# COLLECTOR'S EDITION
## USER'S MANUAL

New Quests • New Spells • New Heraldries • New Monsters and Much More!



# DUNGEON LORDS

Heuristic Park

DREAMCATCHER

TEEN
T
CONTENT RATED BY
ESRB

## EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

# DUNGEON LORDS

For Max and Paulette…

Dungeon Lords was created to offer you a true-life experience of an authentic fantasy universe. The monsters are real and untamed, their attitude hostile. The path is often twisted, and the greatest treasures well protected. To master Dungeon Lords will require that you develop your own playing skill and style as well as those of your personal character hero. Let instinct and intuition be your guide as you venture forth into this dangerous new world. You are about to discover that Dungeon Lords isn't just another computer game. It was designed to summon forth the mighty warrior and the crafty wizard that restlessly stir deep within you. May you find this journey rewarding, and meet the challenges well…

D.W. Bradley

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# INSTALLATION

## SYSTEM REQUIREMENTS

**MINIMUM**

| | |
|---|---|
| Operating System: | Windows® 98/Me/2000/XP |
| Processor: | 1.0 GHz CPU |
| Memory: | 384 MB RAM |
| Hard Disk Space: | 1.2 GB available |
| CD / DVD-ROM Drive: | 4X or Higher |
| Video: | 64 MB DirectX 7 video card (NVIDIA GeForce 2 GTS or better) |
| Sound: | DirectX 8.1b or better compatible sound card |
| Input: | keyboard and mouse |

**RECOMMENDED**

| | |
|---|---|
| Operating System: | Windows® XP |
| Processor: | 2.4 GHz CPU |
| Memory: | 512 MB RAM |
| Hard Disk Space: | 1.2 GB available |
| CD / DVD-ROM Drive: | 4X or Higher |
| Video: | 128 MB DirectX 9 video card (NVIDIA GeForce FX 5700 or better) |
| Sound: | DirectX 8.1b or better compatible sound card |
| Input: | keyboard and mouse |

## INSTALLING DUNGEON LORDS

To install Dungeon Lords:

• Insert Dungeon Lords disc in your CD / DVD drive.

• If AutoPlay is enabled on your system, the installer will begin automatically. If AutoPlay is not enabled, double-click on the My Computer icon on your Windows desktop, and then double-click your CD / DVD-ROM icon. If the Install screen still does not appear, double-click the setup.exe file to begin installation.

• Follow the on-screen instructions to complete the installation of Dungeon Lords.

## UNINSTALLING DUNGEON LORDS

To uninstall Dungeon Lords:

• Open the Windows Start Menu.

• Browse to the Dungeon Lords application and select Uninstall.

Alternatively, you can open the Windows Control Panel, select Add/Remove Programs, select Dungeon Lords, and then click Remove.

## RUNNING THE GAME

To run Dungeon Lords:

• Make sure the Dungeon Lords disc 1 is in your CD / DVD-ROM drive.

• If you have AutoPlay enabled, the game starts when you insert the CD. If you do not have AutoPlay enabled, double-click the Dungeon Lords icon on your desktop or select the game from the Windows Start menu.

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**TASK SWITCHING, BACKGROUND TASKS, AND "STICKYKEYS"**

**\*\*IMPORTANT\*\***

Please note that Dungeon Lords does not support task switching. When the game is running, do not attempt to use ALT-TAB to return to the Windows desktop or switch to another application. Doing so could lock you out of Dungeon Lords and force you to shut down and restart the game.

In addition, ensure that all background tasks (e-mail clients, Internet browsers, instant messaging and so on) are shut down before you start Dungeon Lords. You should also disable the Windows "stickykeys" feature (if the version of Windows you are running supports it). In Windows XP, this can be done by going to Control Panel > Accessibility Options, and unchecking the box marked "Enable StickyKeys".

For further information on disabling the "stickykeys" feature, consult the Microsoft Windows help file.

# GAME MENUS

## MAIN MENU

The Main Menu opens automatically when you start Dungeon Lords. Click an option to select it. The following options are available:

• **Single Player:** Open the Single Player Menu.

• **Multiplayer:** Open the Multiplayer Menu. (For details on hosting and joining multiplayer games, see "The Multiplayer Game" later in the manual.)

• **Options:** Open the Game Settings screen. (See "Game Settings Screen" later in this manual for details.)

• **Exit Game:** Quit Dungeon Lords and return to the Windows desktop.

Click an option to select it.
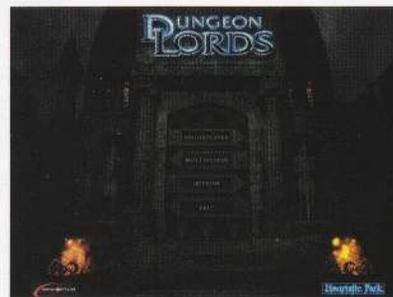


## SINGLE PLAYER MENU

To open the Single Player menu, click the Single Player option on the Main Menu. The following options are available here:

• **New Game:** Start a new single player game of Dungeon Lords.

• **Load Game:** Load a previously saved game of Dungeon Lords. When you click this option, the Load Game screen opens. Click the game you want to load from the list, and then click Load Game. To return to the Main Menu without loading a game, click Quit Playing.

• **Main Menu:** Exit the Single Player Menu and return to the Main Menu.
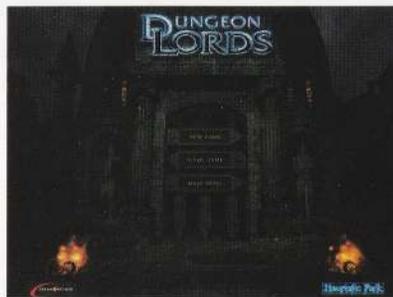
Click an option to select it.

## MULTiPLAYER MENU

To open the Multiplayer Menu, click Multiplayer on the Main Menu. The following options are available here:

- **LAN:** Host or join a multiplayer Dungeon Lords game on a local area network.
- **Internet:** Host or join a multiplayer Dungeon Lords game on the Internet.
- **Main Menu:** Close the Multiplayer Menu and return to the Main Menu.

(See "The Multiplayer Game" later in this manual for details.)
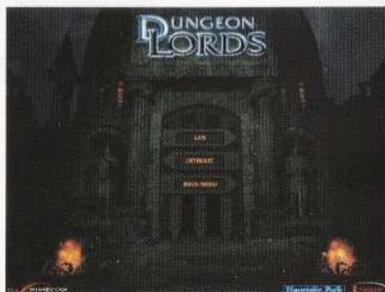
## GAME SETTiNGS SCREEN

The Game Settings screen provides you with controls that allow you to adjust game difficulty, control settings, graphics, and sound options in Dungeon Lords. To open this screen, click Options on the Main Menu. To exit the Game Settings screen and return to the Main Menu, click the Exit button.

There are two types of controls on the screen:

- **Left/Right Arrows:** These controls display the current setting in the center and have arrow buttons at each end. Click the arrow buttons to change the setting.

- **Sliders:** Adjust these controls by clicking the slider and dragging it to the left or right. The current setting is displayed numerically on the slider itself.

The following options and settings are available:

- **Monster Difficulty:** Set the difficulty level for the monsters and enemies you encounter in the game. Default setting is Normal. Setting this to high will give bonus experience for defeating monsters.

- **Random Encounters:** Set the frequency of random encounters with enemies and monsters throughout the game. Default setting is Normal.

- **Target Cone:** This will place an indicator over the head of the current target creature or NPC to identify their location.

- **Compass:** Lets the player know which direction they are traveling in game. Use in conjunction with the auto-map to find your way around the world.

- **Mouse X Sensitivity:** Adjust the input sensitivity of the mouse in the X-axis (left/right). The higher the sensitivity, the faster the mouse responds to input. Default setting is 0.

- **Mouse Y Sensitivity:** Adjust the input sensitivity of the mouse in the Y-axis (forward/back). The higher the sensitivity, the faster the mouse responds to input. Default setting is 0.

- **Mouse X Inverse:** Invert the movement directions on the mouse's X-axis (right is left and left is right). Default setting is Off.

- **Mouse Y Inverse:** Invert the movement directions on the mouse's Y-axis (forward is back, back is forward). Default setting is Off.

- **Mouse Y Axis Lock:** Lock the mouse so that moving the mouse forward and back has no effect. Default setting is Off.
- **Screen Resolution:** Set the screen resolution up to a maximum of 1280 x 1024. Default setting is 800 x 600. Note that higher screen resolutions can cause performance issues on slower machines.
- **Gamma:** Set the level of color saturation and brightness. Default setting is 0.
- **Shadow Rendering:** Turn the in-game shadows on and off. Default setting is On. Note that shadows can cause performance issues on slower machines. If you are experiencing sluggish performance, turn Shadow Rendering off.
- **View Distance:** Set the distance that you can see in the game (the range at which fog obscures distant objects). Default setting is 100. A high View Distance setting can result in reduced performance on slower machines.
- **Tree and Grass Detail:** Set the detail of trees and grass. For better performance on slower machines lower this setting. Default setting is 100.
- **Master Sound Volume:** Set the volume level for the game's overall sound output. Default setting is 100.
- **Sound Effects:** Set the volume level for the game's sound effects (combat sounds and so on). Default setting is 100.
- **Music:** Set the volume level for the game's background music. Default setting is 76.
- **Speech:** Set the volume level for character speech. Default setting is 100.
- **Ambient:** Set the volume level for ambient (background) sounds. Default setting is 100.
- **Keyboard:** Adjust the keyboard mapping for the game controls. (See "Keyboard Controls" for details.)
- **Defaults:** Click this button to reset all options on the Game Settings screen to their default settings.

## KEYBOARD CONTROLS

Dungeon Lords has a default set of keyboard controls that allow you to perform actions throughout the game. You have the option to change the keyboard mapping for all controls to suit your preferences and style of play.

To change the mapping of the keyboard controls, click the Keyboard button on the Game Settings screen. This opens the Keyboard screen.

All of the keyboard commands are listed on this screen. To the right of the command name are two text boxes that display the primary and secondary keyboard mappings for each control (Note that not all controls have a secondary keyboard mapping by default.) For example, by default the Forward control is mapped to the W key (primary) and the Up arrow (secondary).

**To change the mapping of a particular control:**

1. Next to the control you want to change, click the left-arrow (to set the primary mapping) or right-arrow (to set the secondary mapping).
2. When the dialog box opens, press the key to which you want to map the control.
3. To exit the key re-mapping sequence without re-mapping the control, press the Backspace key.

Note that if, when re-mapping the controls, you select a key to which another control is already mapped, the mapping for that control is removed and you must re-map it as well.

To reset all keyboard controls to their default settings, click the Default button.

To return to the Game Settings screen, click the Settings button.
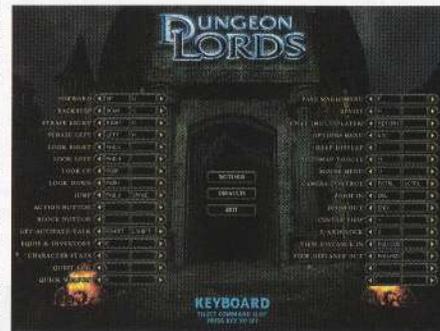
# SAVING AND EXITING

Press ESC at any time during game play to open the Save Game screen. From this screen, you can save the game in progress and exit to the Main Menu.

• To save a game: When the Save Game screen opens, click one of the save slots on the left side of the screen, and click Save Game. (If you select a save slot that already contains a game, a prompt appears confirming that you want to replace the existing save). Type a name for the saved game and click OK. To cancel the save, click No. To return to the game from the Save Game screen, click Resume Play.

• To exit to the Main Menu: On the Save Game screen, click Quit Playing. To avoid losing any progress you have made, you should save your game before exiting to the Main Menu.

# GETTING STARTED

To start a new single player game of Dungeon Lords click New Game on the Main Menu.

## OBJECT OF THE GAME

You start Dungeon Lords in the wilderness outside the town of Fargrove. As you explore the vast wilderness, you will do battle with a wide variety of foes, developing your character's skills and your own combat prowess. As you start talking to the various characters who inhabit the world, you will learn of the conflict that grips this land and learn of your own role in the events that are to unfold...

In the course of the game, you will take part in numerous quests—many of which will bring you closer to completing your ultimate goals, and others of which will reveal more about the world around you and provide your character with the experience and equipment he or she will need to complete the game.

## YOUR CHARACTER

The first thing you must do when you start a new game of Dungeon Lords is select the character you will play throughout the game.

The character screen provides you with three basic options. To select an option, click the corresponding button.

