the four crystals of trazere™

USER'S GUIDE

THE
FOUR CRYSTALS
OF TRAZERE™

User's Guide

Contents

Quick Start

This short introduction to gameplay will allow you to begin playing **The Four Crystals of Trazere** *immediately, without having read the remainder of the* **User's Guide**. *We do recommend, however, that you consult the* **Guide**, *as it contains helpful tips and instructions.*

At the first screen, press the spacebar to start a new game. Scroll through your characters by clicking on the **Next Character** bar. You may adjust your character stats by clicking on one or more of the gems below the character portrait. Click **OK** when your party is ready.

At the overhead map, your party is represented by a gold banner in the center of the screen. Use your mouse or keyboard to move the pointing arrow to the *Castle* icon just below your banner. The message box at the bottom of the screen will change to display *Treihadwyl— Heavily Defended*. Click on this icon, and you will see your banner move to the town. The screen will change to show the town interface. Select **Tavern**, and then **Talk with Barkeep**. Pay the 10 gold and he will tell you to visit the Guild. Click to remove the message, then click on the **X (Exit)** icon at the bottom right of the screen. Select **The Guild** and then **Enter Cellar** for the first dungeon. This is a good time to review the *Combat* and *Magic Spell System* sections of this manual.

To get into the first part of the dungeon, your Runemaster must cast a spell. Select your Runemaster by clicking on his plinth in the lower left corner of your screen. You will see a mixing bowl on the plinth on the right side of the *Rally* icon (the fist)—click on the mixing bowl.

Your first spell will be *Missile-Damage*. Select the *Arrow* (missile) icon in the upper right corner of the screen. Select the *Bat Wing* in the lower left. Click on the *Missile* icon in the center circle to create the missile component to the spell. Now select the *Lightning Bolt* (damage) icon from the upper right. Select the *Brimstone* just to the right of the *Bat Wing*. Click on the *Damage* icon in the center circle to create the damage component. Now click on the *Mixing Bowl* to the right of the screen that shows an arrow rotating around the bowl. This mixes the components of the spell together and, if successful, puts the spell in your spell book. Click on the *Scroll* in the upper left corner to see the

spells currently in use. You should see the first spell showing a *Missile-Damage* icon. Click on this spell, and then click a few times on the *Remix* icon (mixing bowl) on the parchment. This will mix several copies of the spell. Click a couple of times on the *Exit* icon in the lower right corner to return to the dungeon.

Move your Runemaster near the door at the top left of the room by clicking on the stone tile in front of the door. Choose **Cast Spell** and then click on your spell *Missile-Damage*. (You will see your Runemaster raise his hands as he prepares to cast the spell.) Click on the stone tile (marked with the Damage rune) in the uppermost corner of the room. The spell will detonate on the tile, and the door will slide open. Congratulations! The rest is up to you...

Prologue

The journey and clash you are about to enter upon may be the most exciting and dangerous one you have even taken. Those who are faint-hearted, weak or irresolute may want to stay behind as this captivating adventure is for the bold, strong and courageous only. Prepare yourself *now*, or it will be too late.

The Period

An unknown epoch during the Middle Ages, when barbarians invaded at will, cruel despots rose and fell, blood spilled across the land, and magic and mystery wove their spell.

It is a Time of Dread and Woe.

An evil stench has arisen in The land of Trazere, and the world is in chaos. A strange, powerful and ghastly entity as old as time itself has risen from its sleep, and has cast a pall over all humanity. Some unknown malevolent power has mutated the peoples of the Ancient Realm into hideous beasts. These beasts are roaming the land, slaying and despoiling all in their path, and nothing seems capable of stopping their wanton destruction.

The people cry out in fear and pain: "Why has our King forsaken us? Why does he not send the legions to scour the land of this foul pestilence? Where is our deliverance from this nefarious calamity? Who among men can save us?"

Only the stalwart men of the four keeps can save the Kingdom from evil, but surely even their great walls cannot hold forever!

The fate of the land of Trazere is now in your hands. It will take the outer limits of your creativity, imagination and concentration to succeed in this noble quest. As the gods would have it, you have four loyal companions to help you, along with a host of magic spells. Success will bring great reward, my friend. You will, in effect, join those select few who become a legend in their own lifetime.

We wish you well, brave adventurer, and good luck. You will need it.

Henceforth Came the Four Adventurers

From the North came a mighty Berserker. From the South emerged a learned Runemaster armed with magical spells. From the West came a Troubadour with magical songs, and from the East an Assassin, master of agility and stealth.

Could these be the heros to save the land? Or will they too fall as have so many before them? They come with amazing powers, but it will take their combined strengths and endurance to prevail against their horrific foes. Who are these four, and what skills do they bring to the battlefield?

The Character Classes

BERSERKERS

In the forbidding wastes of the far North live the Berserkers. They comprise a race of warriors without equal who never tire of slaying the minions of Chaos. In the heat of battle these heros of the Northern clans can enter a state of blood lust known as the "Berserker rage." This turns them into a wild and furious killing machines who foam at the mouth and are completely unstoppable until they have slain all of their foes.

TROUBADOURS

A Troubadour is a class of warrior/musician who travels from place to place hiring out as either fighter or entertainer, whichever is the most lucrative. The songs sung in battle by a Troubadour are ancient melodies steeped in magic that bolster characteristics like strength, speed or healing. This ability works on the whole party, not just on the singer (although the Troubadour is most strongly affected).

Some of the instruments found in the Ancient Realm have been boosted by the more traditional runic magic, making the Troubadour class extremely powerful at later levels.

ASSASSINS

To the east of the Ancient Realm lies the Empire of the Moon. Since this empire comprises numerous feuding provinces, it is thus not surprising that the way of the Assassin is a popular career choice for many young adventurers there. Assassins are highly trained fighters who specialize in the back attack. They can triple the damage they inflict when they attack from behind.

Heavy weapons, such as swords or staves are too cumbersome for the Assassin to inflict critical damage with, but small weapons like daggers are ideal. In addition to this lethal ability, assassins may invoke moon magic to turn themselves invisible by hiding in shadows.

RUNEMASTERS

All Runemasters must have served an apprenticeship under an older and more powerful mage known as a Mantric. When they have served their apprenticeship, the Mantric usually grants the would-be Runemaster the knowledge of a few runes. The Mantric then sends the apprenticer into the world, never to return.

The most potent form of magic in the Ancient Realm entails the use of these runes to cast spells. The Runemaster mixes arcane reagents in a bowl while invoking these runes to give them their astonishing power.

