

Devil Whiskey

Adventurer's Guide



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Devil Whiskey Player's Guide

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Chapter One

Orkney



*"The Winds blow fairer than any Elven
Enchantress on the shores of Orkney"*

Joran, the Bard Enchanter



To live on the small Isle of Orkney is to live on the cold, rocky edge of the known world. Far north of the sea of Adarths, above the Bretons, lies lonely, windswept Orkney. The small island range was a dwarven-portion larger in the glory of the Ancient Days. The words of Joran the Bard-Enchanter are fitting for much of the coast of Orkney, being sandy and gentle, hosting some of the best fishing villages and commerce centers to be found in the Northern Realms. Other shores, however, are rocky and perilous and, while they make for splendid Bastion mounts, are most unfriendly to unwary ships. With such contrast mirrored in the many and varied peoples found in the Isles, an Adventurer may be assured that whatever type of life is sought, Orkney will provide it.

Life in Rennibister

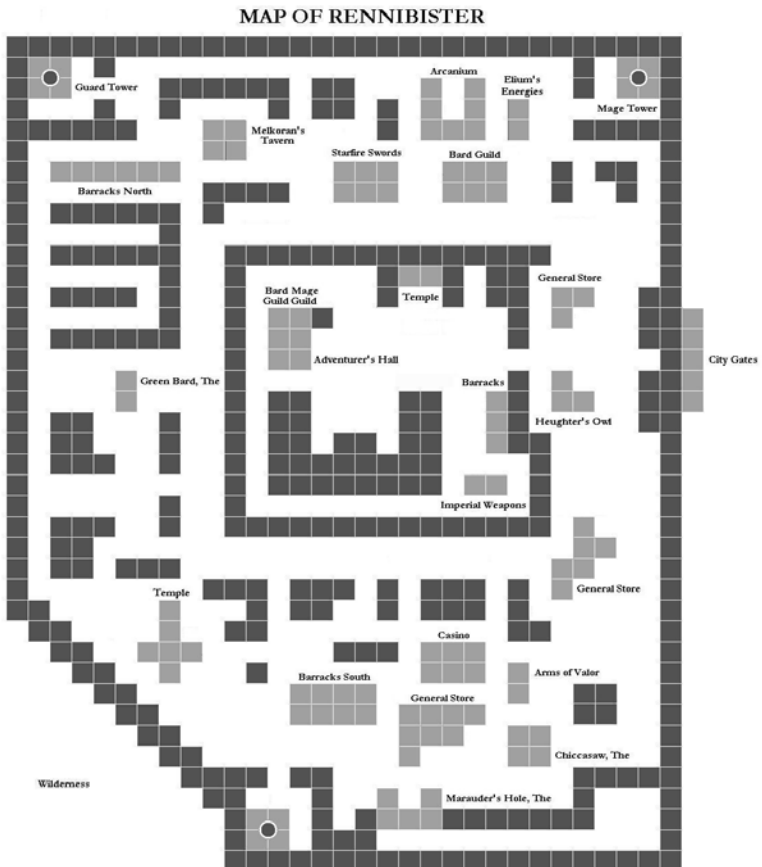
The life in Rennibister is one of easy mercantile comfort. Some of the most diverse peoples and objects can be found in the coastal village town, where Chieftain Kran'Fjord still reigns. Gulls and cool sea breezes blow in most of the day, providing Rennibister with its own unique harmony, and relatively mild weather. This entrancing harmony is further pronounced by the ever-singing morning birds that take up roost in the roofs and rafters of the town. Being a major trade center, the town is bustling with activity, and during the daylight hours the voices of commerce in the town are ever-present.

Our story begins in the Adventurers' Hall, where you recruit new characters, assemble a party, and perform various other activities suitable to such an establishment. An adventuring party consists of up to 8 characters, though along the way many opportunities may present themselves to grow your ranks, so leaving an empty slot or two is well-advised. Once you leave the Hall, there are many fine establishments in Rennibister that deserve your patronage. Taverns are available for a drink or a bed, as well as some of the usual gossip. There are shops where you can buy weapons, armor, instruments, torches, even some magical trappings - in short, anything your brave party may need while questing. Temples are open for healing of many ailments, even providing rescue from death, for a price. The Collegium of Magika has a chapter in town, for the advancement of knowledge in the arcane or elemental arts. The Order of the Lyre provides support and training for those of a musical persuasion. There are also many other establishments not mentioned here - exploration of the town will provide much entertainment for your intrepid band.



One thing to be sure to do early is identify the various Guild halls to which your party members must report in order to advance in their chosen career paths. Bards must report to the Order of the Lyre, Arcanists and Elementalists must report to the Collegium of Magika, Paladins, Psi-Knights and Monks must report to the Temple of the Redeemer, and everyone else trains in the Adventurers' Hall. The map below should help you find your way around town.

It should be mentioned that, though some of the towns in the Southern Realms may enjoy activity at all hours of the day and night, the inhabitants of Rennibister keep more regular hours. Most of the establishments in town adhere to a rather regular schedule, being open sometime in the morning, and closing sometime in the evening. Each establishment may have different hours, accommodating both its customers and the desires of its owner. The only exception to this practice is the Adventurers' Hall, which you will find is always open to the weary traveler.





Chapter Two

Races of the Realm

*“Don’t ever underestimate the roguish
appetite of a Beggen.”*

Casino Operator, Farfen

The inhabitants of Orkney reflect the full variety found in all the known realms. Whether it be the presence of great magic, the promise of great adventure or profit, or simply retreat and refuge from the wild tribes of the eastern mainland, members of all races from throughout the world continue to flock like birds to the shores of Orkney. In the beginning of things, the world was indeed a strange and mysterious place. Long ago, there were inhabitants of this world that today we consider little more than myth - from Elves, fair and long-lived, to Dwarves, with their gruff but kindly ways; from Saurians, large and reptilian, to Senrats, small and fierce. Many others as well, some that you may be familiar with from the common lore of your own time, while others may not be quite what you expect. Attached, you will find a study on the races, compiled by a scholar of that long lost age. May it be a guide to you in the construction of your party.



Races of the Realm

A Study of the Races of Orkney

Below you will find information on all the races commonly found in the Isles of Orkney. While I have striven for accuracy, there may be small flaws in the minor points of several of the more reclusive races, and for that I apologize in advance. I hope this compilation may be of use.

-Malorn

Beggens

They're nimble, quick and can easily maneuver in and out of most situations. They are one of the newer races, who some say were smiled upon by the Spirits and hold still a certain favor with them. Though Beggens live quiet and simple lives, many of the other races feel endowed with special luck and charm when a Beggen is in their company. Despite their fairy luck, Beggens aren't particularly known to dabble in magic. Beggens are a little smaller than the Gnome people and have a look all their own. Their hair is usually brown among males, blonde to brown among females and always full of curly locks. The thick curly hair is the perfect frame for their round cherubic faces, and fills the heart of any decent folk with joy to look at them. Their big round eyes and easy smiles are reminiscent of youth and of the joy of children. Beggens lead a simple agrarian life-style, and build houses into the hillsides or, sometimes, in trees.

Dwarves

From the tracks of nomadic primitive beings they came, and, for reasons not recorded by history, they retreated to the mountains. There they found precious minerals and started their trade of mining and smithing. Dwarves soon became masters of Smithery and Mechanics, and after many a moon working in those trades they became a strong, pragmatic, taciturn and sturdy folk. It is because of this "stone living" that they are shorter than the average human, by a head or two in most cases, though their heavily muscled upper torsos suggest otherwise should you see one sitting down. The Dwarves also have heavier facial features, with large brows and noses, and pronounced cheeks and jaws - the facial structure of the Dwarf is as close to an opposite to that of an Elf as is possible. The skull of a Dwarf is thicker than most other races, giving them a slight advantage in combat - common blunt head blows don't bother them much. Dwarven hair is usually dark brown to red in color and grows



thick and low on the forehead. Some males are dramatically bald on top, a feature considered most striking in Dwarven society. In all, their visage is commonly reminiscent of a stone statue, heavy, rugged and unmovable. While the face is sturdy and not delicate in the least, it has grown refined and a kindly smile is not uncommon when among their own kind, unlike the wild feral men of long ago. Dwarves are also hairier than most of the races, save the Senrats. The male Dwarves pride themselves on growing long beards that they may braid, like they sometimes do with their dark coarse hair above. Facial hair is not uncommon in the females either, though most that stay in contact with the Humans tend to control it so they may blend in with their ever more populous human neighbors.

Elves

Spirits from the Unknown Realms, beyond the boundaries of our reality, came into the lands long ago for purposes unknown. To do so, they needed to manifest themselves in corporeal forms. A few of those mysterious beings stayed behind, and in time became the race of Elves. They are as tall as most of the humans that now inhabit the lands, and eerily beautiful in a most magical way. They are striking in appearance, with noble high foreheads framed by fine silky hair of blonde, platinum, and sometimes pure black or red. When you look into their large, almond-shaped eyes, you lose yourself in an enchantment that is hard to escape. These eyes, and the slightly longer and pointed ears, are what immediately betray them as Elven, as if their delicately angular looks and slender flawless nose line were not enough. Though their ancient lore, and much of their ancient history, is lost to them, these strange fairy folk remain much attuned to nature and love beauty in all its forms, often preferring to live among the forests and practice the finer arts of music and magic.

Gnomes

Gnomes are distantly related to the Dwarves, but noticeably smaller and nowhere near as stout. Some say they are what might happen if an Elf and a Dwarf mated, though such a concept is equally abhorrent to both species. Despite such aversion, many continue to wonder, as the impish features and ears of the Gnome suggest such a union. Their hair is also much finer than the Dwarves, and, for some reason understood by few, if any, it grows white early in life. Gnomes are more attuned to nature than Dwarves, and they are



equally at home in trees, boggy swamps, underground, in stone houses, or just about anywhere else. Being nervous in large groups, however, they either live alone, or in small groups like Beggens. Gnome kingdoms are very rare, and those that do exist are not long enduring. Gnomes also love to dabble in magic, and devote much of their time to scholarly pursuits. Because of their need and love of books, they are more willing to overcome their social inhibitions, unlike their distant Dwarven cousins, and may be found in almost any village in the known kingdom, in search of knowledge. They seem to get along with most of the races, and many become wise teachers and sages later in life.

Half-Elves

The special kinship of some Humans and the rare occurrence of a socially tolerant Elf sometimes leads to amorous relations, resulting in children with both Human and Elven blood. The offspring of such unions have an ideal complement of a sturdier human build with the fair delicate looks of the Elves, and are known as Half-Elves. The difference in Half-Elf and Elf lies mostly in the hair color and facial structure - the face is more "human," with a more pronounced jaw and sometimes even facial hair. The hair is as varied as Human hair, though the most common shades are from blonde, through brown and even into a brownish-auburn. Their sturdier bodies also betray them as Half-breeds, as well as the slightly different and more human ears, though they are still undeniably Elven in origin. Scorned in many circles as neither Human nor Elven, many find it hard to "fit in" anywhere. Their commonly good manner, strong knowledge and heritage in both Human and Elven lore, and particular charm and skill with music, however, often win them approval wherever their travels take them.

Half-Orcs

Strong and resilient like their Orc parent, but unfortunately for them, not as fair of looks as a Human (and truly scorned by Elves), Half-Orcs are the other half-breed that is commonly found in Orkney. Half-Orcs, like Humans, are very adept warriors, and tend to be found just about anywhere a Human might travel. Looks can differ widely, as the mix between Orc and Human is widely fluctuating and almost any feature of either parent may be present. Some can, with difficulty, pass for Human, while others are uglier than a poxy Hog arse. Most Half-Orcs are simply overlooked as unfortunate Humans, or very Humanlike Orcs, and both societies tend to ignore them as much as possible. For the most part Half-Orcs tend to be a little stronger



than Humans but not as bright, and their lack of cognitive ability makes the pursuit of scholarly activities rare among them.

Humans

After the Dwarves, another branch of primitive beings evolved with a little more height. Some say this race was favored by the Spirits, as their temperament quickly became similar to that of the Elves, often sharing a love of nature and beauty. Over time, Humans have evolved their own characteristics, and have become very successful. Their capacity to learn, and their drive for life and accomplishment, bred largely by their shorter life-span (only a few tens of years, in most cases), has led the Human race to be the most prevalent, well-rounded and culturally influential in all the Realms. Humans tend to be very successful leaders, scholars, and, above all else, merchants - their love of trade has brought them to every shore and most of the lands of the known world. Physically, Humans are somewhere between Dwarves and Elves, with plain features, a full head of hair of almost any color, facial hair being common, but not universal. The variety of physical characteristics among Human peoples is mirrored only in the variety found among their cultures, being more widely differentiated than among any other race.

Saurians

Saurians are large, very strong humanoid reptiles with powerful tails, sharp claws and sharper teeth. The males are usually a head taller than most humans, and the female's rival most human males in size, but are neither as tall nor stout as the Saurian male. Both are naturally stronger than any of the other races. They have a scaled hide that protects them from all sorts of harm, acting as a natural armor, and making up for the defensive disadvantage raised by the fact that few armories make anything that could fit a Saurian body type. Other than their hide, Saurians are most often found with only shields or bracers for defense. Their clawed hands are also a difficulty as much as an advantage - while a Saurian may deal more basic damage than any other race with its bare hands, the choice of weapons that may be wielded is reduced to pole-arms, crossbows, war hammers and war axes. The Saurians are part of a very ancient and outland race, whose elite fighters, the 'Red Claws,' are in high demand as adventurers and mercenaries. Some say they are possibly the oldest of the world's descendants, while others think them an Arcanist's experiment gone awry. Saurians who study the warrior



profession with Humans seldom learn how to take advantage of their natural racial skills, such as poison spray attacks and poisonous bites. They also can't quite match the agility with arms that a Human warrior can attain. But their simple strength, combined with their unmatched natural defenses, make up the difference in most combat situations.

Senrats

The Senrat is a very agile and acrobatic half-man/half-rat looking creature that has been around as long as humans have been around. They were once southern mainland fighters, called Sentry Warriors, hence their chosen race name. In recent times, they have migrated to the northern lands and Islands, where most of them now remain. Their agility is unmatched - they can fall from heights that would break most men and land on their feet without damage or worry. This ability has been put to great use, though their motives are often questionable. In the underground, they are at the heart of most any roguish activity in the realm. Senrats are covered in a brown hair, ranging in shade from very dark to very light. Their features are very reminiscent of large rodents, making them perhaps the most alien of the common races (with the possible exception of Saurians).



Chapter Three

Classes and Skills

"Never irritate a Mage, for they are dangerous and quick-tempered."

Unknown Adventurer

Everyone has a job to do. From an early age, children in the ancient world are trained in a vocation, a career path in life. This training is direct and specific, shaping significantly the choices available to an adventurer once he or she comes of age. Because of the lack of any sort of general education, combined with the complex and often highly specialized skill set involved in any given career path, the reality is simple - once your career path (or class) is chosen, you're stuck with it.

