

Legendary Journeys

A Player's Guide

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PC Specs

	Minimum	Recommended
OS	Windows 7 64b	Windows 10 64b
RAM	8GB	16GB
CPU	Quad AMD 3.3ghz	Intel I7-6800 3.4ghz
GPU	1050 Ti	GTX 1070
Resolution	1920x1080	1920x1080
VRAM	4GB	8GB
HD Space	5GB	5GB
Direct X	11	11

Installation

Well, in today's gaming world you have either grabbed this from Steam, Itch.io, or some other electronic means. With Steam, follow their guides on installing a game from your library.
Itch.io: you will need to run the self-extracting zip file to a directory of your choosing. All files are within this zip file that are required to run the game.
Once that's done, congratulations! Legendary Journeys is installed! You can choose to start playing immediately when you finish the installer, or it will be in your startup folder and (if you chose) as a desktop icon you can run.

Developer's Note

A group of friends seeking adventure in their doldrum lives get exactly what they crave when a man bursts through their local tavern and collapses with a note and a strange utterance on his dying breath.

Immerse yourself in a world of high fantasy and adventure as you lead this group from their small village to the distant shores of Umbrea and other lands in the world of Farmoor to find out what the dying man's words meant.

As you are probably already aware, Legendary Journeys is a computer RPG that lets you, the player, create your party of 4 adventurers. In the tradition of some of the older RPGs, your party will move as one in real time from a first person perspective. When engaging monsters in combat, combat switches to turn-based mode still viewing through first person.

Turn-based combat allows you, the player, take your time when dealing with the denizens of Farmoor. You don't need to worry about your kid wanting your attention in the middle of an intense fight. Step away and come back. The battle will wait for you. And, more importantly, there is no need to have quick reflexes and the best optical mouse on the market to survive an encounter with a vampire lord.

Legendary Journeys is an indie title with a very small budget (whatever I could afford during development). So, naturally, this won't compare on many levels of the big budget titles. I hope the game competes on the fun level. With the great CRPG resurgence over the years, I thank you for your interest in Legendary Journeys. I know everyone's backlog is overflowing, including mine, of spectacular RPGs to play.

I hope you enjoy your adventure!

Beginner's Guide to Computer Role-Playing

Congratulations on your choice of entering the exciting world of computer role-playing games. If you are new to the world of computer role-playing games, you will probably want to read the rest of this section before starting. Sometimes, jumping into a game blindly and figuring things out along the way can be just as fun.

In the world of Farmoor, you (the Player or PC), will be represented by 4 characters in a single party. You can choose to use the default party or create your own. Each character has a name, class, race, and statistics. The name of each character is strictly up to you. You can name them 1,2,3,and 4 if you like. The character's name has no direct bearing on game play. Race, class, and statistics, however, do affect how the game is played.

The Main Menu

This is the main menu screen for Legendary Journeys. Let's walk through this so we can get to the fun stuff - adventuring!



Continue: if you quit the game after an auto-save or saving your game, this will let you continue where you left off.

New Game: this option will let you start a new game with a new party on the island of Nerah's Landing. This will allow you to run various games with different party builds - what fun!

Load Game: this option will allow you to load a saved game file to continue your adventure. For most, it allows you to roll back time after something nasty happened to the party.

Options: this will bring up the options screen which is discussed in detail in the next section. These options allow you to tailor video, audio, and key binding options. You can delete your save files from here also. These can be accessed within the game as well.

Exit: exits the game back to your desktop

Options Menu - Video



Resolution: allows you to set the resolution of the game window. The list is based on what your video card supports

Graphics Quality: This allows you to set the level of graphics the engine will display. Higher settings require a video card that can handle the level of detail.

Ultra Low: very little detail is rendered - almost low poly style.
Very Low:
Low:
Good:
Beautiful: renders the world in full detail and requires the most video power

Draw Distance: This determines how far the camera can see and what will be drawn. Lower draw distance results in an increase in performance

Near

Short
Far
Very Far
Vista

Options Menu: Audio



Music: controls the volume for all music in the game
Sound: controls the volume for all sound effects in the game

Options Menu - Controls



From this screen, you can rebind keys to the actions listed. You can control the mouse sensitivity and inversion from here.

To re-bind a key, click on the desired action button. This will display a window asking you to press the key you wish to bind this action. Do so, and the key will be bound.

Options Menu - Advanced



The options on this screen will allow you to adjust shadows and terrains settings. These adjustments will allow you to increase performance of the game when needed.

Shadows: shadows are a resource hog which can hinder performance.

Quality:

Disabled - turns shadows off

Hard - display hard edged shadows

Hard and Soft - displays soft shadows which blend better into the environment but requires the most resources

Resolution - this will set the resolution the shadows will be rendered. Very High requires the most resources

Distance - this determines how far from the camera you can see shadows. The farther out, the more resources are required

Terrain: adjusting these settings will alter when the camera can see terrain features. You can also turn off grass to increase performance.

Options Menu - Files



From this screen, you can delete your save game files. You cannot delete your autosave game from this screen.

Press the DELETE ALL button to delete all of your files at once
.
To delete a single file: select one of the files by click on the file. Then press the fire emblem in the lower-right corner. You will be asked to confirm your deletion choice giving a chance to change your mind.

Party Creation

With the boring stuff out of the way, it's time to start this party! (Oh, that was bad). When you start a new game, you are given a choice of a *Quick Start* or *Creating* your party.

Quick Start

The Quick Start option gives you the starting party listed below. Please note, this may not be your idea of an optimal party. It was designed to give you a quick start that covers most basis of an adventuring party and gets you into the game the fastest. If you are not sure what your party makeup should be, start with the quick start option and play for a level or two. This will give an idea of gameplay which may help in deciding your party makeup.

Your party will consist of the following characters:

Elrin – Human Warrior

Razel – Human Mage

Jager – Human Thief

Alendria – Human Cleric

Create Party



Creating your party, for most, is the more desirable choice over the standard party. The following sections will discuss the various races and classes to aid in your decision. You will have 10 points, for each character, to spend on their starting stats.

Hovering over a stat will display information in the information window at the bottom of the screen. This is true for the Class and Race buttons.

Decide which race you would like to play and press the button. This will display the list of classes you can choose for that race. One exception will be the Khoth. This will display a list of dragon types from which to select. The dragon type is the bloodline that runs through your Khoth. Hover over a dragon type for a description before you choose.

Classes not available will be greyed out. Once you have settled on a class, press the button.

These two choices will adjust your starting stat values. If you press the class button again, the stat values will be re-rolled. Feel free to press that button to keep re-rolling your stats.

Once you have a set of starting stats you like, you have 10 ability points to spend. Press the + button to increase a stat's score. You can press the - button to decrease an attribute score and add points to your ability points pool. No attribute can go above 25 at this point in the game.

To select the next character to adjust, click on their portrait.

Attributes

Strength - measures a character's muscle and endurance. It affects a character's melee damage.

Dexterity - measures a character's nimbleness and hand-eye coordination. It affects their ability to deflect incoming blows.

Reflexes - measures a character's quickness and reaction speed. It affects how fast the character can attack and avoid being attacked.

Mind - measures a character's wisdom and intellect. It affects how much magical energy is available in spell casting.

Body - measures a character's physical toughness and well being. It affects the amount of endurance and health a character has.

Perception - measures a character's awareness around them. It allows them to detect traps and secrets. It also aids in avoiding oncoming attacks.

Luck - measures just how fortunate a character is. It affects many things in a character's adventuring career.

Races

Human

Humans have settled in all parts of Farmoor. They have a natural resistance to the elements giving them a 5% resistance. A natural learning ability grants +20% experience bonus. All classes are available for study.

Half-Elf

Half-Elves tend to look much like their elven parent. They posses the inventiveness and ambition of their human parent mixed with the love of nature and the magical arts of their elven parent. They retain their affinity for magic of their elven ancestors.

