Scenario I: The Relic of Archaic Madness

A Computer Role-Playing Game

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DECLARATION FROM THE KING

ATTENTION: All Mercenaries of Hale Fortitude and Bold Valor

WANTED

Intact Recovery of The

SCEPTRE OF BASMU

Artefact Heisted From The Royal Musæum by The Hand of Perfidious Rogue Court-Wizard

ARLEMAL

RICHES & REWARDS AWAIT!

DEED TO TITLE OF NOBILITY
LAND GRANT OF TEN (10) HECTARES
PARDON OF *ALL* PAST CRIMES & TRESPASSES

Enlist today at The Guild Hall of Ylondur Crossroad Outpost

Beginning Your Adventure

Welcome to the treacherous forgotten buildings, hallways, passages, chambers and crypts beneath the stony redoubt-city of Ylondur, where Arlemal and his band of loyal cultists, thieves, and thralls were last witnessed heisting the *Sceptre of Basmu*, an ancient and mysterious artifact that had been kept under jealous guard at King Bylladaro's Royal Museum. In your quest to retrieve this wand of arcane secrets from the avaricious traitor, you will face many winding mazes, dangerous beasts, and strange encounters in your journey.

Begin your adventure by visiting the Guild Hall and creating new characters to assemble a party to your liking. A party may have a maximum of six adventurers in it. New adventurers will be in possession of a basic weapon and crude armor, so a visit to Crazy Korsakov's item store prior to embarking on the first steps of your journey would be a wise decision.

And, lest you wish to quickly become dinner for a pack of ravenous rats or a giant acid-spitting cave-fungus, don't forget to first Camp and (E)quip your purchased gear when you first set foot into the dungeon!

Safe travels!

The Outpost of Ylondur

The Eatin' Ettin Roadhouse & Inn

This establishment provides patrons with a place to sleep, a reposeful abatement for adventurers to recover from their wounds. Sleep recovers lost health, replenishes exhausted Magic Power, and, when applicable, an adventurer will gain a Level in his current class if he has adequate Experience Points.

CHECKING IN:

The two options to sleep are **STAY** (only the selected adventurer goes to sleep – cycle among selected adventurers with the arrow keys), or **LODGE** (each adventurer in the party rests at the same time until fully healed).

Notes:

Each "tick" during a Sleep cycle will age a character by 1 day.

The Horse Stables are free to use, but adventurers will not recover any Hit Points.

Adventurers who are *CURSED* will not recover health or magic power reliably.

GAINING LEVELS:

When an adventurer has enough Experience Points, he will Level Up after waking. When gaining a Level, his maximum Hit Points will increase by a random amount within a range determined by his current profession. Different base Attributes may randomly increase—or perhaps even decrease—as well.

With regards to practitioners of Magic, mantras of new spells will often be revealed to the magic-user in a dream, and overall Magic Pools for the adventurer's specialties will also increase in capacity, allowing for slightly more casting of spells between rests.

Crazy Korsakov's Trading Post

This is the most popular General Store among mercenaries and adventurers who make their blade-and-coin pilgrimages to Ylondur, as it is the only establishment here that sells weapons and armor of an acceptable quality.

At the main Crazy Korsakov's Trading Post menu, use your arrow keys to select the adventurer who will barter with the shopkeeper. The amount of gold the selected adventurer has is shown in the lower-left window. If he has insufficient funds to buy anything, but the rest of the party has plenty of coin in general, use the **Pool Gold** command (**P** key) to transfer coin from the other adventurers to the selected adventurer.

BUYING AND SELLING

You will be prompted with a page listing various items. When buying, there will be multiple pages; press the LEFT and RIGHT arrow keys to cycle these pages. Press the **1-9** keys to select individual items to Buy or Sell. A confirmation window will pop up to double-check to make sure you really wished to Buy or Sell the chosen item.

Notes:

Items not equippable by the selected hero will be denoted by a **#** symbol, though they may still be purchased.

The store will not purchase items that are significant to fulfilling the objectives of your quest.

IDENTIFYING ITEMS

Many items and artifacts you find in your journeys will be curiosities of an unknown nature. Equipping and using these unidentified items is always possible, but risky. Korsakov's will identify such items for a nominal fee.

Notes:

Adventurers assuming the **Bishop** and **Wizard** professions may also **Identify** unknown items.

UNCURSING SERVICES

Weapons, Armor, and Accessories that are Cursed, once equipped, may not be un-equipped by normal means. Certain Cursed equipment may even have deadly side-effects when worn. Korsakov's provides services to lift the supernatural glue-like attachment this equipment has from its unfortunate wearers.

Notes:

Removing an item's curse will destroy that item, resulting in a scrap of useless Junk.

Remember that lifting a curse from an *item* is done at Korsakov's; removing a curse from a *person* is a responsibility fulfilled by the clergy at the nearby Temple, the *Fane of Everlantern*.

Beorhtric's Barracks Guild Hall

This is the main Guild Hall of Ylondur where adventurers gather and train. From here, you may create new characters, swap members back and forth between the Guild and the current Party, view the Ledger, or change an adventurer's profession.

