonecraft, and should the Wizard become a Warlock, he or she will be able to add Fiend and Moon spells to their repertoire.

### The Magic Spells

#### Spirit Spells

##### LEVEL 1

**Bless:** Casts a blessing on all party members near the target. This improves the party members chance of making successful strikes against the monsters, and reduces the chance of monsters making successful strikes against the party members. Cumulative. Duration: 5 minutes.

**Heal:** Restores 4 - 14 Hit Points of damage to the target.

**Awaken:** Wakes up a target who is asleep. Because a sleeping character will not be able to attack, this spell can be very useful.

##### LEVEL 2

**Charm:** Attempts to charm a monster. If successful, the target should become passive and stop attacking the party. This can be useful if the party accidentally gets into a fight with an NPC character also.

**Spirit Eye:** Invokes a magic eye which reveals nearby monsters, items, and targetable objects such as hidden buttons, etc., on the world map display when in Map Mode. Duration: 5 minutes.

##### LEVEL 3

**Great Heal:** Restores 12 - 32 Hit Points of damage to the target. Also cures blindness and sickness.

**Mind Leech:** Attempts to read the mind of the target. This spell is only useful on NPC characters that can talk.

**Dispel Undead:** Does 4 - 10 points of damage to any undead monsters near the target.

##### LEVEL 4

**Heroic Might:** Bestows superhuman abilities on the target, greatly increasing chance of successful strikes and the damage of the strikes, and reduces the monsters chance to hit and do damage to the target. Removes all fear from the target.

**Force of Mind:** A powerful bolt of spiritual energy that inflicts up to 20 points of damage to the target.

##### LEVEL 5

**Resurrect:** The Resurrect spell will attempt to resurrect a target character that is dead. The chance of success is dependent upon the power of the caster and the Fortitude of the target. If the spell fails, the target may be reduced to Bones or Ash, requiring the Rebirth spell to then bring the target back to life.

**Healing Realm:** Restores 4 - 18 Hit Points of damage to all party members near the target.

##### LEVEL 6

**Restore Health:** Restores all Hit Points, bringing the target to full health. Also cures Blindness, Sickness, and Insanity.

**Dust To Dust:** Inflicts up to 250 points of damage to an undead monster.

##### LEVEL 7

**Rebirth:** Attempts to resurrect a target character that is dead, even if they are bones or ash. The chance of success is dependent upon the power of the caster and the Fortitude of the target. If the spell fails, the target may be reduced to bones or ash.

**Exorcism:** A powerful ritual that removes any Possession or Curse on the target and it, also cures Insanity.

**Artifact of Spirit:** This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Spirit Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

### Sun Spells

##### LEVEL 1

**Burn:** A small ball of fire that inflicts 4 - 9 points of damage to the target.

**Torchlight:** This spell creates a magical light that follows the target, equivalent to a torch. Cumulative. Duration: 10 minutes.

## LEVEL 2

**Blinding Flash:** A brilliant flash of light that blinds any monsters near the target, greatly reducing their chances of making successful strikes.

**Flamedrop:** This spell creates a small barrier of fire on the ground under the target. Any monster stepping into or near the fire suffers damage.

Duration: 15 seconds.

## LEVEL 3

**Illuminate:** This spell creates a powerful light around the target, illuminating the nearby ground or area equivalent to daylight.

Cumulative. Duration: 15 minutes.

**Flamestrike:** Hurls a powerful ball of fire that does 7 - 22 points of damage to all monsters near the target.

## LEVEL 4

**Dazzle:** A dazzling flash of chromatic lights that cause random effects on any monsters near the target.

**Reveal:** Attempts to reveal any invisible, hidden, or shadowed creatures near the target.

## LEVEL 5

**Dragon Breath:** Spews a flaming jet of fire at the target, inflicting up to 36 points of damage.

**Artifact of Fire:** This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Sun Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**Burning Haze:** Sends a giant flaming cloud of burning gas towards the target, inflicting heavy damage to any monsters caught inside the cloud or standing nearby. Duration: 20 seconds.