Runemasters may learn of new runes and their reagents by finding another Mantric who will sell them the knowledge. There's a rumor that a powerful Mantric known only as "The Ancient" lives in the mountains near the city of Treihadwyl.

The Monsters Awaken

As the chaos deity stirred in its sleep and dreamed its dreams of power, residual energies leaked into the material world and caused widespread mutations. These mutations took a wide variety of forms, from the great demonic shape of a Lord of Chaos, to creatures that seem at first glance to be entirely human. Only the pallid color of their skin or wild eyes betray them as to their hellish nature.

Monster Encounters

There are many different monster races to be encountered, hence any monster battles are referred to as Monster encounters. (See Combat Mode on how to fight monsters).

Note: Any characters who are not members of the party are referred to as monsters. These monsters will (without exception) attack the party at every opportunity.

A general rule when encountering monsters is: the smaller they are, the easier they are to kill. For example, Kobolds are tiny humanoid

creatures who like nothing better than to hang around the more powerful Orcs or Ratmen. The adventurers can usually kill them with a minimum of effort. Chaos Knights on the other hand are tall, heavily armored and exceedingly tough!

The consequence of the seeping Chaos power is not restricted to fighters. Runemasters (and even Mantrics) are also vulnerable to its influence. Intelligent and very dangerous magic-using monsters can be easily spotted by their tendency to wear flowing robes or shroud their faces under deep cowls. One can recognize them also by their constant attempts at trying to blast your party with spells rather than engage them in physical combat!

Getting Started

What to do When the Game has Loaded

After loading Disk 1, you will be asked to load in a **Saved Game** or start a **New Game**. You should press any key to start a **New Game** if you wish to start at the beginning. If you selected a **New Game**, you will see the *Party Selection* screen. This allows you to select your own four party members.

Creating Your Party

Each of the four members you choose must represent one of each of the four character classes, but may be assigned gender and attributes as you wish.

A *Male*
B *Female*

CURRENT CHARACTER CLASS

Here you'll see the currently selected character class title. This display changes whenever **Next Character** is selected.

THE CHARACTER PORTRAIT

You'll see displayed a graphic portrait of the currently selected character class. This changes whenever you select **Next Character** or the opposite **Gender**.

ABILITY SCORES

These values are unique to each character, and they determine his or her personal abilities. For example, a Berserker won't last long as a fighter if his/her strength is the lowest in the party. Likewise, a Runemaster won't be able to cast very strong spells if the intelligence value is too low.

For example, the Berserker described below has the following scores:

Af: 45 Df: 39 AC: +0
Str: 15 Int: 9
Dex: 14 Con: 14
Spd: 13 Luck: 6
Hits: 82 / 82

You can change the scores before you enter the game, but first you need to understand what they represent.

Af	**Attack Factor**	The Attack Factor shows how likely the character is to hit a monster during a fight.
Df	**Defense Factor**	The Defense Factor determines how likely the character will be to block or dodge a blow from a monster.
AC	**Armor Class**	This is a measure of the character's ability to withstand hits. Unlike other scores, the *lower* the number, the better the character is protected (e.g., AC: –5 is better than AC: +2).
Str	**Strength**	Strength is a measure of muscle power. It has a direct effect on how much damage the character inflicts on a monster, and it is also used in calculating the Attack Factor value.
Int	**Intelligence**	Intelligence affects the stength of magic spells cast either by the Runemaster, or the strength of any magic spells cast via magic items used by other characters.
Spd	**Speed**	Speed is a measure of the number of attacks the character can make on a monster. It also affects the speed at which each character reacts to the commands given to him/her via the Action Menu in the 3-D Dungeons.
Dex	**Dexterity**	Dexterity describes the agility of a character during a monster encounter. It is used in calculating the Attack and Defense Factor.
Con	**Constitution**	Constitution is a measure of a character's resistance to magical attack. It is also used in calculating the increase in hit points that is awarded to adventurers when their experience levels increase.
Lck	**Luck**	Luck, bestowed by the Gods, saves a character from a killing blow. Each time this happens, one luck point will be deducted from the character's Luck total. Luck can be increased by praying at Holy Temples (at a cost) or by the use of certain items from within the Dungeons. The color of a character's skull stack indicates the current Luck total (see *The Party* for more information).
Hits	**Hit Points**	This is a measure of the number of damaging blows a character can sustain in an encounter before he/she will die.

CHANGING THE ABILITY SCORES

The scores that you choose here will be the ones with which the characters will begin the game. These selection decisions should not be taken lightly. Your party of four will live or die by your choices.

To change the scores, you can select some or all of the *Element* icons displayed in the bottom left corner of the screen.

Note: If you select more than one element, the combination may have an unexpected effect. For example, mixing Fire and Water will not raise Dexterity twice.

THE FOUR ELEMENTS

When selected, these affect the ability scores. Some of the scores will increase while others will decrease. It is up to you which combination of elements you want to use.

Element	Boosts	Depletes
Earth	Str, Con, AC, Hits	Int, Spd, Dex
Fire	Dex, Spd, Int	AC, Hits, Str, Con
Air	Int, Spd, Dex	Con, AC, Str, Hits
Water	Con, AC, Hits, Str, Dex	Int, Spd

When changing the scores, you should keep in mind those scores which would best serve the class that you have selected.

- Berserkers need high scores in those abilities that would best serve them during an encounter with monsters.

- Troubadours require good scores in those abilities that would aid them in a fight.

- Assassins require good stealth and agility if they are to sneak up on a monster undetected.

- Runemasters require high scores in those abilities that enable them to be good at casting spells.

GENDER SELECT

You can choose male or female characters from each character class by selecting the *Male* or *Female* icon (*see page 7*).

RENAME

You can change character names if you wish, by typing in a first name, surname and home town.

When you are happy with the ability scores, the name and the gender of the first character, select another character. Wait until you've done all four party members, then click on **OK** to enter the game.

The right hand side of the message window is used for displaying runes indicating any continuous spells that are affecting that character, e.g., antimage or Bardish melodies.