+2 Mind

+2 Reflexes

-1 Strength

-5 Hit Points

Novice Bows at level 3

All classes available for study

Half-Orc

Half-Orcs tend to look much like their orc parent. They posses much of their orcish ancestory leading to an ill-tempered, brutish personality. However, their human side keeps that in check most of the time which allows them to function among society. The orc's affinity for combat remains strong within the Half-Orc

+5 Strength

-5 Mind

+35 Endurance

+10 Hit Points

Warrior,Cleric,Shadow Knight,Necromancer,Mage, or Thief are available for study

Elf

Elves tend to be shorter and slimmer than humans. Though they appear weak and fragile, they are quick and strong. This underestimation of the Elf has led to the demise of many a foe. They find harmony with nature and the arts. Their long life allows them to perfect their abilities in such things. They have an affinity for magic.

-3 Strength

+5 Dexterity

+3 Reflexes

+3 Mind

-5 Hit Points

+20% Magic Resists

Novice Bows at level 5

Novice Nature Magic at level 5

Warrior, Cleric, Mage, Druid, Paladin, or Bard are available for study

Dwarf

Dwarves are short, stocky fellows with ruddy cheeks and dark, thick beards and hair - sometimes, even the women. Non-adventuring types spend their lives underground searching for precious metals. In turn, they use the metal to craft some of the finest armor and weapons in all the land. They have an affinity for combat and a distrust of magic.

+3 Strength

+5 Body

-5 Mind

+30 Endurance

+5 Attack

+30% To Hit

+15% To Crit

+20% Disease Resist

+20% Poison Resist

Novice Axes at level 5

Warrior, Cleric, Paladin, or Thief are available for study

Khoth

Khoth are humans with dragon blood running through their veins. An ancient Thrymm (the Dragon Lord) worshipping cult believed infusing dragon blood within one's body would grant them the power of the donor dragon. It took many generations before that came true. They have a natural affinity for magic. Their natural abilities are based on the blood of the dragon that was infused. Black, Blue, Green, Red and White dragon's blood were used in these ancient rituals.

+3 Strength

+5 Mind

-3 Reflexes

-5 Dexterity

+10 Armor Class

Warrior, Mage, Necromancer, Shadow Knight, Thief, or Bard are available for study

Classes

Warrior

Warriors are the masters of armed combat and defense, taking the point in battles and going head-to-head with the most dangerous creatures of Farmoor. Warriors are a melee class with the ability to wear plate armor and wield all types of weapons.
Warriors build their strength and stamina to unheard of levels, making them far hardier than any other class. When combined with their heavy armor and excellent defensive skills, warriors are unmatched in their ability to survive the most brutal battles. Warriors train themselves in the skills of combat, mastering the use of all weapons and tactics. Warriors also learn to taunt their opponents, making themselves the focus of all their enemies' attacks, allowing the less resilient members of their group to remain safe from harm.

Mage

Wizards dedicate their lives to learning the powers of fire, ice, and magic; channeling their knowledge into ever more destructive spells to unleash upon their enemies. Wizards are primarily a magic-using class, with the ability to wear cloth and leather armors and wield blunt weapons and daggers.
Wizards are the most single-minded of spell casters, with the majority of their spells dedicated to delivering massive amounts of damage as rapidly as possible. To aid in their constant search for power, wizards have also perfected the art of teleportation through their study of the arcane arts- allowing them to instantly transport themselves and their allies to the most remote corners of Farmoor and beyond.

Thief

Thieves are the stealthy and vicious assassins that stalk the shadows of Farmoor. Thieves are primarily a melee class, able to wear leather armor and use all weapon types. Unlike the warrior, they cannot master all weapons. Some have even studied the arcane and darks arts.
Rogues are sneaky fighters who always seek to take advantage of enemies by attacking from behind. Rogues can backstab enemies for extra damage when wielding a dagger, using poisoned weapons for added effect. Rogues can disarm traps, pick locks and pockets.

Cleric

Clerics dedicate their lives to the gods of Farmoor, gaining magical powers in exchange for their faith and service. Clerics are primarily a magic-using class, with the ability to wear plate armor and wield blunt weapons. Clerics gain powerful healing and enhancement spells, greatly increasing the health and defenses of their group, while keeping them healed in the most dangerous battles. While other priest classes have healing spells, no one can match up with the power and efficiency of clerical healing.
Clerics are potent enemies of the undead, able to channel their holy fervor into highly destructive banishment spells. Resurrection is also the domain of the cleric, allowing them to bring their fallen companions back from the dead, and for the highly-skilled - without the normal penalties for death.

Druid

Druids are disciples of the wilds, following the teachings of the Famoorian gods of nature. Druids are primarily a magic-using class, with the ability to wear leather armor and wield blunt weapons and scimitars.
Druidic magic takes many forms, allowing the druid to fill a wide variety of roles when in a group or adventuring alone. Druids possess fair healing abilities, powerful health regenerative spells, valuable enhancements that improve the health and armor of their group, and at max level considerable mana regenerative spells.

Offensively, druids are versatile. They have access to fire, earth and divine based spells. They are the only group able to master the magics of nature.

Necromancer

Necromancers are masters of life and death, utilizing elemental and arcane based spells to overwhelm their foes and assist their allies. But, it is their deep understanding of death magic that makes them dangerous when faced in combat. With that understanding, they can raise the dead to aid them in battle.

Paladin

Paladins are holy warriors who use blessed spells and strength of arms to fight the evil and undead of Farmoor. Paladins are primarily a melee class, able to wear plate armor and wield many kinds of weapons.
Paladins are able fighters and battlefield healers whose combat spells focus on stunning enemies and smiting undead. They also have several spells that increase the health and armor of their allies. Every so often, paladins can lay hands on themselves or their friends to instantly grant a powerful heal.
Paladins are one of the greatest forces against the undead. At higher levels they gain special abilities to smite these foes. Well trained paladins also gain a limited ability to resurrect their fallen friends with lessened penalties for death.

Death Knight

Death Knights are unholy warriors who use fear, pain and disease to attack all that is good in the world. Death knights are primarily a melee class, able to wear plate armor and wield many kinds of weapons. The death knight is considered by many as the opposite to a paladin, while in some ways this is true, on Farmoor they aren't the traditional evil Black Knight to the Good White Knight. Where the paladin has the ability to heal with a touch, the death knight has the ability to cause pain with a touch.

Death knights have many of the skills and undertake similar training to that of a warrior, complemented with an impressive spell casting ability in death magic. They are one of the most respected and feared professions and as individuals are formidable opponents, even inexperienced death knights have completed tough and painful tasks, proving their worth enough to be trained. They are among the most dangerous enemies that an adventurer could encounter and as an ally need to be respected and dealt with carefully.

Bard

Bards are jack-of-all-trades adventurer minstrels who use songs to create a wide variety of magical effects. Though they often use melee weapons, bards are primarily a magic-using class, with the ability to wear plate armor and wield many different types of weapons and instruments.
Bards can do a little bit of everything. Their songs can regenerate health and mana, increase attack speed and accuracy, momentarily charm angry enemies, help friends resist many types of damage and even directly damage enemies.

Monk

Monks devote their energies to the pursuit of physical perfection, shaping their very bodies into deadly machines. Monks are a melee class with the ability to wear leather armor, wield blunt weapons, and use unarmed combat styles including mastering the art of dodging their foes attacks.
Monks forego heavy armor and almost all weapons in order to hone themselves into masters of combat, using their fists and a stout staff to make their mark upon Farmoor. Monks learn many special attacks to enhance their damage dealing abilities.

Skills

Skills represent a party member's knowledge and proficiency with that knowledge. Which skills a character can learn and how knowledgeable they can become is dependent upon their chosen class. These skills range from mystical arts, weapons and battle tactics to the intricacies of alchemy.

There are 3 ranks to a skill that represents the character's knowledge of that skill:

- Novice
- Expert
- Master

These ranks control what a character can do with that skill. For instance, a character who has mastery in the Arcane Magic skill will have access to more powerful spells than a mage who only understands the fundamentals of the skill. Refer to the Skills Mastery table to see which skills a class can learn and what rank they can attain.

To gain the next rank, a character will need to find the appropriate trainer and meet their requirements for training.