## LEVEL 6

**Incinerate:** A powerful blast of energy that inflicts up to 80 points of damage to the target.

**Magma Bomb:** A gargantuan blob of molten lava which explodes at the target doing 15 - 50 points of damage to any monsters within the blast zone.

## LEVEL 7

**Firestorm:** A hail of searing fireballs which rains down on the target and surrounding area, each fireball doing 7 - 22 points of damage to any creatures unfortunate enough to be standing underneath.

**Circle of Fire:** A massive wall of fire which fans out along the ground behind the target, forming a flaming barrier that inflicts heavy damage to any monsters standing within it or trying to move through it. When cast on a PC character the wall forms behind the party, protecting them against monsters assaulting from the rear.

## Moon Spells

### LEVEL 1

**Frighten:** Causes monsters near the target to become afraid, reducing their ability to avoid strikes from the party, and reducing their chances to make a successful strike.

**Nimble:** Greatly increases the target's ability to avoid strikes from attacking enemies. Cumulative. Duration: 5 minutes.

### LEVEL 2

**Sleep:** Creates an enchanting cloud of magical stars that causes any monsters near the target to fall asleep.

**Shadow:** Causes the target to become hidden in shadows, allowing the target to sneak up on the monsters and increasing the chance of a successful strike. If the target is hidden in shadows and has the Backstab Trait, any successful strike will deal double damage. A character hidden in shadows is also far less likely to be targeted by the monsters, and the monsters chance to make a successful strike is greatly reduced.

### LEVEL 3

**Silence:** Silences any monsters around the target, suppressing any magic spells they try to cast for as long as they remain silenced.

**Spectral Raven:** Creates an ethereal raven which flies to the target, inflicting 8 - 20 points of magical damage.

### LEVEL 4

**Freeze:** Creates a pillar of freezing gas beneath the target that deals 4 - 8 points of damage and paralyzes the target.

 Iceball: A hurtling ball of ice that blasts the target and nearby monsters with 10 - 30 points of damage.

Unsilence: Removes any silence spell in effect on the target, allowing the target to cast spells normally once again.

#### LEVEL 5

Frost Breath: Spews a chilling jet of icy frost at the target, dealing up to 32 points of damage and paralyzing the target.

Artifact of Ice: This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Moon Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

Invisibility: Causes all party members near the target to become invisible, allowing the party to move undetected. Any character that is invisible has a greatly increased chance of making a successful strike. If an invisible character has the Backstab Trait, any successful strike will deal double damage. Any monster that is able to detect and target an invisible character has a greatly reduced chance to make a successful strike.  
Duration: 2 minutes.

#### LEVEL 6

Vanish: Teleports the target to a random location nearby. This spell is useful for temporarily moving a target monster away from the party, or getting the party out of a critical situation.

Create Portal: This spell creates a magic portal in the world, which becomes the destination of any Teleport spell that is cast. Only one magic portal can exist within a given scene, and any subsequent Create Portal spell will terminate any previous portal. The portal is permanent, and once created, it does not need to be cast again in the scene unless a different destination is desired.

Teleport: Teleports the party to the magic portal in the scene created by the Create Portal spell. If no magic portal has been created, the Teleport spell will fail.

#### LEVEL 7

Icestorm: A hail of freezing iceballs which rains down on the target and surrounding area, each iceball doing 9 - 30 points of damage to any creatures unfortunate enough to be standing underneath.

 Hands of Time: Causes all monsters surrounding the target to become frozen in time, allowing the party to escape or attack without opposition.

Call of Home: This spell may only be cast outdoors. It will teleport the party back to the Town they last visited. It is also very useful when used in conjunction with the Create Portal and Teleport spells to enter Town and then return again to the original location in the world.