Playing the Game

The Land Map

Moondy the 1st of Djinuary 1200
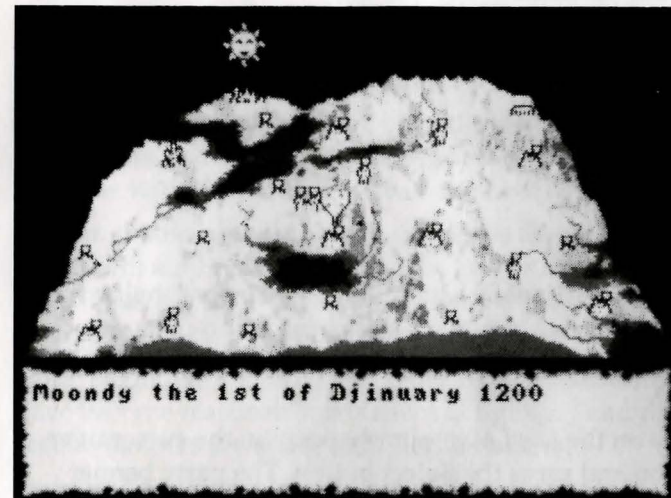
Whenever you select a **New Game,** the first thing you will see is the *Land Map of Trazere.* This map is also seen throughout the game whenever the party leaves one town, village or keep to visit another.

BANNERS

At the start of the quest, your party will be in the very middle of the Land Map. They are represented by a light-colored banner with five small crosses. After a short while, other banners will appear. These represent either soldiers (dark blue banner) from the various keeps attempting to protect the land from evil, or evil armies (red banners) attempting to take over Trazere.

Note: CGA PC owners will find that good banners are displayed in red and yellow, while evil banners are green, red and yellow.

Non-party banners (good or evil) all have different symbols on them. In the case of good banners, this lets you know which keep they are from. The symbols on the evil banner represent the strength of the

monsters in that army. For example, the symbol of the hawk represents the least powerful of the evil hordes. The mightiest army on the Land Map travels under the sign of the skull, and comprises an army of undead champions.

The comparative strengths of the evil banners are as follows:

Strength	Banner Symbol
1	Hawk
2	Writhing serpents
3	Evil Eye
4	Thunder flash
5	Claw
6	Moon
7	Chaos helm
8	Skull

LOCATIONS

The map shows every visitable location in the game. By moving the on-screen pointer onto a location, you will be informed of its name and how well it is defended. (This is displayed in the scroll at the bottom of the screen).

To move the party on the *Land Map*, simply position the cursor over the desired location and press the **Select** button. The party banner then sets off along a predetermined path to reach that location.

Note: The party may not visit any evil-occupied locations.

The speed at which the party moves around the map is determined by the type of steeds they have. Faster steeds can be bought from keeps.

BANNER ENCOUNTERS

While en route to a new location, your party may cross paths with a traveling enemy banner. If this happens, then they will enter into a Banner encounter. They will have the option to "Hide" or face the evil hordes. If they fail to hide successfully, or choose to fight, then the party will enter an outdoor *Dungeon* view. Here they will have to face the monsters en masse.

At this point, the style of gameplay will be similar to encounters within Dungeons (see *The Dungeons of Trazere* for more details), except that combat will be much more intense! If the party is traveling the *Land Map* at midnight when new enemy banners arrive, there is a chance that the party will be ambushed by the evil hordes.

If you click on the **Party** banner as it moves across the *Land Map*, then it will stop moving. When the banner is standing still, the party will automatically go into hiding. If a monster banner crosses the same path when this happens, the encounter will be avoided.

ESCAPING AN ENCOUNTER

You can run away from a Banner encounter once into the fight. Simply click on **Elliot the Dragon** (who usually draws the game map inside Dungeons). You will get away, but at a cost—your steeds will be left behind to be consumed by the hungry monsters!

WINNING A BANNER ENCOUNTER

Once all of the monsters have been destroyed, simply click on **Elliot the Dragon** to indicate that you want to leave the wilderness. Then continue with your journey across the *Land Map*.

Players should note that when you leave the wilderness, the party leader will automatically collect the bodies of any dead party members. If his/her inventory is full, then the bodies will be placed in any of the other remaining inventories.

Note: Beginners should try to avoid Banner encounters until they have become reasonably proficient at fighting, and remember that certain banners are easier to fight than others.

Fighting banners is a good way of getting masses of experience points quickly, if you survive long enough!

THE TIME OF DAY

Time goes by quite quickly when you are on the *Land Map* screen. The sun and moon will pass overhead to indicate a new day or night cycle. If you place the cursor in the scroll at the bottom of the screen, or anywhere else outside of the map, then the actual day and date will be displayed (in the traditional *Trazere Calendar* format). Every midnight, new enemy banners will stalk the land, and every day the surviving "good" banners will make their move.

The battle between good and evil banners will rage on without your direct intervention. However, after a few weeks have passed, the keeps will begin to run out of soldiers. You should pay donations of gold to them so that more soldiers can be recruited to continue the fight.

Time will pass by very slowly inside the Dungeons. The day and night cycle only occurs on the *Land Map* screen.

VILLAGES, TOWNS, AND KEEPS

Each one of these locations can have within it a number of other visitable areas, accessible via a menu system. Using this system is easy:

Each menu will give you a list of options. These will either be places to visit or things to do. Each option has a corresponding number next to it. To select an option, either press the relevant number on your keyboard or move the pointer over the option. Then press your **Select** button.

In answer to a question, select **Y** for Yes or **N** for No. To leave any menu and return to the previous one, press **Esc** on your keyboard.

Below the main window area is a panel which shows your four party members as individual face icons. The current leader is on the far left of the display. The inventory of the leader is displayed below this. For example:

A *Knapsack Icon*
B *Exit Icon*
C *Share Party Funds Icon*
D *Pool Party Funds Icon*

There are a couple of new icons displayed here which are not used anywhere else in the game:

Share Party Funds
This allows the total funds (gold) to be split evenly among the party.

Pool Party Funds
When you select this, it allows the leader to immediately collect *all* of the gold from the entire party. This is especially useful when the leader wishes to buy something, but he/she doesn't possess enough gold.

These icons are used whenever the party is in a location where trading is involved. For examples, see the following.

The Apothecary
This is a small shop that specializes in selling magical ingredients that are used only by the Runemaster. If the Runemaster is the currently selected leader, press **S** in the Apothecary to display his *Spell* screen. Then you can see which magical ingredients he is low on.

(Remember, the leader is the character whose face is displayed in the lower half of the screen on the left hand side).

Alternatively, once the Runemaster is the leader, select his face again to invoke his *Spell* screen. (The *Spell* screen is described in detail in the *Magic Spell System* section.)

Note: It does not matter who in the party does the actual buying, as the ingredients will be automatically transferred to the Runemaster's spell screen every time.

The Artificer
This shop buys and sells items that are not armor or weapon-related. Upon entering, you are given the options to buy or sell items:

- **Buy Items**
  Move the pointer up and down the list of items for sale to display their cost. To select an item to buy, press the appropriate number on your keyboard or move the pointer over that option and press the **Select** button.