The next measurement of a skill is the level. There are a total of 20 levels for each skill. This represents the character's proficiency with that skill. To increase their proficiency, you will need to spend skill points that are gained during your adventurers. Spending of the skill points is an abstract of perfecting their use in that skill. The cost to raise a skill to the next level is equivalent to that level. For example, if your sword skill level is 18, you will need 19 skill points to raise the level to 19.

Exploring

You have gathered your party and entered the world of Farmoor. Now, what? Well, time to explore the world presented before you.

Moving Around

By default, you can use the W key to move forward, S key to move backwards, A key to sidestep left, D key to sidestep right, Q key to turn left and the E key to turn right.

If you click and hold the right mouse button, you will go into “mouselook” mode, where moving the mouse will turn the party and look up and down. This is the most precise way to turn. While in mouselook mode

That’s it! Pretty easy, huh.

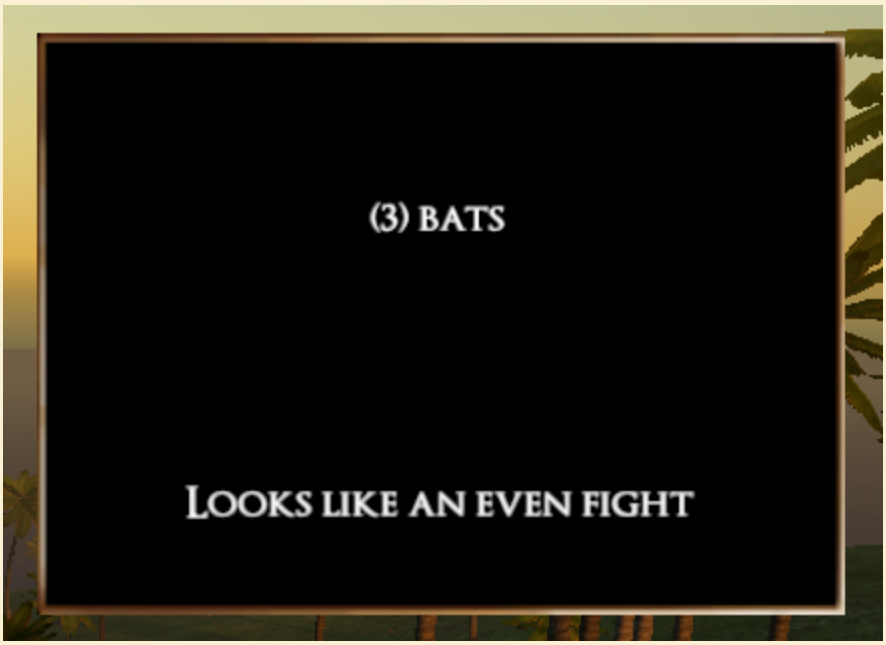
Examining Your World

By default, holding the F key and hovering the mouse-cursor (the hand) over an object or a door will display information about the object. Hovering over a door will display ‘house’ or the name of an establishment. You can click the left mouse button on the door to interact with it.

Examining the Creatures in the World

Each creature represents a creature group. The creature you see roaming is the group’s leader and it may have friends waiting to assist if you decide to make trouble.

Holding your cursor over a creature with the F key pressed will display information about the makeup of the group and its difficulty in combat. Be careful, some groups look easier than they really are and may end your adventure quickly.



Here we see the group consists of three bats flying around. At the time we examined the group, those bats looks like it will be an even fight - a 50/50 chance of survival. Green messages mean your adventurers will have no problems surviving the encounter while a red message means a quick end to your adventure in Farmoor.

Shops and Houses

Note: this may change in a future release based on feedback from the community

You can click on the door to enter a shop or house. By enter, this means a menu will be displayed. The npcs and vendors you can interact with will be displayed in a menu along the right side of the screen. Clicking on the NPC will display their dialog. If they are a vendor only, a BUY or SELL dialog will appear. Choose which transaction type you wish to enter.
If a vendor NPC has a quest or other services, a dialog listing their services, trade, or quest will display. Choose your action by clicking appropriately.Shops are open from 8am to 6pm. If you come after hours, you will hear a locked door sound. Interacting with an NPC at their home is done the same way. If it is late, you'll hear the locked door sound and you might hear a word or two from the homeowner.

Taverns and Inns

Inns allow you to grab a good night's sleep for some gold pieces. You do not use food when sleeping at an inn. As a result of sleeping on a comfortable straw bed, the party gains a nice rest bonus for a little while. This bonus increases their endurance levels for a little while.
The shopkeeper may have some rumors to discuss or supplies (food) to sell you for your adventures.
Taverns will have NPCs with whom you may interact.

Coach Company and Boats

These services, for a fee, will allow you to travel longer distances without using food. See the travel section for more information.

The Game Interface

The Command Window



The command window sits at the top of your screen. This is your basic interface to the various windows within the game such as inventory, skills, characters, etc.

 Time - this will display the time window

 Rest - this will display the rest window

 Character - this will display the character window.

 Journal - this will display the journal window

 Equipment - this will display the equipment window

 Inventory - this will display the inventory window

 Skills - this will display the skill window

 Skill Upgrade - this will display the skill upgrade window

 Stat Upgrade - this will display the stat upgrade window

 World Map - this will display the world map window

 Crafting - this will display the crafting window

 Beastiary - this will display the beastiary window

 Factions - this will display the factions window


Menu - this will display the escape menu

Character Portraits(Party HUD)

The character portraits are located at the bottom of the screen. Collectively, they are known as the Party HUD. The windows are a quick reference to a character's current status. Clicking on the character's name will open their character sheet.



Shortcut Bars

The shortcut bars consist of eight slots. They are located on the left and right side of the character portraits. These allow you to create shortcuts to your character's abilities. This will reduce the number of clicks you need to make to get to an ability during combat. If you don't want to use the shortcut bars, press the F1 key to hide them. If you change your mind, press the F1 key again to bring them back.



The bars are associated with the character in the order shown in the screenshot above. To assign an ability to a slot:
1. Open the Skill window
2. Click and drag an ability's icon to a desired slot.

If a slot already has an assignment, the new one will overwrite the old one. You can rearrange your assignments by clicking and dragging an assigned ability to a new slot. If the new slot contains an assignment, it will be moved to the slot of the new assigned ability.

Food and Gold



In the upper left corner of your screen, you will find the current amount of food and gold the party has on hand.

Compass and Minimap



In the upper right corner of your screen, you will find your party's compass to give you an idea in which direction you are traveling. Below that is the minimap. The minimap is a view of your immediate surroundings. Click on the compass to hide/display the map. Or, press the minimap key (2 by default).



The Windows

The windows opened from the command window is how you interact with your characters and get a glimpse of the world. For some windows, the currently selected character's information is displayed. You can cycle through other party members by clicking on their portrait. You can cycle through party members using the party member keys. By default, [key moves to the next character to the left and the] key moves to the next character to the right in the party hud.

Time



The time window displays the current time, calendar date and your location within Farmoor. This window does not refresh while it is open.

Rest



Your band of adventurers will tire out from their exploits and combat. This window allows your party to set up camp and recuperate.You will have two options of resting type.

Until Healed: This option restores hit points, mana, and endurance. It takes eight hours to fully recover. This option requires food. The amount of food depends on the region you are in. It can take anywhere from 2 to 5 food. If you do not have enough food, you will need to find an inn for the night or hunt to replenish your supplies.

One Hour: This option will advance time by one hour. It will restore your endurance but not health or mana. It is a good option to move time along if you are waiting for a shop to open.

Character Sheet



This is your character sheet. It displays the leader of the group by default.

Let's examine the character sheet in more detail

Character Information: here we can see the character's race, name, class, level and current amount of experience. The number in parentheses next to your experience is the amount needed to reach the next level.

Attributes: this section shows the character's current attribute scores. The blue numbers are the character's base scores unaltered by magic or enchanted items.

Combat: this section shows the character's hit points, endurance, mana points, armor class, and attack and damage values.