## Vine Spells

#### LEVEL 1

Slow: Causes the target to move and attack slower. Cumulative.

Repel: Causes monsters to avoid attacking the target. Cumulative.  
Duration: 5 minutes.

Stink Bomb: Creates a small cloud of stinking gas that causes the target to gag, disrupting their ability to attack.

#### LEVEL 2

Haste: This spell causes all party members near the target to move and attack faster. Cumulative. Duration: 5 minutes.

Venom Bite: Hurls a venomous attack at the target, injecting poison that drains the monster's hit points.

Lure: Causes monsters to attack the target party member. This spell will not make the monsters attack other monsters. It is useful to force monsters to attack stronger or better protected characters and leave weaker characters alone. Cumulative. Duration: 5 minutes.

#### LEVEL 3

Binding Force: Creates bands of magical energy that bind the target and prevent it from attacking.

Artifact of Vines: This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Vine Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

Pry: This spell may only be cast on a Treasure Chest or Lock. It will attempt to open the target object. If the object is trapped, the Pry spell usually sets the trap off. This spell is dependent upon the Sorcery skill of the caster, which determines how difficult a chest or lock the spell can open. The Pry spell can also be successful on locks that have become jammed.

#### LEVEL 4

**Toughen:** This spell increases the health of the target by adding 10 additional hit points. When the spell wears off, the target's hit points will be reduced to normal. Cumulative. Duration: 5 minutes.

**Cure Poison:** This spell cures any poison affecting the target.

**Unbind:** This spell removes all paralysis affecting the target, including paralysis from magic spells such as Binding Force.

#### LEVEL 5

**Locust Swarm:** This spell conjures a buzzing swarm of locusts to attack the target, dealing up to 20 points of damage to the target and surrounding monsters.

**Disarm Trap:** This spell may only be cast on a Treasure Chest or Lock, and is a more powerful version of the Pry spell. It will attempt to open the target object. Unlike the Pry spell, however, the Disarm Trap spell will usually not trigger any trap on the object. This spell is dependent upon the Sorcery skill of the caster, which determines how difficult a chest or lock the spell can open. The Disarm Trap spell can also be successful on locks that have become jammed.

**Poison Breath:** Spews a noxious jet of poison gas at the target, dealing up to 18 points of damage and poisoning or gagging the target.

#### LEVEL 6

**Cure:** Cures the target of any Poison, Blindness, Sickness, or Disease.

**Deadly Vapors:** Sends a giant toxic cloud of poison gas towards the target, inflicting damage and poisoning or gagging any monsters caught inside the cloud or standing nearby. Duration: 20 seconds.

**Breath of Air:** This spell takes half the hit points of the caster and replenishes the air of party members near the target. It is most useful when characters are underwater and are starting to drown.

#### LEVEL 7

**Whirling Dervish:** Launches a swirling tornado at the target, inflicting heavy damage to any monsters in its path.

**Vine of Life:** When this spell is cast upon a target, any damage dealt that would kill the target instead reduces the target's hit points to 1. The spell will end once it has prevented the target from dying in this way. Duration: 10 minutes.

## Stone Spells

#### LEVEL 1

**Shock:** Hurls a ball of electric sparks at the target dealing 4–9 points of damage.

**Armorplate:** Creates a thick magical armor plating around the target, reducing the chance of damage from strikes by the monsters. Cumulative. Duration: 5 minutes.

#### LEVEL 2

**Melt:** Causes the armor or hide of the target to soften, rendering it more vulnerable to damage from successful strikes.

**Zap:** Casts a bolt of magical energy at the target, inflicting up to 14 points of damage.

#### LEVEL 3

**Elemental Blast:** Hurls a ball of elemental energy at the target, doing 8–20 points of damage to any nearby monsters.

**Armored Realm:** Creates a magical armor around all party members near the target, reducing the chance of damage from strikes by the monsters. Cumulative. Duration: 5 minutes.