This isn't to say that there is no chance for growth. Within each class, there are a number of 'paths', which can be thought of as major levels of achievement. As a character attains new paths, they gain new skills, specific to their chosen class. These skills might range from an innate ability to cause significant harm with one's bare hands, to the advanced understanding of music required to learn difficult bard songs, to the ability to attain spells relating to a different mystical force. In short - you grow through gaining experience, which leads to level advancement and, eventually, path advancement.

Classes can be broken down into three main groups. The mystics, made up of Arcanists and Elementalists, deal with magic and other mystical forces to produce a wide range of effects. The warriors, including classic Warriors, Paladins, Psi-knights, Red Claws, Barbarians, and Monks, have differing specialized skills, but all share in their common focus of direct physical assault. The



last group includes Rogues, Bards and Rangers, classes whose skill sets make them different from either of the groups above. This group's skills make them vital for performing specific tasks that are not suitable for any other class. Each of these classes are discussed in more detail below.

The Mystics

Arcanists

The most classic example of the Mystics is the class of Arcanists. These 'mages' are spell casters who master the arcane energies of the universe through mental discipline and knowledge. They follow a strict progression through specific schools of mystical thought, eventually becoming Warlocks, the most dangerous Arcanists around. In each school, a number of spell levels are available, beginning with the more basic and leading to the more advanced. When an Arcanist feels she is ready to advance to the next school, she requests a path change from her Guild. She will only be allowed to advance to the next rank if she has obtained thirteen levels of advancement and learned a minimum of two spells in each spell level one through four, and one fifth level spell, in her current path. Once she has moved on, Guild rules prevent her from gaining further spells in a school she has left, in order to encourage her to focus on her current studies.

Races: *Human, Elf, Half-Elf, Dwarf, Beggen, Gnome*

Minimum Stats: *IQ (14), WI (12)*

Rank: *Magician*

Casts Magician Spells

Rank: *Thaumaturgist*

Casts Thaumaturgist Spells

Rank: *Illusionist*

Casts Illusionist Spells

Rank: *Summoner*

Casts Summoner Spells

Rank: *Warlock*

Casts Warlock Spells

Arcane Figurine: Create non-Elemental Figurines



Elementalists

The other class of Mystics are the Elementalists. Like their Arcanist brethren, Elementalists are interested in controlling the forces of the universe. Unlike the Arcanists, however, Elementalists are focused on the four elements of which the universe itself is created. These include Air, Earth, Fire and Water, leading to the four schools of elemental magic, Aeromancers, Geomancers, Pyromancers and Hydromancers. Once all four schools have been mastered, an Elementalist may become an Isomancer, integrating knowledge of the four primary schools to become more powerful than any single element.

While Arcanists are restricted to a linear progression through the schools of mystical thought, Elementalists are free to choose the order in which they wish to study the elements. Like the Arcanist, an Elementalist may only progress from her current element to a new one once thirteen levels of advancement, two spells of each spell level one through four and a single fifth level spell have all been attained. Also like the Arcanist, an Elementalist cannot go back to a previously studied element, or study spells from a previously mastered element.

Races: *Human, Dwarf, Elf, Half-Elf, Half-Orc, Beggen, Gnome*

Minimum Stats: *WI (14), IQ (12)*

Rank: *Geomancer*

Casts Geomancer Spells

Rank: *Hydromancer*

Casts Hydromancer Spells

Rank: *Aeromancer*

Casts Aeromancer Spells

Rank: *Pyromancer*

Casts Pyromancer Spells

Rank: *Isomancer*

Casts Isomancer Spells

Elemental Figurine: Create Elemental Figurines



The Warriors

Barbarians

Barbarians are wary of all magic and never (well, rarely, at any rate) handle enchanted items. They believe only what they see as real, and, because of that, they have difficulty understanding any type of magic, aside from the shamanistic magic of their own tribes. Barbarians are wild and untamed “painted people,” almost a separate race of their own, though in fact they are always either Human or Saurian (the two types of tribes are very different in appearance, but their skills, abilities, and interactions with the world are similar enough that they are grouped together). As a group, they develop into very resourceful warriors, due largely to the fact that both the males and the females live out in the wild lands, and have thus grown very strong and resilient. Special adaptations to their harsh environment include skills that allow them to heal faster, learn to hit more in a single round of combat, and use their adrenaline rushes and berserker rages at will. These abilities generally enable a skilled Barbarian to quite effectively destroy any who might disturb his or her temper.

Races: *Human*

Minimum Stats: *ST (14), CN (14)*

Rank: *Land Reaver*

Adrenal Surge: When seriously wounded, the Barbarian experiences a surge of adrenaline, allowing him or her to cause significantly more damage to any foe.

Bashing: With sufficient strength, may bash down certain doors, or bash open locked chests.

Rank: *Wild Man*

Animal Roar: Strikes fear into the hearts of foes, making them less effective in combat. As this is stressful on the voice, it can be done but twice per day.

Wild Charge: Violently charge a single foe up to 20' away. Causes moderate damage. Due to strain on the body, the Wild Man may only do this 3 times per day.

**Rank:** *Berserker**Min. level: 25**Advances to: Barbarian*

Wild Pummel: Wild random attacks on enemies within 10' range hitting whoever is in the way (when chosen in battle, can't control who they hit, damaging everybody in a single enemy group. May only be done three times per day.

Berserk: The Berserker becomes fiercer, damaging his opponents more severely in his rage. May only be done three times per day.

Rank: *Marauder**Min. level: 37**Advances to: Barbarian Chieftain*

Battle Cry: Enemies panic and become much less effective in combat. May only be done three times per day.

Improved Berserk: Similar to the *Berserk* skill of the Berserker, but more potent. May be done three times per day.

Rank: *Barbarian Chieftain**Min. level: 50**Highest Barbarian rank*

Greater Berserk: Most effective *Berserker* skill a Barbarian may possess. May be done three times per day.

Monk

They do more than just meditating and praying. The Monks are Holy martial artists who, despite their commitment to good and serving others, are powerful fighters. These robed men and women wield mystic abilities from the way of enlightenment, which imbues them with abilities like making healing balms and blessed talismans. No enemy is immune to strong flesh and bone. Since Monks are experts at hand-to-hand combat, they can effectively damage any foe they make contact with.

Races: *Human, Elf, Half-Elf, Dwarf, Half-Orc, Beggen, Gnome, Sen-rats*

MIN. STATS: WI: 13, DX: 14

Rank: *Acolyte**Minimum level: 1**Advances to: Brother*

No special skills.



Rank: Brother
Advances to: Healer

Minimum level: 13

Transcend: By maintaining constant vigil, may heal some what as time passes. A variety of simple prayers and meditation techniques allow such healing even while traveling.

Rank: Healer
Advances to: Wind Monk

Minimum level: 25

Healing: Can make different potions and healing aids. Provided he has the special recipes and required ingredients, of which a few are taught and the rest must be found, he can heal most illnesses and injuries an adventurer may find on their quests.

Rank: Wind Monk
Advances to: Battle Monk

Minimum level: 37

Charm Maker: Can make a variety of enchanted items/talismans. As with the Healer's potions, special recipes and ingredients are required, most of which must be found.

Enlighten: Blesses him or herself or one other person with increased wisdom and intelligence for the day. May be done three times per day.

Mantra: The Wind Monk intonates a religious chant to protect the party. May be done three times per day.

Wind Form: This is what gives the Wind Monk his name. He assumes a wind form and is harder to be hit. He can do this four times per day

Rank: Battle Monk
Highest Monk rank

Minimum level: 50

Fist of Pain: Consecutive strikes at the same opponent grow in their intensity exponentially, until the foe is truly vanquished.



Paladin

Paladins start out as fighters devoted to the divine, whose principal mission is to protect and preserve justice. As they develop, they become great clerics devoted to the Temple and slow down, but never surrender their fighting skills. When Paladins start learning divine magic, they focus on healing and banishing undead and evil creatures. This unique path makes them the only magical talents who can wear most of the armors and use most weapons. They are a powerful force indeed. The highest Paladins, the Lords of Mercy, won't be merciful if you face them in battle (so long as you happen to be evil or undead..)

Races: *Human, Elf, Half-Elf*

MIN. STATS: *ST: 12, WI: 14, CH: 12*

Rank: *Protector*

Minimum level: 1

Advances to: Guardian

No special skills.

Rank: *Guardian*

Minimum level: 13

Advances to: Crusader

Oppose Evil: Grants one member of the party, including himself, advantage against evil foes. Of course, since evil is somewhat subjective, the effect is rather general. May be done three times per day.

Fight Evil: The Paladin violently attacks one of the evil foes who face him. May be done three times per day.

Rank: *Crusader*

Minimum level: 25

Advances to: Templar

Bless: gives the entire party the advantage of *Oppose Evil*. This ability may be used twice per day.

Rank: *Templar*

Minimum level: 37

Advances to: Lord of Mercy

Hurt Evil: An improved version of *Fight Evil*, may be done three times per day.

Improved Bless: Similar to *Bless*, but more potent. May be used twice per day.



Rank: *Lord of Mercy*
Highest Paladin rank

Minimum level: 50

Damage Evil: The most powerful version of *Fight Evil*, may be done three times per day.

Higher Bless: More potent even than *Improved Bless*, may be used three times per day.

Psi Knight

Some time in the distant past, strange visitors were said to have trained a few select individuals in the deeper mysteries of the mind. These in turn trained others, and the order of the Psi Knights was formed. These warriors are proficient with the blade, certainly, but their true strength lies in their ability to use their mind alone to accomplish extraordinary things. It is said that the most powerful Psi Knights can defeat almost any foe with their mental abilities alone.

Races allowed: *Humans, Half-Elf, Elf, Gnome*
MIN. STATS: WI: 14, DX: 12

Rank: *Initiate*

Minimum level: 1

Advances to: White Arrow

Mind Compass: Can sense direction in any situation. May be done three times per day.

Rank: *White Arrow*

Minimum level: 13

Advances to: Herald

Empathy: Can sense what an enemy is going to do in battle before they do it. This increases defensive and offensive capabilities. May be done three times per day.

Lesser Telekinesis: The White Arrow flings nearby debris at the enemy, damaging them even from a distance. May be done six times per day.



Rank: *Herald*

Minimum level: 25

Advances to: Psi Knight

Delusion: Deludes an enemy into seeing phantom threats, reducing their effectiveness in combat. May be done three times per day.

Telekinesis: Similar to *Lesser Telekinesis*, but more potent. May be done four times per day.

Rank: *Psi Knight*

Minimum level: 37

Advances to: Psi Lord

Mind-wreck: Directly attacks the mind of an enemy, temporarily reducing their ability to make good choices in combat. May be done three times per day.

Pyrokinesis: Collects heat energy from nearby and focuses it into a flaming attack at a group of foes, even if they're some distance away. May be done three times per day.

Shadow Mist: The Psi-Knight partially turns himself into a mist, making it much harder for enemies to hit him. May be done three times per day.

Rank: *Psi Lord*

Minimum level: 50

Highest Psi Lord level

Higher Empathy: Like *Empathy*, but more potent. May be done three times per day.

Split Moment: The Psi Lord splits his attacks among multiple enemies, attacking every member of a group. May be done four times per day.

Greater Telekinesis: The most potent form of Telekinesis, causes severe damage to a group of foes as much as 30' away. May be done twice per day.

Leech Energy: The Psi Lord drains life energy from a foe and heals himself to some degree. The Psi Lord can do so twice per day and once every five levels above the rank of Psi Lord.



Saurian Red Claw

These evolved Lizard Men are walking weapons, be it with their teeth, tail or claws. Their natural Reptilian scale protection is as good as many types of body armor. Therefore, they only wear a few items like shields and amulets, and the only weapons they may carry are ranged weapons or very large weapons. Should you see one wielding a great two-handed War Axe and heading your way menacingly, watch out! Note: Saurian Red Claws are a specialized form of Barbarian. As such, they receive all of the normal 'Barbarian' skills, in addition to those described below.

Races allowed: *Saurian*

Min. Stats: ST: 14, CN: 14

Rank: *Pale Claw*

Minimum level: 1

Advances to: Green Claw

No Additional Skills

Rank: *Green Claw*

Minimum level: 13

Advances to: Red Claw

Chameleon: Can blend into the background, reducing their visibility and making it harder for enemies to hit them. May be done three times per day.

Rank: *Red Claw*

Minimum level: 25

Advances to: Black Claw

Venom Bite: Can bite a foe in close range, infusing them with a mild poison. May be done three times per day.

Rank: *Black Claw*

Minimum level: 37

Advances to: High Talon

Venom Spray: Sprays venom at a group of foes, even some distance away. May be done twice per day.

Rank: *High Talon*

Minimum level: 50

Highest Saurian Red Claw Rank

Dragon Breath: Can spray igniting Venom that burns a single victim up to a short distance away, causing extensive damage. May be done six times per day.



Warrior

Warriors are the masters of all weapons and can wear any armor they please. Their proficiency in all weapons is unrivaled and unlimited as they are the most highly trained and the most well rounded of fighters. They have a good proficiency in all weapons, whereas other classes like the Rogue are specialized. At higher positions in their career, some of these awesome fighters learn to channel the great warriors of the past and fight “as them” in battle.

Races allowed: *Human, Elf, Half-Elf, Dwarf, Half-Orc, Senrats, Saurian*
MIN. STATS: *ST -14*

Rank: *Squire* *Minimum level: 1*
Advances to: Bladesman
No special skills.

Rank: *Bladesman* *Minimum level: 13*
Advances to: Knight
No special skills.

Rank: *Knight* *Minimum level: 25*
Advances to: Champion
Suggestion of Force: Has a chance of causing a single foe to flee battle. This chance increases with every five levels gained beyond the rank of Knight. May be done six times per day.

Rank: *Champion* *Minimum level: 37*
Advances to: Warlord
Split Moment: See the Psi Lord’s *Split Moment* Skill.

Rank: *Warlord* *Minimum level: 50*
Highest Warrior rank
Titan Form: Greatly increases the strength of the Warlord for the remainder of combat, also increasing the damage done to foes. May be done three times per day.
War Rage: Similar to *Split Moment* but more potent, causing more damage to the group of foes selected. May be done twice per day.



The Others

Bard

The Bard's music is a rare magical enchantment. These musical enchanterers are experts with lore and legend and many parties feel they need one of these Peacocks in their ranks since they are part Rogue, part Warrior and a little bit o' Mage. Their abilities in music, sword handling and the more Roguish arts make them a valuable asset to any adventurer. And, of course, no man alive could stand beside a Bard and claim better ability to drink strong ale!

Races: *Human, Elf, Half-Elf, Dwarf, Beggen, Gnome*

MIN. STATS: *IQ: 12, CH: 14*

Rank: *Harper*

Min. level: 1

Advances to: *Piper*

Pickpocket: steals items / money from others.

Rank: *Piper*

Min. level: 13

Advances to: *Minstrel of Ceridwen*

Lock-pick: can open locked doors and chests.

Rank: *Minstrel of Ceridwen*

Min. level: 25

Advances to: *Bard Enchanter*

Enchant Weapons: Can cause the weapons of the party to strike truer. Can be used three times per day.