CREATE NEW CHARACTER

This is where you create new adventurers for your quest. You will be prompted for the Name, Sex, Race, and Alignment. After that, a random number of Bonus Points will be allotted for you to distribute to the new character's base Attributes. During point allocation, an "Eligible Classes" window will show what classes may be chosen, per Attribute scores and Alignment. Once all Bonus Points are allocated, you may select among the listed classes denoted by the now-red-colored letters next to them.

Notes:

See the PROFESSIONS section of this manual for a more detailed overview of the minimum Attribute requirements and Alignment restrictions for each class.

LEDGER

Display a general list of all known adventurers in the current game. Cycle the pages with the LEFT and RIGHT arrow keys, and select the adventurer with the **1-9** number keys to display their Character Sheet.

In the main Ledger list, an adventurer's location may be denoted by PARTY, GUILD, or OUT.

PARTY means that adventurer is currently in your active party.
GUILD means they are on standby in the Guild.
OUT means that they belong to a party that is currently somewhere in the dungeons.

From the Ledger's Character Sheet screen, you may:

View the selected adventurer's **S)PELLBOOK.**
R)ENAME that character
D)ISMISS LOST will permanently delete an adventurer if he died in a part of the dungeon where his corpse is not recoverable (fell into a pit, drowned, teleported into solid rock, etc.). Before such a death, an adventurer's important belongings will have been left at the previously-accessible location they occupied (see GATHER in the FIELD COMMANDS section).

CHANGE CLASS

Depending on the current Base Attributes of a party member, he may be eligible to switch to a different profession. Cycle among the various party members to see what Eligible Classes they may switch to, if any.

Switching to a new Class/Profession will reset the adventurer's Level back to 1, and each Base Attribute will be reset to the maximum of that of his Race vs. that of the new Profession (for example, a Dwarf Fighter switching to become a Mage will have a Strength value of 10 because that is the default minimum value of a Dwarf's strength, despite Mage not having any minimum Strength requirement).

Maximum Hit Points, and Maximum Magic Points (if any) will be preserved.

With the given party member chosen, press F1 in this screen to see a summary detailing which classes he is eligible for based on current base Attributes (and per Alignment restrictions too).

Caveat:

When switching to a Magic-using class for an adventurer who does not currently know any spells for that profession's Magic School(s), he will not immediately learn any spells during the class change, and will have to first learn new mantras by reaching Level 2 and sleeping at the Inn.

OTHER GUILD COMMANDS

Add to Party: Recruits a guild member into the party, if the party is not full.
Return to Guild: Sends a party member back to the guild
Dismiss from Guild: Permanently and irrevocably deletes an adventurer from the game. This is prohibited if the guild member has any items in his inventory.

Notes:

When recruiting into the party from the guild, be mindful that Good- and Evil-aligned adventurers will refuse to group with one another. Neither have a problem joining with Neutral-aligned companions.

The Fane of Everlantern

Within the serene marbled halls of Ylondur's central shrine may you find the basic services offered in most temples, primarily care for the spiritual and physical well-being of visitors. They are also the coordinators of services to attend to those who have passed, be it for burial or resurrection needs.

UNCURSE

Lifts a Curse from a behexed adventurer. Curses are dire ailments not to be ignored. Bad things happen more often. To name two examples (certainly not an exhaustive list): a Cursed adventurer may notice spells backfiring more often, or that the traps on treasure chests seem to explode in his face more frequently than usual while attempting to inspect or disarm it.

To remove curses from items or equipment, visit Korsakov's.

REVIVE

Attempts to resurrect a comrade who has either been slain in battle or turned into Stone. A fallen adventurer's Vitality, Faith, and Luck all play a role in whether or not this process succeeds. Even then, certain other mysterious factors may contribute to the Temple failing or succeeding in its duties. If a resurrection fails, the adventurer's body may combust into Ashes. The very first person in the party should have the necessary gold on-hand to pay for these services.

Ylondur's temple is not a prestigious or sophisticated one, and thus does not have the resources or know-how to resurrect those who have been turned to Ashes. But, with enough experience and wisdom, the competency of Priests in your own adventuring groups may eventually surpass that of even the Temple itself at some point regarding this more extreme circumstance.

HEAL

The Temple physician is available to relieve more troublesome types of ailments that don't pass by naturally through time. Paralyzed and Petrified adventurers are treated here for those respective ailments, as those ailments are impractical to be treated by any amount of restful sleep.

Venturing Out

You may venture out into the dungeons below Ylondur in one of two ways.

ENTER DUNGEON

If there is anybody in the Active Party, they will embark in the forgotten underhalls below Ylondur, once itself a thriving district before neglect and disrepair took its toll, at (0,0) facing North.

CONTINUE FROM ROAMING PARTY

This option is only available if 1) the Active Party is empty (all six slots in the HUD below are blank), *and* 2) if a previously-played Party had been somewhere in the dungeons prior to abruptly exiting the game during a previous session.

This will bring up a screen that allows you to view a summary of each roaming party's status; use the LEFT and RIGHT arrow keys to cycle through the pages and press ENTER to continue from where that party left off, or press ESCAPE to cancel and return to the main city menu.

Attributes and Statistics

STRENGTH

Physical Strength determines the minimum and maximum amount of damage one may deal during melee combat, and affects the chances of armor penetration.