• Play This Character: Start the game using the character that is currently displayed on the screen. (Your last created character will appear here, or a default character if you have not yet created one).

• Make New Character: Ignore the currently-displayed character and create a new custom character (see "Creating Custom Characters").

• Exit: Return to the Main Menu.

# CREATING CUSTOM CHARACTERS

To create a custom character, click Make New Character on the Character Screen. This opens the Make New Character Screen. To exit this screen and return to the Character Screen without creating a custom character at any time, click Go Back.

The character creation process comprises several steps. During any step of the process, you can click the Go Back button to return to the previous step.

## DEVELOPMENTAL STATISTICS

The top right-hand section of the Character Screen displays some special information about the development of the currently selected character.

• Level: The character's current level. All characters start the game at Level 1. Each level requires a certain number of experience points to attain. An advancement point bonus will be awarded upon the acquisition of each new level.

• EXP: The number of Experience points the character has accumulated toward advancement to the next level. All characters start the game with 0 experience points.

• Class Specializations: These icons show the character's current class specializations. (see "Character Class" for more information or "Appendix B: Character Classes" for a full list).

• ADV Points: The number of Advancement points the character has available for increasing his/her attributes and learning new skills. All newly created characters start with a fixed amount of Advancement points to spend during character creation.

• Next LVL: The number of EXP required for the character to reach the next level.

## SETTING RACE, CLASS, AND APPEARANCE

Your first task is to set the character's Race, Class and general appearance. The controls for this phase of the creation process are located on the display below the character's image in the center of the screen. There are six items you can customize:

• Race: Change the character's race and sex.
• Class: Change the character's class.
• Left Handed / Right Handed: Change the character's weapon hand.
• Skin Color: Change the character's skin color.
• Hair Style: Change the character's hair style.
• Hair Color: Change the character's hair color.

*To cycle through the available choices for Race, Class, and appearance, click the arrow buttons to the left and right of the item you want to change.*

As you cycle through appearance options (Skin Color, Hair Style, and Hair Color), the changes are displayed on the character image. Cycling through the Race choices updates the character image, and the Race and Sex are displayed in the Race/Sex display above the character's statistics in the upper-left. Class changes are displayed in the Class Specializations area.
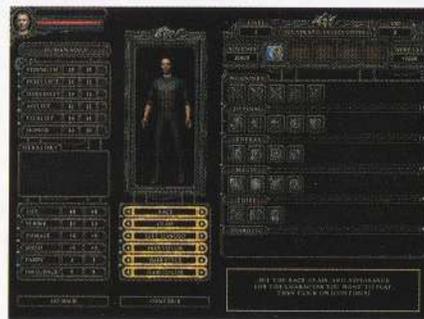
## CHARACTER RACES - DESCRIPTION

**Human:** Humans are one of the prominent races in the world of Dungeon Lords. Humans have evenly distributed ability scores and are reasonably capable in any class they may choose to pursue.

**Elf:** These humanoids are an ancient race, wise and long-lived. The Elves of Arindale are noble and civilized, while some of the other Elven clans, such as the Dray, are more feral. Elves are intelligent and lithe, but are also the most fragile of the races. Elves make superior Mages and competent Adepts.

**Dwarf:** These tough, gruff humanoids are short of stature and heavy framed. Dwarves are strong and hardy, but are not particularly agile, making for powerful Fighters and tough Adepts.

**Urgoth:** These huge, muscular demigoths are feared and respected throughout the world. Strong as oxen and dumb as a bag of rocks, Urgoths can be quickly developed to handle the heaviest of weapons and armor with unprecedented ease. However, they are slow of wit and clumsy of movement, so make poor Mages or Thieves.

**Wylvan:** These wily and cunning beast-men are a fast and often sinister demigoth race. Wylvan are fleet of foot and sharp of wit, and make excellent Thieves and competent Mages or Adepts. They are also more fragile than many of the other feral demigoths.

**Zaur:** These reptilian demigoths are feared for their speed, force, and toughness. Their wide, lizard-grin is a fearsome sight to many of the more civilized races. Zaur are not particularly bright or slight of hand, but make up for this with lightning fast agility, crushing strength, and a tough, reptilian hide. These traits make them impressive Fighters and competent Thieves.

**Thrall:** Thralls are a race of small-statured impish demigoths. They are amazingly quick and clever, but small of frame and prefer subterfuge and guile over face-to-face combat. Thralls make excellent Thieves and Mages due to their quickness and intellect.

Although the appearance selections are purely cosmetic adjustments, Race and Class affect the character's performance during the game. The basic statistic levels for each character race are shown in the following table.

|  | Human (M) | Human (F) | Urgoth | Dwarf | Wylvan | Elf (M) | Elf (F) | Zaur | Thrall |
|---|---|---|---|---|---|---|---|---|---|
| Strength | 15 | 13 | 20 | 18 | 11 | 12 | 10 | 17 | 10 |
| Intellect | 12 | 14 | 8 | 10 | 13 | 15 | 17 | 9 | 14 |
| Dexterity | 13 | 13 | 9 | 12 | 14 | 15 | 15 | 10 | 16 |
| Agility | 12 | 13 | 9 | 10 | 16 | 14 | 15 | 14 | 16 |
| Vitality | 14 | 13 | 20 | 16 | 11 | 10 | 9 | 16 | 10 |
| Honor | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Life | 48 | 46 | 60 | 52 | 42 | 40 | 38 | 52 | 40 |
| Strike | 13 | 13 | 9 | 12 | 14 | 15 | 15 | 10 | 16 |
| Damage | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 |
| Speed | +0 | +2 | +0 | +0 | +10 | +5 | +7 | +5 | +10 |
| Parry | 1 | 1 | 0 | 0 | 2 | 2 | 2 | 1 | 3 |
| Influence | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |

## CHARACTER CLASS

A character class enhances the ability to learn certain skills and skill types and/or grants the character access to certain additional skills and heraldry that might not be available to other character classes. One class may be selected when the character is created and additional classes may be attained by joining guilds and completing quests.

The following table lists the starting character classes and the learning bonuses and additional skills/heraldry for each. (For a full list of available character classes, see Appendix B: Character Classes)

| Class | Learning Bonuses | Additional Skills/Heraldry |
|---|---|---|
| Adept | Celestial Magic, Light & Medium: Armor, shield, Magic Weaponry | Magic Weaponry |
| Fighter | Light & Medium: Weapon, armor and shield, Parry | |
| Mage | Arcane Magic, Magic Weaponry | Magic Weaponry |
| Rogue | Light Weapons, Throw Weapons, Athletics, Detect/Disarm Trap, Pick Lock | Sneak, Steal, Identify |

## CHARACTER CLASSES - DESCRIPTION

**Adept:** Adepts are the primary keepers of the Celestial magic, and use mystic Star Crystals to cast healing and beneficent spells. Adepts begin the game with a small shield and small mace.

**Fighter:** Fighters are skilled in the use of weapons and armor. No starting character is more versed in the art of melee combat than the fighter. Fighters begin the game with some light armor, and a shield and short sword.

**Mage:** Mages wield the esoteric powers of Arcane magic and can harness mystical and elemental power to strike down their enemies. Mages can also develop abilities to identify items and wield magic weapons. Mages begin the game with some Arcane Magic and a wooden staff.

**Rogue:** Rogues are those developed in The Craft, the art of skullduggery and subterfuge. Rogues are versed in the picking of locks, sneaking, evasion, and the use of thrown weaponry. Rogues begin the game with lockpicks, a dagger, and throwing daggers.

*When you have completed your changes, click Continue to move on to the next step.*

## INCREASE ATTRIBUTES AND LEARN SKILLS
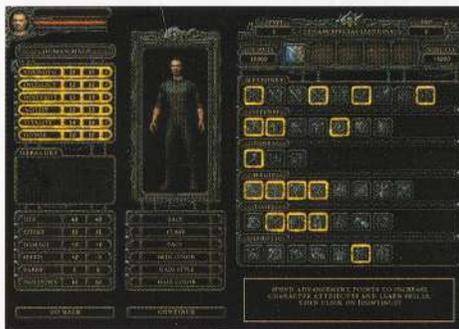


Every character starts off with some Advancement Points (ADV Points). You can spend these points to increase the character's Attributes and add to the character's repertoire of skills.

At this point in the character creation process, all of the Attributes and skills you can increase/add are highlighted in gold.

To increase an Attribute, click the + to the right of the Attribute you want to increase. Each click increases the Attribute by one point. The number of ADV Points required for each increase varies by attribute. To see how many ADV Points you must expend to increase an Attribute, move the cursor over the Attribute. A pop-up window displays the cost.

## BASIC ATTRIBUTES

Each character has a set of basic attributes that define his or her key abilities. These basic attributes are, in some cases, the building blocks that help define the character's other skills and abilities.

- **Strength:** Strength determines the character's ability to handle weapons and armor. The higher the character's Strength, the heavier the weapons and armor he or she is able to use.
- **Intellect:** Intellect determines your character's ability to learn. Increasing Intellect reduces the character's skill costs.
- **Dexterity:** Dexterity defines your character's coordination. High dexterity increases the character's accuracy with weapons and allows them to use the weapons more effectively.
- **Agility:** Agility determines your character's speed and reflexes in combat. Characters with high Agility can strike and defend faster than those with low Agility.
- **Vitality:** Vitality determines your character's Life level. Increasing a character's vitality increases his maximum health.
- **Honor:** Honor defines your character's level of heroism and bravery in combat. Honor is gained by defeating monsters and completing quests. A certain honor score may be required before your character can obtain a certain advanced class.

## HEALTH AND COMBAT STATISTICS

A character's health and combat statistics are determined by his or her attributes and define the character's ability to fight and survive, as well as interact with other characters in a non-violent way.

- **Life:** Life indicates how much damage the character can withstand without dying. A character's Life increases along with his/her Vitality.
- **Strike:** Strike determines your character's ability to hit an opponent and inflict damage with both melee and ranged weapons. The higher the character's Strike, the more effective the character is at bypassing an opponents armor and parry skills in order to damage him. A character's Strike increases with his/her Dexterity.
- **Damage:** The Damage attribute indicates the character's ability to deal additional damage with melee weapons (above and beyond the weapons' normal damage potential).
- **Speed:** Speed determines how fast your character can attack and cast spells in combat. Characters with a high Speed characteristic experience little delay between subsequent attacks, while characters with lower Speed must wait longer between strikes. A character's speed increases along with his/her Agility.
- **Parry:** Your character's ability to block incoming attacks is governed by his or her Parry attribute. The higher the character's Parry ability, the better he or she is at blocking attacks. A character's Parry increases along with his/her Agility and Parry skill.
- **Influence:** Influence is your character's charisma when it comes to negotiating price when buying or selling items. The higher the character's influence, the better the price he or she is able to negotiate when buying or selling items. A character's influence increases along with his/her Honor and Bargain skill.

**To add or increase a skill,** click the icon for the skill you want to increase. Move the cursor over an icon to see a description of the skill and the number of ADV Points you must expend to add the skill. (This information appears in the lower-right corner of the screen).

## SKILLS

Every character has a finite set of skills he or she can use in the game. The ADV Point cost to train a particular skill is determined in part by the character's class. Some special skills (mostly Diabolic skills) are available only to certain character classes.

There are six basic categories that encompass all of the available skills in Dungeon Lords:

- **Weaponry** – Skills that determine your effectiveness with different weapons.
- **Defense** – Skills that increase your character's defense, such as armor, shield and parry skills.
- **General** – Miscellaneous skills such as athletics, bargain, and repair.
- **Magic** – Skills which determine a character's proficiency when using spells and magic items.
- **Thief** – Thief oriented skills such as disarming traps, picking locks, and sneaking.
- **Diabolic** – Special skills developed only by advanced-class characters.

Character skills are measured in levels of effectiveness. When a character acquires a skill, the character's proficiency in that skill is level 1. The higher the character's level of proficiency in a skill, the better the character performs tasks requiring that skill.

Some skills have pre-requisites before they can be purchased. For example, in order to gain the Medium Weapons skill, a character must first attain a level 3 skill in Light Weapons. In addition, a skill that requires a pre-requisite can never be raised higher than the pre-requisite skill itself. For example, if your character has a level 3 Light Weapons skill, his/her Medium Weapons skill level is limited to level 3 until his Light Weapons skill is increased to 4. This also holds true for any further dependent skills. For example, a character with a Light Weapons skill of 3 and a Medium Weapons skill of 3 must increase both Light and Medium Weapons beyond level 3 before he/she can attain a skill of 4 in Heavy Weapons.

When you no longer have enough ADV Points remaining to affect the character's Abilities or Skills, the gold highlights disappear.