Rank: *Bard Enchanter*

Min. level: 37

Advances to: *Arcsinger*

Charm Party: Can enchant each PC, making them seem more congenial and beautiful to others. He can do this once a day.

Rank: *Arcsinger*

Min. level: 50

Highest Bard rank

Higher Charm: Similar to *Charm Party*, but more potent, and can be done three times per day.

Higher Enchant: Similar to *Enchant Weapons*, but more potent. Can be used three times per day.



Ranger

The Ranger is the master bowman, guardian of nature and often partner to an Elementalist. Their knowledge of creature critical weaknesses makes them the most efficient killers of any class, though they take a slower and more careful approach to learning this art. At higher levels, the Ranger becomes adept at making “something out of nothing”, a survival skill passed on to them through their associations with others of their craft. Though they are called many things in their career, including Beast Master, Hunter and Druid, we have come to know them as Rangers.

Races: *Human, Dwarf, Elf, Half-Elf, Half-Orc, Beggen, Gnome, Senrats*

MIN. STATS: *ST: 12, WI: 12, CN: 14,*

Rank: *Tracker*

Minimum level: 1

Advances to: Beast Master

Shadow Walk: Can lead party silently through open terrain, cutting random creature attacks by 25%.

Rank: *Beast Master*

Minimum: level: 13

Advances to: Hunter

Deathblow: The Ranger hits the nerve center of a foe at close range, thus killing it. May be done three times per day.

Animal Talk: Can talk to and befriend animals and make them join the party once per day.

Rank: *Hunter*

Minimum level: 25

Advances to: Druid

Defuse: Disarms traps. This is a skill, similar to that learned by Rogues.

Locate Traps: Can see traps 10' ahead of the party and warns them. This is a sensory enhancement derived from extensive training, available at all times.



Rank: *Druid*

Minimum level: 37

Advances to: Alchemist

Heal: The Druid draws on the power of the natural world, healing himself or a comrade somewhat. May be done four times per day.

Quicksand: The earth gives way beneath a group of enemies, and they are stuck, effectively paralyzing them. May be done twice per day.

Rank: *Alchemist*

Minimum level: 50

Highest Ranger level

Alchemy: Can make special use items and weapons, provided he has the proper recipes and components.

Rogue

Rogues are experts at thievery, stealth and infiltration. A good Rogue can always get to those who are unreachable. At high levels, the Rogue's abilities in detecting and disarming traps and melding into the shadows are outstanding and almost mysterious. The well trained Rogue is the ultimate master of thrown weapons and possesses a "Cat-Like-Awareness" that seldom fails to let them strike first in combat. They are always deadly and have no conscience about poisoning their weapons and setting traps for the unsuspecting intruder.

Races: *Human, Elf, Half-Elf, Half-Orc, Beggen, Senrats, Dwarf, Gnome*
MIN. STATS: *DX: 14*

Rank: *Thief*

Minimum level: 1

Advances to: Defuser

Pickpocket: Steals items / money from others. This skill improves as he gains levels

Lock-pick: Can open locked doors and chests. This skill improves as he gains levels

Hide in Shadows: The Thief hides himself in nearby shadows.



Rank: *Defuser*

Minimum level: 13

Advances to: Spy

Defuse: Can disarm traps. This skill improves as he gains levels

Locate Traps: Sees traps 10' ahead of the party and warns them. This is a trained perception, and is always available.

Rank: *Spy*

Minimum level: 25

Advances to: Disruptor

Deathblow: Deals the enemy one fatal blow, so long as the Rogue is hiding already. This skill improves as the Rogue gains levels

Rank: *Disruptor*

Minimum level: 37

Advances to: Shadow Master

Make Poisoned Weapons: Can produce poisoned weaponry, given proper ingredients (including the unmodified weapon) and a proper recipe. A few recipes are provided when this skill is first learned, while more advanced recipes must be found.

Rank: *Shadow Master*

Minimum level: 50

Highest Rogue level

Greater Deathblow: Similar to *Deathblow*, but with a greater chance of success.





Chapter Four

Creation of Items

“Why buy from a store what you can make yourself? That’s what my pa used to say.”

Burnie the Magnificent

Any enterprising individual knows the value of doing things for yourself. Being able to create your own weapons and armor is more than just economical, you can match your skill and attempt to create something that’s better than you could ever buy. Sure those arrows at Imperial Weapons work fine, but what if you could add an obsidian tip? Any gnome craftsman worth his salt could tell you that your own creations will almost always serve you better than something made for the general public.

Even more enticing than the creation of simple things like arrows and daggers, is the creation of magical devices, potions, and the like. Using a variety of ingredients, items may be created that heal, harm, and effect your environment. While the discovery of these recipes is almost solely at the expense of long hours of trial and error on behalf of the chef, ceratin recipes are common knowledge, and others can be found throughout the realms in places of learning or from individuals who have perfected it themselves. It can also certainly be said that different classes are trained in the production of different items. Along with the description of each discipline are listed those classes trained in that discipline.



General Properties of Item Creation

Once a person can begin to craft a type of object, they may try to craft any object of that type, however, the more components a recipe requires, the more likely a beginner will foul up the process. With experience and greater skill comes a greater chance of success, even with very complex recipes.

All items are composed of base components of some type and power level. The most basic of these components are listed here, although many more certainly exist:

Bundles of sticks	1 Wood
Hunk of Obsidian	1 Obsidian
Hunk of Bronze	1 Bronze
Well-balanced rocks	1 Stone
Lump of Iron	1 Iron
Animal Hide	1 Leather
Ruby	1 Power
Dragon's Blood	8 Power
Holy Water	1 Light
Snake Fang	1 Dark
Raven Beak	1 Air
Earthworm	1 Earth
Fish Scales	1 Water
Lightning Bug	1 Fire

Mundane items

Mundane items include basic weapons and armor, as well as most common munitions. Most classes are trained in some level of mundane item creation, as follows:

- Bards, Rangers, and Paladins begin crafting at level 13, gaining more skill every 3 levels, up to Master Craftsman at level 55.
- Warriors, Rogues, Monks and Psi-Knights can also craft mundane items, starting at level 19, gaining more skill every 4 levels up to a moderate level of expertise at level 66.

The mundane items are by far the easiest to make, and really only require a familiarity with metal working, woodcraft, and a bit of ingenuity. Recipes for some common mundane items are as follows:



Arrows:

1 Wood

1 feathers from a hawk.

Adding a piece of bronze or obsidian into the mix will give your arrow a more effective tip.

Bolts:

1 Wood

Adding a piece of bronze or obsidian into the mix will give your bolts a more effective tip.

Stone Bullets:

1 Stone

Bronze Bullets:

1 Piece of Bronze

Dagger:

1 Piece of Iron

Short Sword:

2 Pieces of Iron

Broad Sword:

3 Pieces of Iron

Long Sword:

4 Pieces of Iron

Two-Handed Sword:

6 Pieces of Iron

Great Sword:

8 Pieces of Iron

Short Bow:

3 Pieces of Wood

Composite Bow:

3 Pieces of Wood

1 Piece of Iron

Long Bow:

4 Pieces of Wood

*Crossbow:*

- 3 Pieces of Wood
- 2 Pieces of Iron

Sling:

- 1 Piece of Leather

Quarterstaff:

- 2 Wood

Potions

Potion making, or alchemy, involves the combination of ingredients to create a liquid with some special power. This includes the creation of poisons, as well as potions with a wide range of effects. Classes studied in the art of alchemy are as follows:

- Monks and Rogues begin brewing potions at level 13, gaining more skill every 3 levels up to Master Alchemist at level 55.
- Paladins, Psi-Knights, and Rangers start brewing at level 19, gaining more skill every 4 levels up to a moderate level of expertise at level 66.

Alchemy is a strange art in and of itself, and the art of making potions include some of the oldest known recipes in existence, tending to be passed down from one generation to the next. A few simple ones are common knowledge:

Poison:

- 8 Dark Components

Antidote:

- 2 Light Components
- 1 Poison

Potion of Lesser Healing:

- 1 Light Component
- 1 Power Component



Figurines

Figurines are statues imbued with the essence of a creature. They can be activated to summon a real creature of the imbued type to aid the party. Elemental Figurines are those imbued with elemental energies, while Arcane Figurines are those imbued with more arcane forces. While the two areas of study are similar, each is bound to the types of energies involved, limiting the classes that may study either one. Skills in the art of figurine creation are learned as follows:

- Elementalists can start crafting Elemental Figurines at level 13, gaining more skill every 4 levels up to a Master Figurist at level 69.
- Arcanists can start crafting Arcane Figurines at level 13, gaining more skill every 4 levels up to a Master Figurist at level 69.
- Barbarians and Red Claws can craft Elemental Figurines starting at level 25, gaining more skill every 5 levels up to a moderate ability at level 72.
- Psi-Knights can craft Arcane Figurines starting at level 25, gaining more skill every 5 levels up to a moderate ability at level 72.

Both Arcane and Elemental Figurines tend to be considered sacred by their respective creators. As such, the recipes for their creation are often secret, shared only very carefully among close friends, or between instructor and student. Two example recipes are commonly taught, the Arcane Figurine of the Wolf and the Elemental Figurine of the Earth Elemental.

Wolf Figurine:

- 2 Power Components
- 1 Dark Component
- 1 Obsidian Piece

Earth Elemental Figurine:

- 2 Power Components
- 1 Earth Component
- 1 Iron piece



Magical Weapons and Armor

Magical weapons and armor are the stuff of legends. They are also standard equipment for any sufficiently successful adventurer. Some even learn how to make it themselves. The skills for enchanting weaponry are sufficiently different from those for enchanting armor that the two are never taught at the same time. As such, different classes specialize in one or the other, as follows:

- Arcanists can craft magical weapons starting at level 13, gaining more skill every 5 levels up to Master Enchanter at level 83.
- Elementalists can craft magical armor starting at level 13, gaining more skill every 5 levels up to Master Enchanter at level 83.
- Psi-Knights can craft magical weapons starting at level 25, gaining more skill every 6 levels up to a moderate ability at level 81.
- Paladins can craft magical armor starting at level 13, gaining more skill every 6 levels up to a moderate ability at level 81.

While crafting an armor or weapon that holds magical qualities is typically regarded as an industry secret, a few basic enchantments are known around the land. Although they are not the most potent, these open the gateway to creating even more powerful items, as these simple enchanted items are often prerequisite components in more complex enchantments.

Enchanted Robe, Leather, Chain, Scale:

- 1 Base Armor
- 1 Power

Enchanted Plate:

- 1 Plate Armor
- 2 Power

Enchanted Dagger:

- 1 Dagger
- 1 Power

Enchanted Long Sword:

- 1 Long Sword
- 2 Power

Enchanted Great Sword:

- 1 Great Sword
- 3 Power



Other Magical Items

Creation of certain other magical items, such as pendants, rings or instruments, can also be a rewarding skill. This skill is taught to those of magical inclination, and also to those who pursue an interest, even though it requires a level of concentration and study seldom seen outside the more scholarly arts. The classes studied in the creation of miscellaneous magical items are as follows:

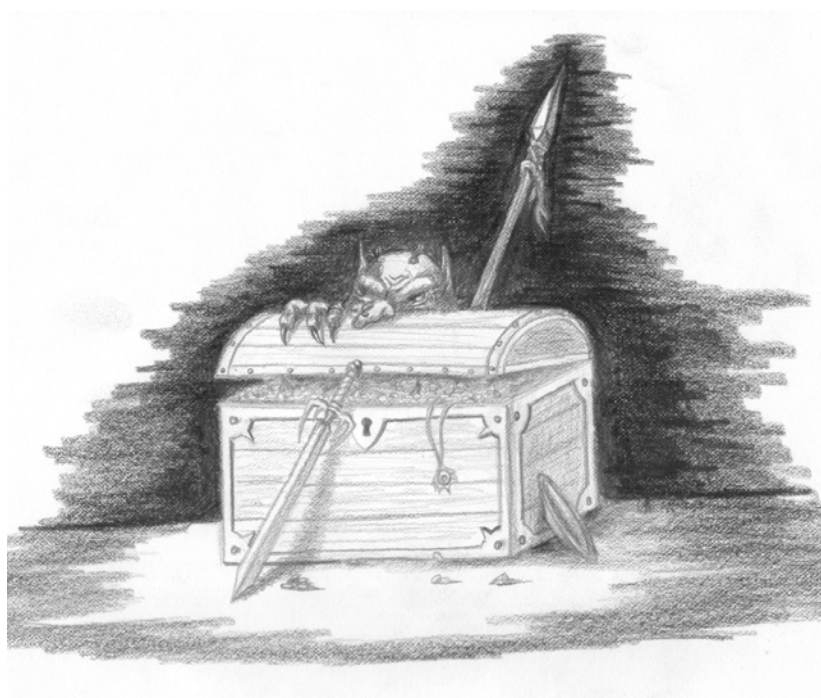
- Arcanists and Elementalists can craft miscellaneous magical items starting at level 13, gaining more skill every 5 levels up to Master Enchanter at level 83.
- Monks and Bards can craft magical items starting at level 25, gaining more skill every 6 levels up to a moderate proficiency at level 81.

These miscellaneous items are many and varied in their uses and effectiveness. While there are many homegrown recipes for such things, ranging from destroying a small village to keeping the beetles from your tomatoes, the most useful recipes tend to be secrets within a family or a secretive order. One recipe was once leaked by a loose-tongued bard after he had a few too many mugs one night, and has since fallen into common knowledge:

Ice Flute:

- 1 Flute
- 2 Power
- 2 Water

And so ends our discussion on the many and magnificent objects you can create with your own hands. Indeed it is both thrifty and exciting. Best of luck to you, and here's hoping your potion flame doesn't blow up in your face!





Chapter Five

Magic

Magic is very common in the Realms of the Orkney Isles. There are various types of magic: arcane magic, elemental magic, and healing magic. Bards use the magic of music in their special songs.

Arcanist

Perhaps the most versatile, if not most powerful, of magic wielders are the Arcanists. While the Elementalist is supreme in the shaping of forces of nature, the Arcanist draws on powers far beyond the mortal realm, into the realm of the unnatural and the supernatural. This allows him to physically move into other realms that the Elementalist cannot enter at all! Unhampered by the rules of Nature, or the need for sympathetic materials, the Arcanist enjoys tremendous freedom in the use of his powers. But he is not without his limitations as well. He can summon demons, restore health and vigor to the Party to a large degree, and his attack spells can obliterate almost everyone. However, the Arcanist has no direct power over the natural world, forcing him to rely upon extra-natural resources and avatars.



MAGICIAN

The Magician is the basic Arcanist rank. Here is where all Arcanists begin their career. He has a good inventory of utility spells, but also a small amount of attack spells at his disposal.

Level 1 spells

CASP: *Call Sprite* *Cost: 2 SP* *Range: View*
Duration: Medium

Effect: Calls a Sun Sprite from another plane to illuminate the area around the party. This spell does not last long, however, since Sprites can only exist for a short time away from their home plane, and must therefore return soon after called.