INTELLIGENCE

Intelligence is the primary attribute affecting the chances of success and/or the range of damage of Arcane spells. Exceptionally intelligent magic users also benefit from learning more spell mantras on level-up, as well as the benefit of higher overall maximum Magic Point pools for all schools of magic.

AGILITY

Agility makes it easier to hit enemies, and easier to dodge their attacks (providing a bonus to AC, scaled differently depending on one's profession). Exceptionally high Agility also increases the chances that a fighting character may be able to hit multiple times in the same attack. Agility also slightly contributes to one's Initiative during combat, increasing the chances the combatant may attack before anyone else.

VITALITY

Vitality represents one's overall hardiness, namely resistances to ailments (as well as the overall duration of being inflicted) and absorbing damage from harmful traps. Exceptionally high Vitality also bestows bonuses to Maximum Hit Points during level-up.

PERCEPTION

Perceptive characters tend to notice subtle curiosities and faint glimmering anomalies in the corner of their eye while exploring the dungeon, and are less prone to being subject to surprise or suddenly-fatal attacks. It is also a vital attribute for the casting and effectiveness of spells in the Nature school of magic.

FAITH

Faithful characters are more competent at restoring and rejuvenating their allies, and are more competent in performing clerical duties such as resurrection.

LUCK

Luck weaves its influence into just about everything, even if in a minor way. A lucky character just might barely squeak out of certain peril in situations that would otherwise be fatal for someone not quite so lucky.

Races

There are seven playable races of choose from when creating a new character. Any race can assume any profession, although the differing inherent traits, strengths, and shortcomings between the races make some more adept at some professions than others. There may also be other differences and statistics not mentioned here, which are up to the player to discover.

HUMAN

Humans are the most prolific and common of the races, due to their ability to adapt. They are the only race among races that has established many thriving civilizations in every type of biome and climate.

Base Attributes				Base Resistances
STRENGTH	9	PERCEPTION	8	10% vs Instant Kill
INTELLIGENCE	9	FAITH	6	10% vs Petrification
AGILITY	8	LUCK	8	10% vs Breath Attacks
VITALITY	9			5% vs Mute

DWARF

Dwarves are stocky, bearded mountain-folk hailing from a roughneck culture of miners and brawlers who love whiskey, women, and fighting.

Base Attributes				Base Resistances
STRENGTH	10	PERCEPTION	6	25% vs Instant Kill
INTELLIGENCE	7	FAITH	8	5% vs Breath Attacks
AGILITY	7	LUCK	8	5% vs Cold
VITALITY	9			5% vs Sleep

HIGH ELF

High Elves are fair-featured, soft-spoken sylvan people whose ivory-and-marble cities are shrouded in alpine cloud-mist. Better magic users than fighters, their culture emphasizes fastidious piety.

Base Attributes				Base Resistances
STRENGTH	6	PERCEPTION	7	20% vs Sleep
INTELLIGENCE	9	FAITH	10	15% vs Magic
AGILITY	8	LUCK	9	10% vs Instant Kill
VITALITY	6			10% vs Mute

WOOD ELF

Cousins of the High Elf, Wood Elves eschew the life of urban sprawl, accepting both the bounties and consequences of living among nature instead. Adapted for a hunting and gathering lifestyle, they have strengthened resistances versus Poisons and such, and are particularly reflexive in combat.

Base Attributes				Base Resistances
STRENGTH	9	PERCEPTION	10	20% vs Poison 10% vs Instant Kill 10% vs Electric 5% vs Acid
INTELLIGENCE	7	FAITH	7	
AGILITY	9	LUCK	7	
VITALITY	8			

GNOME

Gnomes are long-removed cousins of the Dwarves, not as burly in build but just as diminutive in height. Cities in Gnome homelands are technological marvels, products of their ingenuity and relentless curiosity. Gnomes are particularly resistant against Paralysis, Curses, and Earth attacks.

Base Attributes				Base Resistances
STRENGTH	6	PERCEPTION	9	25% vs Instant Kill 15% vs Mute 10% vs Paralysis 10% vs Petrification
INTELLIGENCE	10	FAITH	6	
AGILITY	8	LUCK	9	
VITALITY	7			

HALFLING

Many Halflings are adventurers-at-heart, even if they are tellers of tall tales, many which are probably greatly exaggerated for theatrical effect. As much troublemakers and tricksters as they are reliable sources of hot gossip, Halflings are famous for their adeptly sneaky and inquisitive nature.

Base Attributes				Base Resistances
STRENGTH	6	PERCEPTION	9	30% vs Instant Kill 20% vs Poison 10% vs Curse 5% vs Sleep
INTELLIGENCE	7	FAITH	7	
AGILITY	10	LUCK	9	
VITALITY	7			

RAT-MAN

Rat-Men are a tribal, subterranean race of diminutive rodent-like humanoids who thrive in environments that are shrouded away from the comfort of sunlight, and so are especially adapted to dungeons and mazes.

Base Attributes				Base Resistances
STRENGTH	7	PERCEPTION	10	25% vs Cold
INTELLIGENCE	7	FAITH	6	20% vs Sleep
AGILITY	9	LUCK	7	10% vs Instant Kill
VITALITY	8			10% vs Breath
				10% vs Poison

Professions

There are many professions an adventurer may assume. They all have their niches and purposes, with tactical strengths and weaknesses which are best counteracted by a party of diverse skill-sets.