To undo any changes you make during this process, click Go Back to return to the previous step in the process, and then click Continue. Note that all attribute and skill changes are lost when you click Go Back.

*When you have finished updating Abilities and Skills, click Continue.*

## HERALDRY

Heraldries are unique bonuses bequeathed to the character. Starting characters choose their first heraldry and further heraldries are awarded upon the completion of special quests.

The next step in character creation is the selection of the character's first Heraldry. Click one of the shields that appear in the Heraldry box on the left side of the screen. Move the cursor over a shield to display a pop-up window that shows the name of the Heraldry and its effect on the character should you select it. The table below lists the starting Heraldry available for selection:

| Symbol | Name | Effect |
|---|---|---|
| | The Acrobat | Athletics: +10% - Speed: +10% |
| | The Fool of Fortune | Luck |
| | The Lady and the Lion | Strike: +2 |
| | The Magician | Arcane Magic: +10% |
| | The Astrologer | Celestial Magic: +10% |

*After you select your Heraldry, click Continue to move on.*

## CHARACTER NAME

Type your character's name in the name field in the upper-left corner of the screen. Character names can consist of any combination of letters, numbers, and spaces, but cannot contain special characters (?, ., /, and so on).

After typing the name, press ENTER on the keyboard to continue.

## PLAY THIS CHARACTER

After entering your character's name, the character creation process is complete! Examine the Character Screen to ensure that the character meets your needs. To make changes, click Go Back. To play the game using the character displayed, click Play This Character.

At any time during play, you can access the Character Screen with the C key to view your character information and spend any new advancement points you have earned.

# PLAYING DUNGEON LORDS

## THE GAME SCREEN

The main game screen displays a third-person view of your character and the surrounding area.

The upper-left corner of the screen displays a status panel that shows the following at all times:

• Your character's face and name.

• A red bar indicating your character's current Life level.

• A blue bar indicating the experience you've accumulated towards your next level.

The lower-left corner displays the auto-map. As you move through the world, you will open traveled areas on your map. Toggle the auto-map on/off by using the M key.

The upper-right corner of the screen displays your compass which indicates the direction you are traveling. Use in conjunction with the auto-map to find your way around the world. To turn off the compass go to the Settings Menu.

## BASIC CONTROLS

Movement, combat, and other actions in Dungeon Lords are accomplished through a combination of keyboard and mouse commands. The basic controls are as follows:

• **Look Around:** Move the mouse left and right to turn your character.

• **Look Up:** Move the mouse away from you or press PageUp on the keyboard. (Disabled when the camera is locked).

• **Look Down:** Move the mouse toward you or press PageDown on the keyboard. (Disabled when the camera is locked).

• **Move Forward:** Press W or the up-arrow key.

• **Move Backward:** Press S or the down-arrow key.

• **Step (Strafe) Left:** Press A or the left-arrow key.

• **Step (Strafe) Right:** Press D or the right-arrow key.

• **Jump Forward:** Press the Spacebar.

• **Attack (Swing/Fire):** Press the left mouse button.

• **Block:** Press the right mouse button (only effective when a shield is equipped).

• **Pick up item:** Press either Shift key (while standing on the item).

• **Switch readied weapon:** Press the Q key to toggle between your equipped melee and ranged weapon.

• **Equip Spell/View Quick Menu:** Press the F key to ready your last equipped spell and view your Quick Menu.

A complete summary of the game controls can be found in Appendix A. You can customize the game controls through the Options screen (see "Game Settings Screen" for details).

## WHERE DO I GO FROM HERE?

You start Dungeon Lords in the wilderness outside of Fargrove; the wilderness is a dangerous place, so take a moment to equip your character with weapons and armor. Watch out for wandering monsters as you explore the nearby area. Seek out any NPCs (Non-Player Characters) in the area that may have some information that will start you on your first quest.

## INVENTORY

To access your character's inventory, press the E key. This opens the Equipment Menu, which allows you not only to see what your character is carrying, but also allows you to choose the equipment, armor, and weapons with which your character is equipped. This display also provides access to your character's available magical items and spell components.

In the single-player game, the action pauses while the Inventory Display (or any other menu screen) is open. Note that the game will not pause when you activate a menu in a multiplayer game.

The Inventory Display has five basic modes. To select a mode, click the corresponding button on the right-hand section of the Inventory Display. Each mode allows you to view and, in some cases, use items in your character's inventory.

• **Equip:** Allows you to change the items/equipment your character is using.

• **Keys:** Provides access to your character's inventory of keys, lockpicks, and other items that open doors or activate objects in the game.

• **Letters:** Provides access to your character's inventory of written items, including letters and books.

• **Junk:** Displays an inventory of any duplicate items that your character has acquired in his/her travels.

• **All:** Displays all items in your character's inventory, regardless of type.

In a multiplayer game, the Trade button will become available.

• **Trade:** Allows you to enter trading mode with another nearby player. Brings up the Trade Menu.

The six additional buttons on the right-hand display provide access to your character's magical items and components, and provide a means of invoking magic spells.

• **Arcane:** Displays the Arcane spells available to your character.

• **Celestial:** Displays the Celestial spells available to your character.

• **Nether:** Displays the Nether spells and Katals (spell ingredients) available to your character.

• **Rune:** Displays the Rune magic spells and Rune Stones available to your character.

• **Potion:** Displays the potions and scrolls available to your character.

• **Invoke:** Displays any magical artifacts with usable powers that are available to your character.

The various modes of the Inventory Display are discussed in detail in the sections that follow.

The inventory display shows 15 items at a time. Use the scroll bar on the right side of the display to see any additional items that you might have available.

Right-Clicking on items in the Inventory brings up the Item Window. Using the Item Window you can drop items or attempt to repair or identify them. (see "Using the Item Window").

To close the Inventory Display at any time, click the red X in the upper-right corner, or press the E key.

# EQUIPPING YOUR CHARACTER

When you open the Inventory Display, the controls default to Equip mode. In Equip mode, the display is divided into two sections: the In Use section (on the left) and the Equipment section (on the right).

The In Use section shows the equipment and weapons the character is currently using. Each character can have up to twelve different item types in use at any given time. There is a corresponding slot for each item type in the left display:

- Trinkets
- Belt
- Helmet
- Rings

- Shoulder
- Armor
- Pants
- Boots

- Gloves
- Shield
- Primary Weapon
- Alternate Weapon

In some cases (Trinkets and Rings, for example) the character can equip more than one item of that type at a time. In most instances, however, the character can use only one item of each type.

For detailed information on an item, move the cursor over its image. A pop-up display lists the item's statistics.

The Equipment display shows all of the equipment items available to your character. To equip your character with an item, click the item's image on the Equipment display. The item automatically appears in the appropriate slot on the In Use display. If there is already an item in that slot, the new item replaces the existing item, and the existing item is returned to the Equipment display.

A Character can equip one primary weapon and one alternate weapon. The alternate weapon can be either a ranged weapon or a secondary melee weapon if your character possesses either the Light Dual Weapons or Medium Dual Weapons skill.

When your character is equipped with both melee and ranged weapons, Pressing the "Q" key while on the game screen will instantly switch between the melee weapon and the ranged weapon.

To remove an item from use and empty its slot, click the item's image on the In Use display.

At the bottom of the In Use section, the character's combat and influence statistics are displayed. As you add and remove equipment, these statistics change to reflect the equipment's effect on the character's performance.

**Penalties:** Dungeon Lords allows you to use any kind of weapons or armor in the game as soon as you find it. However, be warned that advanced equipment may have specific requirements which, if not met, will penalize your characters combat statistics. For example, although you may be able to wear Heavy Plate armor to increase your armor rating, if your strength is not high enough, it may decrease your ability to hit and lower your attack speed considerably. When the overall penalty is negative, the cumulative penalty rating is displayed above the character's image. It's up to you to decide whether the benefits outweigh the negative effects for a given situation. Casters will also be affected by equipment penalties. Any penalty will dramatically reduce magic skills, thus encouraging a magic user not to exceed their current ability levels by equiping items above their current skill level. Each point of penalty is equivalent to reducing the skill level by 1.

## THE QUICK MENU

Dungeon Lords features a useful device for quickly managing your usable items and spells – the Quick Menu. The quick menu allows you to setup shortcuts using the number keys 1-8, giving you immediate access to usable items such as spells, potions, scrolls, and other invokable magic items. To add a spell or item to the Quick Menu, locate the item on the corresponding inventory screen (see Inventory) and press the desired number key (1-8). A small icon representing the item will appear in the quick menu panel under the desired number. Pressing that number while on the game screen will then ready the item/spell for use, or will activate it instantly, depending on the item. For example: heal spells and potions are instant-use, while the Fireball spell must be readied and is cast using the attack button (left mouse). If you want to bring up this menu to reference what you've set up, you can press F.

# TYPES OF INVENTORY

## KEYS

To view the keys, lockpicks, and other related items in the character's inventory, open the Inventory Display and click the Keys button.

For information on any item displayed in the Keys & Lockpicks inventory, move the cursor over its image. A pop-up window displays the statistics of the item, including the number of uses remaining.

Keys allow your character to open doors and activate special objects. When the door or object is activated, the key will be used automatically. (see "Opening Doors and Other Objects")

Lockpicks increase a character's chance to Disarm Traps. (see "Disarming Traps").

## LETTERS

To view the non-magical letters and tomes in your character's inventory, open the Inventory Display and click the Letters button.

For information on any item displayed in the Letters & Tomes inventory, move the cursor over its image. A pop-up window displays the statistics of the item, including the number of uses remaining.

To use an item in the Letters & Tomes inventory, click its image. If the letter is readable, the contents of the letter will then be displayed. The Inventory Display automatically closes after the item is used.

## JUNK

To view the junk items in your character's inventory, click the Junk button. Junk items are duplicates of any items already present elsewhere in the player's inventory. When your junk inventory becomes full, the least valuable item in your junk inventory will be discarded to make room for a more valuable item.

For information on any item displayed in the Junk Inventory, move the cursor over its image. A pop-up window displays the statistics of the item, including the number of uses remaining.

To use an item in the Junk Inventory, click its image. The Inventory Display automatically closes after the item is used. If you no longer have the item in your main inventory, such as a shield or armor, it will be placed in your main inventory once it has been selected.

## ALL

To view all of the items in your character's inventory—equipment, keys, letters, junk, magical items, and so on—open the Inventory Display and click the All button.

In this mode, you can obtain information on any item displayed by moving the cursor over its image. In the case of equipment items (armor, weapons, and so on), this is all you can do here. Clicking these items has no effect. In the case of items that are activated by clicking their inventory image—potions and magic spells, for example—clicking the item's image in All mode has the same effect it would if you were to click the item in its native inventory mode.

# MAGIC INVENTORY (ARCANE, CELESTIAL, NETHER AND RUNE)

To access any of the four magic inventories—Arcane, Celestial, Nether, or Rune—open the Inventory Display and click the corresponding button.

In any magic mode, the Inventory Display shows the spells available in the selected school of magic. For information on an item, move the cursor over the item's image. A pop-up window displays the specifics of the item, including the number of uses remaining. (see Spellcasting for information on casting spells)

In the Nether Magic Inventory, you can mix Katal ingredients together to generate new spells and add charges to them. (see Magic – Nether)

## POTIONS

To view your character's inventory of magical potions and scrolls, open the Inventory Display and click the Potions button.

For information on any item displayed in the Potions & Scrolls inventory, move the cursor over its image. A pop-up window displays the statistics of the item, including the number of uses (charges) remaining.

To use an item in the Potions & Scrolls inventory, or equip a scroll for casting, click its image. The Inventory Display automatically closes after the item is used or the scroll is equipped.

## INVOKE

To view your character's inventory of magical artifacts, open the Inventory Display and click the Invoke button.

For information on any item displayed in the Invoke Artifacts inventory, move the cursor over its image. A pop-up window displays the statistics of the item, including the number of uses remaining.

To use an item in the Invoke Artifacts inventory, or to equip any item with invokable powers, click its image. The Inventory Display automatically closes after the item is used or equipped.

## THE ITEM MENU

Right clicking on an item's icon in the inventory will bring up the Item Menu. From the Item Menu you can Drop items, or attempt to Repair or Identify them.

## DROPPING ITEMS

Right clicking on an item's icon in the inventory will bring up the Item Menu. Clicking the Drop button will remove the item from your inventory and place it on the ground in front of your character. Be warned, items will not stay around on the ground forever! If you leave the area and come back, the item will be gone.