- **Sell Items**
  Select an item from a character's inventory that you want to sell by moving the pointer over the object and pressing the **Select** button. The object will be highlighted. Now select (2) to offer the item for sale.

The Blacksmith
This man will buy and sell armor and weaponry in a similar fashion to the Artificer.

Prices will vary from location to location. You don't have to accept any offers made to you. By "shopping around," you can save or make money.

Holy Temples
These are important locations. Inside a temple you can choose to do one of the following: **Resurrect**, **Offer Prayer**, or **Buy Healing Potion**:

- **Resurrect**
  If any adventurers have been killed in a Dungeon, then you can bring their bones back here, and get them resurrected for free. Simply have the bones in someone else's inventory and select **1** to resurrect.

Offer Prayer

Each prayer costs 25 gold pieces. It is best to buy prayers in bulk (i.e., more than one at a time). Each prayer adds 1 to the adventurer's luck score.

Buy Healing Potion

You can buy Serpent potions which will restore character hit points when used.

The Tavern

Taverns are an important source of information and clues. When you enter a Tavern, two options are displayed: **Talk with the Barkeep** or **Talk to the Minstrel**.

- **Talking with the Barkeep**

  Barkeeps are good sources of gossip. Talking to them will cost you some money, but they won't always have something important or useful to tell you. Don't worry—you'll know when they are ripping you off! You should always visit a Tavern if you're not sure what you need to do next in the game.

  Note: If you have started a **New Game** and are a beginner, you should visit the Treihadwyl Tavern to be told where to go next.

- **Talking to the Minstrel**

  The Minstrel travels around the land as he pleases. If he's in the Tavern, you can buy songs from him. The Troubadour can use these within the Dungeons as Bardish Melodies.

The Exit Icon

This icon will exit the screen you are currently on *(see page 14)*. If there are no other screens to go to, the game will go back to the *Land Map* screen. Use it to leave any of the locations previously described.

There are other locations to visit on the Land Map as well.

The King

Seated on his throne in the castle, King Necrix III has become almost a recluse since the Chaos war started. He has instructed his guards to send away anyone not showing the correct documentation.

The Ancient

There's an old man who will sell magic runes to the Runemaster. He lives in a cave on his own in the mountains near Treihadwyl. He can also identify any item/artifact/scroll that casts a magical spell if you ask him.

Note: He is the only source of new runes in the game.

The Unshrine

Rumor has it that a mythical location called "The Unshrine" moves around the land of Trazere. Nobody knows exactly how to predict where or when it will appear next, or what secrets lie within it.

Moonhenge

This is an area of great power and mystery.

The Dark Tower

Who lives within the evil tower and why?

The Guild

The Guild is found in Treihadwyl and is a very important location. The following options are available within: **Train Levels, Rename, Reclothe,** or **Enter Cellar**.

- **Train Levels**

  As experience points are won and specific point totals are attained, a character is allowed to return to the Guild to train up to new levels. (See *Inventory* for instructions).

- **Rename**

  In the Guild, a new name may be chosen to replace any character's default name. (See *Rename* for instructions).

- **Reclothe**

  This option allows you to change the color of your adventurer's clothing to suit your own tastes.

- **Enter Cellar**

  Select this option to take you into the 3-D isometric Dungeon environment. (This part of the game is described in detail in The Treihadwyl Dungeon.) It is the first of many such Dungeons that your party of adventurers must battle through if they are to complete the game and become legendary heros.

The Dungeons of Trazere

To survive in the Dungeon environment you must know how to search rooms and corridors, take items, use items, unlock doors, cast spells and fight monsters. You also must live long enough to reach the next Dungeon.

THE DUNGEON

Each room or corridor is displayed in isometric 3-D. Within this display you will see your fully animated party of four adventurers, any monsters who are in the same location, and any objects or items of furniture.

Moving around

To move a character to a particular spot in the location, simply select the floor tile to move to (by moving the pointer over it and pressing the **Select** button). The character will then walk to it.

There are a number of circumstances that would prevent a character from reaching the selected point:

1. The path to the area is blocked by a locked door. The character will attempt to go as far as he/she can and then stop if a locked door prevents progress. A door that is not locked will open and let the character through.

2. The character is blocked. If any monsters are present they will probably try and stop the character by attacking or just getting in the way.

3. The area is not reachable. Some rooms or corridors have exits which are not accessible from the character's current position. Either the selected exit is reachable from another area within the location, or the required path is available only after a puzzle has been solved or another function has been performed.

Leaving Locations

In order to leave one room and move to another, the player must select an exit tile. These are the *dark* floor tiles which are found on the edges of the location. Selecting an exit tile will indicate to your party that you wish to leave that location and move to another. At this point, all four adventurers will attempt to head for the selected exit. Whoever gets there first will be the first character to enter the next location. He/she then becomes the newly designated party leader.

(See *The Party* for more details on leaders.) The same restrictions for moving characters—described in "Moving around"—apply to leaving a location.

THE PARTY

The four characters in your party are shown here in figurine form. The currently selected character will have his base highlighted. He is also referred to as the party leader.

There are two other points of note:

The skulls

The stacks of four skulls indicate the general state of the characters' remaining hit points. Each skull in a stack represents a quarter of that character's total hit points. After the first eighth of the total points are used, the topmost skull will turn dark, indicating that only half of its points remain. When the second eighth is depleted (and a full quarter of the character's total points are used up), the top skull will disappear entirely. As the character's hit points decrease, the remaining skulls will darken and disappear in the same manner, until the hit point total reaches 0 and the character dies.

A dead character's bones may be taken to a Holy Temple for resurrection, or the character may be revived through magic.

The current Luck score for each character is also reflected in his/her stack of skulls, indicated by the colors of the remaining skulls:

White   5 luck points or above remaining
Green   Below 5 luck points remaining
Red   No luck points left!

Damage

Whenever a monster gets a hit on a character, then the total damage in hit points inflicted on that character will be briefly displayed over the figurine.

THE ACTION MENU

A *Elliot the Dragon*
B *Knapsack*
C *The Compass*
D *The Chicken*
E *Arcane Plinth*
F *Rally (Enter key)*
G *Carry Plinth*
H *Weapon Plinth*

This menu has five basic options that any of the characters can perform. The sixth and final option is that character's special ability, which only he or she has. This ability depends on the adventurer's own character class.

Note: There is a basic rule to follow when using the options found in the *Action* menu. Whenever a character attempts to manipulate or examine any items within a Dungeon (whether signs, levers, chests, etc.), the action should be aimed at the *floor tile* that the target is standing on, rather than the target itself.