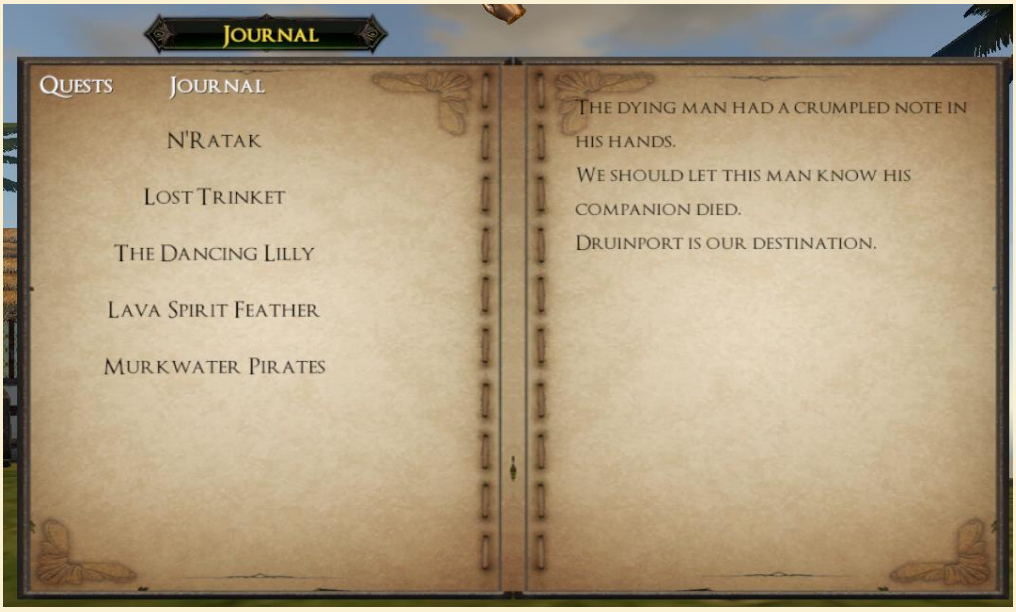
Resists: the resists, Elemental and Physical, shows the character's current protection against these damage types. These numbers are the percentage of damage the character could suffer from that damage type. (see the Combat section for more information)

Skill Points and Attribute Points: this is the number of points the character has available to spend to upgrade your skills or stats.

Status: you can view the character's current statuses by clicking on the STATUS button at the bottom right of the
screen.



Journal



Your journal is the party's written accounts of their adventures. They record any quests and tasks they have acquired on their journeys and locations of trainers. Click on QUESTS to view your quest list and JOURNAL to view journal entries

Equipment



This shows what equipment the currently selected party member has equipped. Hovering the hand-cursor over an item that is equipped will display the item's tooltip. (see Equipment and Inventory section on how to equip items)

Inventory



This shows what is in the party's backpack. You can use the filters to display specific item types. Special note: this may change before final release. Inventory may be separated to individual characters. Use the arrow buttons to scroll the filter selections.

Skills



This window shows the spells, skills, and weapon abilities available to the character. Click on the filter buttons to display that groups affiliated abilities. General covers those abilities which do not fall into spell or weapon categories

Skills Upgrade



During your adventures, your party will gain skill points. These points are used to increase the character's proficiency with that skill. This window allows you to spend those points. Skills that

you can upgrade will be highlighted. Greyed out skills simply means you do not have enough skill points to upgrade them.

Attribute Upgrade



Like skill points, your party will gain attribute points to represent training in a particular stat. This window allows you to spend those points. Like the skill upgrade window, greyed out stats means you do not have enough attribute points to spend

World Map



This is the map of Farmoor. The pulsing, red arrow displays your current location within the world. This isn't an accurate location. It just shows which area of the world you are located. While in a dungeon within the region, the arrow will stay in that region. At the bottom right of the map, the name of the region is listed.



Clicking on the name of the continent (Umbrea for example) will show an exploded view of the region. You can go back to the world view by clicking on the green Farmoor button in the lower right corner of the window.

Crafting



This window is where you will craft potions and other items provided the party has learned recipes. On the left side, is a list of known recipes. You can filter them by tradeskill. On the right, is the recipe itself. The required ingredients are displayed along with the outcome of the recipe. (see Crafting for more information)

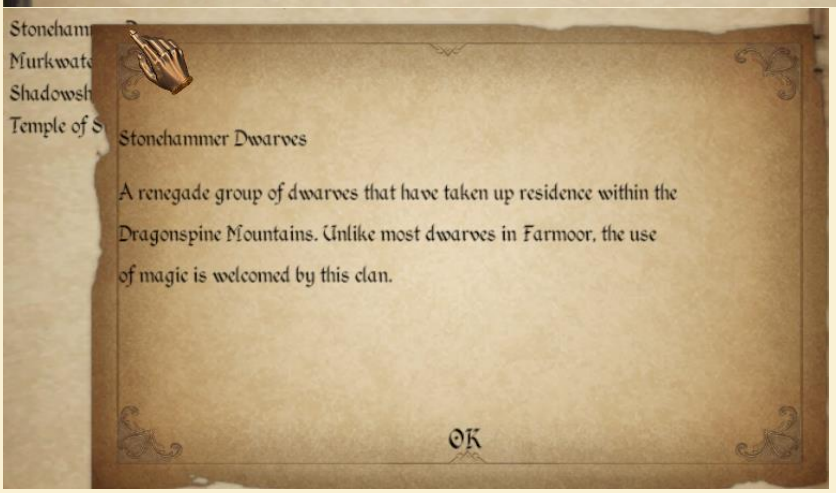
Beastiary



During your adventures, the party will meet all kinds of creatures and monsters. They record their knowledge in the beastiary. This window displays known information about each monster. The book is divided by creature types. Clicking on the creature type will list all creatures and monsters the party has encountered. Clicking on the creature's name will display the information that is known about the creature.

Factions





This window shows the party's reputation with the various factions in the world of Farmoor. The lower the score, the worse your reputation with that faction. Anything below 0 will result in that faction hating the party members. They would prefer to deal with the party through combat instead of talking.
Clicking on a faction name will display a description of that faction.

Menu



This window is known as the escape menu. From here, you can save your game, load a previously saved game, open the options menu, or return to the main menu screen to exit the game.

Equipment and Inventory

The party's inventory is kept in one pack (subject to change in a future update). All weapons, armor and item types are stored in the pack. You can use the filter buttons to display specific inventory types such as all weapons or all books. Each item takes up one inventory slot within the pack. It is a magical, bottomless pack (subject to change in a future update).

Like items, that can be stacked, will display their quantity in the lower-right hand corner of the item icon. Stacking is done automatically when an item is added to the inventory.

You can use the filter buttons to limit what is displayed in the inventory window

 show all items

show only weapons

show only rings and amulets

show only books, tomes, and manuals

show only armors

show only general items

show only potions

show only scrolls

show only gems

show only quest items

show alchemy ingredients

The equipment window shows what weapons, armor, shields, and jewelry you have equipped on the character.

Equipping an Item

You can equip an item by clicking on the item icon in the inventory window and dragging it to the appropriate slot. The equipment slots are shown below. An alternative method is to double-click on the item. This will display the character selection window if more than one character can equip the item. If only one character in your party can equip the item and you have the character selected, the item will automatically be equipped. If the item is a consumable such as a potion, one item will be removed from your inventory.



Using an Item

Items that can be used outside of combat, such as potions and notes that can be read can be used by double-clicking on the item from the inventory window.

Spell books and Tomes

Spell books can be purchased from vendors and found throughout the world of Farmoor. Spell books allow a character to learn the spell written within the pages. If the selected character meets the requirements to learn the spell, simply double-click on the book. If more than one character can learn the spell, the character selection window will display.

Tomes allow a character to increase their proficiency with a particular spell. To use the tome, double-click on the tome for the character to read. If they meet the requirements, the specific spell's rank will increase.

Combat Books and Training Manuals

These work just like the spell books and tomes described in the previous section. These allow a melee character to learn combat abilities and increase their proficiency with that ability.