FIGHTER

Fighters are hardy front-line combatants, able to withstand damage as much as dealing it out. They can competently utilize almost every martial weapon and wear most non-exotic armors. Strength, Agility, and Vitality are particularly important statistics for Fighters.

Minimum Attribute Requirements — HP Dice: d10

STR	12	INT	-	AGI	-	VIT	-	PER	-	FAI	-	LUC	-

PRIEST

Priests are practitioners of the Divine school of magic, which specializes mainly in protection and healing of allies, as well as baneful wards against demonic and/or undead beings. Priests are also able to wear metal armor and wield maces and other bludgeoning instruments, making them decent, if not great, melee brawlers in a pinch. Faith is the guiding Attribute of the Priest.

HP Dice: d8

Minimum Attribute Requirements — Restricted to GOOD and EVIL

STR	-	INT	-	AGI	-	VIT	-	PER	-	FAI	12	LUC	-

THIEF

Thieves are rogues and swindlers who have accrued street-wisdom and know-how from their shady professions, which just so happen to coincide being handy skills in dungeoneering situations. Thieves rely on having above-average Agility, Perception, and to lesser degrees their Luck and Speed for their work.

HP Dice: d6
Can Hide-and-Ambush in combat
Can Detect & Disarm Mechanical traps

Minimum Attribute Requirements — Restricted to NEUTRAL and EVIL

STR	-	INT	-	AGI	10	VIT	-	PER	10	FAI	-	LUC	-

MAGE

Mages are practitioners of the Arcane school of magic, which specializes mainly in mayhem and destruction. Higher-tier Arcane magic may even manipulate the fabrics of space & time. The primary Attribute of Mages is Intelligence for their spell-casting and reliable identification of Magical traps.

HP Dice: d4

Minimum Attribute Requirements

Can Detect & Disarm Magical-style traps

STR	-	INT	12	AGI	-	VIT	-	PER	-	FAI	-	LUC	-

DRUID

Druids are devout tribesfolk of an insular forest culture who harness primordial Nature magic. A Druid's magical repertoire is best described as a wide assortment of styles, including healing spells, elemental damage spells, and various utility and navigational spells. The primary Attributes for Druids is Perception and Faith and, to a lesser degree, Intelligence.

HP Dice: d6

Minimum Attribute Requirements

Restricted to GOOD or EVIL

STR	-	INT	10	AGI	-	VIT	-	PER	12	FAI	12	LUC	-

BISHOP

Bishops are seasoned magical scholars who have mastered both Arcane and Divine schools of magic, just as naturally as Mages and Priests combined. They are educated in obscure lore to be competent in identifying items of an unknown nature, and are also particularly adept at identifying Magical traps.

HP Dice: d4

Can Inspect & Disable Magical traps

Can Identify unknown items

Minimum Attribute Requirements

Expert in ARCANE & DIVINE magic

STR	-	INT	12	AGI	-	VIT	-	PER	10	FAI	12	LUC	-

KNIGHT

Knights are disciplined swordsmen who have sworn fealty to either a holder of nobility or even to a higher celestial cause, be that a good or evil one. They are effectively a hybrid between Priest and Fighter.

HP Dice: d12
Restricted to GOOD or EVIL
Learns basic DIVINE magic in later levels

Minimum Attribute Requirements

STR	14	INT	-	AGI	10	VIT	12	PER	-	FAI	14	LUC	-

HIGHLANDER

The bane of many sorcerers and warlocks, Highlanders are wild mercenary travelers from the rolling hills of a mysterious, far-away Northern land. Highlanders wield tremendously powerful two-handed claymore blades with ease, but their armor proficiency is limited mostly to items of magically-woven cloth and hide.

HP Dice: d12
Restricted to NEUTRAL or EVIL
Learns basic NATURE magic in later levels
AC Bonus from Enchanted 2-Handed Weapons

Minimum Attribute Requirements

STR	14	INT	10	AGI	10	VIT	10	PER	12	FAI	12	LUC	-

SAMURAI

Like Highlanders, Samurai are also wandering travelers, but from a different mysterious distant land. Samurai have a unique proficiency with deadly Eastern exotic weapons, and at later levels they can learn and use Arcane magic. The primary Attributes for the Samurai is Strength, Intelligence, and Vitality.

HP Dice: d10
Restricted to GOOD
Learns basic ARCANE magic in later levels

Minimum Attribute Requirements

STR	14	INT	12	AGI	12	VIT	14	PER	-	FAI	-	LUC	-

NINJA

Ninjas are assassins and spies, usually agents of crime-lords or conniving political figures who need dirty deeds to be done cleanly and discreetly. Ninjas share some common utility and talent with Thieves, such as Lockpicking and disarming mechanical Traps, but the Ninja truly shines in the arts of stealth and murder.

HP Dice: d6
Restricted to EVIL
Can Hide-and-Ambush in combat
Can Inspect & Disable Mechanical traps
Can multi-hit (Lv 5+)
Able to Instant-Kill enemies

Minimum Attribute Requirements

STR	14	INT	12	AGI	16	VIT	12	PER	16	FAI	-	LUC	10

WIZARD

Wizards are powerful, fearsome Arch-Magicians who learn and master uses of all three major schools of Magic at once: Arcane, Divine, and Nature. Their studiousness means the Wizard takes longer to grow and develop than most of their adventuring companions, but a Wizard's utility and effectiveness in any traveling party is certainly nothing to be doubted.