## REPAIRING ITEMS

Right clicking on an item's icon in the inventory will bring up the Item Menu. Clicking the Repair button will attempt to repair the item. Your character's repair skill determines your success at repairing items and the frequency with which you can attempt repairs. Successfully repairing an item will restore some of its lost toughness. The higher your repair skill, the more toughness will be restored. Unidentified items cannot be repaired.

If you do not possess the Repair skill, many of the shopkeepers repair items for you for a cost!

## IDENTIFYING ITEMS

Right clicking on an item's icon in the inventory will bring up the Item Menu. Clicking the Identify button will attempt to Identify the item. All players will have a chance to identify common items but will require the identify skill to identify uncommon and rare items. If an item is unidentified it can still be used but the player will not be able to view any information about the item or repair it. The level of item you can identify as well as the frequency at which you can attempt identification are dependent on the character's Identify skill. If you do not possess enough skill to identify a particular item many of the shopkeepers can identify things for you for a cost!

# COMBAT

Combat is at the heart of Dungeon Lords. The world is a dangerous and sinister place, filled with fearsome enemies. Your character's abilities, as well as your own skill in combat, will determine whether your enemies strike you down or you defeat them.

Many options are available to your character while in combat. Learning your character's abilities and making effective use of them will benefit you greatly in battle. Combat actions include: Attacking with a melee weapon, firing ranged weapons, casting spells, and performing evasive maneuvers.

## MELEE COMBAT

If your character is equipped with a melee weapon (or possesses the Ninjutsu skill) he or she may perform various melee attacks. The types of attacks your character can perform are dependent on three factors: Your character's equipped weapon (or Ninjutsu), your character's skill with the type of weapon equipped, and the direction your character is moving when you initiate an attack.

Note that if it seems like your hits are not landing or doing damage, it may be because your skill is too low, or you're using a weapon with significant penalties. If this is the case, try choosing a weapon more suited to your skills or spend some ADV points on your Agility.

## COMBINATION ATTACKS (COMBOS)

It is possible to attack by repeatedly clicking the attack button, but learning your character's current attack combination allows for more precise control when fighting.

Attacks are structured in combinations (combos) which are activated by clicking attack to start the combination, and then attacking again after the character reaches the end of his/her strike. The length of the combination depends on the character's weapon skill, as well as the type of weapon equipped. When all the attacks in the combination have been performed, the attacking character must recover briefly before initiating another sequence of attacks (the duration of this delay is dependant on the Speed statistic). The direction the character is moving when the first attack in the combination is initiated will determine which combination attack sequence will result.

• **Forward Combo:** Move Forward (W) and start the attack sequence (left mouse). The Forward Combo is a focused attack sequence effective at maximizing damage on a single opponent.

• **Left/Right Combo:** Move Left or Right (A or D) and start the attack sequence (left mouse). The Left/Right Combo uses wide, less focused attacks and is more useful when battling multiple opponents.

• **Chop:** Move Back (S) and attack (left mouse). The chop is a single, high-damage attack useful for attacking while backing away from an opponent. It is also an effective strike against flying creatures (such as bats).

## STANDARD STRIKES

A character with a skill of 4 or less in his/her equipped weapon can only perform Standard Strikes. These attacks allow the character to move freely while attacking.

## ADVANCED STRIKES

A character with a skill of 5 or higher in his or her equipped weapon (or Ninjutsu) can perform Advanced Strikes. Advanced Strikes are powerful moves added on to attack combos and usually occur at the end of the combination, after all Standard Strikes. The character cannot move while performing an Advanced Strike. Advanced Strikes must be used carefully but can be devastating to opponents, as they can damage multiple opponents and also receive heavy strike and damage bonuses.

## RANGED WEAPONS

If your character has a ranged weapon readied pressing the attack button (left mouse) will fire the weapon. Facing the desired opponent will select it as the target of your ranged fire and your character will aim at the target automatically. Your character's ranged weapon skill and agility attribute will determine the accuracy of the shot. Ranged weapons can be fired while moving, allowing you to attempt to avoid enemy ranged attacks while firing. You can swap quickly between ranged and melee weapons by pressing Q.

## SPELLCASTING

There are vast arrays of magical spells available in Dungeon Lords, and all are useful for dealing with a wide variety of combat situations. (see Magic for more information on the Schools of Magic)

To activate a magic spell for use, click its image on the Magic inventory display (see Inventory). This will either ready a spell for casting, or in the case of instant use spells (such as Pacify), the spell will be cast immediately. The Inventory Display will then close, and you will return to the game screen. The Magic Display in the lower right of the game screen shows the selected spell type and the number of uses remaining.

A faster method for accessing your spells quickly is to use the Quick Menu to assign hotkeys to them. (see The Quick Menu). This is important, as it will allow you to access your spells quickly in dangerous situations.

When a spell is active, clicking the left mouse button no longer attacks an opponent with your primary and/or alternate weapon. Instead, it casts the active spell. Most offensive spells focus on an enemy target (or group of targets). Facing the desired opponent will select it as the target of your spell and your character will aim at the target automatically.

When you have exhausted all available uses of a spell, you will automatically switch back to your currently readied weapon.

Arcane, Celestial, and Rune magic spells recharge over time after they are used. Some advanced magic skills will increase the recharge rate of your spells. Camping at a campfire or hearth is a good way to refill any rechargeable magic! (see "Camping" for details).

# COMBAT DEFENSE

Attacking is not the only element to combat in Dungeon Lords. Defending yourself from your enemies is equally important when fighting.

## BLOCKING

Blocking is a crucial element of combat, especially for a melee-oriented character. To block, a character must have a shield equipped and hold down the right mouse button to block. While blocking, your shield will provide you with defense from melee attacks, arrows, and even magic. To block efficiently, make sure to face your shield towards the oncoming attack, whether physical or magical. Characters are able to move while blocking but at a greatly reduced rate of speed. Be aware; each time your shield blocks an attack it will take damage! Some shields are tougher than others, but almost any shield will eventually be destroyed if it sustains enough damage.

## EVASIVE MANEUVERS

Characters who increase their athletics skill will gain evasive maneuvers (see Skills – Athletics). These moves allow the character to move out of the way and attempt to avoid taking damage.

**Leap Sideways** – Left or Right (A or D) + Jump – This maneuver allows the character to leap to the side out of harms way. It is a valuable move for avoiding spells and ranged attacks.

**Roll Forward** – Double-tap Forward (W,W) – This maneuver allows the character to roll forward. While performing this move, the player is more difficult to hit.

**Roll Sideways** – Left or Right (A or D) + Jump – This maneuver allows the character to roll sideways out of harms way. It is another valuable move for avoiding ranged attacks. While performing this move, the player is more difficult to hit.

**Backflip** – Back (S) + Jump – This extremely valuable move allows the player to leap backwards in a backflip, away from oncoming enemies.

Attacks (or spells) can be initiated just before an evasive move! This allows the character to cast a spell, attack, or fire a bow while evading. Hurling a fireball while backflipping is an example of a powerful combination of a spell and an evasive maneuver.

## COMBAT DAMAGE

When your character is successfully struck by an enemy attack, the force may be absorbed by his or her armor, deflected by parry skill, or absorbed by magical defenses such as magic items or protective spells.

Magical attacks that successfully strike a character will ignore his armor and parry, but may be absorbed by protective magic from items or spells.

Any damage not deflected or absorbed is subtracted from the character's Life. When the character's Life reaches zero, the character dies.

Life can be restored through the use of spells and by drinking healing potions but cannot be increased beyond the character's maximum Life level.

In addition to regular damage, enemies can inflict other types of damage on your character. The effects of these additional forms of damage could be temporary or long-lasting. They include the following:

- **Asleep:** Your character falls asleep and cannot take any action for a brief period of time. (taking damage will awaken a sleeping character).
- **Afraid:** Your character suffers attack and defense penalties.
- **Silenced:** Your character cannot cast spells for a brief period of time.
- **Paralyzed:** Your character is temporarily unable to move or act.
- **Blind:** Your character is temporarily unable to see.
- **Choking:** Your character is choking. While still able to move, your character can not perform other actions (such as attacking, casting spells, or using items) until the effect wears off.
- **Poisoned:** Your character's Life steadily decreases over time until the poison is cured or the character dies.
- **Charmed:** Your character becomes Pacified and will be unable to attack.
- **Diseased:** Your character's stats erode over time!
- **Cursed:** Your character will have a hard time attacking and defending, no matter how potent your stats, until the effect wears off or is removed.
- **Frozen:** Your character is temporarily unable to move (taking fire damage will immediately nullify this effect).
- **Vined:** Your character is temporarily paralyzed by magical, clinging vines.

Note: Many effects of these afflictions or other attacks (magical and melee) can be significantly lessened through the use of various magical items, armor or spells that provide resistance, or by pumping points into the right stats.

## TIPS FOR COMBAT

**Shield** – Keep your shield up! Blocking is an essential player skill that gives him an edge in combat! Allowing a monster to hit your shield and then counterattacking can be very effective.

**Know thy enemy** – Study each monster as you battle them. Learning monster behavior, special attacks, and attack combinations allows you to learn to predict their actions!

**Learn your attack combinations** – Practice all the different moves your character can perform with different weapons. Knowing what different moves will be initiated throughout each attack combination will allow you to predict when your combos will end and when your Advanced Strikes (if you have them) will occur! Study the Advance Strikes carefully, as each has its own range, damage bonus, and area that it can hit monsters.

**Mix it Up** – Don't be afraid to cast spells and use weapons. Even a fighter can use a spell with a limited effectiveness!

**Evasion and Combat** – Increasing your athletics will earn you Evasive Maneuvers. You can even attack just before performing one of these moves to dodge AND attack! This is especially powerful when combining ranged weapons and spells with evasive maneuvers.

**Know your attributes** – Attributes are key to character development. Increasing your Intelligence will reduce ALL your skill costs, so early Intelligence points are well worth the cost. Keeping your Dexterity up will enhance your ability to bypass monsters' parry skill and armor, and can mean the difference between dealing damage and bouncing your weapon off a monster's defenses!

**Use the Quick Menu** – The Quick Menu can mean the difference between life and death! Quick access to potions or heal spells is very important. Quickly firing off a Fire Nova with a hotkey is also far more effective than digging for it in a menu in the middle of combat.

**Revive Carefully** – If you die and are surrounded by monsters, they will become disinterested in your lifeless body. Wait for them to wander away if you need to before reviving yourself!

# INTERACTING WITH THE WORLD

There's more to Dungeon Lords than just moving and fighting. There are numerous other ways in which you may interact with the world around you. Most interactions with characters or objects are initiated using the Get-Activate-Talk (shift) key.

## OBTAINING TREASURE AND OTHER ITEMS

When you defeat monsters and other enemies, they often leave behind weapons, equipment, magic and non-magic items, and treasure that you can pick up and use throughout the game. These items are dropped roughly where the creature dies.

To pick up treasure and other items, move your character near the pile of items and press either Shift key once for each item you want to pick up. The name of the item you will pick up when you press Shift appears at the bottom of the screen.

Note that if the item you are attempting to pick up is already in your inventory the item will be relegated to your junk inventory. Further duplicates will be discarded.

Some items, such as potions and katals, have a quantity value. Picking up one of these items will add to the quantity.

Star Crystals, Arcane Spellbooks, and Rune Stones (which all recharge over time) will increase in maximum charge capacity each time a new instance of the item is picked up.

## CHESTS, BARRELS, AND CRATES

Chests, barrels, and crates can be found in most of the locales you'll explore in Dungeon Lords. Often, they contain one or more useful items, including weapons, potions, magic items, and other treasures.

To smash open a crate or barrel, stand in front of it and press either Shift key. The object will be destroyed and any items inside will bounce out. You may also smash a crate or barrel by striking it with your weapon.

To open a chest, stand in front of it and press either Shift key. If the chest is not trapped, it will open. If it is trapped, you will need to disarm it in order to open the chest (see "Disarming Traps" below for more information).