Weapons, Armors, and Shields

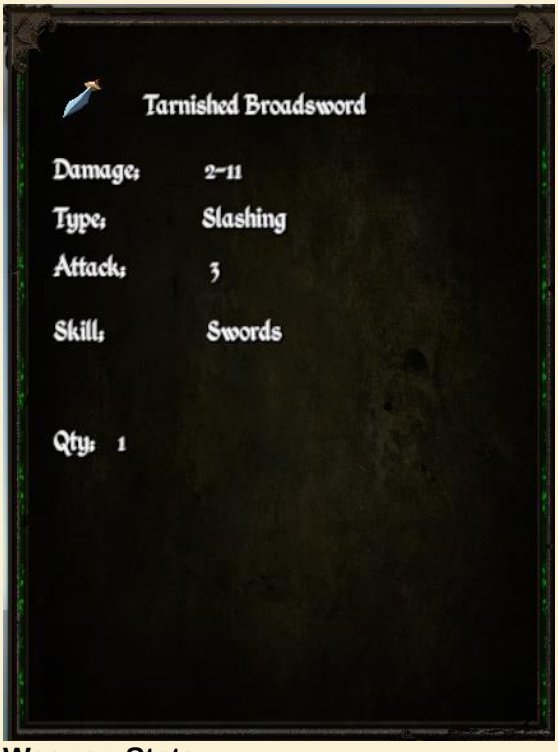
Adventurers, finger-waglers and sword-slingers alike, live and die by their equipment. These items can be purchased throughout Farmoor. Adventurers may find these items on their fallen foes.

To equip one of these items, the character needs to have the proper training. Without the necessary skills, they will not be able to equip the item.

It is well known throughout the lands of Farmoor that mages have been known to leave enchantments within these items. Why? It could be practicing their craft, a request from a lord; or, maybe to leave something behind in this world when they leave for the Ethereal Realm.

Durability

This system is not currently in game and is being evaluated from a fun perspective



Weapon Stats

Damage - the amount of damage this item does on a successful attack
Type - the type of damage this weapon causes

Attack - the amount added to the character's attack score
Skill - the skill required to wield this weapon
Qty - the number of items the party has



Armor Stats
Armor Class - the amount added to the character's armor class
Resists - the amount of each listed resist type that this armor piece provides
Skill - the required skill to don this armor piece

Note: leather, chain, and plate mail armors incur a combat penalty due to their restrictive nature. A well trained character is able to overcome these effects

Travel



Travelling in the world of Farmoor is accomplished in one of the following ways: foot, boat, coach, or magical. Time (in days) will advance during your travel. How much time depends on the method of travel and where you are heading. A dialog will be displayed with the amount of time it will take to make the journey and whether or not you wish to make that journey. Let's examine each

Foot

This is probably the easiest but most dangerous method. Just pick a direction and go. The party can swim across a body of water if they need to; albeit slowly. If a travel dialog pops up, this means you have found a "zone" line which will allow you to travel to another area of the world. The time it takes to travel will be listed. This is the cost in food when traveling by foot. If you do not have enough food to make the journey, you will not be able to continue. You'll need to buy supplies at an inn or tavern or hunt the local wildlife to get enough to make the journey.

Coach

Coaches will take you to connecting villages and cities at a faster rate than foot travel. No food is consumed - they provide all meals! Coaches operate on a schedule. If the coach isn't available, you'll need to come back later in the week.

Boat

Boats operate like coaches. However, these can take you to islands and other continents in the world of Farmoor. Just like coaches, they run on a schedule. No food is consumed during travels while on board.

Magical

Those who study the arcane magics long enough, will discover powerful spells that can transport the party at a wave of the finger. This method of travel does not consume food or time.



Combat

Traveling the world of Farmoor is a dangerous journey. It is inevitable that the party will find themselves in a situation where they will need to fight for their lives. This section will discuss how combat is resolved.

Combat is turn-based. When a command is issued for your character (or the AI has their turn), that command is executed immediately. These turns represent six-second rounds. All members involved in the fight will take some sort of action during a round and carried out in two phases: Initiative and Command.

Don't think of it as combatants standing in place saying, "okay, your turn to punch me. Now, I will punch you". No, it's best to think of it as the real-time fight happening in slow motion. The reason behind this choice is simple: this, in my opinion, provides you, the player, time to think about their situation and what they want to do during that round, the next round or even several rounds from now.

Initiative Phase

The round starts with an initiative roll (behind the scenes) to determine the order in which the combatants will act. This order can change each round and even during the round. Behind the scenes a 1d10 is rolled for each combatant. Their Initiative Modifier is added to the roll, a combatant's reflexes do come into play during this phase. The higher roll acts first with the lowest roll acting last. There are various combat abilities and spells that can modify the turn order during a round. Ideally, you want your party members to act first in hopes of eliminating the enemy and never facing their wrath. Of course, the enemy is attempting to do the same.

Command Phase

Once the turn order is calculated, the command phase begins. When it's a party member's time to act, the battle window will be displayed with a list of commands for your adventurer. You can perform one of the following commands: attack, use an ability/cast a spell, use an item, defend, or run.

Attack: this performs the most basic of attacks. The damage type done is based on your currently equipped weapon. (see how an attack is resolved below)

Ability: this option allows you to use a combat ability (weapon specific) or cast a spell if your character knows how to do so. You can also use a special ability called, Rest.

Item: this option allows you to use items such as potions or scrolls.

Defend: this option puts your character into a defense posture for the round. While in this posture, they increase their defenses (armor class) to better withstand a melee attack.

Run: the character shouts to his comrade in arms to run. If successful, the party will run to the nearest safe spot. Note: no experience or loot is gained from running. Just prevents your party from dying.

Threat

As a character performs actions that harm their targets (or, they perceive as harmful), their threat level increases. The purple bar below the endurance bar will display and grow as their threat level increases. Intelligent and semi-intelligent creatures will target the character with the highest threat first. Pay close attention to your character's threat level during combat. You don't want the squishies to become the prime target. Certain classes thrive as the target and have special abilities to increase their threat quickly such as the warrior's taunt ability.

Rest

As the combatants go back and forth during combat, they will expend endurance. This will affect their ability to attack or use weapon abilities. A character can choose to take a breather from the action by resting for the round. This will restore some of their endurance. This will, also, reduce some of their threat level since they have stepped back from the action. Do not let a character become exhausted!

Resists

Resists represents how much damage will be mitigated by your magical protections and armor. They are divided between Physical and Elemental which matches the damage types described later. Physical damage is caused by weapons and physical attacks. Elemental damage is caused by magical means which include enchanted weapons.

With that in mind:
100% means your current will suffer the full damage amount. A value of 50% means the character would suffer only 50% of the damage amount. A score of 200% would mean your character would suffer double the amount of damage done. In the opposite spectrum, a score of 0% means your character would be immune to that damage type.

Items or magic that provide protection against a damage type will display that as a positive number. For example: Fire: 30%
If you see a negative amount that reduces the character's resistance of that damage type leading to more damage.

Melee Attack

There is a formula used in determining a successful attack against an opponent. This formula is used for the standard attack and for weapon abilities. When using an ability with a weapon, there may be a bonus to hit factor.

Melee attacks expend endurance during each attempt. When a combatant has exhausted their endurance, they will no longer be able to attack.

Exhaustion

When a combatant's endurance is at 25% or lower then their max level, the character has a chance to become exhausted. While exhausted, the combatant can perform no actions other than use items, such as potions, or rest to restore some of their endurance. An exhausted character becomes vulnerable to attacks since they can no longer defend themselves.

Attacker's Attack and Defender's Armor Class Scores

These two scores are used in the formula to determine if an attacker scores a successful hit on their opponent. For both scores, the higher the better.

Other Factors in a Melee Attack

For the attacker, their Luck, Dexterity, and weapon skill are used.
For the defender, their Reflexes, Perception, and dodge skill are used.
Finally, the level difference between the combats is taken into account. This doesn't mean a low level attacker doesn't have a chance to hit against a high level defender. It just means they have a small chance at success.