TRTR: *Trip Trap* *Cost: 2 SP* *Range: 30'*
Duration: Immediate

Effect: All traps within range are disarmed right away, removing possible danger in the given area. This spell also works on most treasure chests.

LIPR: *Light Protection* *Cost: 3 SP* *Range: Self*
Duration: Combat

Effect: The Magician uses the mana fabric to create a light shield around him to give him a better protection during a fight.

EEST: *Eel Strike* *Cost: 3 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: 1d4 x level*

Effect: With this basic attack spell, the Magician calls an electric fist that strikes the chosen foe.



Level 2 spells

BALL: *Ball of Bearing* *Cost: 3 SP* *Range: N/A*

Duration: Medium

Effect: The Magician summons a Sprite to show him and the party the direction so they don't get lost while the Sprite lives. See CASP spell why spells that involve Sprite-calling never last long.

HELL: *Healing Light* *Cost: 4 SP* *Range: 1 Char*

Duration: Immediate

Heal: 5d4

Effect: This basic healing spell repairs a small amount of physical damage done to a wounded party member.

LEIN: *Level Increase* *Cost: 4 SP* *Range: 1 Char*

Duration: Combat

Effect: The magician uses his energies to increase the dexterity of one character during combat, enabling him or her to strike sooner, and better evade enemy attacks.

MIEN: *Mild Entangle* *Cost: 3 SP* *Range: Group (20')*

Duration: Combat

Effect: The Magician uses his energies to entangle a group of enemies, effectively reducing their dexterity.

Level 3 spells

HEFY: *Heimdall's Eye* *Cost: 5 SP* *Range: View*

Duration: Long

Effect: The Magician calls forth the power of Heimdall, thus enabling him or herself with the ability to see in the dark. Heimdall's Eye also reveals secret doors.

EEBL: *Eel Blight* *Cost: 5 SP* *Range: Group(10')*

Duration: Immediate

Effect: This spell, related to Eel Strike, does not damage a foe, but blinds a group of foes for a short time.



MAAR: *Magic Arrow* *Cost: 5 SP* *Range: Group (20')*
Duration: Immediate *Damage: 5d4*
Effect: The Magician shoots pile of manna arrows at a group of enemies, inflicting damage on them.

Level 4 spells

HEME: *Heal Medium* *Cost: 6 SP* *Range: 1 Char*
Duration: Immediate *Heal: 10d4*
Effect: Heal Medium is the improved and advanced Heal Light, healing even further the wounds of one fellow.

WOLF: *Summon Wolf* *Cost: 6 SP* *Range: none (special)*
Duration: Indefinite
Effect: The Magician summons a wolf to fight for the party until it gets killed.

VEST: *Venom Strike* *Cost: 6 SP* *Range: 1 Foe (10')*
Duration: Short *Damage: Poison*
Effect: The Magician uses his power to directly invade the body of a foe, poisoning it.

Level 5 spells

HEPE: *Heimdall's Perception* *Cost: 7 SP* *Range: View*
Duration: Indefinite
Effect: This is the advanced version of Heimdall's Eye. Advanced, because it lasts indefinitely (i.e., until dispelled).

BAGI: *Balder's Gift* *Cost: 7 SP* *Range: 1 Char*
Duration: Combat
Effect: The Magician calls forth the power of Balder, thus increasing the Strength of one party member during combat.



LIST: *Lightning Strike* *Cost: 7 SP* *Range: Group 30'*
Duration: Immediate *Damage: 10d4*

Effect: The best group-attack spell for the Magician, a cluster of lighting bolts is launched into a group of enemies, wreaking havoc upon your chosen foes.

Level 6 spells

SUWA: *Summon Warrior Wolf* *Cost: 9 SP* *Range: none (special)*
Duration: Indefinite

Effect: Summons a warrior wolf to fight for the party until it gets killed.

BERA: *Berserker's Rage* *Cost: 10 SP* *Range: Party*
Duration: Combat

Effect: The Magician puts the whole party into the rage of a berserker, allowing a torrent of damage to fall upon your foes.

Level 7 spells

MAPO: *Magician's Portal* *Cost: 15 SP* *Range: Party*
Duration: Immediate

Effect: The Magician creates a mystical portal through which the party may gain access to any place on the current dungeon level through which they've already traveled.

PUFO: *Push Foes* *Cost: 18 SP* *Range: Group(80')*
Duration: Immediate

Effect: Pushes a group of enemies away from the party during combat.

HEMA: *Heal Major* *Cost: 12 SP* *Range: Party*
Duration: Immediate *Heal: Full wounds*

Effect: The best healing spell for Magicians, Heal Major will regenerate all wounds inflicted upon the entire party.
Note: dead party members are not effected.



THAUMATURGIST

The Thaumaturgist is the next Arcanist rank. His spells are more advanced than those of the Magician, and while he has less utility spells, he has the better attack spells.

Level 1 spells

RELO: *Reveal Location* Cost: 2 SP Range: Party

Duration: Immediate

Effect: The map of the dungeon is revealed in the mind's eye of the Thaumaturgist so that he can tell party fellows where they are, relatively seen to the entrance stairs.

MEGL: *Metal Glow* Cost: 2 SP Range: View

Duration: Short

Effect: Causes all metallic objects the party wears to glow, so that the party can see in the dark.

LOHE: *Low Healing* Cost: 3 SP Range: 1 Char

Duration: Immediate

Heal: 8 HP

Effect: The Thaumaturgist uses his powers to restore a little health to a wounded friend.

BABL: *Balder's Blessing* Cost: 3 SP Range: Self

Duration: Combat

Effect: The Thaumaturgist calls forth the power of Balder to protect one fellow in combat, reducing a foe's chances to hit.

MAGI: *Magni's Gift* Cost: 3 SP Range: Char

Duration: Combat

Effect: The Thaumaturgist calls forth the power of Magni to strengthen the weapon of one party member, thus allowing him or her to cause more damage.



Level 2 spells

LOST: *Locate Stairs* *Cost: 5 SP* *Range: 30 '*

Duration: Short

Effect: Calls forth a Sprite which circles around the party and reveals any nearby stairs.

THPO: *Thor's Power* *Cost: 5 SP* *Range: 1 Char*

Duration: Combat

Effect: The thaumaturgist summons a portion of the power of Thor and transfers it to a party fellow, granting him unusual effectiveness in battle.

STYO: *Steal Youth* *Cost: 5 SP* *Range: 1 Foe (10 ')*

Duration: Immediate

Effect: The Thaumaturgist uses his power to unnaturally age a single foe, reducing their abilities substantially.

SIST: *Silver Strike* *Cost: 4 SP* *Range: 1 Foe (10 ')*

Duration: Immediate

Damage: 6d4 (x 2 if undead)

Effect: One of only two non-Paladin undead attack spells, Silver Strike is taught outside the Order to ensure that at least a basic defense against the foul antithesis of nature is available to those who cannot, or will not, follow the Way. Silver Strike works against all creatures, but is much more effective against undead.

Level 3 spells

ODPR: *Odin's Protection* *Cost: 6 SP* *Range: Party*

Duration: Medium

Effect: The Thaumaturgist calls forth the power of Odin to protect the entire party for a time.

STGI: *Strength of a Giant* *Cost: 6 SP* *Range: 1 Char*

Duration: Combat

Effect: The Thaumaturgist uses his power to strengthen a party fellow during combat, so that strikes dealt to foes may land with more severity.



ODCL: *Odin's Cloak* *Cost: 7 SP* *Range: Party*
Duration: Combat

Effect: The Thaumaturgist calls forth the power of Odin to protect the party, having more effect than Odin's Protection, but only until the conclusion of combat.

THBO: *Thunder Bolt* *Cost: 6 SP* *Range: Group(10')*
Duration: Immediate *Damage: 10d4*

Effect: The Thaumaturgist hurls a volley of thunderbolts into a group of enemies, injuring them.

Level 4 spells

MAGL: *Magical Glow* *Cost: 7 SP* *Range: View*
Duration: Medium

Effect: An improved version of Metal Glow; Magical Glow causes metallic objects in the party's possession to glow more brightly and for a longer time.

LIBR: *Lightning Breath* *Cost: 7 SP* *Range: group (40')*
Duration: Immediate *Damage: 8d8*

Effect: The Thaumaturgist is endowed with the power to breathe lightning, inflicting terrible damage on a group of foes.

MJST: *Mjölnir Strike* *Cost: 8 SP* *Range: 1 Foe (70')*
Duration: Immediate *Damage: 15d4*

Effect: The Thaumaturgist summons the ancient hammer Mjölnir to strike a tremendous blow to a single enemy.

Level 5 spells

MIST: *Create Mist* *Cost: 8 SP* *Range: Party*
Duration: Immediate

Effect: The Thaumaturgist creates a magical mist that surrounds the party, making it impossible for foes to see them, and allowing them to escape from battle.



BLMA: Blessing of Magni Cost: 10 SP Range: Party

Duration: Combat

Effect: The Thaumaturgist calls forth the power of Magni to strengthen the whole party during combat.

SISW: Sigurd's Sword Cost: 8 SP Range: none (special)

Duration: Combat

Effect: The Thaumaturgist calls forth the legendary Sword of Sigurd to defend the party from enemy attacks, effectively improving their overall defenses.

Level 6 spells

GHWA: Ghost Wall Cost: 10 SP Range: Wall(facing)

Duration: 1 step

Effect: The Thaumaturgist makes a wall penetrable for a short time so that the whole party can walk through it.

BASH: Balder's Shield Cost: 10 SP Range: Party

Duration: Indefinite

Effect: The Thaumaturgist calls forth the protection of Baldr for the entire party, which continues until dispelled.

Level 7 spells

HEEV: Heal Everyone Cost: 12 SP Range: Party

Duration: Immediate

Heal: All Wounds

Effect: This is the best healing spell for non-Paladins. The Thaumaturgist restores the entire party, removing all physical wounds.

THRA: Thor's Rage Cost: 11 SP Range: Group (50')

Duration: Immediate

Damage: 20d4

Effect: The Thaumaturgist calls forth the power of a raging Thor, who inflicts horrible damage upon a group of enemies.



KILL: *Kill Foe* *Cost: 16 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: Death*
Effect: Kills one foe outright, so long as that foe is not undead or incredibly mighty.

I L L U S I O N I S T

The Illusionist doesn't use direct physical attacks on his enemies, but projects illusions into the eyes of his foes. These illusions can strike very hard, but are easy to destroy by disbelief. This alone would make the Illusionist fairly weak, but fortunately for him, he can also resort to the spells of the lower ranks.

Level 1 spells

EAEY: *Eagle Eye* *Cost: 10 SP* *Range: View (30')*
Duration: Medium
Effect: The Illusionist is granted with an enhanced perception, enabling her to see nearby traps or stairways.

MIOG: *Mind Ogre* *Cost: 15 SP* *Range: None (special)*
Duration: Indefinite
Effect: Summons an illusionary Ogre to fight for the party until destroyed or disbelieved.

Level 2 spells

MIGO: *Mind Golem* *Cost: 16 SP* *Range: None (special)*
Duration: Indefinite
Effect: Summons an illusionary Clay Golem to fight for the party until destroyed or disbelieved.

MIWO: *Mind Wolf* *Cost: 14 SP* *Range: None (special)*
Duration: Indefinite
Effect: Summons an illusionary Wolf to fight for the party until destroyed or disbelieved.



Level 3 spells

INFR: *Infravision* *Cost: 7 SP* *Range: Party*
Duration: Medium

Effect: The Illusionist is endowed with infravision, providing clear vision even in very dark places.

MIPH: *Mind Phasing* *Cost: 10 SP* *Range: 1 Foe (30')*
Duration: 2 combat rounds

Effect: The Illusionist damages an enemy mage's mind. This spell causes the target's spells to fizzle for two combat rounds.

Level 4 spells

LOIL: *Loki's Illusion* *Cost: 8 SP* *Range: Party*
Duration: Medium

Effect: The Illusionist makes the party look like wandering monsters, reducing the likelihood of encounters of any kind.

MIGI: *Mind Golem (Iron)* *Cost: 17 SP* *Range: None (special)*
Duration: Indefinite

Effect: Summons an illusionary Iron Golem to fight for the party until destroyed or disbelieved.

Level 5 spells

PRIL: *Preclude Illusions* *Cost: 15 SP* *Range: Everyone(90')*
Duration: Combat

Effect: The Illusionist prevents all spell casters from creating Illusions

MIBL: *Mind Blow* *Cost: 15 SP* *Range: Group (30')*
Duration: 2 combat rounds

Effect: An advanced Mind Phasing, Mind Blow will damage the minds of a group of enemies.



Level 6 spells

MIDR: *Mind Dragon* *Cost: 20 SP* *Range: None (special)*

Duration: Indefinite

Effect: Summons an illusionary Dragon to fight for the party until destroyed or disbelieved.

MIND: *Mind Drain* *Cost: 9 SP* *Range: 1 Foe (50')*

Duration: Immediate

Effect: The Illusionist drains mystical energy from an enemy, adding it to his or her own.

Level 7 spells

HAEY: *Hawk Eye* *Cost: 13 SP* *Range: View (30')*

Duration: Indefinite

Effect: An advanced version of Eagle Eye; beyond a longer duration, Hawk Eye additionally allows the Illusionist to perceive secret doors.

MIVO: *Mind Vortex* *Cost: 35 SP* *Range: All Foes(90')*

Duration: Immediate

Effect: The Illusionist creates a vortex in the minds of all foes that can inflict status changes and death. However, disbelieving can easily destroy it, because it's an illusion.



S U M M O N E R

While the Illusionist tricks the enemy with illusions, the Summoner's summoning mean real business. Lower-class mages may be able to summon a Wolf or two, but the Summoner calls and repels creatures, which are not easy to bind. He also has precluding abilities. Theoretically, he could also summon powerful undead beings, but kings and mage guilds forbade this practice long ago. However, he is not only limited to summoning and precluding but he also has an astonishing repertoire of offensive spells.

Level 1 spells

GRPR: *Gravity Press* *Cost: 20 SP* *Range: 1 Foe (30')*
Duration: Immediate *Damage: 20d4*
Effect: The Summoner sets an enemy under high gravitational pressure, thus inflicting damage.

LISH: *Lightning Shield* *Cost: 10 SP* *Range: Party*
Duration: Combat
Effect: The Summoner creates a shield that gives increased protection against lightning-based attacks.

LEDE: *Lesser Demon* *Cost: 15 SP* *Range: None (special)*
Duration: Indefinite
Effect: The Summoner calls a Pit Demon from the Lower Plains to fight for the party until it gets killed.

Level 2 spells

SIBL: *Sight Blur* *Cost: 25SP* *Range: Party*
Duration: Medium
Effect: The Summoner creates a blurring field around the party, causing enemies to overlook them and thereby reducing random encounters.



GRWA: Gravity Wave Cost: 30 SP Range: Group (20')

Duration: Immediate

Damage: 35d4

Effect: A stronger form of Gravity Press, Gravity Wave increases the gravitational force on an entire group of enemies.