#### LEVEL 4

**Meteor:** Launches a sizzling meteor at the target, exploding with 9–30 points of damage to any nearby monsters.

**Artifact of Stone:** This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Stone Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

**Negate Magic:** This spell removes all enchantments on the target, including enchantments that are otherwise beneficial to the target. It is useful when a character has been enchanted with a harmful spell such as Slow, Weaken, or Melt, or for removing enchantments such as Lure and Repel.

#### LEVEL 5

**Merlin's Shield:** This spell creates a magical barrier around the target that blocks or reduces any magic spells that would otherwise affect the target. Cumulative. Duration: 1 minute.

**Lightning:** Casts a powerful bolt of Lightning that inflicts up to 48 points of damage to the target.

#### LEVEL 6

**Petrification:** Attempts to turn a monster into stone. If successful, the effect of this spell is permanent, and can only be reversed by the Stone To Flesh spell.

**Stone To Flesh:** Restores a target party member turned to stone back into flesh and blood.

**Lavawalk:** Allows the party members near the target to walk on Lava without taking any damage. Cumulative. Duration: 3 minutes.

#### LEVEL 7

**Meteorstorm:** A hail of sizzling meteors which rains down on the target and surrounding area, each meteor doing 12 - 48 points of damage to any creatures unfortunate enough to be standing underneath.

**Reflect Damage:** Creates a magical field around the target that causes any creature doing damage to the target to also take an equal amount of damage. Can be very powerful when used in combination with the Lure spell. Cumulative. Duration: 1 minute.

### Fiend Spells

#### LEVEL 1

**Bloodlust:** Imbues the target with a furious passion, increasing the chance for a successful strike that does extra damage, and reducing any monster's chance of making a successful strike. Cumulative. Duration: 5 minutes.

**Enfeeble:** Makes the target weak and feeble, greatly reducing its ability to fight or defend against attacks. Cumulative.

#### LEVEL 2

**Pain:** Invokes a searing wave of pain that inflicts 6 - 12 points of damage to the target.

**Blood To Gold:** May only be cast on oneself. This permanently reduces the number of hit points of the character by 1, and adds 50 gold pieces to the character's gold sack.

#### LEVEL 3

**Voice of Terror:** Invokes a screaming cry from the caster that paralyzes and invokes fear in any monsters near the target.

**Summon Creature:** Summons creatures of the forest to come aid the party and fight against the monsters. The type and number of creatures that appear are dependent upon the caster's Sorcery skill.

#### LEVEL 4

**Dementia:** Creates a wave of insanity that affects any monsters near the target. Insane creatures are out of control, and may attack each other.

**Frenzy:** Imbues the target with a ferocious rage, greatly increasing the chance for a successful strike that inflicts double damage. Any character that is Frenzied will also take double damage when hit by a successful strike from an opponent. Cumulative. Duration: 5 minutes.

**Demonic Fist:** Spawns a swirling fist of demonic energy that does 6 - 36 points of damage to the target.

#### LEVEL 5

**Summon Undead:** Summons undead creatures to come aid the party and fight against the monsters. The type and number of undead creatures that appear are dependent upon the caster's Sorcery skill.

**Face of Death:** This spell tries to kill the target outright, and may or may not be successful depending upon the toughness of the target.

#### LEVEL 6

**Twisted Master:** Takes possession of the target, causing it to join the party and fight against the monsters. When all nearby monsters have been defeated, the possessed creature will wander off looking for new enemies to kill until the spell expires. Cumulative. Duration: 5 minutes.

**Lifesteal:** A devastating spell that inflicts up to 36 points of demonic damage to the target, healing the caster by an equal amount of hit points.

**Artifact of Pain:** This spell is not cast. It is required to Enchant or Bless an Artifact with powers from the Fiend Magic Realm. The ritual is performed at any Magic Shoppe or Temple.