HP Dice: d4
Can learn & use Magic from all Schools
Can Inspect & Disable Magical traps
Can Identify unknown items

Minimum Attribute Requirements

STR	-	INT	16	AGI	-	VIT	10	PER	12	FAI	16	LUC	10

Exploration

Throughout your sunless quest, you will be spending much of your time uncovering the secrets of the various mazes, tombs, and other strange locations far beyond the sun's reach.

Field Overview

PARTY FORMATION

A party may have up to six adventurers at a time. The first three adventurers in the party are always in the Front Row, and the last three are always in the Back Row. Keep this in mind when setting up your party formation in advance of any future battles, where those in the front row will be dealing and taking the most damage in a melee kerfuffle.

MOVING AROUND

Navigate the dungeons with the arrow keys. RIGHT and LEFT arrow keys (either on the standard ARROW PAD of your keyboard, or on the NUMPAD) will turn your direction clockwise and counter-clockwise, respectively. The UP arrow key will move you forward, and the DOWN arrow key will move you backwards. There are no strafing movements.

NAVIGATION

Cartography is the responsibility of the Adventurer reading this! Arm yourself, dauntless one, with the almighty pencil and the trusty paper-of-graphing from your local stationery shoppe, to map out the floors as you explore more of the labyrinthine dungeons. There exist certain spells which can assist in pinpointing your own coordinates or heading if you become disoriented, and other spells exist that allow you to see further in the dark halls, allowing you to draw more of your immediate surroundings.

Notes:

When you first step into the dungeon from the city, you will be standing at the most South-West edge of the first floor, so draw that very first square at the appropriate position on the paper where it has enough room for roughly 20x20 squares.

Dungeon floors above and below are vertically congruous, and thus not arbitrarily independent of one another. Not only does this mean your maps will come in handy when determining the safety of any acts of teleportation your magicians may perform, but it also means a flight of stairs gets "skipped" by one square when you go up or down one – when taking stairs and you arrive at the destination floor, you will be, coordinates-wise, two squares forward from where you previously were. Likewise, elevators are also vertically consistent.

NAVIGATION : Using *DRADRAK* spell for Automap

Has a kobold pilfered your inkwell? Does your village suffer from a parchment supply shortage? Well, fear not, for Jettatura does have a graphical Automap feature that can be opted-in.

There is a spell known as DRADRAK, which resides in the 3rd Tier of the Nature magic school. Druids will usually learn this spell at Level 5 or 6. Highlanders will also learn this spell, in slightly later character levels. By default, DRADRAK prints text coordinates of the party's location.

Run Jettatura with the `--too-cool-for-pencils` command line parameter to enable a graphical fullscreen Automap for the DRADRAK spell.

Notes:

Nearby visited squares will be recalled with vivid accuracy. But squares further away are more likely to be hazy or forgotten for a single cast of the spell. With a higher Perception score, the Druid or Highlander who casts DRADAK has a better chance of remembering what those squares looked like.

Field Commands

R)EST

The party sets up camp; presents the **Camp Menu**, from which you may use the following commands:

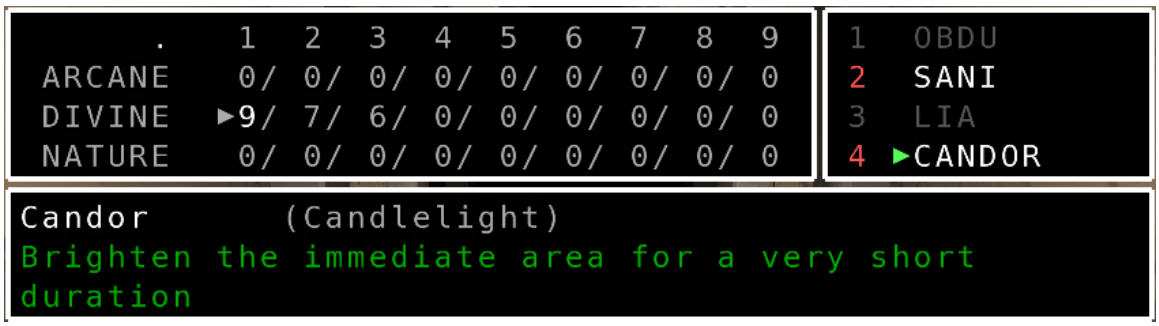
S)TATUS: Pulls up the Character Sheet, where you can see a complete detail of the members of the active party, cycling through them with the arrow keys. Please consult the **Character Sheet** section of this manual for more detailed information on the Character Sheet commands.

F)ORMATION: From here you may re-organize the tactical formation of your party..

R)ECOVER: You may regroup adventurers from any stranded or dead parties that occupy the same general room or hall your own party is standing on. Of course, you may only reclaim someone if you have free room in your own party. If you forgot where some of these parties are, there exist certain spells which can divine the general location of stranded adventure parties, with the caster's Intelligence influencing the accuracy of the reading.

C)AST MAGIC

After selecting which adventurer you wish to be casting a spell, this will presents the magic spell selection window. From Explore Mode, spells that are eligible to be cast while on the Field are highlighted white, while all others are shaded a dark gray.