Casting Spells

Like a melee attack, spells have their own formula in determining if the target suffers the effects of the spell. A spell landing is a battle of the minds between the caster and their target. Both combatant's Mind score is used in determining a spell landing.

The target's perception helps them determine if a spell is incoming and allows them to prepare to overcome the effects. In contrast, the caster's dexterity is used in their attempt to deceive the target with their casting attempt. Finally, the caster's proficiency with a spell and their knowledge in the arts of magic are used in determining the chance.

Spells use Mana (a magical endurance of sorts) to cast. Each spell requires a certain amount of points in order to cast. When a character has expended their mana pool, they will no longer be able to cast their spells. You can restore mana points via potions and magic spells.
Warning: there are rumors that powerful magic will drain a caster's mana pool.

Status Effects

Spells and weapon abilities can have lingering effects on their target. These are known as status effects. It could be as simple as the target's health slowly draining each round or decreasing a target's fire resistance. The worst effect known to a caster is the Silence effect. This prevents them from casting their spells while active. You can have beneficial effects, too.

Active effects will be displayed as an icon on the character's portrait hud. Hovering the cursor over the icon will display information about the effect. You can see what effects are currently active on the creature by hovering the cursor on the creature while in battle. A list of effects will be displayed.

Damage Types

Not all damage is the same. There are various types of damage an adventurer might encounter. A well rounded party will have the ability to cause various damage types. The reason for this strategy, some creatures are immune to certain damage types. Hint: the undead cannot be harmed by cold. So, if your party can only cause cold damage, they will never be able to harm undead creatures. Damage types are divided into two categories: Physical and Elemental

Physical Damage

This consists of the following: Physical, Piercing, Crushing, Cleaving and Slashing. Weapons are the main source for these damage types for the characters.

Elemental Damage

This consists of the following: Fire, Cold, Disease, Poison, Magic and Electrical. Spells are the main source for these damage types. However, weapons can be enchanted to cause elemental damage instead of the root physical damage types.

Recovering from a Fight

A fight, especially a difficult one, will leave the party exhausted, hurt, and their mana reserves depleted – or worse – DEAD! Never fear, there are ways to get the party back to fighting status in no time.

As mentioned in an early in the Rest section, resting is the best way to recover. Resting for eight hours camping or at an inn will restore all hit points lost, mana used and endurance expended. Any lingering effects will fade. Finding a good bed at an inn is the best. Another option is through magical healing either from a temple priest or shaman. If a character, such as a cleric, has acquired the necessary skills and spells, they, too, can restore the party.

If your party has suffered a loss, or multiple losses, you can have them brought back from the Ethereal Realm to the Corporeal Realm. You will need to visit a Shaman or Temple and pay for their restorative services. The level of service and price depends on who ask for assistance. The most skilled will restore your fallen comrades without much fuss. The weaker ones will return your comrade; but, they may return in bad shape depending on how tough their corpse is.

Injuries

A character brought back from the dead may return with lingering injuries from their brush with death. A character can sustain injuries during combat as well. These injuries can be healed with the proper medicine and skill.



Experience

This abstract number represents the adventurer's accumulated knowledge within the world. As your party explores Farmoor, engages in combat victoriously, completes tasks and quests for its citizens, each living adventurer will gain experience. When the character has gained enough experience, they will advance a level. This heralded event will grant the character more hit points, mana points and endurance. They will gain skill points equal to their new level (A newly granted level four warrior will gain four skill points) with which to train their skills. For every two levels gained, the character will gain one attribute point to train an attribute. A level 60 warrior is not to be trifled with. They have seen much and know even more.

Depending on the chosen profession, there are additional benefits to gaining a level. For instance, the warrior gains additional points to the Attack score due to their rigorous training with melee weapons. Another example is the Monk, they gain Attack and Armor Class as part of their training.

As mentioned earlier, only characters that are alive during the award period will gain the experience. If the gods allow the character to be resurrected after their untimely demise, they will return at the same level of experience as when they met their fate. Therefore, a party member could fall behind the others if left in the grave too long.

All characters have the same natural learning rate with the exception of the Humans. Since their lifespan is so short compared to the other races, they have a knack for learning. They gain a 20% experience bonus whenever experience is gained. There are rumors that a character can increase their learning capacity through magical means.



Spells

Spells are the main line of offense and defense for finger-wagglers in the world of Farmoor. True, some have managed to mix steel and sorcery but not to the effectiveness of the pure casters. Spells are categorized by their associate school of magic. These schools are as follows:

Fire - elemental magic based on fire
Water - elemental magic based on cold and water
Air - elemental magic based on air and electricity
Earth - elemental magic based on earth
Nature - magic rooted in nature
Healing - magic designed to heal and cure
Arcane - magic based on the mystical
Mind - magic designed to affect the mind
Death - magic based on death and master death
Divine - magic given from the gods to protect and revive. And, to bring the gods wrath.

In order to cast spells from a specific school, the character must learn the appropriate skill. Which spells a character can learn is based on their current rank within the skill. For example, in order to learn and use the Incinerate spell, a character needs to know the Fire Magic skill at the Master rank.

Acquiring Spells

Spell acquisition is through spell books. You can purchase most simple spells from a vendor. The more advanced forms of magic will require exploration and maybe doing a favor or two. A character will need to meet the requirements to understand the words written in the book and transfer them to their spell book.

Spell Ranks

Each spell has a total of four ranks: Initiate, Novice, Expert, and Master. These ranks represent the character's deeper knowledge of the spell's capabilities. To increase their rank, a character will need to find and study tomes. These tomes are found throughout Farmoor in shops, treasure chests, and some of the caster mobs might have a copy on them. Just like the spell book, a character will need to meet the requirements in order to understand the tome and increase their proficiency with the spell.

Combat Abilities

Just as spells are a vital tool to the caster, combat abilities are vital to those who live and die by the sword. The abilities are categorized by their weapons. They are as follows:

Swords
Axes
Maces
Daggers
Bows
Staff
Polearms
Unarmed

In order to perform an attack with an ability, the character must learn the appropriate skill. Which abilities a character can learn is based on their current rank within the skill. For example, in order to learn and use the Diamond Slash ability, a character needs to know the Sword skill at the Master rank.

Acquiring Abilities

Just like spells, there are books of knowledge in the world a character can read and learn the ability provided they meet the needed requirements