#### LEVEL 7

**Blood Bath:** The most dangerous magic spell in Wizards & Warriors, the Blood Bath spell spawns a fiendish hail of bloody gore from hell, taking half the hit points of the caster with each explosion and doing an equivalent amount of damage to the target and any nearby monsters. Note that this spell almost always proves fatal for the caster.

**Summon Fiend:** Summons a fiend from hell to come aid the party and fight against the monsters. The type and number of demonic creatures that appear are dependent upon the caster's Sorcery skill.

**Word of Death:** This spell will try to slay all monsters near the target outright.

## Special Spellcasting Notes

### Cumulative Spells

Some spells are cumulative, which means that casting the same spell a second time while the first spell is still in effect will either increase the power or effectiveness of the spell, or increase the duration of the spell. A good example of such a spell is Toughen which grants the target a temporary boost in hit points; each time you cast this spell on the same hero their total number of hit points will increase!

### Artifact Spells

Each book of magic contains an artifact spell; hence there is an Artifact of Spirit spell for Spiritcraft and an Artifact of Fire spell for Suncraft. These spells are not cast normally but rather used by an advanced character with either Cabalist or Occultist Trait and the corresponding requisite Bless or Enchant skill to create magic items in town. To perform the enchantment or blessing rituals on an item, once your character has the requisite skill, Artifact spell, and ability, visit the Magic Shoppe and click on the Enchant Button or the Temple and select the Bless button.

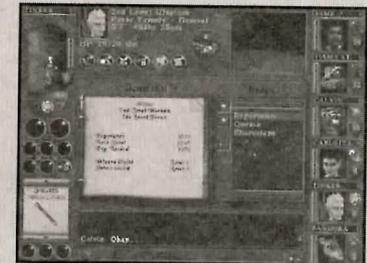
## Teleport Spells

There are three interlinked spells that allow you to travel great distances in the blink of an eye.

Call of Home will immediately return you to the Town you last visited. Create Portal is a special spell that sets the location that Teleport will return you to when cast. By combining these three spells you can use Create Portal to set a portal deep within the wilderness, use Call of Home to return to Town and then Teleport to return to your portal and continue exploring. The Call of Home spell can only be used outside, not in the depths of dungeons or buildings. There are also certain places that have protection against teleportation spells, and these spells will fail when cast from within such areas.

## The Journal

The Journal is a complete record of each character's achievements and conversations. The first page of the Journal shows the levels the character has achieved in all of their roles, their current Experience total and the amount they need to advance a level. The character's rank in each of the guilds they have joined is also displayed.

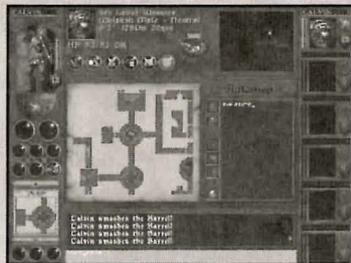


The other pages of the journal keep a complete log of every quest and conversation the character has been involved in. These pages quickly allow you to review all the pertinent information you need on your adventures. Any Quests that you receive from the Town Shops or Guilds will be listed under the Quests category in your Journal. Any Quests or conversations with NPC characters in the world will be listed under the Characters category in your Journal.

## Map Window

The map window displays a complete map of the territory you have explored in the region you are currently in. The areas that your party has visited are shown as colored areas representing the terrain or corridors

while unexplored regions remain blank. By using the map, you will be able to navigate about the world and avoid getting lost. Your party is represented by a small red arrow, pointing in the direction you are facing. North is always at the top of the map, East to the right, South at the bottom, and West to the left. You can always tell what direction your party is facing by looking at the red arrow in the Map Window (or clicking on Map Action mode to display the mini-map).



You can use the arrow keys to scroll the map around, or left-click on the borders of the map to scroll it with the mouse.