STFI: Star Fire Cost: 10 SP Range: Group (30')

Duration: Immediate

Damage: 10d6

Effect: The Summoner launches a lightning attack into an enemy group, frying them.

Level 3 spells

MEDE: Medium Demon Cost: 20 SP Range: None (special)

Duration: Indefinite

Effect: Summons a Horned Demon from the Lower Plains to fight for the party until it gets killed.

PRUN: Preclude Undead Cost: 15 SP Range: All Foes(90')

Duration: Combat

Effect: Prevents all participants in combat from summoning undead, including the Summoner.

REDO: Repel Demon Cost: 25 SP Range: 1 Foe (40')

Duration: Immediate

Damage: 10d6 (demon only)

Effect: The Summoner damages an enemy demon. This spell works on no other creature.

Level 4 spells

SUAS: Summon Assassin Cost: 40 Range: None (special)

Duration: Indefinite

Effect: The Summoner summons a deadly assassin to fight for the party until it gets killed.



LIBO: *Lightning Bolt* *Cost: 15 SP* *Range: All Foes (40 ´)*
Duration: Immediate *Damage: 15d6*
Effect: Lightning Bolts rain down from above, affecting all foes within range.

SPFI: *Spirit Fist* *Cost: 25 SP* *Range: 1 Foe (70 ´)*
Duration: Immediate
Effect: The Summoner attacks an enemy's spirit directly to phase an enemy mage's SP completely.

Level 5 spells

PRDE: *Preclude Demons* *Cost: 15 SP* *Range: Everyone(90')*
Duration: Combat
Effect: The Summoner precludes everyone in the battle from summoning demons. This also affects the casting Summoner himself.

PRMA: *Preclude Magic* *Cost: 17 SP* *Range: Everyone(90')*
Duration: Combat
Effect: If this spell works, the Summoner precludes every one – including the mages in his party and himself – from casting magic as long as the battle lasts.

Level 6 spells

SPHA: *Spirit Hammer* *Cost: 45 SP* *Range: 1 Group (40 ´)*
Duration: Immediate
Effect: This spell is the improved Spirit Fist. Now, the SP of a complete mage group is destroyed.

MADE: *Major Demon* *Cost: 32 SP* *Range: None (special)*
Duration: Indefinite
Effect: Summons a Demon Master from the Lower Plains to fight for the party until it gets killed.



PRRE: Preclude Reproduction Cost: 21 SP Range: All Foes(90')
Duration: Combat

Effect: Some foes magically reproduce during combat - this spell prevents that reproduction.

Level 7 spells

CUCU: Cu Chulainn Cost: 35 SP Range: None (special)
Duration: Medium

Effect: Summons the legendary hero Cu Chulainn to fight for the party for some time. Since he also has other duties, he leaves after some time, and can only be re-summoned after 3 days.

COSU: Counter Summoning Cost: 50 S Range: Everyone(90')
Duration: Combat

Effect: Prevents any type of summoning or reproduction for the duration of combat. This affects the Summoner as well.

GRDE: Gravity Demise Cost: 80 SP Range: All Foes (50')
Duration: Immediate Damage: 50d4

Effect: Stronger yet than Gravity Press, this improved form of Gravity Wave affects all foes within range.



W A R L O C K

The Warlock has the repertoire of the foregoing ranks at his disposal and adds to this repertoire a small number of top-level Arcanist spells, especially those of chaining and obliterating. Warlocks are also permitted to carry leather armor and a short sword, though they normally don't participate in physical combat if they can avoid it. Nonetheless, never challenge a Warlock...

Level 1 spells

DRFO: *Draw Foes* *Cost: 40 ´* *Range: Group (40 ´)*
Duration: Immediate

Effect: Draws an enemy group into close-combat range. Quite useful against mages and archers.

Level 2 spells

SPCO: *Spell Compiler* *Cost: 35 SP* *Range: Party*
Duration: Various

Effect: The Warlock casts BALL, BASH and HAEY at the same time.

Level 3 spells

VAMP: *Vampire Suction* *Cost: 45 SP* *Range: 1 Foe (50 ´)*
Duration: Immediate

Effect: The Warlock drains some HP from an enemy. These HP are transferred to a party fellow of his choice – himself, to, of course - which has a healing effect.

Level 4 spells

CHEN: *Chain Enemy* *Cost: 40 SP* *Range: 1 Foe (60 ´)*
Duration: 2 rounds

Effect: The Warlock puts magical chains around one enemy. The target cannot take any action for 2 combat rounds.



Level 5 spells

SPLI: *Spears of Lightning* *Cost: 90 SP* *Range: Group (40')*
Duration: Immediate *Damage: 100d4*
Effect: The Warlock launches a volley of lightning spears into an enemy group.

Level 6 spells

DORM: *Dormitory* *Cost: 100 SP* *Range: Group (80')*
Duration: 3 rounds
Effect: The Warlock puts a whole enemy group to sleep that is within range. The affected group cannot act for 3 combat rounds.

Level 7 spells

THMJ: *Thor and Mjölnir* *Cost: 120 SP* *Range: All Foes(90')*
Duration: Immediate *Damage: 150d4*
Effect: The Warlock summons Thor, who brings his legendary hammer Mjölnir, who in turn obliterate all foes



Elementalist

The Elementalist is a shaper of natural forces. Born with an affinity with the natural world, he gains power with experience and time. Of all the practitioners of the magic arts, his is the shortest apprenticeship. Armed with only a few meager spells and his own innate ability, the Elementalist must learn for himself how to control the forces of Earth, Wind, Fire and Water ! Many die of old age long before achieving their true potential, as there are none to teach them. Instead, they gain their instruction from practice and from the few Elemental beings willing to grant them such knowledge. If an Elementalist offends an elemental spirit, it is unlikely he will ever achieve true mastery in his craft.

Many Elementalists eke out a living using there skills in aid of others, providing rain to farmers, cool breezes on hot days to laborers, and even coaxing the earth to give up large boulders for building materials. Some, however, prefer a life of adventure, and seek out those of similar mind to travel with. Most Parties are only too happy to have an Elementalist along, as they possess many usable talents, such as providing water in arid locations, and can, at higher levels, unleash a devastating fiery blast upon their foes. The very special thing about Elementalist is that there is only one true rank – the Isomancer. This rank has to be earned, whereas all the other Elementalist divisions are free to chose, be it with the Element to start with or with the Element to continue. Therefore, please do not take order of the first 4 Elemental divisions as given here as a prescribed sequence, for it is not.

GEOMANCER

The Geomancer commands the powers of Earth.

Level 1 spells

RELL: *Read Ley Lines* *Cost: 3 SP* *Range: Party*
Duration: Medium

Effect: The Geomancer can temporarily give the party the direction they're headed by interpreting the Ley Lines.



DUST: *Throw Dust* *Cost: 3 SP* *Range: Group (10')*
Duration: 1 round

Effect: The Geomancer uses his influence to cause dust to fly into the enemies' eyes, temporarily blinding them.

PEPE: *Pelting Pebbles* *Cost: 3 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: 1d4 x Level*

Effect: A little volley of pebbles is thrown at the enemy to inflict damage.

Level 2 spells

CTHE: *Cthonic Healing* *Cost: 4 SP* *Range: 1 Char*
Duration: Immediate

Effect: The Geomancer uses his power to give a little healing to a party fellow

ANAC: *Anteus' Access* *Cost: 4 SP* *Range: 1 Char*
Duration: Combat

Effect: The Geomancer calls forth the power of Anteus to coax a small amount of strength from the Earth and transfers it to a party member for the duration of combat.

QUSA: *Quicksand* *Cost: 4 SP* *Range: Group (10')*
Duration: Combat

Effect: The Geomancer casts a pool of quicksand beneath an enemy group, slowing them down significantly.

Level 3 spells

CTWA: *Cthonic Warning* *Cost: 5 SP* *Range: View (30')*
Duration: Medium *Heal: 2d4*

Effect: The Geomancer calls upon the power of the Earth to warn the party of traps nearby.



ANGI: *Anteus' Gift* *Cost: 7 SP* *Range: Party*
Duration: Combat

Effect: Similar to the spell *Anteus' Access*, temporarily granting strength from the Earth, but affecting the whole party.

PURO: *Pummeling Rocks* *Cost: 6 SP* *Range: (30')*
Duration: Immediate *Damage: 5d4*

Effect: The Geomancer lets a hail of rocks rain down upon a group of enemies.

Level 4 spells

STWA: *Stone Wall* *Cost: 9 SP* *Range: None (special)*
Duration: Long

Effect: The Geomancer builds a stone wall around the party that travels with them, reducing their likelihood of taking damage. After a time, however, the wall dissipates.

SUEE: *Summon Earth Elemental* *Cost: 7 SP* *Range: None (special)*
Duration: Indefinite

Effect: The Geomancer summons an Earth Elemental to fight for the party for as long as it survives.

DVFE: *Draw Vigor from Earth* *Cost: 8 SP* *Range: 1 Char*
Duration: Immediate *Heal: 8d4*

Effect: The Geomancer draws vigor from the Earth to heal a wounded friend.

Level 5 spells

OPWA: *Open Wall* *Cost: 10 SP* *Range: Party*
Duration: 1 Move

Effect: Similar to *GHWA*: However, the Geomancer does not phase a door into the wall but makes the wall open up itself for the duration of one move.



CRSG: *Create Stone Golem* Cost: 8 SP Range: none (special)
Duration: Indefinite

Effect: The Geomancer creates a Stone Golem to fight for the party until it is destroyed.

CRBO: *Crushing Boulders* Cost: 9 SP Range: Group (60')
Duration: Immediate Damage: 10d4

Effect: An advanced form of Pummeling Rocks, the rocks are bigger and the damage is greater.

Level 6 spells

ANPO: *Anteus' Power* Cost: 13 SP Range: 1 Char
Duration: Combat

Effect: The Geomancer calls forth the power of Anteus to make one fellow incredibly stronger.

BAGA: *Basilisk Gaze* Cost: 13 SP Range: 1 Foe (30')
Duration: Immediate

Effect: The Geomancer endows himself with the gaze of a basilisk, and turns one foe into stone.

Level 7 spells

DEPE: *Depetrify* Cost: 16 SP Range: 1 Char
Duration: Immediate

Effect: The Geomancer restores a stoned character and gives him one HP.

EAQU: *Earth Quake* Cost: 14 SP Range: Group (90')
Duration: 1 Round

Effect: The Geomancer makes the very Earth tremble beneath the feet of a group of foes, stunning them temporarily.

LAND: *Landslide* Cost: 15 SP Range: Group (30')
Duration: Immediate Damage: 15d6

Effect: A landslide is brought down on a group of enemies, inflicting massive damage.



AEROMANCER

The Aeromancer commands the powers of Air.

Level 1 spells

AIAI: *Air Aid* *Cost: 2 SP* *Range: Char*

Duration: Combat

Effect: A gust of wind makes the character swing his weapon more fiercely.

AISP: *Air Spikes* *Cost: 3 SP* *Range: 1 Foe (10')*

Duration: Immediate *Damage: 1d4 x Level*

Effect: The Aeromancer creates dense air around a single foe, which then shatters, flinging spikes of hardened air at the enemy from all sides.

AITA: *Air Target* *Cost: 3 SP* *Range: None (special)*

Duration: Combat

Effect: An Air Spirit appears to protect the party, helping to deflect physical attacks.

Level 2 spells

AICL: *Air Cloak* *Cost: 3 SP* *Range: 1 Char*

Duration: Combat

Effect: The Aeromancer creates an armor of dense air around a party fellow, to improve his chances of survival during battle.

CRSP: *Create Spinner* *Cost: 5 SP* *Range: Group*

Duration: 2 Rounds

Effect: A spinner trap is created beneath the feet of an enemy group, reducing their ability to function for a short time.

**ARWI:** *Arctic Wind**Cost: 4 SP**Range: Group (10')**Duration: Immediate**Damage: 1d5 x Level*

Effect: A gust of freezing air chills an enemy group within range, inflicting damage.

Level 3 spells

ARAM: *Ariel's Ambush**Cost: 5 SP**Range: Group (10')**Duration: Combat*

Effect: An Air Spirit hassles foes, making them lose their focus during combat.

CRAE: *Create Air Elemental**Cost: 6 SP**Range: none (special)**Duration: Indefinite*

Effect: The Aeromancer creates an Air Elemental, which fights with the party until it is destroyed.

FIAI: *Fists of Air**Cost: 5 SP**Range: Group (30')**Duration: Immediate**Damage: 4d6*

Effect: The Aeromancer hardens the air around one enemy group, then causes it to pummel them from all sides like hammering fists.

Level 4 spells

FLOA: *Float**Cost: 7 SP**Range: Party**Duration: Medium*

Effect: The Aeromancer makes the party levitate for a moderate length of time.

SPAT: *Spring All Traps**Cost: 8 SP**Range: Level**Duration: Immediate*

Effect: The Aeromancer creates a dense wind that tears through the caves and caverns, springing any traps that might lay in wait for the party. This does not effect spinners.



VASP: Vacuum Spell *Cost: 9 SP* *Range: Group (30')*
Duration: Immediate *Damage: 8d4*
Effect: The Aeromancer causes the air to leave the area near an enemy group, creating a vacuum and suffocating his or her foes.

Level 5 spells

CRAg: Create Air Golem *Cost: 8 SP* *Range: None (special)*
Duration: Indefinite
Effect: The Aeromancer creates an Air Golem, which fights with the party until it is killed.

AIHA: Air Hammer *Cost: 11 SP* *Range: Group (60')*
Duration: Immediate *Damage: 10d4*
Effect: A strong wind batters a group of foes, damaging them.

Level 6 spells

NESP: Neutralize Spinners *Cost: 12 SP* *Range: View (30')*
Duration: Immediate
Effect: The Aeromancer creates a harsh wind that blows through nearby hallways and rooms, destroying any spinner traps.

AIgI: Air Giant *Cost: 11 SP* *Range: none (special)*
Duration: Indefinite
Effect: The Aeromancer summons an Air Giant to join the party until it is killed.

AIPR: Air Pressure *Cost: 13 SP* *Range: Group (60')*
Duration: Immediate *Damage: 10d6*
Effect: The Aeromancer increases the air pressure around a group of foes, inflicting damage upon them.



Level 7 spells

WAOA: *Walk on Air* *Cost: 14 SP* *Range: Party*
Duration: Indefinite

Effect: The Aeromancer makes the party levitate indefinitely.

EXDE: *Explosive Decompression* *Cost: 16 SP* *Range: Group (30')*
Duration: Immediate *Damage: 20d4*

Effect: The Aeromancer makes the air around an enemy group vanish for an instant, suffocating the group and inflicting extensive damage.

FLAI: *Flesh to Air* *Cost: 14 SP* *Range: 1 Foe (30')*
Duration: Immediate *Damage: Death*

Effect: The Aeromancer transforms a physical foe into air and makes it vanish. If successful, this means instant death.