Action	Key	Description
Push	F5	Use this option for pushing buttons and levers.
Take	F6	Use this option to take an object from the floor or from inside a container.

Action	Key	Description
Look	F7	Use this option for reading signs, or for looking inside open containers to see if they contain anything. (All objects are referred to as "treasure" when you use the look option).
Open	F8	Use this option to open containers or doors. If the door is locked and you don't have the correct key equipped, then you will be told which type of key you need.
Shut	F9	Use this option to shut doors or containers that are open..
Special Abilities	F10 or Spacebar	

The final option on the *Action* menu is different for each character, as each has his/her own special ability.

Berserker Rage

The Berserker will enter an attacking frenzy. When in this state, he/she can do untold damage to monsters.

Bardish Melody

The Troubadour can sing from a selection of up to eight different songs. Each song has a lasting magical effect on the party. When a song is sung, a small musical note will appear in the far right of the message window below the *Action* menu. To deselect a song, select another song or select the current song to stop it from playing.

Melody	Effect
The Thief of Dolik Pass	Boosts Party Dexterity
Warriors Awakening	Boosts Party Strength
Ballad of Eleanor	Boosts Party Defense Factor
Kijam Litany	Boosts Party Constitution
Smithy Song	Boosts Party Armour Class
Adieu Sweet Dullard	Boosts Party Intelligence
Dance of the Faerie Queen	Boosts Party Speed
March of the Bold Ones	A Weak Regeneration Spell

Hide in Shadows

Using this option will turn the Assassin invisible. This means that he should be able to sneak up on a monster unawares. The Assassin specializes in stabbing people in the back. He/she will inflict much more damage on a monster if he/she attacks from behind rather than from the front.

Cast a Spell

The Runemaster is the only official magic user in the party. This person can prepare up to 10 different spells in advance, which will appear on the spell list screen. The Magic spell system is described in a separate section.

The Message Window

Whenever a character does something, it will be confirmed in this window with a message. During a monster encounter, the amount of damage each character has inflicted on a monster will be reported here. Messages will be more selective if lots of actions are performed at once. For example, during battle some other actions like **take** or **push** might not be reported on if a lot of fighting is in progress. If you've taken an object but did not see a message confirming this during a battle, check the relevant character's inventory to confirm that the character has the item.

ELLIOT THE DRAGON

Elliot's main role is to map out each level for the party. Selecting **Elliot** (*see page 20*) will put up on screen the game map so far.

For further information regarding Elliot's other function, please refer to *Banner Encounters*.

Rooms are displayed as boxes, and corridors as lines connecting the rooms together. The X marks the spot where your party is currently located. The name of the location and the *Dungeon* level are displayed at the top of the game map.

Do not confuse the *Dungeon* level with each character's level of experience. They are totally separate and unrelated values.

Whenever the game map is on-screen, the game is effectively "paused." You can also pause the game by: (1) bringing up the inventory screen (2) bringing up the Runemaster's spell screens, or (3) by pressing the **Pause** key for your PC. (See *Control Summary*.)

INVENTORY

Select the *knapsack (see page 20)* to display the *Inventory* screen. This screen shows the following information:

```
Zothen Runecaster of Phrool
A Level 1 Runemaster
Steed: Nag

Af:    31   Df:   44   Ac:  + 9
Str     8   Int   19   Spd   11
Dex    13   Con    5   Lck    3

Experience: 116
Hits  28/28   Gold: 171
```

A ──
B ──

C D E

A *Load and Save Icon*
B *Exit Icon*
C *Mixing Bowl Icon*
D *Drop Icon*
E *Equip Icon*

The objects in possession

Steeds

The speed at which your party can move around the Land Map is determined by the type of steed each adventurer has. At the start of the quest, each character has a Nag which is the slowest available. You can buy new steeds from keeps.

Gold

One uses Gold to buy items and information from various locations in the land of Trazere. Whenever a monster is killed during an encounter in a Dungeon, there's a chance it will leave behind a bag of gold that a character can collect. Whoever takes the gold collects all of the gold in that location automatically. The amount of gold one finds in each bag varies from monster to monster.

Each character also has a quarter share in a total inventory which can carry 64 objects. Therefore, each character can have up to 16 objects in his/her possession at any time.

The Characters' Ability Scores

Each adventurer has an individual set of statistics (referred to as ability scores) which must be paid close attention to during the quest if he/she is to survive. These scores will change throughout the game as they are affected by objects, magic or other influences. See *Creating Your Party* for a description of each ability score.

Levels and Experience

For every encounter that a character wins against monsters, he/she will gain experience points. Once the character has amassed a certain total of experience points, that person is ready to be trained up to a new level. To go up a new level, the character must visit the Guild in Treihadwyl and the Train Levels.

The first few level "breaks" are achieved by reaching the following totals:

Level 1–Level 2	2,000 experience points
Level 2–Level 3	5,000 experience points
Level 3–Level 4	12,000 experience points

Whenever characters go up a level, they will also be awarded bonuses to add to particular ability scores. Their total hit points score will also increase each time a new level is achieved. So the higher the level they are, the stronger they will become.

But training also costs money. The higher the level, the higher the cost!

Hit points

This is a measure of how many hit points of damage your character can sustain in an encounter before dying. Each adventurer's maximum hit points total will increase when he/she gains an additional level of experience.

Load and Save

Select this icon *(see page 24)* if you want to save your current game position to disk, or load in a previously saved game file.

Hard Disk Users

If the game is running from a hard disk then it will save back to the hard disk. You will find the **Save** files in the same directory as your **Game** files.

Floppy Disk Users

To save you will need to have a blank formatted disk. You can have up to ten different **Save Game** files on a disk. You will be prompted for a **Save or Load Game** file number. Select **0–9**. At this point, remove your game disk and insert your **Save** disk. Then press a key to start loading or saving.

Exit

This icon will take you off the *Inventory* screen (*see page 24*) and back to the Dungeon environment. It also appears on many other screens and serves a similar function.

There are several other icons you will need to use on the *Inventory* screen (*see page 24*):

Equip Icon

To use an object in your inventory, you must equip it first. If you are just carrying an object, then it is not ready for use. It must be equipped: for example, *Mithril Mail*.

To use this armor (i.e., wear it), you would select the object. Then select the *Equip* icon. The highlight color around the object will change to indicate that you are now using it.