In this example, SANI and CANDOR are indicated in bright-white text because they are able to be cast during Explore mode.

E)XAMINE

Perhaps the most important command available while exploring. The dungeons have many curiosities:

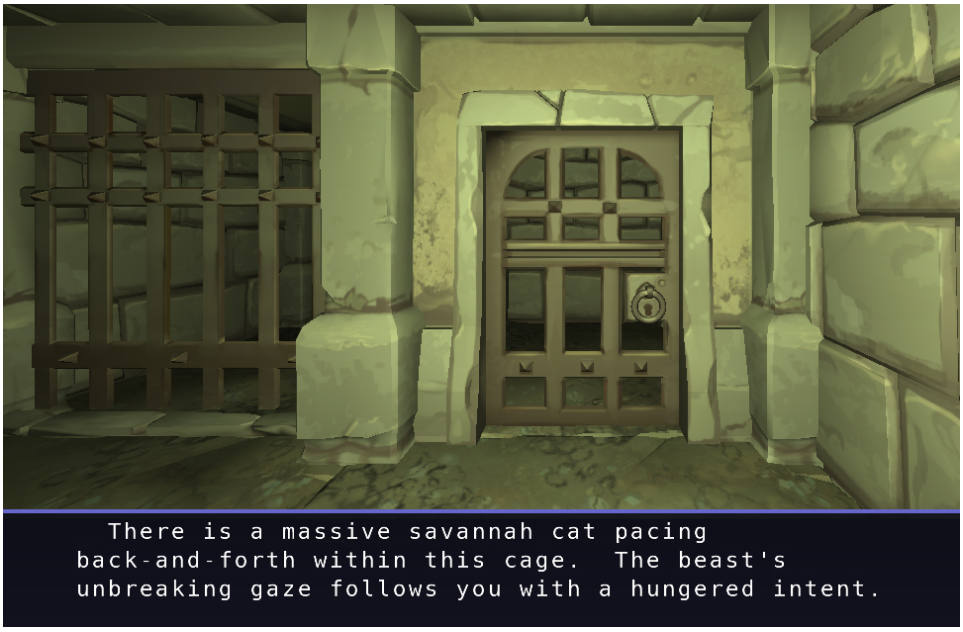
Locked Doors: what artistry is etched on this door's handle? Does it hint which key it needs?

Treasure: some wall nooks have treasure chests in them. *Examine* the treasure to pillage!

Pits: is that empty void ahead just a short drop to a floor below, or a deadly bottomless pit?

What's That?: someone with a particularly keen eye noticed something odd… hmmm?

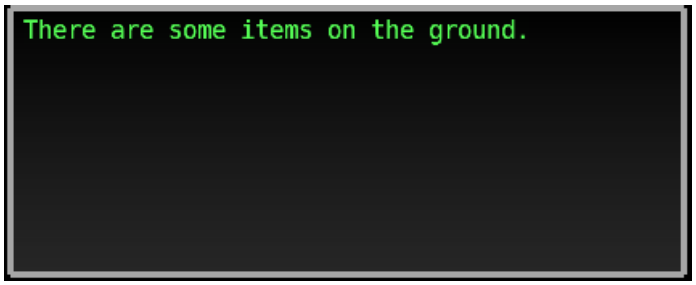
Secret Doors: feel a draft? Any strange hair-thin outlines in this wall?



Always EXAMINE!! *– It may save your life!*

G)ATHER

Loose items may be found on the dungeon floor, either dropped by someone in your party (by death or the Character Sheet's 'Drop' command), or simply left there by some previous denizen of the dungeon. You will always see a notification when you walk somewhere with one or more items scattered about. From Gather, choose someone in your party to pick up loose items and press ENTER.



When walking over dropped items, this notification will quickly blink & wobble to catch your attention.

Character Sheet

Overview

The Character Sheet is pulled up from the Camp Menu, which is accessed from the 'Rest' command during exploration mode. From here, you can see detailed statistics about any adventurer in the party as well as manage their inventory, equipment, and coin.

Character Sheet Details

Name

The character's name. May be changed via the Ledger in the Guild Hall in the City.

Race

The character's Race.

Class

The character's current profession. May be changed at the Guild Hall in the City, with the sufficient minimum base Attributes.

Level

The character's current Level.

Alignment

The character's alignment: Evil, Neutral, or Good. Good characters and Evil characters will refuse to group with one another.

Armor Class (AC)

The character's Armor Class. **Lower Armor Class is better:** *+10* is practically the Armor Class of a loin-cloth made of wet tissue paper, while *-10* would be the Armor Class of a primordial dino-turtle who has retracted into a 2-foot-thick shell made of adamantium. However, Armor Class does not strictly represent physical "hardness", as it generally represents one's deftness in evading attacks in general. A karate super-sensei donning a Gi made of wet tissue paper, considering an excellent Agility score, would still could have an impressively low Armor Class.

Age

The character's age.

Status

Active status effects, boons, and/or ailments. See Statuses subsection for more details.

Attributes

The seven Base attributes of the character are in white, and any additional Effective changes to any particular Attribute are specified in a delta value to the right of those numbers, colored green if positive or red if negative.

Equipment

Currently-equipped items, if any, representing the adventurer's Weapon, Shield, Head, Armor, and/or Accessory.