HYDROMANCER

The Hydromancer commands the powers of Water.

Level 1 spells

PULI: *Purify Liquid* *Cost: 3 SP* *Range: N/A*
Duration: Immediate

Effect: Removes poison from any liquid, including blood, curing a fallen comrade.

SNBA: *Snow Ball* *Cost: 2 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: 1d4*

Effect: The Hydromancer hurls a ball of packed snow at an enemy to inflict some minor damage.

Level 2 spells

WASP: *Water Spout* *Cost: 5 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: 1d6*

Effect: A little spout of water discharges in an enemy's face, doing marginally more damage than a snowball.



WASH: *Water Shield*

Cost: 5 sp

Range: 1 Char

Duration: Combat

Effect: The Hydromancer creates a Pane of ever-running water in front of a comrade, protecting from attacks

Level 3 spells

CRWE: *Create Water Elemental* *Cost: 6 SP* *Range: None (special)*

Duration: Indefinite

Effect: The Hydromancer creates a Water Elemental, which fights with the party until it is destroyed.

INIC: *Instant Ice*

Cost: 6 SP

Range: Group (30')

Duration: Combat

Effect: A sheet of ice is created beneath the feet of a group of enemies, making it harder for them to function.

ICDA: *Ice Darts:*

Cost: 6 SP

Range: Group (30')

Duration: Immediate

Damage: 4d6

Effect: A flurry of ice darts appears and pelts an enemy group.

Level 4 spells

BLWA: *Blessed Water Strike*

Cost: 7 SP

Range: Group (30')

Duration: Immediate

Damage: 6d4 (undead only)

Effect: One of only two non-Paladin undead attack spells, Blessed Water Strike was developed by those who chose to study nature instead of following the Way, in order to provide an alternate means of attacking that which nature abhors.

DRWN: *Drown*

Cost: 7 SP

Range: Group (30')

Duration: Immediate

Damage: 8d4

Effect: The lungs of the enemy lungs are filled with water. This significant damage. Obviously, this has no effect on creatures that are native to water.



Level 5 spells

CRIG: *Create Ice Golem* *Cost: 8 SP* *Range: None (special)*
Duration: Indefinite

Effect: The Hydromancer creates an ice golem that joins the party until it gets killed.

SNST: *Snow Storm* *Cost: 9 SP* *Range: All Foes*
Duration: Combat

Effect: This spell either blinds the enemies to reduce the damage inflicted by them or it covers the party's escape from a fight.

SUSO: *Super Soaker* *Cost: 10 SP* *Range: Group (60')*
Duration: Immediate *Damage 10d4*

Effect: A heavy blast of water batters an enemy group, causing significant harm.

Level 6 spells

DELU: *Deluge* *Cost: 11 SP* *Range: Group (60')*
Duration: Immediate *Damage: 8d8*

Effect: A pounding torrent of water crushes an enemy group and inflicts significant damage.

WAFR: *Water Front* *Cost: 10 SP* *Range: Party*
Duration: Combat

Effect: The Hydromancer creates an enhanced Water Shield that protects the entire party from attacks

Level 7 spells

SUWD: *Summon Water Dragon* *Cost: 14 SP* *Range: None (special)*
Duration: Indef.

Effect: The Hydromancer summons a water dragon that joins the party until it gets killed or until the party leaves the water.



DEFO: *Dehydrate Foes* *Cost: 16 SP* *Range: Group (30')*
Duration: Immediate *Damage: 20d4*
Effect: All bodily fluids in the enemy group dry up, inflicting severe damage.

FLWA: *Flesh to Water* *Cost: 14 SP* *Range: 1 Foe (30')*
Duration: Immediate *Damage: Death*
Effect: Transforms one foe into water. If this spell works, it means instant death. This spell has no effect on water-based creatures.

P Y R O M A N C E R

The Pyromancer, sometimes pejoratively called “Pyromaniac” commands the powers of Fire.

Level 1 spells

CAFI: *Camp Fire* *Cost: 3 SP* *Range: View*
Duration: Medium
Effect: Lights a campfire and illuminates the area around the party.

FIFI: *Fire Fist* *Cost: 3 SP* *Range: 1 Foe (10')*
Duration: Immediate *Damage: 1d4*
Effect: A fiery fist appears and damages the targeted foe.

Level 2 spells

HOCO: *Hot Coals* *Cost: 4 SP* *Range: Group (30')*
Duration: Combat
Effect: The ground beneath the affected group gets hot, slowing that group down.

FLAU: *Flaming Aura* *Cost: 3 SP* *Range: 1 Char*
Duration: Combat
Effect: The Pyromancer adds a flaming aura to the weapon of a party fellow so that more damage can be inflicted in melee.

**FIBL:** *Fire Blast**Cost: 4 SP**Range: Group (10')**Duration: Immediate**Damage: 1d4 x level*

Effect: The Pyromancer releases a fire blast onto the target group.

Level 3 spells

CRFE: *Create Fire Elemental**Cost: 5 SP**Range: None (special)**Duration: Indefinite*

Effect: The Pyromancer summons a fire elemental that joins the party until it gets killed or the party enters water.

FISH: *Fire Shield**Cost: 7 SP**Range: Char**Duration: Combat*

Effect: The Fire Shield protects against fire attacks and returns damage to the foe that attacks the shielded character.

FLMI: *Flaming Missiles**Cost: 5 SP**Range: Group (30')**Duration: Immediate**Damage: 5d4*

Effect: The Pyromancer conjures up some fiery missiles that inflict damage.

Level 4 spells

SUSA: *Summon Salamander**Cost: 6 SP**Range: none (special)**Duration: Infinite*

Effect: The Pyromancer summons a Fire Salamander to join and fight for the party until it gets killed.

FABR: *Fafnir's Breath**Cost: 7 SP**Range: Group (40')**Duration: Immediate**Damage: 8d4*

Effect: The Pyromancer endows himself with the fiery breath of legendary Fafnir and inflicts damage.



Level 5 spells

FREN: *Fry Enemies* *Cost: 8 SP* *Range: Group (20')*
Duration: Immediate *Damage: 8d6*

Effect: The Pyromancer heats up the air around an enemy group and fries the foes.

FIBO: *Fire Bomb* *Cost: 9 SP* *Range: Group (30')*
Duration: Immediate *Damage: 10d4*

Effect: The Pyromancer conjures up a firebomb and drops it on a group of enemies.

FIRS: *Fire Storm* *Cost: 25 SP* *Range: Group (40')*
Duration: Immediate *Damage: 22d4*

Effect: The Pyromancer launches a fire cyclone on an enemy group.

Level 6 spells

BLLI: *Blinding Light* *Cost: 8 SP* *Range: All Foes*
Duration: 2 rounds

Effect: The Pyromancer heats up the air around the foes to create an extremely bright light, which blinds the enemies.

EFSH: *Enhanced Fire Shield* *Cost: 10 SP* *Range: Party*
Duration: Combat

Effect: The Enhanced Fire Shield surrounds the whole party and gives it an improved protection and an increased damage return.

SOFL: *Solar Flare* *Cost: 30 SP* *Range: All Foes (60')*
Duration: Immediate *Damage: 27d4*

Effect: The Pyromancer conjures up a solar flare that blasts all foes.



Level 7 spells

DRDE: *Dragon Defense*

Cost: 16 SP

Range: Party

Duration: Combat

Effect: The Pyromancer makes the party immune to all fire attacks. Beware of water.

SHFI: *Sheet of Fire*

Cost: 35 SP

Range: Group (70')

Duration: Immediate

Damage: 30d6

Effect: The Pyromancer envelopes an enemy group with a fire sheet.

UPSM: *Up in Smoke*

Cost: 14 SP

Range: 1 Foe (30')

Duration: Immediate

Damage: death

Effect: The Pyromancer causes a foe to spontaneously combust. If the spell works, this means instant death.

I S O M A N C E R

To become an Isomancer, the Elementalist has to manage all levels of every Elemental department. Thus, the Isomancer has a broad variety of spells. However, he also has a set of top-level Elemental spells at his disposal, which the other Elementalists don't have, because these spells are very powerful and can only be handled by a mighty and wise Elementalist.

Level 1 spells

TOBL: *Tornado Blades*

Cost: 30 SP

Range: Group (30')

Duration: Immediate

Damage: 10d6

Effect: The Isomancer creates a powerful tornado around an enemy group in range. This tornado has inward blades made from extremely hardened air.

Level 2 spells

TSAT: *Tsunami Attack*

Cost: 35 SP

Range: Group (40')

Duration: Immediate

Damage: 15d6

Effect: The Isomancer conjures up a huge tidal wave that drowns an enemy group in range.



Level 3 spells

AVAL: *Avalanche* *Cost: 40 SP* *Range: Group (50')*
Duration: Immediate *Damage: 20d6*
Effect: The Isomancer releases a gigantic avalanche that plummets onto an enemy group in range.

Level 4 spells

BIBA: *Big Bang* *Cost: 50 SP* *Range: Group (60')*
Duration: Immediate *Damage: 30d6*
Effect: The Isomancer heats up the air around an enemy group in range to its maximum and releases the energies to create the hottest of all fire blasts.

Level 5 spells

COPR: *Combined Protection* *Cost: 55 SP* *Range: Party*
Duration: Combat
Effect: The Isomancer provides an increased all-elemental protection for the party.

Level 6 spells

SUGO: *Summon Super Golem* *Cost: 40 SP* *Range: none (special)*
Duration: Indefinite
Effect: The Isomancer summons an all-elemental golem to join and fight for the party until it gets killed.

Level 7 spells

COAS: *Combined Assault* *Cost: 150 SP* *Range: All Foes (60')*
Duration: Immediate *Damage: 150d6*
Effect: The Isomancer releases the power of the elements on all foes. This is the finest Elemental obliteration spell.



PALADIN

Originally, Paladins were the bodyguards of the clerics. In the course of time, both have been merged to a powerful profession. Only few are pure clerics these days.

The Holy Fists – as the Paladins are sometimes called – begin their career as pure fighters. They can deal with Warriors of equal ranks very well. The magic training begins once the Paladin has managed the art of fighting and is able to proceed to the next rank. Most Paladin spells are healing and curing spells, and they are the only ones who are allowed to practice resurrection, though there are severe restrictions on this.

Level 1 spells

DEVE: *Devenomize* *Cost: 4 SP* *Range: 1 Char*
Duration: Immediate

Effect: The Paladin cures one poisoned character.

CUCO: *Cure Confusion* *Cost: 7 SP* *Range: 1 Char*
Duration: Immediate

Effect: The Paladin cures one confused character.

Level 2 spells

REHE: *Restore Health* *Cost: 5 SP* *Range: 1 Char*
Duration: Immediate *Heal: 2d4+2*

Effect: The Paladin heals one character to some degree.

Level 3 spells

FOFY: *Fountain of Youth* *Cost: 10 SP* *Range: 1 Char*
Duration: Immediate

Effect: The Paladin cures one withered character.

REMA: *Restore Maximum* *Cost: 15 SP* *Range: 1 Char*
Duration: Immediate *Heal: Full Wounds*

Effect: The Paladin fully restores one character to health.



Level 4 spells

CUST: *Cure Status* *Cost: 20 SP* *Range: 1 Char*
Duration: Immediate
Effect: The Paladin removes all status ailments that afflict one character.

INLI: *Invoke Life* *Cost: 20 SP* *Range: 1 Char*
Duration: Immediate
Effect: The Paladin resurrects a fallen comrade and gives him 1 HP.

Level 5 spells

REEV: *Recover Everyone* *Cost: 15 SP* *Range: Party*
Duration: Immediate *Heal: All Wounds*
Effect: The Paladin completely heals the whole party.

FULL: *Full Life* *Cost: 30 SP* *Range: 1 Char* *Du-*
ration: Immediate
Effect: The Paladin resurrects a fallen comrade and fully heals him.

Level 6 spells

BAUN: *Bane Undead* *Cost: 20 SP* *Range: Group (30')*
Duration: Immediate *Damage: death (undead only)*
Effect: Instantly kills a group of undead in range.

Level 7 spells

REAL: *Restore All* *Cost: 35 SP* *Range: Party*
Duration: Immediate
Effect: The paladin cures all status changes and fully heals the whole party.



HOSP: *Holy Spirit*

Cost: 100 SP

Range: Party

Duration: Combat

Effect: The Paladin prays to the gods. In response, they transcend the party to the spirit realm. All kinds of summoning are precluded, illusions are destroyed, all undead are banished, and the party receives an extra protection.

BARD: Bard Songs

One might wonder about the Bard being added to the section that deals with magic. The magic that a bard has lies in his music. There are many musicians and singers in the realm, but to become a bard, one must learn the secret art that enchants music.

Beasty Skirl:

Flute, Lute, Harp

Expertise level 1

Combat - Summons an illusionary wolf to join the party.

Non-combat - Increases the chance of a wandering monster joining your party.

Special requirements: None. This song can be played on Lute, Harp and Flute.

Branigan March:

Lute, Pipes

Expertise level 3

Combat - Increases the attack capabilities of the party, gets better as your bard improves.

Non-combat - Regens BP, SP and other spell/prayer points at double speed. (whatever # of ticks you use 2x)

Special requirements: This song must be played on Lute or Pipes.



Diit's Eternal Song: *Flute, Lute, Harp, Pipes*

Expertise level 1

Combat - Some enemies will fall asleep, but there is also the danger of your characters falling asleep too.

Non-combat - No NPC's will attempt to join. If played too long will increase the likelihood of random encounters

Special requirements: This song can be played on Lute, Harp, Pipes and Flute.

The Dwarven Shavie: *Lute, Harp*

Expertise level 3

Combat - ODCL: Odin's Cloak ... casts the level 3 Thaum spell by playing the song.

Non-combat - WARM: Warmth ... Keeps party warm in cold places...

Special requirements: This song can be played on Lute or Harp.

Gnome Hollow: *Flute, Lute, Harp*

Expertise level 4

Combat - Casts Create Mist

Non-combat - Replenishes the mages' Spell Points faster

Special requirements: One of the instruments above

March of Bran: *Pipes*

Expertise level 3

Combat - Increases the Strength and Constitution of the Party.

Non-combat - Protection and damage reduction from traps.

Special requirements: Pipes

New Winters Song: *Lute, Harp*

Expertise level 2

Combat - casts the hydromancer spell Instant Ice

Non-Combat - Reduces fire damage to the party

**Proud Mary:***Pipes, Lute, Harp*Expertise level 2

Combat - Female Characters Get +1 to all stats for combat duration. Males get +1 ST

Non-Combat - +2 to female's luck and charisma.

Spirit Chant:*Flute, Harp*Expertise level 4

Combat - 2 SP for Mages each round per Bard Path level

Non-combat - Allows Monk and Psi Knights to "meditate" and advance through epiphany, Not good for Path acquiring.

Special requirements: This song can only be played on Harp or Flute.

The River Stane:*Lute, Harp*Expertise level 4

Combat - Brings the image of the river into the minds of foes and slows the responses/incantations of the mages. Spells cast by enemy Mages will do only half damage or half their effect.