If your characters want to wear *anything* (rings, armor, helms, shields etc.), you must equip them first. If you wish to have a particular key ready for use, you must equip it so that it appears on the carry plinth. This also applies to wands, staffs, weapons, scrolls, etc.

Some objects behave differently when equipped. For example, magical ingredients that are found within Dungeons should be given to the Runemaster. When equipped, they will disappear from the inventory and are added to the Runemaster's spell ingredients totals on his spell screen. Several other magical items behave in a similar fashion.

Note: Selecting an item in a character's inventory will display its name on screen.

To stop using an item, simply select it and click on the *Equip* icon again. This will change its status from being used to being carried.

Drop Icon

If you have an object in your inventory that you want to drop onto the floor in a Dungeon, select the item and then click on the *Drop* icon. This deposits the object on the floor at the feet of the character who has dropped it. You should only drop an object if you have no further

use (or room) for it. You don't have to drop an item to give it to another character in your party.

Note: Dropping objects is only applicable when in the Dungeon environment. To dispose of objects outside of the dungeons, you must sell them to a willing purchaser.

Giving Objects to Other Characters

On the right hand side of the *Inventory* screen you'll see all four adventurers. The currently selected character is shown in full color, and the others are shown in monochrome. To give an object to another character, select the object once. Then select the character you wish to give it to from the portraits on the right. The object will disappear from the currently selected character's inventory. If you switch to the other character, you'll notice the object is now in his/her inventory.

Note: If the character you are giving the object to has no spare room in his or her inventory, then you *cannot* give it to that character.

THE ITEM PLINTHS

There are three *item plinths* displayed. Equipped items appear on these plinths.

Carry Plinth

This plinth is the character's left hand (*see page 20*). Equipped items that appear in this hand include: scrolls, wands, potions, staffs and keys.

Weapon Plinth

This is the character's right hand (*see page 20*). As all available adventurers are right handed, the equipped weapon will *always* appear on this plinth.

Arcane Plinth

Magical items will appear here if they are items that can be worn, e.g., rings, certain helms, and particular shields (*see page 20*).

Note: Normal non-magical clothing will not appear on any of the plinths when equipped, e.g., plate mail, winged helm, gloves, bucklers, etc.

Using Equipped Objects

To use any of the items on the plinths, move the pointer over the relevant plinth. Then press the **Select** button to select it. Some objects (e.g., scrolls) have one use only. They will disappear from the plinth

as soon as they've been used. Others have a limited number of uses, and then will disappear. Note that the plinth will highlight (i.e., change color) when the object on it is being used.

RALLY

This icon has a number of uses, but the principle remains the same. Selecting the *Rally* icon *(see page 20)* gives the remaining characters an order to rally around the party leader. There are a number of situations in which you would want to select **Rally**:

- **During Battle**

  In a monster encounter, where one of the party is getting severely beaten by the monsters. Select **Rally** when that character is the party leader, and the remaining adventurers will attempt to gather around and help fight off the monsters.

- **Surround Spells**

  A Runemaster may have a surround spell that he wants to cast on the entire party. By getting the party to **Rally** around, the spell can hit everyone at once. (See *The Spell System* for further details on magic).

- **To Stop Running Away**

  When in **Chicken** mode, select **Rally** when all adventurers are in the same location and this will stop them from running away.

THE COMPASS

This always points to the North to avoid any confusion when leaving a room or corridor, and entering a new location *(see page 20)*.

THE CHICKEN

If the party leaves a room which contains monsters, then they are deemed to be running away. This means that the entire party will flee in a blind panic and run to any exit. They will keep going until the following occurs:

1. They reach a dead end.

2. Monsters block all of the available exits.

3. The Rally icon is selected when all remaining adventurers are in the same location.

4. They all die (a worst case scenario!).

When in running-away mode, the *Chicken* icon *(see page 20)* will flap its wings to indicate that the party is fleeing. You can enter running-

away mode by: (1) clicking on an exit square while monsters are still present, (2) by clicking on the chicken, or (3) by pressing **Esc** on the keyboard.

Note: If you run away from monsters, they will chase until they catch up with you. Anyone who enters a location with opposing forces already present will be at a slight disadvantage. They can be "ambushed" under these circumstances. You can gain a slight tactical advantage from running away if you regroup (i.e., **Rally**) in a nearby room. Then you can ready the party for attack on the monsters, who will soon enter the location after you.

Combat Mode

To survive a Monster encounter, you must put the adventurers into combat mode. If a suitable weapon has been equipped beforehand, then you merely choose the relevant character and select his/her weapon plinth (the right hand). The plinth will be highlighted, and the character will enter combat mode. You can perform the same action on the remaining adventurers to get them to join in. Or just select the *Rally* icon; this will automatically put everyone else into combat mode.

Combat mode is automatically deselected when you have defeated all of the monsters in a location.

You can manually deselect **Combat** mode during a fight by selecting the highlighted weapon plinth again. Some of the options on the *Action* menu will also deselect **Combat** mode.

Bare Knuckle Fighting

A character will enter **Combat** mode without an equipped weapon— he/she will just use bare fists to fight the monsters. (This isn't recommended!)

Objects and Their Importance

Before you enter the game, there are a few other concepts with which you should be familiar.

Throughout the land of Trazere, you will come across many objects which have either been bought from an Apothecary, Artificer, Blacksmith, etc., or found within the Dungeons. Pay great attention to how these objects affect each character's ability scores when they are equipped for use. (See *Inventory* for further details on equipping objects.)

Many objects will boost certain scores for the character who has equipped the item. Other objects are magical items that can be used by any character for a limited number of uses, e.g., rings, helms, etc. You will learn to use these objects to your party's advantage during the quest. Ignore them at your peril.

For example, A Berserker might begin the quest with the following items in his inventory:

- Leather Boots
- Leather Buckler
- Chain Mail
- Leather
- Gloves
- Short Sword

When equipped, the items affect the Berserker's ability scores. (Items that don't increase a character's scores when equipped will be magical items). All of the items found in each character's inventory at the start of a **New Game** have been equipped for use already.

For example, Leather Boots add -1 to the Berserker's Armor Class. Short Sword adds +10 to the Attack Factor and +20 to the Defense Factor.

Note: Every adventurer has a restriction according to his/her character class (Berserker, Assassin, Runemaster, Troubadour) which prevents him/her from using (equipping) certain object types.

RESTRICTIONS

- Berserkers can't use magic wands or magic staffs.
- Assassins can only use short blade weapons (e.g. daggers) and staffs in combat. They can't use wands, full face helms or metallic armor of any kind.
- Troubadours can't use magic wands or axes or wear plate armor.
- Runemasters are unable to use any normal weapons (except for staffs and arcane blades) or wear armor of any kind.