## DISARMING TRAPS

Some chests are trapped. The trap must be disarmed or the chest must be bashed open in order to open it. When a trap is present, the Disarm Trap window will appear when you attempt to open the chest. This window provides you with the following information and control options:

- **Trap:** The type of trap.
- **Level:** The level of the trap.
- **Odds:** Your rough odds of successfully disarming the trap.
- **Progress Bar:** A rectangular box that appears just below the Odds display.
- **Disarm Icons:** One or more iconic buttons that appear below the Progress Bar.
- **Disarm:** Click this button to attempt to disarm the trap. If your attempt is successful, the chest opens and your character is not hurt in the process.
- **Bash:** Click this button to smash the lock and open the chest through brute force. This automatically sets off the trap, inflicting damage on your character and may or may not successfully open the chest. Bashing success is determined by character Strength.
- **Inventory:** Opens the Inventory Display to the Keys section, allowing the use of lockpicks. Lockpicks increase your disarm skill by the level of the lockpick (for the current disarm attempt only).
- **Leave:** Closes the Disarm Trap window without attempting to open the chest.
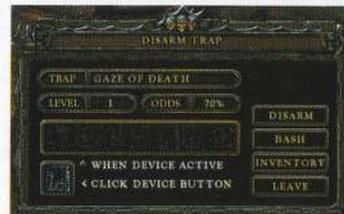
**To disarm a trap:**

1. Click the Disarm button.
2. A row of icons appears in the Progress bar. Study them carefully! Some of these icons correspond to the Disarm Icons at the bottom of the window. Your Inspect Trap skill determines how visible the icons in the progress bar will be.
3. After a three-second countdown, a red indicator begins moving across the Progress Bar. The higher your Disarm Trap skill, the slower the indicator progresses (thus giving you more time to disarm the trap).
4. When the red indicator reaches an icon in the Progress Bar that matches a Disarm Icon, (the icon will turn gold) click the corresponding icon.
5. Repeat Step 3 for each of the Disarm Icons present.

If your timing is correct, the corresponding Disarm Icon will turn gold. If all Disarm Icons are clicked correctly, the trap will disarm and the chest will open. If you make a mistake, the disarm sequence is aborted and the trap is sprung! Traps have various detrimental effects (depending on the trap) and your character will take damage and/or suffer other negative effects.

## ACTIVATING DOORS AND OTHER OBJECTS

You will encounter many doors, portcullis, or other objects that can be activated. To activate a door or object, step up to it and press either Shift key. If the door or object requires a key item, the item will be used automatically and the door will open. If the item required is not present in your inventory an "Item Required" message will be displayed and the door will not open.

Some doors are locked but do not neccessarily require a key... some locks can be bypassed using the Pick Locks skill.

## PICKING LOCKS

A pickable lock can be opened in the same way a trap is disarmed. When such a lock is activated, the Pick Lock window opens. The following information and controls are available in the Pick Lock window:



• **Trap:** In the case of locked doors, this simply informs you that the door is locked.

• **Level:** The level of expertise required to pick the lock.

• **Odds:** The odds that you will successfully pick the lock.

• **Progress Bar:** A rectangular box that appears just below the Odds display.

• **Lockpick Icons:** One or more iconic buttons that appear below the Progress Bar.

• **Pick Lock:** Click this button to attempt to pick the lock.

• **Bash:** Click this button to use your weapon in an attempt to smash the lock.

• **Inventory:** Opens the Inventory Display to the Keys section. Here, you can select a lockpick or key to help you pick the lock. Selecting a lockpick, for example, can significantly increase your chances of success.

• **Leave:** Close the Pick Lock window without attempting to tamper with the lock.

### To pick a lock:

1. Click the Pick Lock button.
2. A row of icons appears in the Progress bar. Study them carefully! Some of these icons correspond to the Disarm Icons at the bottom of the window. Your Inspect Trap skill determines how visible the icons in the progress bar will be.
3. After a three-second countdown, a red indicator begins moving across the Progress Bar. The higher your Pick Locks skill, the slower the indicator progresses (thus giving you more time to disarm the trap).
4. When the red indicator reaches an icon in the Progress Bar that matches a Disarm Icon, (the icon will turn gold) click the corresponding icon.
5. Repeat Step 3 for each of the Disarm Icons present.

If you are successful in your attempt, the lock is unlocked. Failed attempts to pick or break a lock can cause the lock to jam. When the lock jams, the Trap display of the Pick Lock window shows the lock as "Jammed" and the only option you have is Leave. There are never required items in chests, lockers, etc. that can be jammed, they will only contain special bonus treasures for the player.

Some locks cannot be picked. When this is the case, pressing the Shift key doesn't open the Pick Lock window. Instead, the message "Item Required" appears at the bottom of the screen. This indicates that a key or other item is required to open the locked door.

## ACTIVATING SWITCHES AND LEVERS

In many dungeons and other indoor locales, you might encounter switches and levers on the walls. These devices serve a variety of purposes, including opening and closing doors. Keep in mind that in many cases, the door affected by the lever may not be nearby.

To activate a switch or a lever, step up to it and press either Shift key.

## CAMPING

As you travel through the world, you will come across campsites. Campsites and hearths (commonly found when you rent a room in an inn) allow players to rest and pass the time. To camp, face a campfire. The text "Campfire" will appear at the bottom of the screen. Press either shift key to camp. Once you are in camping mode, time will pass very swiftly. When the desired amount of time has passed, hit shift again to exit camping mode. Camping is a useful way to recharge your health and spells and also allows you to wait until daytime if nighttime traveling is proving dangerous.



## MOON BRIDGES

Moon Bridges are mystical constructs that allow the player to travel great distances through teleportation. Once the character has acquired a Moonstone, he can activate any Moon Bridges he comes across. Once a particular Moon Bridge has been activated, the player gains the rune code for that particular bridge (for example: activating the Fargrove Moon Bridge gives the player the Fargrove rune code). Once the code is gained, a player (or group of players in multiplayer) can use any Moon Bridge to teleport to that location.

In Dungeon Lords, you will encounter many Non-Player Characters (NPCs) with whom you must communicate in order to gain information, acquire artifacts and other items, train special skills, and complete quests. Indeed, at some points in the game, it is impossible to proceed until you obtain a vital piece of information from the right person.

## OBTAINING INFORMATION – CONVERSING WITH NPCS



Some of the people your character encounters are more than happy to share information about current events, quests, and the general state of things in the world. When you encounter a character who wants to volunteer information, they will often invite conversation.

To engage in conversation with an NPC, move close to the character and, when facing him/her, press either Shift key. This opens the Dialog display, which consists of two windows. The Choices window (right) displays the available topics of conversation you can pursue with the character, or available actions, such as showing documents. The Response window (left) displays the conversation itself.

To select a topic of conversation, click it in the Choices window. Your dialog and the NPC's response appear in the Responses window. As you continue the exchange, additional topics might appear in the Choices window. Topics you have already selected are dimmed to remind you of the items you've already discussed, but remain available for selection.

To end a conversation with an NPC, click the red X in the upper-right of the Choices window or press ESC.

NOTE: To view your quest log during play, hit the L key.

## BUYING AND SELLING ITEMS

As you explore the world you will encounter shopkeepers and other NPCs who can buy and sell items. When you enter conversation with such a character, the Trade keyword may appear in the Dialog Display (see Conversing With Other Characters). Clicking on the Trade keyword will bring up the Trade Menu.

The Trade Menu is similar to the Equipment Menu. The available options when trading are Buy, Sell, Identify, and Repair.

Clicking on the Buy button will bring up a list of the items the NPC has available to sell. These items may be sorted using most of the same categories as seen in the Equipment Menu. For example, clicking on the Equip Button will show any items your character can equip, such as weapons or armor, that are for sale by the NPC. Clicking on one of these items will bring up the Buy window. Here you can set the quantity of the item you want to buy (if it is an item with quantity) and you can see the cost of the item in gold. If the cost of the item is acceptable, click the Buy button. The Buy Window will close, and the item(s) will be added to your character's inventory. If the deal is not acceptable, click cancel and you will be returned to the Trade Menu.

Clicking on the Sell button will bring up a list of the items you have available to sell to the NPC. These items may be sorted using most of the same categories as seen in the Equipment Menu. For example, clicking on the Equip Button will show any items your character can equip. Clicking on one of these items will bring up the Sell window. Here you can set the quantity of the item you want to sell (if it is an item with quantity) and you can see the value of the item in gold. If the value of the item is acceptable, click the Sell button. The Sell Window will close, and the item(s) will be removed from your character's inventory. If the deal is not acceptable, click cancel and you will be returned to the Trade Menu. Sold items will be available for purchase from the NPC you sold them to, should you desire to buy them back.

## QUESTS

Guildmasters and other NPCs will often give you a quest during conversation.

Completing these quests may be necessary to proceed through the game. Completing guild quests will reward your character with Honor, Heraldry, Items, or access to new classes. Keep track of the quests you have been assigned, and try to fulfill them when you travel.

You can see a list of your active quests by pressing the L key.

## GUILDS

Many of the towns in the world of Dungeon Lords are home to guilds. Guilds are organizations that promote class development (such as the Fighter's Guild). You will need to seek these guilds out in order to acquire the necessary quests to join new classes, or gain access to items and Heraldry! Some guilds are easy to find and join, while others may require your wit and persistence to gain access to.

# MAGIC

All characters in Dungeon Lords are capable of wielding magic, regardless of race or class. To cast spells, open the Inventory Display, click the button for the type of magic you want to use, and select the spell you want to cast. (See "Inventory" earlier in the manual for details on spell casting.)

There are four schools of magic available, each of which specializes in certain types of spells. A complete list of spells for each school of magic can be found in Appendix B.

## ARCANE

Arcane spells are primarily offensive in nature. They comprise both touch and ranged attacks that run the gamut from spells that inflict minor damage like Freezing Touch and Magic Missile, to those that inflict massive damage to multiple targets, like Fire Nova and Cataclysm.

There are nine levels of mastery in the Arcane arts. Spells in this school of magic are found in spell books that contain one or more charges (uses). Acquiring the first spellbook of a given type gives the character access to that Arcane spell, while further spellbooks of that type increase the maximum charges of that spell a character can hold.

## CELESTIAL

Celestial spells primarily encompass the arts of healing and other forms of beneficent magic. These spells harness the power of Star Crystals. This diverse group of spells includes minor and major healing spells, spells that cure poison, and even spells that dispel the undead and resurrect fallen comrades. Other magical functions in the Celestial realm include slowing down time and levitation.

There are nine levels of Celestial spells. Celestial Crystals must be acquired in order to cast Celestial spells. Acquiring the first Star Crystal of a given type gives the character access to that Celestial spell, while further Star Crystals of that type increase the maximum charges of that spell a character can hold.

## RUNE

Rune magic comprises a combination of offensive and defensive spells and is, perhaps, the most diverse school of magic. Nearly every one of the ten levels of mastery includes at least one offensive and one defensive spell. In addition, Rune magic includes a number of spells that benefit your entire party. This makes a character who is a master of Rune magic an invaluable ally in a multiplayer game.

Rune magic is tied to runes that contain one or more magical charges. Each rune spell will require magic from two or more rune stones. Each time a rune spell is cast, it will drain some magic from its corresponding stones. Like Arcane Spellbooks and Star Crystals, Rune Stones recharge over time. Each time a Rune Stone of a particular type is acquired, it increases the maximum amount of magic that rune can hold.

## NETHER

Nether magic deals with the dark arts of summoning fell creatures, bending the will of enemies, and launching attacks of a dark and sinister nature. Spells in this dark school of wizardry include those that create fear among enemies, generate poisonous clouds, suck the life from enemies, and even take control of an enemy's mind.

Unlike Arcane, Celestial, and Rune magic, Nether spells do not recharge. Once they are used, the caster must mix together ingredients—called Nether Katals—in specific combinations and quantities in order to regenerate the spell.

Nether Katals are found throughout the world, and are generally obtained by killing certain creatures. Some of the ingredients are very rare, making certain Nether spells very difficult to mix.

The following table lists the various Nether Katals, the creatures or locales from which they are obtained, and their rarity.

| Ingredient | Type | Creature/Where Obtained | Rarity |
| --- | --- | --- | --- |
| Bat Wing | Dried | Bat | Common |
| Black Orchid | Plant | Plant | Uncommon |
| Blood Nectre | Wet | Succubus | Uncommon |
| Bone Dust | Powder | Mummy, Skeleton | Common |
| Borloth Horn | Dried | Borloth | Uncommon |
| Brimstone Powder | Powder | Fire Creatures | Uncommon |
| Deadman Hair | Dried | Skeleton | Common |
| Demon Horn | Dried | Demon | Rare |
| Diamond Dust | Powder | ??? | Rare |
| Dragon Tooth | Dried | Drake | Rare |
| Dried Homunculus | Dried | ??? | Very Rare |
| Grinnich Weed | Plant | Plant | Common |
| Mandrake Root | Plant | Plant | Rare |
| Monkey Paw | Dried | ??? | Uncommon |
| Mordis Vine | Plant | Plant | Uncommon |
| Ochre Pollen | Powder | Plant | Common |
| Ogre Eye | Wet | Ogre, Watcher | Rare |
| Ophelia's Wort | Plant | Mushroom | Common |
| Putrid Flesh | Wet | Ghoul | Common |
| Rat Tail | Dried | Rat | Common |
| Scorpion Tail | Dried | Scorpion | Common |
| Shrunken Head | Dried | ??? | Rare |
| Snake Skin | Dried | Snake | Common |
| Soul Stone | Stone | Wraith | Rare |
| Spider Yolk | Wet | Spider | Common |
| Vulture Beak | Dried | ??? | Uncommon |
| Wolf Mane | Dried | Wolf | Common |
| Wyrm Gangre | Wet | Crawler | Uncommon |

## MIXING MAGICAL SPELLS

Unlike other forms of magic, Nether spells do not recharge over time after they are used. In order to recharge Nether spells, you must combine the appropriate Nether Katals (ingredients). These ingredients—and knowledge of the combinations required for each spell—can be discovered throughout your travels (by obtaining a copy of the spell) or by experimentation.