Non-combat - Stops the aging process and stops the HP drain of poisoning. Also stops all degenerative ailments from progressing.

Special requirements: Charisma value of 17 and either a Lute or Harp.

Tryler's Intuition:*Flute, Lute, Harp, Pipes*Expertise level 2

Combat - Casts MIEN Mind Entangle... a level 2 Magician Spell

Non-combat - Casts BALL: Ball of Bearing ... a level 2 Magician Spell

Special requirements: This song can be played on Lute, Harp, Pipes and Flute.



Undead Slumber:

Flute, Harp, Lute

Expertise level 2

Combat - Lowers Undead DX by -4 each round until 0 which puts them to sleep.

Non-combat - Decreases the chances for random undead enemies. Keeps them sleeping

Special requirements: This song can be played on Lute, Harp, and Flute.

Walking Song:

Lute, Harp, Pipes, Flute

Expertise level 1

Combat - This song helps the party escape from combat (apart from boss fights).

Non-Combat - Staves off random attacks.

Special requirements: This song can be played on Lute, Harp, Pipes and Flute.





Appendix A

The Northern Realms – A Traveler's Guide

To those who travel the Northern Realms:

This is a compendium of my long travels into this strange part of the world. It includes an alphabetized index and description of the weapons, armors, beasts, and other things that those who travel the Northern Realms might encounter there.

Please note that this guide is not complete, for there are many places that I haven't yet seen, including fauna, flora, and other dangers which might be met there. For this reason, I have left some blank pages so that each individual traveler who visits the Northern Realms can make his own additions.

*-Taralim Mu 'Sat-
Explorer and Chronicler of His Imperial Majesty*

Air Elemental: Humanoid. Large human size, but intelligent. Can be a cyclone person or half invisible person that materializes out of thin air. Elementalists can also summon them. I have never seen one myself.

Arcanist: One of the mage classes in the Northern Realms. See "Careers and Skills" for more information.

Barbarian: These ferocious fighters normally live in the wilderness and avoid the towns. They also speak another language. Some of them, the Nomads, also attack the herds of cattle or sheep owners which earned them an evil reputation.

Bard: A very special kind of mage. A bard uses no spells, but music.

Beggen: They live a simple, merry life. Beggen, however, often get into trouble because they have skilled hands which frequently end up in other people's pockets. Even so, they normally have no evil intentions.

Blade weapons: Melee weapons which have a blade. This may include axes, daggers, short swords, long swords, and two-handed swords.

Blunt weapons: Weapons which have no blade. They are excellent against some golems and skeletons. Blunt weapons can be scepters, maces, staves, and hammers.

Brideck: This strange being is a muscular human size humanoid



with thick bark-like skin. It is, however, but not like a tree man. A Brideck has no body hair and it is probably dull brown in color. Its thick skin acts as armor. Some have been reported to wield a mace or a hammer which indicates a rudimentary intelligence.

Breast Armor: Protective gear for the breast and the back. Can be leather armor, chain mail, scale armor and plate armor.

Bronze: The basic material for weapons and all kinds of protective gear other than cloth.

Clay Golem: This human-shaped clay figure is said to be a tough fighter.

Cloth Armor: Not everyone can wear metal or leather armors, because the heavy armors are limiting their bearers or the metal is an obstacle to magic. Cloth Armors include all mage robes and loincloths.

Criprler: This gigantic being, only a little smaller than an ogre, is a very strong being. Some are reported to wield a severed limb around as a weapon. Beware, for they may not be very smart, but dangerous if you cross the path of a criprler.

Crossbow: A ranged weapon that requires no special training. It has a shorter range than a bow but the bolts it shoots can penetrate even heavy armor.

Cwn Annwn: This spectral hound is one of the legendary beings in the Northern Realms. I never saw one myself. Legend has it that they are spectres of war hounds that were slain in battle, and if their respective master has become a spectre, their dogs will follow them into this state.

Dactyls: Tiny demons. This is all I could learn about them.

Darcwood Tree: The old Darcwoods are said to be mystical, and some of those trees are reputed to have a life of their very own.

Dagger: A very short-bladed melee weapon, seldom more than 1 foot in size.

Dwarf: Short and sturdy, these humanlike inhabitants of the Northern Realms love mining, their forges, and a good ale. Most of the time, they are a merry band, but they also fight if they must, and they fight to the last man. Never underestimate them – they are very good fighters, and their battle axes make them even more dangerous.

Dwarven: A very good material of a golden appearance, from which the Dwarves make protective gear and weapons. Dwarven gear is better than Elven gear.

Earth Elemental: Humanoid and intelligent. Elementalists can also summon them. I once saw that Elementalist do his work. These Earth Elementals are ferocious fighters, and they surpass the intelligence of the Clay Golems by far. Another way to recognize



an Earth Elemental them is that this creature has violet eyes – the eyes of an amethyst.

Elementalist: Another mage class of the Northern Realms. Check “Skills and classes” for more information.

Elf: Descendants of a pre-ancient, now unknown spirit race with a special focus on magic and music. Most of them are peaceful, but some of them, like the Dark Sidhe, can be evil, too. Generally, slender wide eyed and fair.

Elven: Another strange silvery metal. Skilled smiths of the elves make protective gear and weapons from it.

Fire Elemental: Humanoid and intelligent. Elementalists can summon these creatures of fire. I heard that they have a heat aura, making it impossible to get too close.

Firbolg Men: Big men with patches of overgrown skin or “bags”. Another strong, yet slow fighter.

Foot gear: Protective gear for the feet. Can be boots or greaves. Some of them have magical powers.

Goblin: A strong humanoid creature with a big mouth and a large, frog-like head.

Ghost: Translucent humanoid types.

Ghoul: These undead have big eyes and are quite ugly. They are not very intelligent. Ghouls feed on the flesh of the deceased, so most of the time, you will meet them in crypts and on graveyards.

Gloves: Protective gear for the hands.

Gnome: These smaller and more slender distant relatives of the dwarves are less skilled at labor than their relatives. Gnomes are more interested in and skilled at magic. Some even look “Elf” fair.

Gnomicon: These poor creatures emerged from the time of and before the Great Upheaval, 650 years ago. They are a combination of gnomish flesh and dwarven machinery.

Half-Elf: The result of human blood mixed with elven blood. Their human side gives them better melee abilities, their elven side gives them more skills at magic.

Harpy: They were formerly beautiful women. Legend has it that these women were cursed and have become flying hags. They have not lost anything of their facial beauty, though. There are different rumors why they were cursed.

Helm: protective gear for the head. Special versions of it are skull caps, which are used by those who do not or cannot wear the regular helmets.

Hit Points: The health measure of any being in the Northern Realms. If you get hurt or poisoned, your hit points go down. If they fall below 0, you die. They can be restored or even fully recovered by healing spells or healing items.



Human: As anywhere else I've ever been, they are the most prevalent and most unpredictable race in the Northern Realms, as well. No other race is as much split between good and evil as is the human race. Any class or profession you see on the good side can also be seen on the evil side.

Iron Golem: A "relative," if one can say so, of the Clay Golem. With the difference that the Iron Golem is made of metal and therefore harder to destroy.

Jewelry: Accessories that can be worn as a ring or as an amulet. Most of them are just status indicators. Some, however, possess magical powers.

Landvaettir Mostly human, but with an air of decay about him. Wears ragged clothing.

Lich: A powerful undead that is said to be able to drain the very life essence from its victims.

Long Bow: A powerful bow, about 6 feet in size. Only strong and trained fighters can shoot with a long bow. It has a very good firing range and arrows shot from a long bow can also penetrate light armor.

Long Sword: A sword with a long blade, about 3-4 feet in size.

Mimic: Grey ooze that can grow tentacles or shape shift.

Melee weapons: Weapons that are used in close combat.

Monk: Very powerful fighters, if they have to fight, who do much damage without weapons.

Naga: This creature looks like a gigantic serpent, but it has arms, too. Which it uses to wield a sword.

Ogre: Big humanoid creature that emerged from the ancient giant race. Their weapons are too big for any civilized being to wield. And the ogres are deadly fighters, though they are slow.

Paladin: The archetype of the fight for good. They are holy men who are trained at fighting first, at healing magic second. However, legends also report of fallen paladins, the so-called Gegenpaladins.

Potions: Special drinks that eliminate most status changes. A potion that cures level draining has not yet been developed.

Ranged weapons: Weapons that can be thrown or shot and therefore be used at a larger distance. Typical ranged weapons are darts, spears/ javelins, bolts and arrows.

Ranger: The ranger lives in the open, mostly in the woods, and is therefore attuned to the ways of nature in a special way. Most of them are good, but some of them, the Stalkers, are evil and use the ways of nature to their own selfish ends.

Robes: The only armor a mage can wear. To make up for their little protection, some of these robes have been magically en-



hanced.

Rogue: Trap guys, thieves, assassins... whatever you wish. Whether they are good or evil is always a question of relation.

Rune: Magically enhanced metal that produces weapons and protective gear that surpasses the dwarven materials. Today, no one makes Rune items anymore, because that knowledge, along with the ones that made them, has been lost. This makes Rune items rare and therefore precious.

Shapeshifter: Sometimes also called "Night Walker." A normal human most of the time, but can shape change to bad animals or beasts. Some say it's some kind of a shaman. This, however, has never been proved.

Shields: Additional protection worn on the left arm. A shield can, of course, not be used when a two-handed weapon is being used. There are different shields: Buckler, Round Shield, Tower Shield. The handling of a shield requires training.

Saurian: Large Reptilian Humanoid whose average size ranges from six and a half feet to seven feet.

Possibly one of the first thought-possessing bipedal beings of the Northern Realms.

Saurian Red Claw: This is the honored class most wild tribal Saurians seek to attain. Very valued as special needs guards and soldiers.

Senrats: Some kind lithe and light framed Man-Rat or Rat-Man. They mostly operate at night and in the underground and are seldom seen in the daylight.

Short Sword: A one handed weapon about 2 feet in length, most of it being a blade.

Skeleton: Most of the time it's an inanimate bone remains of a corpse, but sometimes it is the most basic form of dead reanimation of undead.

Spectre: Like the grim reaper but faceless and formless

Spell Points: Determines the magical energy left in a spellcaster. Every spell drains energy from the mage or paladin. A mage with 0 spell points cannot cast any spells. Spell points can be refreshed by items, at special locations, or in the sunlight.

Spider: Those eight-legged hairy creatures are widespread in the Northern Realms. Most of them are harmless, but their bigger species are poisonous.

Staff: The basic quarterstaff is one of the few weapons, and the only two-handed weapon, that can be used by everyone. Higher staves are magically enhanced or have magical powers so that they can only be used by Arcanists and Elementalists.

Star: Metals, enhanced with materials from fallen stars, make the



best protective gear and the best weapons. Gear and weapon look blackish. They are even better than Rune items, and even rarer.

Status changes: Some foes have special abilities, i.e. they change the physical or mental condition of their victims. Status changes include poisoning, possession, madness, withering and level draining.

Stone Golem: Another golem. It is harder to battle than a Clay Golem, but still easier than an Iron Golem. All Golems are very strong, and one big strike can kill anyone right away.

Two-handed weapons: Big, heavy weapons that can only be wielded with both hands. The most well-known two-handed weapon is the Two-Handed Sword. A finer version of the classical two-handed sword is the Claymore. Bastard swords and staves are also counted among the two-handers, as are spears and halberds.

Warrior: Also known as “soldier,” or “guard.” They are in the services of someone of a higher social standing. Sometimes, they are dismissed, and there are many reasons for this. Then, they offer themselves to anyone who hires them and become “Mercenaries.”

Wereworg: An undead worg. A legendary creature, which has not yet been sighted. From what I could gather, wereworg tales are told to frighten children.

Wight: Humanoid, pale blue skin hanging on thin bones. Hair color varies, but is usually grey. I could not learn anything about their abilities, so much of them remains in the dark for the time being.

Worg: A crossbreed of wolf and hound. Their wolf side makes them ferocious and gives them keen ears. Through their dog side, they have a very keen nose. They can be trained, but only when they are an almost newborn puppy. Then, however, they are loyal to their master. Noble families have worgs to guard their estates. Sometimes, however, worgs are lost and they have become wild again.

Wraith: An emaciated human in rags. Beware: they are said to drain life energy from their victims.



Appendix B

Keys and Interface Guide

Devil Whiskey

When you run Devil Whiskey, you will see a menu, just before you enter the game:

N - Start a new game. You will then be asked to give your game a name, so you can save it later. You can also choose an existing name, BUT BEWARE: the old game will then be replaced by the new one. By the way, if you decide to start a new game you won't be able to play with the characters you created in another game.

L - Load a game.

V - View credits, so you can see all of the wonderful folks who are responsible for Devil Whiskey.

Q - Quit game and return to Desktop

Adventurers' Hall

The Adventurers' Hall is the starting point in Rennibister. Several things can be done, here.

G - Give welcome to an adventurer: you can add a character from your current game to the party.

L - Let rest an adventurer: you can remove a character from the party.

R - Recruit a new adventurer: you can create a character. All characters start at level 1. You can create As many characters as you wish, but bear in mind that your party can have no more than 8 characters.

B - Banish an adventurer from the realm: you can delete a character from your current game. This character must have been removed from the party before. BEWARE: once you delete a character, he / she is gone forever and can never be retrieved.



T - Train a valiant adventurer: Training is necessary to make the characters move up in levels. The higher their levels, the higher their Hit Points / Spell Points, the better their attacks, the better the spells they can acquire, etc. For the different classes, there are different locations. See the “Training” section further below.

V - Venture forth and seek thy fortune: you venture out into the city of Rennibister. At least one character is needed.

Q - Quit thy quest for a time: quit the game and return to Desktop.

Recruit a new Adventurer and Attributes

This is where you can create a new character. The first screen lets you choose the race you want to pick for your character. See the Races section for more details about the races.

Afterwards, you choose the gender of your character. There are no special advantages or disadvantages based on gender. When that is done, you will see the character screen with the statistics and the possible classes he / she can take. The current selection is highlighted in green. Press the Cursor DOWN key to choose another class. When you find the class of your wishes, press RETURN to accept. If you don't find it then your character doesn't have the statistics required for that class or because your character is of the wrong race.

You can change the statistics by pressing the R button. This means Re-roll. As in most role-playing games, the statistics are determined by rolling dice, so by pressing R, you re-roll the dice to get different character statistics. This does not automatically mean an improvement; some values might increase while others go down. This is to prevent super-characters from being created.

The character's statistics cannot be altered, apart from Hit Points and Spell Points, which go up after every level of advancement; Experience, which the characters receive for fighting and accomplishing quests; Money, which can be obtained by fighting, , completing quests, and selling items; and AC, which can be improved by equipping better armor, headgear gloves, and shields.

Your character has certain attributes. Most of them are needed to pursue certain careers. For instance, someone who is low on intelligence will never become a mage. You can see the



character's attributes on the character screen.

ST - Strength. A measure of how strong the character is. Strength is important when you're trying to crack some heads.