Inventory

A list of items in the character's possession. A * next to the item indicates it is currently equipped. A # next to the item indicates that it may not be equipped by this person. A dark-purple color indicates the item is known to be Cursed (it may be equipped, but not manually un-equipped, and such items have no guarantee to not have malevolent side-effects when worn). A small 'x' means it is a cursed accessory

which is currently equipped, and removing it will require either magic to dispel, or a visit to Korsakov's.

Magic Points

A character has a limited amount of Magic Points per Tier of known magic. These can be replenished to full capacity again by sleeping at the Inn back in town.

Experience Points

Total amount of Experience Points accrued on this character's journeys.

Gold

Amount of money possessed by this character.

Kills

Number of killing blows this character made in his career.

Died

Number of times this adventurer has been slain.

CHARACTER SHEET COMMANDS

E)QUIP

Enters Equip mode. For each of the five equipment slots on your character (Weapon, Shield, Armor, Helmet, and Accessory), if you have any items in your inventory that may be equipped to the slot in question, it will prompt you to press the Number key pertaining to that item's number. To decline equipping anything for a particular slot, just press *ENTER* to move to the next slot.

U)SE

Certain items may be used in the field, such as Keys (while facing a locked door), certain types of potions and scrolls, and miscellaneous items used in quests and puzzles. *Note that **some** quest-related items are not meant to Used directly from the Character Sheet, but during certain Events and NPC interactions which explicitly prompt for an item.*

T)RADE

Prompts you for an item you wish to pass to another party member. After selecting the item, you will then be prompted to cycle to another party member to trade with. You may either press ENTER to simply give them the item, or a Number pertaining to an item the target has in his inventory if you wish to Swap the two items across. A Cursed item may not be traded if already equipped.

D)ROP

Drops an item to the ground.

Note:

Most mundane items, particularly those which are not important in solving crucial problems obstructing your quest, are not guaranteed to indefinitely remain where you dropped them.

S)PELLBOOK

Displays a very general sheet listing all of the spell mantras known to this character. More in-depth details and descriptions of the spells themselves can be found by using **C)**ast Magic from the main Exploration mode.

L)EGEND

If a character has only one status effect, the Character Sheet will spell it out in full next to “STATUS”, such as BLESSED or PARALYZED, et cetera. However, characters may carry multiple active status effects, in which case the Character Sheet will denote them with a hodge-podge of abbreviations, some not as obvious as others. The Legend is a handy popup window which displays the full names of those abbreviated active status effects.

P)OOL GOLD

Collects all of the gold carried by everyone in the party and transfers it to the currently-selected character.

Combat

Battle Overview

The dungeons below Ylondur are populated by a menagerie of wild animals, carnivorous plants, avaricious bandits, demented sorcerers, and all other manner of fantastic creatures and strange aberrations. You will sometimes stumble upon these inhabitants and must defend yourself from their aggression.

Combat in Jettatura is phase-based: For each alive adventurer in the party, you will be prompted for a command. Once everyone's action has been decided, you will be given a final "Are you sure?" prompt. Proceeding from there, combat will roll initiative for everybody in the entire battle and then proceed to execute the outcome of that battle and display the results and consequences of each action. If every monster is slain, you may reap treasure and experience points. If every adventurer is slain, that party will be left as lifeless bodies in the dungeon at the location they died; in the event of a total party death, it's not "Game Over" per se – any long-term alterations made to the dungeon itself will be maintained. Dead adventurers may, at the player's whim, also be rescued by a future adventuring party (there must be at least one free "slot" in the currently active party to do so).

Tactical Placement

Your adventurers in the top row in the HUD are in the Front Row, and those shown in the bottom row of windows are in the Back Row. Regarding enemy groups, groups #1-2 are in the enemy Front Row, and the rest are in the Back Row of enemies.

Battle Commands

A)TTACK

Schedules the selected combatant to perform a physical attack with his equipped weapon. If there are two or more groups of enemies, you will be prompted for which group you wish to attack. Only very long weapons such as certain pikes or staves may attack Front Row from your Back Row, or attack Back Row enemy groups from your Front Row. Otherwise, ranged weapons such as Shortbows, Crossbows, and thrown ammunition are required to attack from anywhere to anywhere.

C)AST MAGIC

Prompts you for which spell you wish the selected adventurer to cast, if applicable. Depending on the type of spell (beneficial, harmful, etc.) you may be prompted a second time for the target. Spells which inflict damage do not have a range limit and may be cast from anywhere to anywhere.

I)TEM

Prompts for an magical item to use in combat. Potions and Scrolls exist which perform much the same magical feats as certain spells in the game and may be used by anyone, but often disappear once used.

D)EFEND

The combatant will hunker down in a defensive stance to better avoid physical attacks. Armor Class will be improved until the round has concluded. As with any Armor Class modifier, this only reduces the chances of being hit, and will not reduce actual damage taken if the enemy lands a successful blow.

H)IDE

(only available to Thief and Ninja)

Hides in the shadows for one round, in which they may not be targeted by any enemy's physical or magical attack. The character will also have a greatly increased probability of landing a Critical Hit if they Attack out of the shadows on the next round, but may be more susceptible to damage as well.