When you click the Nether button on the Inventory Display, the Magic inventory lists both the spells and the spell ingredients you are carrying. In addition, the Mix Spell window appears on the left side of the screen. To mix a spell:

1. Add the necessary spell ingredients to the Mix Spell window by clicking the ingredients' images in the Magic inventory display. Each ingredient you click appears in the Mix Spell window.

2. To clear an individual ingredient from the Mix Spell window, click its image. To clear all ingredients from the Mix Spell window, click the Clear button. The Mix Spell window displays only 8 ingredients at a time. To view any additional ingredients, use the scroll bar (located below the Quantity display).

3. When the mix of ingredients in the Mix Spell window properly combine to make a spell, the icon for the spell appears in the lower-left slot of the Mix Spell window, and the number of spell uses that will be produced by mixing the ingredients appears in the Quantity display. Dragging the quantity slider will increase or decrease the number of spells to mix. You may only mix a number of spells equal to the lowest quantity of any of the necessary katals.

4. After you have added all of the necessary spell ingredients for the spell you want to mix (the spell icon should be present) and the quantity is correct, click Mix to mix the spell. The Mix Spell window will then clear, and the newly-mixed spell appears in the Magic inventory display. If the ingredients are incorrect (no spell icon has appeared), clicking the Mix button has no effect.

## MONSTERS AND ENEMIES

The world of Dungeon Lords is a dangerous place. Throughout the game, your character will meet and deal with a wide variety of creatures and enemies both great and small. The following sections describe some of the creatures you're likely to encounter.

### ANIMALS



The wilderness is teaming with life—most of it unfriendly. As you travel through the countryside, the animals that live there often take offense to your presence and attack. Some of these creatures are easy to dispatch, while others are more dangerous. The animals you may encounter include: **Bats, Rats, Wolves, Snakes, Scorpions, Spiders.**

### CREATURES

Next up on the enemy food chain are the creatures that make their homes in the dungeons and other dark places of the world. Bigger and smarter than mere animals, these creatures are tougher to deal with and can pose quite a challenge. Beings that fall into this category include: **Dungeon Ghoul, Mummy, Skeleton, Slimes.**

### DENIZENS

Of course, not every being you encounter is a mindless animal or slow-witted creature. There are many races of intelligent beings that inhabit the world of Dungeon Lords. Some of these denizens are friendly and helpful—but many are simply waiting for the opportunity to attack and exploit unwary travelers.

Included among the denizens you're likely to encounter are:

• **Soldiers:** Wars have always plagued this land. As you travel through the realms of other lords, you might encounter enemy troops who seek to gain an advantage for their lord by attacking any and all outsiders.

• **Elves:** By and large, Elves tend to be a friendly people. However, as is true with humans, there are many types of Elves—and some of them will be hostile.

• **Goblins:** Goblins are found throughout the land, preying on the weak and attacking the unwary. Never trust a Goblin or turn your back on him. They're always up to no good.

• **Thieves:** Thieves can be found in towns and in the wilderness in search of easy targets to rob of valuables.

• **Trolls:** Huge and powerful (but not terribly bright), these behemoths are fearsome and difficult to subdue.

# THE MULTIPLAYER GAME

Dungeon Lords has a multiplayer game mode that allows multiple players to play through the game cooperatively as a team. The multiplayer game is nearly identical to the single-player version, with the same goals, quests, and so on. To take part in a multiplayer game, click Multiplayer on the Main Menu.

## MULTIPLAYER MENU

To open the Multiplayer Menu, click Multiplayer on the Main Menu. The following options are available here:

• LAN: Host or join a multiplayer Dungeon Lords game on a local area network.

• Internet: Host or join a multiplayer Dungeon Lords game on the Internet.

• Main Menu: Close the Multiplayer Menu and return to the Main Menu.

Click an option to select it.

# HOSTING/JOINING A LAN GAME

To play a multiplayer game on a local area network (LAN):

1. On the Multiplayer Setup screen, click LAN.

2. On the LAN Setup screen, type your Player Name and press ENTER. To change your player name, click the Player Name field, type the new name, and press ENTER.

3. If you intend to host a game, enter a Game Name. A default game name is generated using your Player Name. (Example: Dave's Game.) To change the Game Name, click in the Game Name field, type a new name, and press ENTER.

4. The game selects a default Port. If this is incorrect, enter the desired Port number. To do so, click in the Port field, type the new Port number, and press ENTER.

5. Enter the Password for the game if you are hosting a game that you want to password-protect, or if you are joining a password-protected game. To do so, click the Password field, type the password, and press ENTER. If no password is required, leave this field set to "none."

Click Cancel at any time to return to the Multiplayer Setup screen.

**To join a game:**

1. A list of available games appears on the Game Session list. Click the name of the game you want to join on the Game Session list. Use the arrow buttons to the right of the list to scroll through the available games.

2. Click Join Game.

3. Click Load Character to load an existing character or to create a new one. (This process is identical to the character creation process for the single-player game described earlier in the manual).

4. When you are returned to the LAN Setup screen, click the Ready box beside your name on the list to signal that you are ready to play.

5. When all players have signaled that they are ready, the Host player starts the game.

To exit the Join Game process at any time before the game starts, click Cancel.

**To host a game:**

1. Click Host Game.

2. Click Connect.

3. Click Load Character to load an existing character or to create a new one. (This process is identical to the character creation process for the single-player game described earlier in the manual).

4. When you are returned to the LAN Setup Screen, click the Ready box beside your name to signal that you are ready to play.

5. When all other players have joined and signaled that they are ready, click Start Game.

To exit the Host Game process at any time before starting the game, click Cancel.
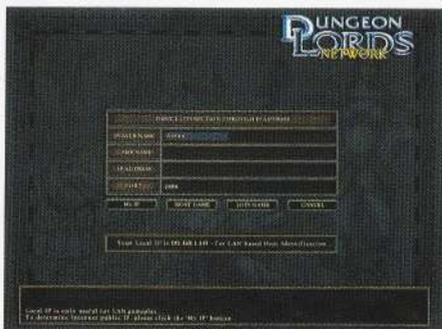
# HOSTING/JOINING AN INTERNET GAME

The Internet option allows you to directly connect to an Internet or LAN game directly using an IP address. In order to use this option, you must know your IP address if you are hosting the game or the IP address of the game you want to join.

## To play a multiplayer game via a direct IP connection:

1. On the Multiplayer Setup screen, click Internet.
2. On the Direct Connection Setup screen, type your Player Name and press ENTER. To change your player name, click the Player Name field, type the new name, and press ENTER.
3. If you intend to host a game, enter a Game Name. A default game name is generated using your Player Name. (Example: Dave's Game.) To change the Game Name, click in the Game Name field, type a new name, and press ENTER.
4. Enter your IP address (if you are hosting a game) or the IP address of the host computer (if you are joining a game). To do so, click the IP field, type the IP address, and press ENTER. If you are hosting a game and you don't know your IP address, click the My IP button. Your Public and Local IPs are displayed below the option buttons. Enter the Public IP in the IP field if you are hosting a game on the Internet. Enter the Local IP in the IP field if you are hosting a LAN game.
5. The game selects a default Port. If this is incorrect, enter the desired Port number. To do so, click in the Port field, type the new Port number, and press ENTER.

## To join a game:

1. Click Join Game.
2. When the game connects successfully, the Player List screen opens, displaying a list of players who have connected to the game.
3. Click Load Character to load an existing character or to create a new one. (This process is identical to the character creation process for the single player game described earlier in the manual.)
4. When you are returned to the Player List screen, click the Ready box beside your name on the list to signal that you are ready to play.
5. When all players have signaled that they are ready, the Host player starts the game.

To chat with other players on the Player List screen prior to the start of the game, type your messages in the Chat window and press ENTER to send the messages. A running log of the chat sessions and all game-related messages appear in the window at the bottom of the screen. To exit the Join Game process at any time before the game starts, click Cancel.

## To host a game:

1. Click Host Game. This opens the Player List screen.
2. Click Load Character to load an existing character or to create a new one. (This process is identical to the character creation process for the single player game described earlier in the manual.)
3. When you are returned to the Player List screen, click the Ready box beside your name to signal that you are ready to play.
4. When all other players have joined and signaled that they are ready, click Start Game.

To chat with other players on the Player List screen prior to the start of the game, type your messages in the Chat window and press ENTER to send the messages. A running log of the chat sessions and all game-related messages appears in the window at the bottom of the screen. To exit the Host Game process at any time before starting the game, click Cancel.

## PLAYING MULTIPLAYER THROUGH GAMESPY

To play Dungeon Lords through GameSpy:

1. On the Multiplayer setup screen, click GameSpy
2. Enter in your player name.
3. Enter in your GameSpy CD-Key. You should only have to do this the first time you play through GameSpy.
4. Enter in the port you wish to use (if desired). 2606 is the default.
5. If you are hosting a game and wish to limit users, enter a password for the game. If you are joining a game that requires a password, enter it in the password field.
6. Click Connect.

# PLAYING THE MULTIPLAYER GAME

Playing a multiplayer game of Dungeon Lords is virtually identical to playing a single player game. The primary difference is that, instead of facing your enemies alone, all of the players work together as a party to accomplish the missions and quests. There are, of course, a few differences that come into play in a multiplayer game.

## PAUSING THE GAME

In a multiplayer game, the action cannot be paused. In a single player game, the action automatically pauses when you enter any menu screen. In the multiplayer game, this is not the case.

When you need to perform an action that diverts your attention from the world around you, make sure you're in a safe location or have the other members of your party cover you while your attention is elsewhere.

## MOVING INTO A NEW AREA

When moving from one area to another—for example, entering a dungeon or using a Moon Bridge—all players must be in close proximity for you to make the transition. All players move from one map to another as a group.

## CHATTING

You can send text messages to other players during a multiplayer game by using the chat feature. To initiate a chat message, press the Enter key. Type your message in the chat text box, and then press Enter again to send the message.

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Please be sure to include the following:

- Full Name
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- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:  DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support** – http://www.dreamcatchergames.com/dci/support/index.php

Please visit the Technical Support section of our website at www.dreamcatchergames.com

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support** – 416-638-6151*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 10am to 7pm EST, Monday through Friday.

Please have the following ready:

1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our web site as a guide.
2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
3) Immediate access to your computer so the Representative may walk you through the steps.
4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada

> Please note: We do not provide hints via technical support. Hints are available at our website.
> Support is available in English only.