TYPES OF OBJECTS

There are many different types of object in the game, including:

Keys

These are *very* important. There are many locked doors within the Dungeons which require a certain key to unlock them. You will not always find the key you need in the same Dungeon that you are currently exploring. When you try opening a locked door, you will be told which key is required.

Rings (worn)

These are all magical and can be worn by anyone. The number of uses you get out of a ring vary. The spell cast by a ring depends on the type of ring worn. For example, Cloud rings give the wearer magical teleportation, while Serpent Rings will restore some of the wearer's hit points.

The strength of a spell invoked by using any magical object depends mainly on the character's intelligence score.

Potions

There are many different types of potions available. Potions can only be used once before they run out. They all have magical effects.

Scrolls

These magical scrolls allow any character to cast the spell found on the scroll only once. The runes on the scroll indicate what the spell is.

Helms (worn)

There are many different helms available. The magical helms have a limited number of uses before they expire, and they all have varying effects.

Wands

A wand is another magical item that allows the user to cast the relevant spell for a limited number of uses.

Other items to find include staffs, swords, daggers, blades, armor, gloves, etc.

The Magic Spell System

Magic is a very important element in the land of Trazere. The Rune-master will use it extensively during the quest, and the other adventurers also have access to magic via arcane (magical) items. Many monsters can use magic too, so beware!

A *Eye Icon*
B *Scroll Icon*
C *Missile*
D *Damage*
E *Healing*
F *Mix Icon*
G *Empty Bowl Icon*
H *Leave Spell Screen Icon*
I   *Wing of Bat*
J *Brimstone*
K *Mandrake*
L *Crystal*
M *Hedjog Venom*
N *Dragon Tooth*
O *Nightshade*
P *Phoenix Claw*

THE PRINCIPLES OF ARCANE POWER

Note that the availability of spells is *not* restricted in any way by the Runemaster's level, or his/her total experience. The *only* restriction lies in whether the party can afford to buy the runes from the Ancient, or find ingredients from other sources.

The Runemaster can mix spells if he has the following components in his possession:

- An equipped mixing bowl
- Magical runes
- Magical ingredients

THE MIXING BOWL

On its own, this is just an ordinary mixing bowl complete with its own mixing implement *(see page 24)* . The Runemaster begins the game with one already equipped in his inventory. (This will appear on his arcane plinth). Without a bowl, the Runemaster will be unable to mix any spells in the Dungeon environment.

Mixing bowls can be bought from any Artificer if the Runemaster manages to lose or sell the one he has.

MAGICAL RUNES

There are 16 Runes available in the game, and these are broken down into two different types. The three with which you start the game are indicated on the pictured *Spell Screen (page 33)*.

Director Runes

These indicate the direction that the spell should travel in. There are four of these runes available:

Foreward
The spell's effects are targeted at the floor tile immediately ahead.

Surround
The spell's effects are aimed at the eight floor tiles immediately surrounding the caster.

Missile
The spell's effects are placed in a missile and are aimed at a particular location.

Continuous
The spell's effects continue to act on the target location until it is dispelled or the party leaves the room. The spell is recast on that location approximately every four seconds.

Effecter Runes

These indicate the effect of the spell on the target. There are twelve available:

Damage
Will inflict damage.

Healing
Will heal.

Dispel
Will stop any continuous spells and remove magical protection from a character.

Speed
Will increase speed.

Paralyze
Will paralyze.

Antimage
Protects from magic.

Thrall
Will cause obedience.

Make Weapon
Creates a mystic weapon.

Teleport
Gives teleport capabilities.

Regeneration
Will automatically regenerate lost hit points.

Disrupt
A very powerful Damage spell that can result in immediate death.

Vivify
Can resurrect the dead!

MAGICAL INGREDIENTS

On its own, a Rune will do nothing. Each rune needs to be paired off with the correct spell ingredient(s) for it to work (e.g., a Missile required one Wing of Bat).

Note: To know which ingredients go with which runes, see the Magic Eye for further details.

The Eight Ingredients

There are eight different ingredients in the game. Some of them can only be bought from an Apothecary, while others can be found within Dungeons. To add ingredients to the Runemaster's ingredients store, select the bag of ingredients which should be in the Runemaster's inventory and equip it. The bag will disappear, and the Runemaster's personal store will now contain those ingredients.

Note: When you pick up ingredients in Dungeons, they are NOT referred to by the same name. For example, *Dragon tooth* will be described as a *Bag of Ugly Teeth*. The names are cryptic clues to the real ingredients.

The ingredients available are *(see page 32)*:

- Wing of Bat
- Brimstone
- Mandrake
- Crystal
- Dragon Tooth
- Hedjog Venom
- Nightshade
- Phoenix Claw

You'll find that the Runemaster will run out of particular ingredients. When this happens, any spells that require those ingredients cannot be mixed. A message saying *Ingredients Low* will warn you of this (on the *Spells in Use* list) when you attempt to mix them.

THE MAGIC EYE

Select the *Eye* Icon with the pointer *(see page 32)*. You'll see a separate screen that will display the runes, and which ingredients they require. To return to the Spell mixing screen, press the select button.

THE SPELL SCROLL

Select the *Scroll* Icon *(see page 32)* to display the spells in use screen, showing extra icons on the right hand side.

To use any of the icons, a previously prepared spell must have already been selected for the icon to refer to.

For example, click on a spell number which has a spell on it. It will change color to indicate that it is selected.

Information Scroll

This will tell you what the spell is and what ingredients are used in it.

Remix

Once you've mixed a spell once, simply select the spell, and click on **Remix** to mix more casts of that spell. The relevant ingredients will be removed from the Runemaster's ingredients inventory automatically each time a spell is remixed.

Delete a Spell

Select a spell. Then select this icon to delete that spell from the *Spells in Use* list.

Note: You can change the order of the spells by selecting the spell you wish to move. Then select the new number you want to assign it to.

MIX SPELL

When you're happy with all of the elements you wish to put in the spell, select the *Mix* Icon *(see page 32)* to mix the spell.

EMPTY BOWL

If you've mixed a spell that you're not happy with, select the *Empty Bowl* Icon *(see page 32)* to remove the ingredients from the bowl.

Note: Once you've ditched a spell, you cannot get the ingredients back. They are lost forever.

THE MIXING WINDOW

This is where you make your spells. To do this you need to know the procedures.

How to Mix a Simple Spell

Please note that for the purposes of this section, spells have been divided into "simple" and "complex" types.