There are three different colored flags you can drop onto the map to leave custom notes: Red, Blue, or Green. Use a color scheme that makes sense for you. For example: Red for dangers, Blue for Treasure, and Green for areas to revisit. To drop a flag onto the map, press its appropriate flag button and drag it into place. While the flag is highlighted you can enter a short text reminder into the box to the right of the map. When you need to remove a flag, simply highlight it and click on the skull button. The flag will be deleted. To modify the text of a flag, simply click on it to select it and type in your changes to the text.

The plus and minus buttons allow you to zoom in and out of the map to get a clearer idea of your position and the surrounding area.

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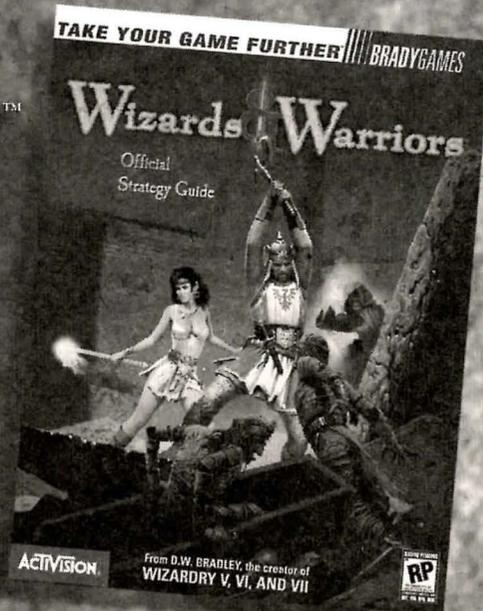
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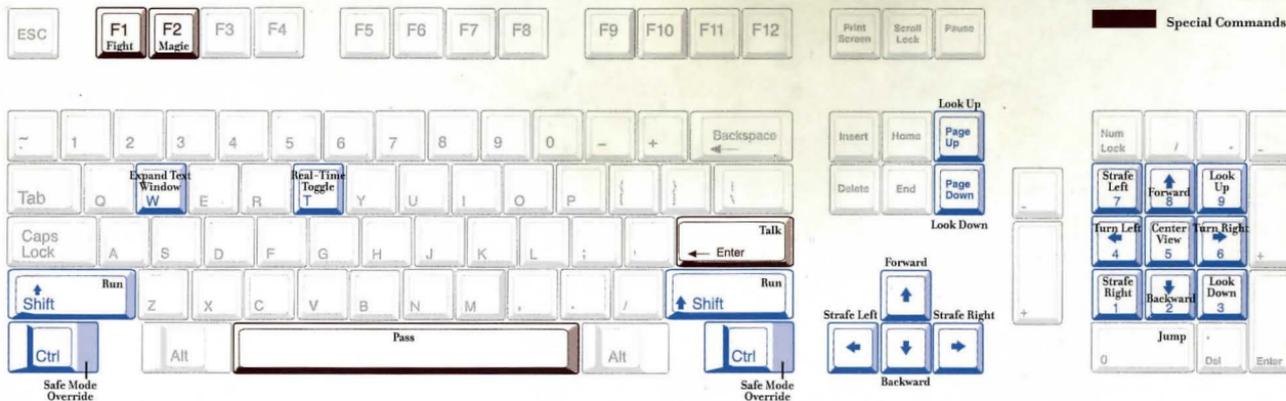
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# NOTES



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### DEFAULT MOUSE CONFIGURATION

- |                                  |  |
|----------------------------------|--|
| Look Around                      | Hold down left mouse button                            |
| Move                             | Hold down right mouse button                           |
| Attack                           | Left-Click on target                                   |
| Pick Up Item                     | Left-Click on item                                     |
| Item Details                     | While in the inventory screen, Right-Click on the item |
| Open Chest/Throw Switch, etc.    | Left-Click on it                                       |
| Cast Spell on Friendly Character | CTRL + Left-Click on target                            |
| Attack NPC (Guarded Mode)        | CTRL + Left-Click on target                            |
| Bring Up Inventory Screen        | Right-Click on Character Portrait                      |

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