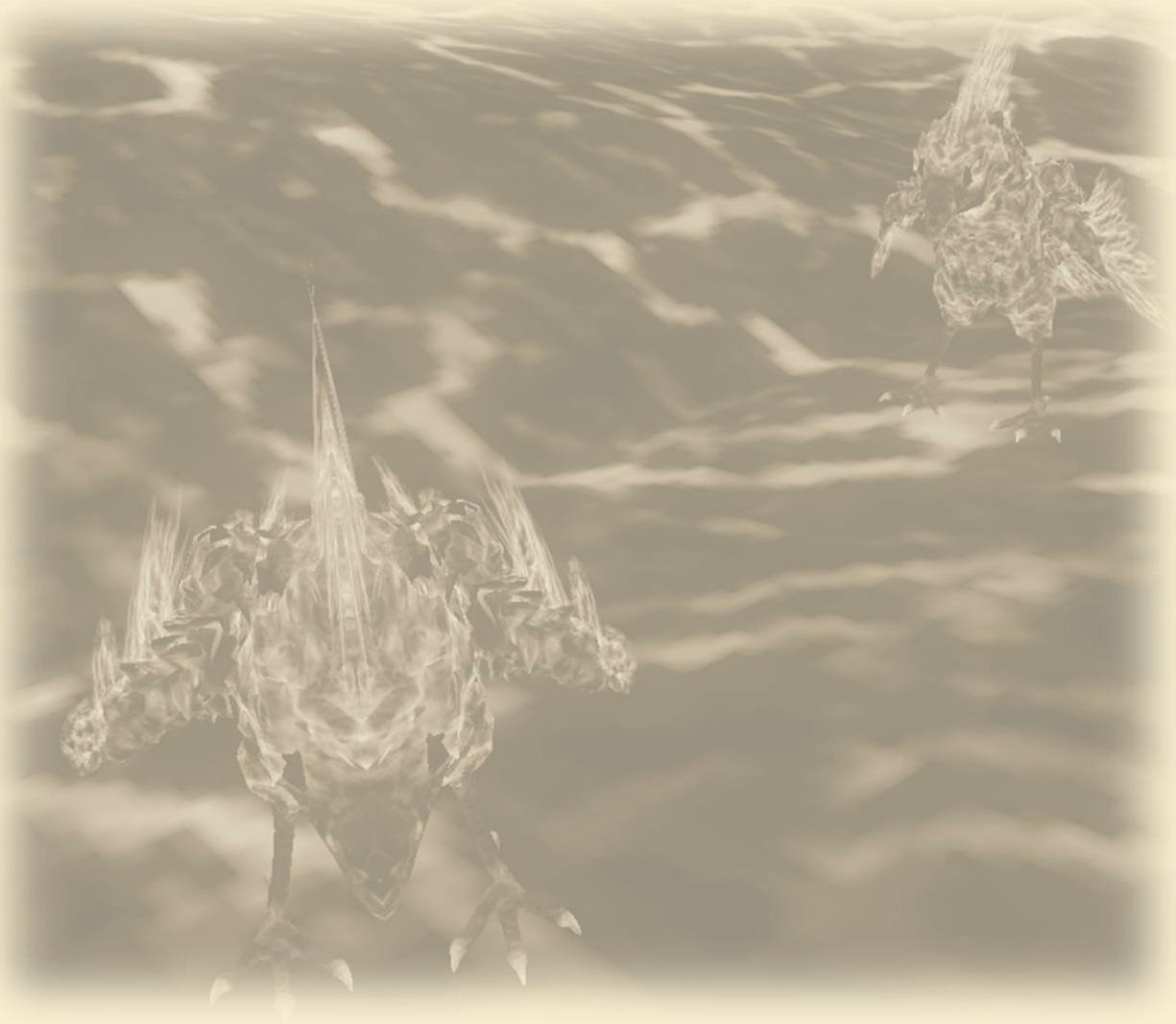
Ability Ranks

Each ability has a total of four ranks: Initiate, Novice, Expert, and Master. These ranks represent the character's proficiency with that ability.To increase a character's proficiency with an ability, you will need to acquire and study manuals. Just like the books need to learn the ability, the character will need to meet the requirements needed to understand the material.

Beastiary

The beastiary is a record of the beast and creatures the party has faced in combat. The initial entry has some basic information such as the creature's level, an image of the creature and maybe a brief description. The rest of the entries have ??? as a placeholder until the party can gain more information.

In order to get more detail, a character will need to have the ID Monster ability which is gained through the Lore skill, an ID Monster scroll or some other magical item which allows you to gain insight.



Trade Skills

Trade skills enable a character to harvest resources from the environment and then turn these resources into finished products the party can use or sell. Any character can learn any trade skill, regardless of class.

Learning a Trade

Characters do not begin with a trade skill. They will need to find a trainer to gain the skill. Once a character has the skills needed, they will need to find recipes in order to apply their trade. Recipes can be found through the lands of Farmoor. Most common recipes can be purchased from vendors.

Recipes

Recipe books can be found from many vendors. The highly coveted recipes may require more work to attain. The party as a whole will learn the recipe. To learn it, double-click on the item in your inventory. The recipe will be added to your list of recipes. No special skill is needed to learn the recipe.



Ingredients

Once the party knows a recipe or two, you will need to gather the items used to create the desired item. Ingredients can be found in shops, on fallen monsters, or more exotic locales.



Applying your Craft

The party may know the recipes as a whole; but, an individual character will be crafting the item. The character attempting to craft the item will need the appropriate skill and rank. The first thing the party will need to find is someone willing to let you use the appropriate work station. You can find these in most major villages, cities and castles.



Work stations are one of the following:
Alchemy Table

Forge
Tailoring Bench
Research Desk

There are some portable workstations designed with the adventurer in mind. These stations allow you to craft your items while out adventuring.

If you have all the needed ingredients (refer to your recipe book), you'll be able to attempt to craft the item. Press the CRAFT button to attempt to make the desired item. The results will be displayed in the notification area. The success or failure depends on the difficulty of the recipe and the character's skill rank and level.



SUCCESS!



The Adventure Begins

Whether you have chosen to use the default party or create one of your own, you will start your adventure shortly after the party's ship has run into some pirate trouble on your way to Druinport. With your ship wrecked upon the shallows and you far from your destination, your band of adventurers is counting on you to find a way to survive and continue on your journey.

The following hints and tips should aid you…

Before you is the small island of Nerah's Landing. You have a small sum of gold and barely any food in your pockets. Behind you is the ship's wreckage. Search the barrels and crates that washed up on shore for anything of value. Be sure to equip any weapons, armor and rings you may have. Don't forget to study your spell books and combat books. The party didn't have time as they planned. Now that is out of the way, time to press forth and find a way off this island.

Make sure you are heading East by checking your compass. The tiny village port of Nerah's Landing is on the other side of the island in this direction. You are bound to find passage from here to Druinport.

While you are on your trek across the island, watch out for the local wildlife. The snakes and spiders here have a nasty poison the young adventurer may not be prepared to face.

Remember, the Murkwater Pirates call this area of Nerah's Bay, home.

The odd goblin has been found wandering around the island. Perhaps, there is a reason.

With the exception of the lost souls wandering the island – they seem to hate everyone, it is fairly safe to camp for the night if you find yourself exhausted.

The locals might be looking for overzealous adventurers willing to do anything for some coin.

When you engage in combat, don't forget to take a breather on those more difficult fights.

Examine everything, especially the monsters you encounter. That single monster, most likely, has brought some friends with him.

If you are running low on food and you don't have enough coin to purchase more, you can hunt the local wildlife for some food. Rat may not sound good; but, hunger has a way of making it taste delicious!

Tables and Indexes

Class Starting Skills, Abilities, and Equipment

Class	Starting Skills	Starting Items
Warrior	Swords, Leather Armor	Rusty Shortsword, Combatbook: Ruby Slash
Mage	Staff, Fire Magic, Arcane Magic	Splinterd Staff, Spell: Fireball, Spell: Mordigan's Minor Shielding, Combatbook: Smash
Thief	Daggers, Leather Armor, Thieving	Rusty Dagger, Combatbook: Needle Strike
Cleric	Maces, Leather Armor, Divine Magic, Healing Magic	Rusty Mace, Spell: Minor Healing, Spell: Turn Undead, Combatboo: Daze
Necromancer	Staff, Death Magic, Arcane Magic	Splintered Staff, Spell: Drain life, Spell: Mordigan's Minor Shielding, Combatbook: Smash
Druid	Swords, Leather Armor, Nature Magic	Rusty Scimitar, Spell: Stoneskin, Spell: Stinging Nettles, Combatbook: Ruby Slash
Bard	Daggers, Leather Armor, Lore,Music	Rusty Dagger, Combatbook: Needle Strike,Songbook:Gentle Lullaby
Monk	Unarmed, Dodge	Combatbook: Palm Strike
Paladin	Swords, Leather Armor, Divine Magic	Rusty Short Sword, Combatbook: Ruby Slash, Spellbook: Smite
Death Knight	Swords, Leather Armor, Death Magic	Rusty Shortsword, Combatbook: Ruby Slash, Spellbook: Drain Life