# APPENDIX A: KEYBOARD CONTROLS

The following table shows the default primary and secondary keyboard mapping for the Dungeon Lords controls. You can re-map the keyboard controls to whatever settings you prefer. (See "Game Settings Screen" for details).

| Action | Primary | Secondary |
|---|---|---|
| Forward | W | Up arrow |
| Backstep | S | Down arrow |
| Strafe Right | D | Right arrow |
| Strafe Left | A | Left arrow |
| Look Right | Number Pad 6 | -- |
| Look Left | Number Pad 4 | -- |
| Look Up | Page Up | -- |
| Look Down | Page Down | -- |
| Jump | Space | Number Pad 0 |
| Action Button | -- | -- |
| Block Button | -- | -- |
| Get/Activate/Talk | Left Shift | Right Shift |
| Equip and Inventory | E | -- |
| Character Stats | C | -- |
| Quest Log | L | -- |
| Quick Weapon | Q | -- |
| Fast Magic Menu | F | -- |
| Revive | R | -- |
| Options Menu | ESC | -- |
| Help Display | / | -- |
| Automap Toggle | M | -- |
| Mouse Menu | V | -- |
| Camera Control | Left CTRL | Right CTRL |
| Zoom In | DEL | -- |
| Zoom Out | END | -- |
| Center View | - | -- |
| Y-Axis Lock | Z | -- |
| View Distance In | Number Pad - | -- |
| View Distance Out | Number Pad + | -- |

# APPENDIX B: CHARACTER CLASSES

| Class | Learning Bonuses | Additional Skills/Heraldry |
|---|---|---|
| Adept | Celestial Magic, Light/Medium: Armor/Shield skills, Magic Weaponry | Magic Weaponry |
| Battlemage | All Shield/Armor, Arcane Magic, Magic Weaponry, and Repair | Heavy Weapon/Shield/Armor, Magic Weaponry, Scribe |
| Budoka | Thrown Weapons, Parry, Athletics, and Thief skills | Ninjutsu, Sneak, Steal, Backstab |
| Cabalist | Pick Lock, Detect/Disarm Trap, Nether Magic, Magic Weaponry, Alchemy | Drain Life, Special heraldry |
| Celestial | Identify, Celestial Magic, Rune Magic, Magic Weaponry, and Scout | Identify, Magic Weaponry, Channel |
| Crusader | All Weapon/Shield/Armor, Parry, Celestial /Rune Magic | Crushing Blow, Special Heraldry |
| Deathlord | All Weapon/Shield/Armor, Parry | Medium Dual Weapons, Heavy Shield/Armor, Inflict Wound, Special Heraldry |
| Enchantress | Pick Locks, Detect/Disarm Trap, Arcane /Celestial Magic, Magic Weaponry | Identify, Scribe, Magic Weaponry, Channel |
| Fighter | Light/Medium: Weapon/Shield/Armor, Parry | |
| Hatamoto | All Weapon/Armor, Light Dual Weapon, Parry | Heavy Weapons, Critical strike, Special hearaldry |
| Hunter | Pole weapon, Ranged weapon, Archery, Athletics, Scout, Repair, and Thief skills | Heavy Pole Weapons, Sneak, Steal, Backstab |
| Imperial | All Weapon/Pole/Armor, Parry, Athletics | Heavy Pole/Weapon/Armor |
| Kenjasai | Ninjutsu, Parry, Arcane/Nether Magic, Scribe, and Alchemy | Iron Will, Special heraldry |
| Knight | All Weapon/Shield/Armor, Parry | Heavy Weapon/Shield/Armor |
| Lord | All Weapon/Shield/Armor, Parry, Rune Magic | Crushing Blow, Special Heraldry |
| Mage | Arcane Magic, Magic Weaponry | Magic Weaponry |
| Marauder | All Weapon, Light/Medium: Shield/Armor, and Repair | Heavy Weapon/Shield/Armor, Light Dual Weapon, Sneak |
| Monk | Light Pole Weapon, Archery, Parry, Celestial/Rune Magic, Athletics, and Scout | Ninjutsu, Identify, Channel, Magic Weaponry |
| Ninja Lord | Ninjutsu, Parry, Nether Magic, Athletics, Sneak, Pick Lock, Detect/Disarm Trap | Light Dual Weapon, Critical Strike, Special Heraldry |
| Paladin | All Weapon/Shield/Armor, Parry, Rune Magic | Heavy Weapon/Shield/Armor, Magic Weaponry, Channel |
| Ranger Lord | Pole weapon, ranged weapon, Archery, Athletics, Scout, Sneak, Detect/Disarm Trap, Pick Lock | Hawkeye, Special hearaldry |
| Rogue | Light Weapon, Athletics, Detect/Disarm trap, Pick Lock, Thrown Weapon | Sneak, Steal, Identify |
| Samurai | Light/Medium: Weapon/Armor, Archery, Parry | Light Dual Weapon, Inflict Wound |
| Sorcerer | Arcane/Nether Magic, Magic Weaponry | Identify, Scribe, Alchemy, Magic Weaponry |
| Shadow Lord | Nether Magic, Magic Weaponry | Sneak, Alchemy, Shadow Mode, Magic Weaponry |
| Shaolin Master | Ninjutsu, Light Pole Weapons, Archery, Parry, Scout, Celestial/Rune Magic, Channel, Athletics | Critical Strike, Special heraldry |
| Shugenja | Parry, Arcane/Nether Magic | Ninjutsu, Identify, Magic Weaponry, Scribe, Alchemy |
| Stargazer | Celestial/Rune Magic, Magic Weaponry, Channel, and Scout, Identify | Iron Will, Special heraldry |
| Trickster | Thrown weapons, Athletics, Nether Magic, Scout, Steal, Bargain, Pick Lock, Detect/Disarm Trap | Sneak, Steal, Backstab, Magic Weaponry, Alchemy |
| Valkyrie | All: Weapon/Shield/Armor/Pole, Rune Magic, Parry | Heavy: Weapon/Shield/Armor/Pole |
| War Witch | All: Magic/Armor, Magic Weaponry, Scribe, Channel, Alchemy | Heavy Armor, Magic Weaponry, Scribe, Channel, Alchemy, Special Heraldry |
| Warlock | Arcane/Nether/Rune Magic, and Magic Weaponry | Drain Life, Special Heraldry |
| Warlord | All: Weapon/Armor, Pole Weapons, Parry | Heavy Weapon/Shield, Inflict Wounds, Special Heraldry |
| Wizard | Arcane/Nether Magic, Magic Weaponry, Scribe, and Alchemy | Spellfire, Special heraldry |

# APPENDIX C: SKILLS

## WEAPONRY

Weapon skills determine a character's strike ability with any weapons of that particular weapon type. A weapon may also require a certain level of skill to be used without incurring a penalty.

**Archery:** Combat skill with ranged bow weapons.

**Light Weapons:** Combat skill with lightweight weaponry (daggers, small swords, staffs, and so on). Level 5: Character gains advanced strikes ability when using a Light Weapon.

**Medium Weapons:** Combat skill with medium-weight weaponry (long swords, small axes, and so on). Requires a Light Weapons skill of 3 or greater. Prerequisite – Light Weapons. Level 5: Character gains advanced strikes ability when using a Medium Weapon.

**Heavy Weapons:** Combat skill with lightweight weaponry (great swords, battleaxes, and so on). Requires a Medium Weapons skill of 3 or greater. Prerequisite – Medium Weapons. Level 5: Character gains advanced strikes ability when using a Heavy Weapon.

**Light Pole Weapons:** Combat skill with light pole weaponry (spears, long staffs, and so on). Level 5: Character gains advanced strikes ability when using a Light Pole Weapon.

**Heavy Pole Weapons:** Combat skill with heavy pole weaponry (halberds, great staffs, and so on). Requires a Light Pole Weapons skill of 3 or greater. Prerequisite – Light Pole Weapons. Level 5: Character gains advanced strikes ability when using a Heavy Pole Weapon.

**Light Dual Weapons:** Combat skill that allows a character to fight with two weapons by permitting him to equip a light weapon in his secondary weapon slot (instead of a ranged weapon). Level 5: Character gains advanced strikes ability when using Dual Weapons.

**Medium Dual Weapons:** Combat skill that allows a character to fight with two weapons by permitting him to equip a medium weapon in his secondary weapon slot (instead of a ranged weapon). Requires a Light Dual Weapons skill of 3 or greater. Level 5: Character gains advanced strikes ability when using Dual Weapons.

**Thrown Weapons:** Combat skill using thrown weapons (throwing daggers, shuriken, and so on).

## DEFENSE

**Light Armor:** The ability to wear light armor (leather armor, for example) without suffering combat or movement penalties.

**Medium Armor:** The ability to wear medium armor (chain mail, for example) without suffering combat or movement penalties. Requires a Light Armor skill of 3 or greater. Prerequisite – Light Armor.

**Heavy Armor:** The ability to wear heavy armor (plate mail, for example) without suffering combat or movement penalties. Requires a Medium Armor skill of 3 or greater. Prerequisite – Medium Armor.

**Light Shield:** The ability to effectively use a small shield without suffering combat or movement penalties.

**Medium Shield:** The ability to use a medium-sized shield without suffering combat or movement penalties. Requires a Light Shield skill of 3 or greater. Prerequisite – Light Shield.

**Heavy Shield:** The ability to effectively use a heavy shield without suffering combat or movement penalties. Requires a Medium Shield skill of 3 or greater. Prerequisite – Medium Shield.

**Parry:** The ability to dodge and defend against melee weapon attacks. Parry skill contributes to the Parry combat statistic.

## GENERAL

**Athletics:** The ability to swim underwater and avoid damage from falls. As a character gains levels in this skill, he/she becomes able to perform increasingly acrobatic maneuvers.

Level 1: The character gains the ability to leap sideways (left or right + jump)

Level 2: The character gains the ability to perform a forward roll (double tap forward)

Level 3: The character gains the ability to roll sideways (double tap left or right)

Level 4: The character gains the ability to do a backflip (back + jump)

**Bargain:** The ability to barter with shopkeepers for better deals when buying and selling items.

**Repair:** The ability to repair damaged weapons and equipment. The higher the character's Repair skill, the shorter the interval between repair attempts.

**Scout:** Skills in mapping and the ability to detect hidden buttons and switches.

## MAGIC

**Alchemy:** Increases the amount of Nether Katals a character can extract when collecting them in the wild. Requires a Nether Magic skill of 1 or greater.

**Arcane Magic:** Determines the power, area of effect, and duration of your character's Arcane spells (Fireball, Magic Missile, and so on).

**Celestial Magic:** Determines the power, area of effect, and duration of your character's Celestial spells (Healing, Lightning Bolt, and so on).

**Channel:** Increases the speed at which a character's Star Crystals and Rune stones regain their mana. Requires a Celestial Magic skill of 1 or greater.

**Identify:** The ability to identify special/magical items and spells so that they can be used or cast.

**Magic Weaponry:** The ability to wield magic weapons in combat and take advantage of their magical abilities. Requires a Light Weapons skill of 1 or greater.

**Nether Magic:** Determines the power, area of effect, and duration of your character's Nether spells (Fear, Summon Creature, and so on).

**Rune Magic:** Determines the power, area of effect, and duration of your character's Nether spells (Boon Strike, Sanctuary, and so on).

**Scribe:** Increases the speed at which a character's Arcane spells are re-written in his/her spell book. Requires an Arcane Magic skill of 1 or greater.

## THIEF

**Disarm Trap:** The ability to safely disarm traps protecting treasure chests. The higher the character's skill in this area, the easier it is to successfully disarm traps. Requires an Inspect skill of 1 or greater.

**Inspect:** The ability to examine locks and detect traps before you attempt to disarm them.

**Pick Locks:** The ability to pick locks on doors, chests, and so on. Mastery of this skill enhances the effectiveness of lockpicks. Requires an Inspect skill level of 1 or greater.

**Sneak:** Provides an attack bonus when attacking from the flank or from behind, and reduces the chance that enemies will attack a character when the character's allies are present.

**Steal:** The ability to pull loose inventory items from opponents when striking them in combat. Requires a Sneak level of 3 or greater.

## DIABOLIC

**Backstab:** The ability to deal additional damage to an enemy when attacking from behind. Requires a Sneak skill of 3 or greater.

**Critical Strike:** The ability to kill an opponent with a single melee strike. The higher a character's level in this skill, the more likely it is that the Critical Strike will be effective.

**Crushing Blow:** The ability to stun and knock back enemies with heavy and blunt weapons.

**Drainlife:** A character's ability to absorb Life directly from enemies when they are hit by the character's magical attacks.

**Hawkeye:** The ability to kill an opponent at range with a single arrow. The higher a character's level in this skill, the more likely it is that the Hawkeye attack will be effective.

**Inflict Wounds:** The ability to inflict heavy wounds (wounds that continue to bleed) upon enemies.

**Iron Will:** The ability to absorb the damage from an attack without disruption to the character's attacks and spell casting.

**Ninjutsu:** A character's ability to strike using hands and feet as lethal weapons.

**Shadow Lord:** The ability to transform into "Shadow Mode". In this mode the character is difficult for enemies/monsters to see and target.

**Spellfire:** Boosts the amount of damage inflicted by a character's magic spells, and improves their ability to penetrate anti-magic fields and barriers.