IQ - Intelligence. Measure of logical and abstract thinking. IQ is of crucial importance to mages. High IQ values also yield SP bonuses.

DX - Dexterity. The more of it the better a character can evade enemy attacks, and the faster he can attack. High DX also yields AC bonuses. This attribute is therefore useful for all, but especially needed for rogues, for they need it to disarm traps and to make use of their other skills.

CN - Constitution. The physique of a character. It's not especially needed, but very useful, for high CN values result in HP bonuses.

CO - Comeliness. The attractiveness of the character. People can be more responsive conversationally to those they find attractive.

CH - Charisma. How well a character can communicate with others. People who are good at making friends, and inspiring those around them have a high charisma score

WI - Wisdom . A measure of your ability to understand your surroundings, and your environs. One who realizes they cannot define wisdom is the only one who can understand it.

LU - Luck. It never hurts to be lucky, especially when taking risks.

AC - Armor Class. This is the only attribute that will be changed throughout the game - by donning better protective combat equipment. A character starts at a high AC value, which is bad. The lower the AC the better it is - the better the AC the better the character is protected from physical attacks.

When you are satisfied, enter a name for your character, and you're back to the initial Adventurers' Hall screen. To add your character to the party, press G. If there are more than one character, scroll up or down with the Cursor UP or DOWN button and press RETURN to accept the character you want.



Character screen

You can view your characters anytime by pressing the F1 - F8 buttons. F1 for the first character in your party, F2 for the second, etc. You see an image of the character you wish to view. You can do the following things:

P - Pool gold. All gold will be given to this character.

S - Share gold. The character's gold will be equally shared among all party members.

L - List spells. A list of spells of the character.

I - Inventory.

ESCAPE - exits the character screen.

Inventory Screen

On the inventory screen, you see the items the character carries and which he / she has equipped.

With the Cursor Keys UP and DOWN, you can scroll up and down so you can choose an item.

E - Equip. Equips an item. Items can only be used if they are equipped, be it weapons, armors or other items. Some items cannot be used by themselves. To shoot arrows, you need a bow. To shoot bullets, you need a sling. And you have to equip both, i.e. it's not enough to equip a long bow - you also have to equip the arrows to shoot them. “@” before an item means that the character who carries this item cannot use or equip it. Give it to another character in your party.

T - Trade. Gives this item to another character of your party. Press the respective F button to determine the character you want to give it to.

For example: Your 2nd character is a Warrior who has found a bagpipe. This is an instrument, and only Bards can use them. Therefore, you will see in your inventory screen: @ **Bagpipe**.

Your 5th character, however, is a Bard - he can use the bagpipe. What to do ? Scroll up or down to the Bagpipe with the Cursor UP or Cursor DOWN Key, until the Bagpipe is highlighted.



Now, press T for Trade. Your Bard is the 5th character in your party, so press F5. Now, you Bard should have the item... if he has enough room.

Please bear in mind that your characters do not have infinite room for the items they carry.

D - Discard. Throws the highlighted item away. WARNING: Once you throw an item away, you will not get it back, so be careful. If it's a common item like a Broad Sword, it doesn't really matter, for there are enough foes

That carry such a thing. However, if you throw away a rare, or even a unique item, you will most probably regret it.

U - Unequip. The opposite of Equip.

While you are walking: interface, icons, keys

Once you decide to venture out into the world (press V at Adventurers' Hall), your keyboard commands and the interface change. First, you will see fog during daytime. The climate on the Orkneys is a damp and foggy one, so fogs are no miracle here. Second, there is the interface. On the left, there is the area where you are walking. Below this, you see several icons: a shield, an eye, a compass, a torch, and a mandolin. The shield and the eye can only be activated by

Invoking an item that can invoke an eye or a shield. Or you can activate these icons by casting the right spell.

The compass is active in the town and in the wilderness. Its activity ceases once you enter a dungeon. You can get reactivated by the using the right spell or by invoking the right item. The same applies to the torch icon. By using the right spell or item, an activated torch indicates that the darkness around you is lit. You don't need it in Rennibister or in the wilderness, not even at night, but you will need to see in the dark when you are in a dungeon. Finally, there is the mandolin icon. If it is activated, you will hear a tune being played. This won't happen by itself - you have to tell the bard to play a song. And without an instrument, he can't do that.

You can generally tell the difference between an activated and a deactivated icon by the fact that an activated icon is lit, and a deactivated one isn't - sometimes life is pretty easy... Left of the walk window and the icons, there is the message screen, portrayed by a scroll. There, you will see the text whenever something happens - you're shopping, you're attacked, some-



one talks to you, etc.

Below, there is your party table. First comes the position in the party from 1-8, then the character's name.

HP means Hit Points, and they can have 4 colors. Green means that the char has his / her full HP. Yellow indicates an injury. Red means that the character has only few HP left and is close to dying (which he / she does at 0 HP). Grey means the character is dead. Heal this character (Temple, item, or spell), and his / her HP will go up again.

The next stat is the Spell points. The colors have the same meaning as the HP colors, with one exception: grey means that the character has 0 SP. This does not mean death, but the fact that this character cannot cast spells, anymore – spells need a certain amount of energy, and a character's SP go down whenever (s)he casts a spell, and that measure of energy is called "Spell Points." There are ways to refresh SP – items or the visit at a special location in Rennibister.

The last column reflects the character's class. This is important, because you want to have your fighters in the front, and the others in the rear.

So far, so good. You're in Rennibister now. But how do you move? You navigate your party with the Cursor keys that are between your regular keyboard and the number keyboard on the right.

Cursor UP – moves your party ahead one square. And lets your party enter buildings.

Cursor DOWN – turns your party around by 180°, but without movement.

Cursor RIGHT – turns your party right by 90°, but without movement.

Cursor LEFT – turns your party left by 90°, but without movements.

These are, of course, not the only keyboard commands you have at your disposal:

ESC - opens the Game menu. It's the same as the start menu, with the exception that "C" = Continue thy quest has been added. Press ESC once more to exit this menu without doing a thing. ESC also lets you finish your rest earlier.



F1 – F8 – lets you view a character. The first character is viewed by pressing F1, the second by pressing F2, etc.
The character screen is shown. See Character screen / Inventory screen for more.

C – Cast a spell.

P – Play. Lets the bard play a song.

R – Rest. Lets the party rest, be it in Rennibister, the wilderness or in a dungeon. During rest a character's HP or SP can be at least partially refreshed. You have to enter the number of hours you want to rest and confirm this with the RETURN key. While resting use < and > to speed up/slow down the resting speed.

B - Brew or Build a new item

U – use an item.

S - use a special skill

T – Trade Party Positions. - used to swap 2 party members location in the ranks

Shift-T - specify rank position - allows you to manipulate the entire rank formation, useful if you want to move more than one character around.

/ or ? - lets you see the time, the day, and the direction you face. Especially the latter will come in handy if you're in a dark dungeon, you can't light a torch, and your mage has not enough SP to even call a sprite.

Tab - opens and closes the Automap, the automap shows you the locations you have already visited, including walls, doors, and impediments to travel.



A little Walk

When you create your characters, your party is without anything but the most basic equipment; and a few pieces of gold. Therefore, the first location you seek should be Imperial Weapons, the nearest weapon shop.

When you leave Adventurers' Hall, your initial direction is East. Go 6 steps eastward (= press 6x the Cursor UP key). Turn South, then (press 1x the Cursor RIGHT key). Go 5 steps to the South. Turn East again (this time, press 1x the Cursor LEFT key). Go one step to the East. Turn south again, and you see a door straight ahead of you. Go through it to enter Imperial Weapons (press the Cursor UP key).

You will be asked which character seeks the services of this shop. Press any key between F1-F8 for the character you like to use the service. For example, press F1 for your first character. You will then be asked what you want to do:

B - Buy an item

S - Sell an item

ESC - exit menu

Press B to buy an item. First you can choose what type of item you'd like to purchase, such as armor, ranged weapon, etc. Select one. Next, you will see the items you can buy and you could buy (if you had the money). Scroll up and down through the items with the Cursor UP and Down keys. When you find something that you want to buy, press RETURN to confirm. You will be asked if you really want to buy it, or if you want to try and haggle the price.

Y - Yes

N - No

T - Talk him down.

As in your character screen, a "@" before an item means that this character cannot use it.

When you're short on money, press F1 once again to view your first character, and then P to pool all the party gold (i.e. to give it to the first character). You can view your characters anytime, even here, by pressing F1-F8.

When you are done, press ESC to exit the menu. You will be asked again who of your characters is interested in the shops services. Press now F2 for the second character. Take the same



steps again, and do the same procedure with all your characters until you either have what you want or you've run out of money (which, at this early stage, is more likely than the former). You should buy weapons first, have some encounters in Rennibister, get more money, and return to the shop to buy protective equipment (armor, shield, helm).

Under Attack

Not everything or everyone in Rennibister and her locations is friendly. Monsters will think you're their next meal, thieves want to rob you, and other thugs will probably be after your equipment and money... to name but a few examples. You will be attacked.

The first menu you will see is the pre-combat menu. The text part tells you which foes you face, how many you face and how far they are away. The latter is important, because you cannot directly attack a foe that is farther away than 10'. You can reach them, nonetheless, by spells – spells also have a certain range, so it's just a waste of SP to cast a spell that has a range of 30' at a foe that is 40' away – or with missile weapons like bows & arrows or slings & bullets. To use them, you have to equip both, bow AND arrows or sling AND bullets.

The pre-combat menu gives you the following options:

C – Command them to surrender – High-level Paladins can use this option to score a victory without drawing blood. It doesn't always work, as some enemies can't understand the words, and other enemies believe themselves unthreatened by your presence.

V – Advance ahead. If your foes are more than 10' away from you, you can use this option to get closer to them.

F – Fight with valor. You decided to fight your foes. The actual combat menu opens.

U – Use previous commands. This feature will repeat all the commands you gave in the preceding round. Some things to remember: Your spellcasters can run out of spell points quickly, if you equipped an item last round this option will default you to defending, if you decided to play a bard song, the bard will continue



to play the same song. Use this option with care, battles can turn desperate quickly.

R - Run like a bunny. You decide that you won't win this fight, so you withdraw from it. You won't lose anything if you run - and sometimes it's the wiser choice. Remember: caution and cowardice are two different things.

If you decide to fight, you will have another menu:

A - Attack the brutes. Attacks a foe, either directly in melee combat or with a missile weapon. This depends on the weapon that your character has equipped.

D - Defend yourself. The character takes a defensive position to avoid damage. For the rest of the combat round, his AC will improve by 2.

U - Use a special skill. Gives you access to a submenu of special abilities unique to that character's class and level

P - Play a song. Depending on the song used, various effects get into play, only available to bards.

R - Ready weapon in reserve. Your character will change the weapon he has equipped to the one in his/her reserve slot (shown as a - in the inventory screen). This takes the whole turn, so for this combat round, this character won't do anything else.

E - Equip an item - allows you to open the character's pack, and rearrange their inventory (this is very useful if you run out of arrows). It takes a full turn to open your pack and find what you need.

I - Invoke an item. Uses a magical item.

O - Party order change. If necessary, a character can walk up or down on the ranks. This can be useful when your fighter was killed, and resurrected - he wakes up at position 8 and will therefore be useless in the fight, unless he has a ranged or missile weapon. Note that only the first 4 characters can participate in direct melee combat.



C - Cast a Spell. Gives you a list of the spells that your mage or paladin has at their disposal. Scroll up and down with the Cursor UP and DOWN keys to select the spell you want to cast. Press ESC to get back to the spell menu, and when you found the spell you want to use, hit RETURN to confirm. If you cast a spell at foes, but have several foes, you will be asked to target your spell at the specific monster group, which will be a - d. This also works if you have a single-target spell; this spell, then, works on a single foe, while a group spell works on the whole group you targeted.

“.” goes back one character. Do this if you want to change the combat option you chose for the previous character..

When you've chosen your options, you will be asked if you are sure. Press N if you're not sure and go through the combat menus again. Press Y if you are sure, and the first combat round begins.

While fighting:

- < will slow down the scroll speed of the messages
- > will speed up the scroll speed of the messages.

If there are foes that survived the first round, you will be shown the pre-combat menu again, where you can continue your fight, advance, or flee. When the enemy bites the dust, you will be shown the after-combat menu:

F - Frisk the body. You search the enemy bodies for gold and items.

L - Leave the body. You go away. If you go away without frisking, you won't be able to come back and frisk this group / enemy later .

No matter if you search the bodies or not, you will be given Experience Points, which are important to get your characters trained. If you frisk the bodies, you will be shown the treasure screen. You are told how much money you got from this fight. The money will be given to the first character, while the experience points are distributed evenly. Then, a list of items is shown, if the enemy had any. Scroll up and down with the Cursor UP and DOWN keys to choose the items you want to take with you, and press T for Take. It's the first character that takes these items automatically, but by pressing F2-F8, the other characters can also pick up the items. Bear in mind that the number of items a character can carry is not unlimited. When done press L to leave, and you'll resume your journey.



Creating Items

While adventuring throughout the Rennibister area, you may wish to try your hand at creating an item. The steps to do so are as follows:

First, make sure you have all the ingredients you need for the recipe you wish to try. The ingredients may be spread out amongst different party members, and the person creating the item need not have any of the ingredients in their inventory. When you're sure you're ready to continue, press B to Build a new item.

You will be asked to pick a character who will attempt the creation of the item, press the Function key corresponding to your choice.

Next, you will be presented a list of the types of items you can try to create. Examples are Mundane Items, and Potions. Select the classification of item you'd like to try. In this example we'll build some arrows.

Now you're presented with a screen listing your correct selected ingredients. It should initially be empty. You create the list of ingredients by selecting the character who is carrying an ingredient in their inventory. I know my 2nd rank character has some sticks, so I'll hit F2 to pick him, and then use the arrows keys to select the sticks out of his pack. After pressing enter to select the sticks, we're back at the ingredients list. Next we should select the Hawk Feathers we'll need to create the arrows. My 4th rank character has those, so I hit F4 to select her inventory, and choose the Hawk Feathers with the arrow keys.

At this point I want to verify that I have everything in the recipe list that I'll need for the creation of my new arrows. I note that the recipe for regular arrows calls for 1 Wood and 1 Feather, and I know the items I've put in my ingredients list meet or exceed those requirements, so I think I'm ready to give it a try.

Once you're ready to continue with the creation, cross your fingers and hit C. If the item creation fails, you'll be told as much, and if it succeeds, your new items will be in the inventory of the character who created them.





Game Credits

Game Design

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Art Director

Game Art

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Dungeon Design

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Many others



This game utilizes the Simple DirectMedia Layer library, as well as the SDL_image and SDL_mixer libraries, all available from:

<http://www.libsdl.org>

and the SMPEG library available from:

<http://www.icculus.org/smpeg/>

All of these are released under the GNU LGPL license, and as such, sources for the versions dynamically linked with this product are available in the 'source' directory of this release. See the file 'COPYING' in the 'source' directory of this release for more information.





Notes



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