Skill Mastery Table

	WAR	CLR	THF	MAG	NEC	DRU	BRD	MNK	PAL	SHD
Healing Magic	-	M	-	-	-	N	-	-	N	-
Nature Magic	-	N	-	-	-	M	-	-	-	-
Fire Magic	-	M	-	M	E	N	-	-	-	N
Water Magic	-	-	-	M	E	-	-	-	-	-
Air Magic	-	-	-	M	N	-	-	-	-	-
Earth Magic	-	-	-	M	N	M	-	-	-	-
Death Magic	-	-	N	-	M	-	-	-	-	E
Divine Magic	-	M	-	-	-	N	-	-	E	-
Mind Magic	-	N	-	M	-	-	-	-	N	-
Arcane Magic	-	-	N	M	N	-	-	-	-	-
Leather Armor	M	M	M	M	M	M	M	M	M	M
Chain Armor	M	E	-	-	-	-	E	-	M	M
Plate Armor	M	N	-	-	-	-	N	-	M	M
Staff	M	E	E	M	M	E	N	M	-	-
Swords	M	-	E	-	-	E	-	-	E	E
Maces	M	M	M	N	N	E	N	-	E	E
Axes	M	-	N	-	-	-	-	-	-	-
Bows	E	-	M	-	-	N	E	-	-	-
Daggers	M	-	M	M	M	M	M	M	M	M
Polearms	M	-	N	-	-	-	E	-	E	E
Alchemy	N	E	N	M	M	E	N	N	N	N
Lockpicking	-	-	M	-	-	-	N	-	-	-
Detect Traps	-	-	M	-	-	-	E	N	-	-
Repair*	M	M	M	M	M	M	M	M	M	M

Haggle	M	M	M	M	M	M	M	M	M	M
Arcane Language	-	-	E	M	M	-	-	-	N	N
Dodge*	E	N	E	-	-	N	N	M	E	E
Battle Tactics	M	N	-	-	-	-	-	-	E	E
Lore	N	N	N	E	E	N	M	N	N	N
Unarmed*	E	-	-	-	-	-	-	M	N	N
Wands*	-	-	N	M	M	-	-	-	-	-
Shields*	M	E	-	-	-	N	-	-	E	E
Thieving	-	-	M	-	-	-	E	-	-	-
Music	-	-	E	-	-	N	M	-	-	-

N = normal
E = Expert
M = Master



Calendar Month Names

Farmoor Month	Gregorian Month
Newspring	March
Midspring	April
Spingsebb	May
Summersdawn	June
Midsummer	July
Summersend	August
Autumnturn	September
Autumncrest	October
Autmunfade	November
Wintersdawn	December
Deepwinter	January
Wintersdusk	February



The Pantheon of Farmoor

Aten: Mother of All
Hecate: Father of All (created Aten as well)
Magul: The ArchLich (god of the underworld)
Loki: The Prankster (god of thieves)
Mars: The Victor (god of war)
Skoreem: The Prince of Darkness (god of darkness)
Malfyrm: The Illusionist (goddess of deceit)
Eros: The Healer (goddess of healing)
Solaris: The Burning One (god of the elemental plane of fire)
Tega: The Solid One (goddess of the elemental plane of earth)
Neptune: The Fathom Prince (god of the elemental plane of water)
Aeris: The Winged (goddess of the elemental plane of air)
Nerah: Mother Nature (goddess of the forest)
Erevan: The Immortal Monk (goddess of peace)
Avoreer: The Storm Queen (goddess of storms)
Aelandria: The Shinning One (goddess of light)
Lagozed: The Plague Bringer (god of disease)
Thyrm: The Snake Lord (god of the wyrms)
Thull: The Prince of Fear (god of fear)
Erida: The Prince of Hate (god of hate)



Skill Check Difficulty

Note: This on a roll of 1d20

DC	Description
5	Very Easy
8	Easy
10	Challenging
12	Difficult
15	Very Difficult
18	Improbable
25	Impossible

Depending on the attempted feat, the governing attribute is taken into consideration when not using the appropriate skill.

Skill Bonus – Novice

1-5	6-10	7-15	8-20
1	2	3	4

Skill Bonus – Expert

1-4	5-8	9-12	13-16	17-20
1	2	3	4	5

Skill Bonus – Master

1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20
1	2	3	4	5	6	7	8	9	10

Attribute Bonus

Attribute Score	Bonus
1-12	0
13-15 (Average)	1
16-18	2
19-23	3
24-26	4
27-28	5
29-30	6
31-34	7
35-36	8
37-39	9
40+	10

Spells

The following tables show the available spells categorized by magic school and rank. Spells in red are planned; but, not yet implemented in game. Additional spells will be added to the schools.

Fire Spells by Rank

Novice	Expert	Master
Fireball	Fire Protection	Circle of Fire
Flamelick	Inferno	Summon Fire Elemental
Smolder	Fireblast	Incinerate
	Fire Shield	Fire Wall - adds to damage shield group
	Glowing Embers	Burning Embers

Water Spells by Rank

Novice	Expert	Master
Frostbolt	Numbing Cold	Iceblast
Shock of Frost	Frostblast	Circle of Cold
Acid Spray	Cold Protection	(Circle of Poison) Poison Cloud
Poison Spray	Poison Protection	Water Walk
		Summon Water Elemental

Earth Spells by Rank

Novice	Expert	Master
Stoneskin	Metalskin	Stone to Flesh
Strength of Earth	Flesh to Stone	Earthquake
Tremor	Aftershock	Boulder
Pebbles	Rocks	Summon Earth Elemental

Air Spells by Rank

Novice	Expert	Master
Sparks	Lightning Storm	
Lightning Bolt	Electrical Protection	Suffocating Sphere
Tailwind		Lightning Blast
Haste	Summon Air Elemental	Summon Dijin
Slow	Static	

Arcane Spells by Rank

Novice	Expert	Master
Mordigan's Minor Shielding	Spellshield	Meteor Storm
Druin Hills Portal	Tempest	Silence
Magic Missile	Etheral Connection	Mana Burn
Prismatic Blast	Aeris Portal*	

*Default target is Druinport unless Etheral Connection has been cast

Divine Spells by Rank

Novice	Expert	Master
Aten's Prayer	Banish Undead	Destroy Undead
Smite	Revive*	Resurrection
Turn Undead		

*removes Unconscious, sleep Status Effects

Nature Spells by Rank

Novice	Expert	Master
Tangling Vines	Thorn Wall	Nature's Wrath
Swarm		

Stinging Nettle		
Thorn Shield		

Healing Spells by Rank

Novice	Expert	Master
Minor Healing	Light Healing**	Heal*
Invigorate	Cure Poison	Regeneration***
Cure Disease	Poison Protection	
Disease Protection	Endurance (EP ea Rnd)	

Death Spells by Rank

Novice	Expert	Master
Malaise	Animate Corpse	Raise Dead
Sicken	Magul's Grasping Hand	Magul's Wrath
Drain Life	Death's Touch	Death's Fury
Shadow Bolt	Summon Skeleton	

Mind Spells by Rank

Novice	Expert	Master
Drowsy	Charm	
Fade	Terror	Mindblast
Sleep	Feebleminded	Invisible
		Transcendence
	Celestial Intellect	Clarity*

Weapon Abilities

The following are the weapon combat abilities in game. Additional abilities may be added

Swords

Novice	Expert	Master
Ruby Slash	Opal Slash	Bloodletter
Emerald Slash	Side Slash	Back Slash
Cross Slash	Amethyst Slash	Diamond Slash

Maces

Novice	Expert	Master
Daze	Crusher	Skull Breaker
Bludgeon	Bruiser	Skull Crusher
Maul	Concussion	Devastate

Daggers

Novice	Expert	Master
Needle Strike	Lion Tooth	Basilisk Fang
Lunge	Backstab	Wyvern Fang
Puncture	Sever	Dragon Fang

Staves

Novice	Expert	Master
Smash	Disable	Mangle
Numb	Paralyze	Slam
Knucklebuster	Bash	Brutalize

Axes

Novice	Expert	Master
Quarter Moon	Pacify	Bone Breaker
Half Moon	Bone Chipper	Doubler
Rile	Fury	Executioner

Polearms

Novice	Expert	Master
Impale	Crippling Blow	Poleaxe
Pole Thrash	Defender’s Rage	Phalanx
Deflect	Slicing Blow	Defender’s Courage

Bows

Novice	Expert	Master
Flame Arrow	Critical Shot	Power Shot
Frost Arrow	Long Shot	Triple Shot
Poison Arrow	Double Shot	Perfect Strike

Unarmed

Novice	Expert	Master
Palm Strike	Haymaker	Dislocation
Jab	Rib Cracker	Headbutt
Uppercut	Body Blow	Heart Stopper



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