# APPENDIX D: SPELLS

## ARCANE SPELLS

| Spell | Level | Effect | Type |
|---|---|---|---|
| Freezing Touch | 1 | Surrounds your melee weapon or fist in a frigid aura, allowing you to freeze opponents by striking them. | Instant |
| Shrieking Star | 1 | Hurls forth a shrieking disc of fiery sparks that does low damage to any monsters it passes near. | Ready |
| Fire Mines | 2 | Creates a number of small burning fires that damage enemies that touch them and sets them on fire. | Ready |
| Magic Missile | 2 | Fires a minor magical projectile at your current target that explodes upon impact, blasting any enemies within the radius of the explosion. | Ready |
| Burning Hands | 2 | Lights the caster's melee weapon or fists on fire, allowing him to set enemies ablaze by striking them. | Instant |
| Blasting Winds | 3 | Forceful winds blast forth from your fingertips, hurling opponents away from you. | Ready |
| Fire Burst | 3 | Fires dual minor fire projectiles at your current target that explode upon impact, blasting any enemies within the radius of the explosion. | Ready |
| Wall of Fire | 3 | Creates a wall of fire in front of the caster that damages and sets ablaze any opponents who pass through it. | Instant |
| Fireball | 4 | Creates a powerful ball of flame that is hurled at your current target, exploding on contact and damaging and setting any enemies within the explosion ablaze. | Ready |
| Freeze | 4 | A powerful, single-target ice spell that freezes a target solid for a moderate amount of time. | Instant |
| Shooting Sparks | 4 | Sparks spew forth from your fingertips, damaging nearby opponents. | Ready |
| Zap | 4 | Electricity shoots forth from your fingertips, shocking your enemies and damaging them. | Ready |
| Burning Vapors | 5 | Generates a burning cloud of gas that travels forth, damaging any enemies within the cloud and setting them ablaze. | Instant |
| Ice Shards | 5 | Fires machinegun-like shards of ice. Deals low damage but can freeze many opponents. | Ready |
| Whirlwind | 5 | Creates a miniature tornado that whirls enemies about and damages them. | Instant |
| Blast Nova | 6 | Generates a ring of force that blasts opponents back and inflicts damage upon them. | Ready |
| Flamethrower | 6 | Searing flames blast forth from your fingertips, setting your enemies ablaze. | Ready |
| Iceball | 6 | Creates a powerful ball of magic ice that is hurled at your current target, exploding on contact and damaging and freezing any enemies within the explosion. | Ready |
| Freezing Vapors | 7 | Generates a freezing cloud of gas that travels forth, damaging any enemies within the cloud and freezing them immobile. | Instant |
| Pillar of Fire | 7 | A pillar of flame shoots up from beneath the targeted opponent, heavily damaging any nearby enemies. Enemies who take damage will be set ablaze. | Instant |
| Fire Missiles | 8 | Fires a machinegun-like blast of small, fiery projectiles that spray nearby opponents, damaging them and setting them ablaze. | Ready |
| Ice Nova | 8 | Generates a ring of ice that damages opponents and freezes them. | Ready |
| Fire Storm | 9 | Calls down a rain of fire that damages your opponents and sets them ablaze. | Instant |
| Ice Storm | 9 | Calls down a rain of icy projectiles which damage and freeze opponents. | Instant |
| Fire Nova | 10 | Generates a ring of fire that damages opponents and sets them ablaze. | Ready |
| Cataclysm | 12 | Generates a huge, nova-like explosion that radiates out from the target and devastates any other nearby enemies. | Ready |

## CELESTIAL SPELLS

| Spell | Level | Effect | Type |
|---|---|---|---|
| Heal | 1 | Restores Health to the caster. | Instant |
| Pacify | 1 | Puts target enemy to sleep. | Instant |
| Dispel Undead | 2 | Damages a single undead creature. | Instant |
| Divine Radiance | 2 | Temporarily reduces damage taken by the caster. | Instant |
| Mystic Vision | 2 | Temporarily enhances the caster's mapping ability | Instant |
| Silence | 3 | Temporarily renders the target unable to cast spells. | Instant |
| Solar Ray | 3 | Beams of light shoot out from the caster's fingertips, damaging any enemies within the beam. | Ready |
| Time Warp | 3 | Slows down time, allowing players to more carefully gauge their enemies' actions. | Instant |
| Unpetrify | 3 | Removes paralyzing effects such as hold, freeze, sleep, or vines from the caster. | Instant |
| Blink | 4 | Temporarily enchants the caster so he teleports to a short nearby location instead of blocking. | Instant |
| Dispel Evil | 4 | Damages a group of undead, demons, or shadow creatures. | Instant |
| Restoration | 4 | Restores the caster to full health. | Instant |
| Ward of Fire | 4 | Enchants the caster with protection against fire. | Instant |
| Lightning | 5 | Lightning erupts from the caster's fingertips, electrocuting his enemies. | Ready |
| Radiant Heal | 5 | Heals the caster and all of his allies. | Instant |
| Resurrection | 5 | If the caster has at least one charge (quantity) of Resurrection, he can revive himself (or an ally) to full health and negate ADV Points and attribute loss to the revived character. | R Key (Instant) |
| Levitation | 5 | Allows the caster to temporarily levitate, slowing his falling rate and allowing him to move in any direction at full speed. | Instant |
| Prismatic Rays | 6 | Multicolored rays spew from the caster's fingertips, inflicting a variety of negative effects upon his enemies. | Instant |
| Breath of Air | 6 | Allows the caster to breathe underwater and protects him from choking gas. | Instant |
| Purify | 6 | Cures poison and some other detrimental effects. | Instant |
| Divine Strike | 6 | Enchants the caster's attacks, increasing his damage against undead, demons, and creatures of shadow. | Instant |
| Divine Cure | 7 | Restores the caster to full health and removes poison and other negative effects. | Instant |
| Ward of Ice | 7 | Enchants the caster with protection from ice. | Instant |
| Blessed Spirit | 7 | Calls forth a Blessed Spirit that will heal the caster and his allies. | Instant |
| Regeneration | 8 | Greatly increase the speed at which the caster naturally recovers health, allowing his wounds to mend quickly. | Instant |
| Ward of Petrification | 8 | Enchants the caster with protection from immobilizing effects, such as sleep, vines, paralyzation and being frozen. | Instant |
| Illusionary Visage | 8 | Creates an illusory duplicate of the caster that will fight alongside him. | Instant |
| Divine Intervention | 9 | Summons a Battle Spirit that will fight alongside the caster. | Instant |
| Divine Grace | 10 | Caster becomes temporarily immune to all damage. | Instant |

## NETHER SPELLS
Arrows of Baal

| Spell | Level | Recipe | Effect | Type |
|---|---|---|---|---|
| Fear | 1 | Bat Wing, Deadman Hair | Afflicts a group of nearby monsters with Fear, making them easier to hit, less effective in combat, and makes them indecisive in their actions. | Instant |
| Slow | 1 | Grinnich Weed Mordis Vine | Slows a group of monsters, making them slower to move and attack. | Instant |
| Summon Rats | 1 | Rat Tail, Bone Dust | Summons a group of rats which will fight alongside the caster. | Instant |
| Pain | 1 | ??? | Blasts a monster with a painful, damaging bolt. | Ready |
| Weaken | 2 | ??? | Makes a group of monsters much less effective in combat by reducing their damage. | Instant |
| Poison Touch | 2 | ??? | Enchants the caster's weapon or fists with poison, increasing his damage and allowing him to inflict poison on enemies he strikes. | Instant |
| BloodLust | 2 | ??? | Enchants the caster with increased damage, but also reduces his defense and makes him unable to block. | Instant |
| Summon Wolves | 2 | ??? | Summons a pack of wolves that will fight alongside the caster. | Instant |
| Locust Swarm | 3 | ??? | Calls forth a cloud of locusts that will focus on the targeted creature and attack it. | Ready |
| Choking Cloud | 3 | ??? | Creates a cloud of gas that causes monsters to choke, disrupting their attacks. | Instant |
| Summon Undead | 3 | ??? | Summons a group of skeletons that will fight alongside the caster. | Instant |
| Summon Beast | 4 | ??? | Summons a mighty borloth or crawler that will fight alongside the caster. | Instant |
| Sleep | 4 | ??? | Puts a group of monsters to sleep. | Instant |
| Blinding Fog | 4 | ??? | Creates a pale cloud of blinding fog that inflicts monsters with blindness. | Instant |
| Berserk | 4 | ??? | Enchants the caster with greatly increased damage, but also reduces his defense and makes him unable to block. | Instant |
| Poison Cloud | 5 | ??? | Creates a cloud of poison gas that does moderate gas damage to monsters, causes them to choke and inflicts them with poison. | Instant |
| Confusion | 5 | ??? | Inflicts confusion on a group of nearby monsters, making them attack one another. | Instant |
| Gripping Vines | 5 | ??? | Causes a cage of thorny vines to spring from the ground, immobilizing the target creature. | Instant |
| Summon Spirit | 5 | ??? | Summons a Ghost that will fight alongside the caster. | Instant |
| Blade of Baal | 6 | ??? | Enchants the caster's readied melee weapon with an unholy blue fire, increasing his strike, damage, and setting targets he hits ablaze. | Instant |
| Suffocate | 6 | ??? | Creates a suffocating gas cloud that inflicts heavy damage to monsters or kills them outright. | Instant |
| Summon Guardian | 6 | ??? | Summons a minotaur that will fight alongside the caster. | Instant |
| Beast | 7 | ??? | Temporarily increases the Life and Health of the caster. | Instant |
| Summon Giant | 7 | ??? | Summons a huge troll that will fight alongside the caster. | Instant |
| Dragon Claws | 8 | ??? | Enchants the caster's fists with glowing dragon claws, granting increased damage and strike ability while fighting unarmed. | Instant |
| Possession | 8 | ??? | Attempts to take control of the target creature, causing it to fight alongside the caster. | Instant |
| Summon Fiend | 8 | ??? | Summons a Wraith or Lesser Demon that will fight alongside the caster. | Instant |
| Drain Life | 9 | ??? | Drains health out of the target creature and uses it to increase the health of the caster. | Ready |
| Summon Deathlord | 9 | ??? | Summons a Deathlord that will fight alongside the caster. | Instant |
| Hate | 10 | ??? | Make all nearby monsters fly into a rage and attack the target monster. | Instant |

## RUNE SPELLS

| | | | |
|---|---|---|---|
| Rune Strike | 1 | Temporarily increases the caster's strike statistic. | Instant |
| Rune Armor | 1 | Temporarily increases the caster's armor statistic. | Instant |
| Rune Speed | 2 | Temporarily increases the caster's speed statistic. | Instant |
| Rune Shield | 2 | Creates a temporary invulnerable magic shield and equips it for the caster to use when blocking. | Instant |
| Rune Blade | 3 | Enchants the character's melee weapon, increasing the damage it inflicts. | Instant |
| Rock Mines | 3 | Creates a number of rock mines that explode when a monster passes near them. | Instant |
| Missile Barrier | 4 | Creates a magic field around the caster that protects him from ranged weapon fire. | Instant |
| Boon Strike | 4 | Temporarily increases the caster's and all his allies' strike statistic. | Instant |
| Boon Armor | 4 | Temporarily increases the caster's and all his allies' armor statistic. | Instant |
| Rune Missiles | 5 | Enchants the character's ranged weapon, increasing the damage it inflicts. | Instant |
| Boon Speed | 5 | Temporarily increases the caster's and all his allies' speed statistic. | Instant |
| Boon Shield | 5 | Creates a temporary invulnerable magic shield and equips it for the caster and all his allies to use when blocking. | Instant |
| Orbs of Defense | 5 | Creates a number of magical orbs that swirl around the caster and detonate if touched by a monster. | Instant |
| Rune Warrior | 6 | Temporarily increases all of the caster's attributes. | Instant |
| Boon Blades | 6 | Enchants the character and all his allies' melee weapons, increasing the damage they inflict. | Instant |
| Spitting Shield | 6 | Creates a temporary invulnerable magic shield and equips it for the caster to use when blocking. When an enemy attack is blocked, the shield will inflict magical damage on the attacking monster. | Instant |
| Boon Missiles | 7 | Enchants the character and all his allies' ranged weapons, increasing the damage it inflicts. | Instant |
| Shards of Stone | 7 | Razor-sharp stone shards stream from the caster's fingertips, inflicting damage by shredding his opponents. | Ready |
| Anti-Magic Shield | 7 | Creates a temporary invulnerable magic shield and equips it for the caster to use when blocking. While blocking, the shield will reflect any magic projectiles back at the monster who cast them. | Instant |
| Petrify | 8 | Temporarily stones a monster, increasing its armor and paralyzing it utterly. | Instant |
| Sanctuary | 8 | Creates a protective field that reduces any magic damage taken by the caster. | Instant |
| Anti-Magic Barrier | 9 | Creates a protective field that reflects any magic projectiles back at the monster who cast them. | Instant |
| Urth's Wrath | 9 | Causes boulders to rain from the sky, dealing heavy physical damage to any monsters in the area. | Instant |
| Vengeance | 10 | Any damage taken by the caster is inflicted upon the attacking monster. | Instant |

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