In a New Game, a Runemaster has only three Runes in his/her possession: *Missile, Damage* and *Heal*.

With these Runes, he/she is able to mix a few simple spells together ready for use. The "simple" spells that the Runemaster can mix are created by doing the following:

How to Make a Missile Healing Spell

Select the *Missile* Rune (the rune that looks like an Arrow). You will see the Rune appear in the left hand side of the mixing window. Its name appears in the bottom left hand corner of the screen.

Click on the *Missile* Rune in the mixing window and the *Missile* Rune now appears in the bottom left hand corner of the screen. You'll see the hand mix the two together in the bowl. You have now made a *Missile*.

Note: This isn't a finished spell. You have only created the first component.

The same process applies to making the *Healing* component. Select the *Healing* Rune, then select the *Hedjog Venom* ingredient to go with it. Follow the same process as described for *Missile*.

Select Rune (will appear left hand side of window) **Select Ingredient** (will appear on right hand side of window) Click on **Rune** in window (symbol now appears in bottom left hand of screen).

You now need to mix *Missile* and *Healing* together. Select the mixing bowl to mix them. The spell has now been added to the *Spells in Use* list. To see it there, click on the *Spell Scroll*.

(To make a *Missile Damage* spell, just substitute the *Damage* Rune and its ingredient in place of *Healing* and its ingredient.)

Any spells that don't make sense (i.e., those that don't follow the rules of spell mixing) are tipped out of the mixing bowl. You'll see this in the mixing window on the spell mixing screen.

To cast the spell, select the *Leave Spell Screen* icon *(see page 32)*.

Select the Runemaster in the Dungeon, and either select his special ability (i.e., Cast Spell) by clicking on the *Action* menu, or press **F1**). *The Spells in Use* list will appear on screen. Move the pointer over the number of the spell you wish to cast, and press the **Select** button. For this *Missile* spell, you must select a floor tile at which the spell is to be aimed, before the spell will be cast.

Alternatively, whenever in the Dungeon, simply press the correct spell number by pressing the number keys 1–0. This selects the Runemaster automatically, who will then be ready to cast the spell.

Complex Spells

Complex spells contain more than one *Director* Rune and more than one *Effecter* Rune. (Simple spells have only one of each.) Examples are: *Heal, Antimage, Surround, Paralyze, Continuous, Damage, Missile, Damage.*

All of the spell components are effective in the order in which they are arranged in the spell. The above spell would do the following:

- **Heal**
  The caster heals himself (regains some of his lost hit points).

- **Antimage**
  The caster gives himself temporary immunity from magic. This will stop working if a dispel is cast on the caster.

- **Surround**
  The area of influence for the remainder of the spell is transferred from the caster to the eight surrounding floor locations.

- **Paralyze**
  A paralysis spell is cast on each of the surrounding eight locations.

- **Continuous**
  Any further effects from the remainder of this spell will have a continuing effect on the eight locations unless it is dispelled, or unless the party leaves the room and then returns.

- **Damage**
  The caster is now surrounded by continuous damage spells. He/she will be able to walk through them due to the earlier antimage effect.

- **Missile**
  Further components of the spell are fired away from each of the eight locations in directions directly away from the center of the caster's location.

- **Damage**
  The missiles will cause damage on explosion.

THE RULES OF SPELL MIXING

There are a few restrictions on the components that a Runemaster can include in any spell.

1. The combination of *Forward, Surround* and *Surround, Forward* are not permissible unless separated by a *Missile* rune.

2. No more than two *Missile* runes can exist in any one spell.

3. The sequence of runes "*Surround, Missile, Continuous*" is not allowed, even if padded out with other runes.

   Note: You should cast a few spells in the first room in Treihadwyl, as it is the ideal opportunity to practice mixing and casting.

   Warning: it is important to note that arcane monsters have exactly the same magical capabilities that a Runemaster can have. This means that they won't always cast damaging spells. At times, they will cast spells that are beneficial to other monsters in the room (healing, teleportation, etc). It is possible for your party members to be affected by these spells if they manage to get in the way. It it is also possible for your damage spells to affect your own characters if they are not adequately protected.

EXAMPLES OF SPELLS

To get you underway, a few very handy spells are listed below which you will find useful during the game. To mix these spells, you will need more ingredients than you started off with, and a number of runes that you'll have to buy from The Ancient.

Missile, Dispel, Paralyze

This is useful against monsters. It will remove any magical protection and then paralyze the monster. This gives your character the luxury of being able to attack it without fear of retaliation.

Missile, Speed, Teleport

This will double a character's combat reaction speed, and then enable him/her to teleport into the thick of combat.

Missile, Surround, Vivify, Healing

This will literally save a few lives! *Vivify* allows the caster to resurrect dead party members. It will also heal them.

Spells that begin with the *Missile* component have to be aimed by the caster. If *Missile* is included in the spell but is not the FIRST component, then you don't need to aim.

Glossary

apothecary   one who prepares and sells drugs and medicines, from Middle English *apotecarie*, Medieval Latin

apothecarius   arcane—known only by those having secret knowledge; esoteric

artificer   a skilled craftsman, from Latin *artificium*

brimstone   sulfur, from Middle English *brimston*

chain mail   flexible armor of joined metal links or scales

cowl   hooded robe of a monk or similar garment

dispel   to get rid of, from Middle English *dispellen*, Latin *dispellere* meaning to push away

helm   Medieval helmet, typically made of single cylindrical piece with a flat or raised top, completely enclosing the head; from Middle English *helme*, Old English *helma*

keep   the most secure stronghold of a medieval castle, i.e., main tower or *donjon* (dungeon); from Middle English *kepen*, Old English *cepan*

mage   magician (Middle English, from the Latin *magus*; sorcerer

mandrake   Eurasian plant, *Mandragora officinarum*, having purplish flowers and believed to have magical powers

mantric   related to chanting of sacred formulas in incantations

nightshade   plants of the genus Solanum, many having a poisonous juice; the "deadly nightshade" is also called *belladonna*. From Middle English *nighteschede*, Old English *nihtscada*; once used as a sleeping potion

phoenix   mythical bird consumed by fire, which rose renewed from its ashes; from Middle English *fenix*

plinth   a slablike stone beneath a column or pedestal

reagent   substance used in a chemical reaction to produce other substances

rune	secret alphabetic characters with mystical meaning or power
runic	relating to the use of runes spell—an incantation word or formula
thrall	one who is in servitude to someone; from Old English *thrael*
thrall wand	stick, baton or rod used by a magician or sorcerer