T)URN UNDEAD

(This command is only available to Priests, Bishops, and Wizards)

Priests and Priest-hybrid adventurers have an innate ability to ward away all manner of the abominable Undead beings, instantly vanishing them from the battle field. This does not count as a magic spell and thus may be used an indefinite number of times.

Note:

Be mindful that any Undead enemy banished in such a manner ***will yield no Experience Points, Gold, Treasure, or any other manner of rewards****!*

R)UN

The selected character will attempt to find a way out for the party to flee next round. If the adventurer succeeds at the Run attempt, the entire party will flee and the battle will be abruptly ended.

Running away will void any claim to Experience Points, Gold, Treasure, and any other would-be-rewards, <u>even if some enemies had been slain in that same battle.</u>

Status Effects

BLESSED	Imparts a small bonus to Armor Class, and imparts other minor bonuses toward outcomes. Mutually exclusive vs. CURSED.
CURSED	Many things go horribly wrong. Luck attribute is effectively 3, spells frequently fizzle, attacks frequently miss, certain dangers become more lethal than usual, etc.
WARDED	Imparts improved resistance against most Magic. Reduced damage when hit by Elemental attacks.
M.ARMOR	A field of Magical Armor protects the character, lowering Armor Class
ALACRITY	Character gets improved initiative rolls, and perform more attack swings in combat per round than usual (for physical attacks)
MON. ID	Character will immediately recognize the true identity of monsters
LIGHT	A magic orb of light hovers around the character, illuminating the area. Allows allies to see further in the dungeon, and makes it easier to notice secret doors.
PETRIFY	Character has been turned into Stone. ** May be remedied at the Fane of Everlantern, or by certain spells*
PARALYZED	Character is paralyzed, leaving him vulnerable to attack. ** May be remedied at the Fane of Everlantern, or by certain spells*
SLEEP	Character is unconscious, leaving him vulnerable to attack. May wake up eventually.
POISON	Character is envenomed, and will take periodic damage during both Combat and Exploration
BLIND	Character will miss vast majority of physical attacks, and may also be unable to perform other certain tasks, such as inspecting treasure chests for booby traps
MUTE	Character is unable to perform verbally-performed magic incantations ** Arcane and Divine magic spells are verbally incanted, but Nature magic is not*
DIZZY	Character is disoriented, and will forfeit some rounds of combat, while also being clumsy with attacks otherwise
SNEEZE	Character will forfeit rounds of combat, and will be more vulnerable to attack
AFRAID	Character will forfeit rounds of combat ** May also be unable to perform other tasks, such as item identification*
WEAK	All Strength-based modifiers, attacks, and actions are severely compromised
DEAD	Character has zero hitpoints and is, of course, Dead. ** May be resurrected at the Fane of Everlantern, or by certain spells*
ASHES	Character is dead, and has combusted into a pile of ash ** Happens after resurrection attempt has been botched from Dead status* ** May be resurrected at the Fane of Everlantern, or by certain advanced spells*
LOST	Character is permanently Dead, and may never be brought back to life ever again ** Happens after resurrection attempt on an ASHES character has been botched* ** Also happens if character has died in an unrecoverable location within the dungeons*

Okay.

That’s all there is to the manual.

Now go enjoy *Jettatura*!! Have fun!!

-Nick

ADDENDUM 1 : Crazy Korsakov's Inventory

WEAPONS

Longbow	200G	2H/M	P/1d4	[1-4]		F-T-----S--
Crossbow	600G	2H/M	P/1d6	[1-6]		--T------N-
Crossbow+1	1200G	2H/M	P/1d6+1	[2-7]	TO HIT+1	--T------N-
Shortbow	60G	2H/M	P/1d4	[1-4]		F-T------N-
Shortbow+1	200G	2H/M	P/1d4+1	[2-5]	TO HIT+1	F-T------N-
Claymore	400G	2H/S	S/2d8	[2-16]		F-----KH---
Ball-And-Chain	480G	2H/L	B/2d4+1	[3-9]		F------H---
Spiked Chain	480G	2H/L	P/2d4+1	[3-9]		F------H---
Nunchaku	140G	1H/s	B/1d4	[1-4]		---------N-
Sai	140G	1H/s	P/1d4	[1-4]		---------N-
Katana	200G	1H/s	S/1d10	[1-10]		--------SN-
Spear	80G	2H/s	P/1d8	[1-8]		F----DKH---
Pike	120G	2H/L	P/1d8	[1-8]		F-----KH---
Halberd	240G	2H/L	P/1d8	[1-8]		F-----K----
Glaive	500G	2H/L	P/1d8+1	[2-9]		F-----K----
Partisan	1000G	2H/L	P/1d8+2	[3-10]		F-----K----
Naginata	2750G	2H/L	P/2d4+3	[5-11]		--------SN-
Staff	5G	2H/s	B/1d2	[1-2]		*ANY CLASS*
Quarterstaff	25G	2H/L	B/1d2+1	[2-3]		*ANY CLASS*
Dagger	10G	1H/s	P/1d4	[1-4]		F-TM-----NW
Dagger+1	400G	1H/s	P/1d4+1	[2-5]	TO HIT+1	F-TM-----NW
Whip	15G	1H/s	S/1d2	[1-2]		F-T--D---N-
Chain Whip	500G	1H/s	S/1d6+2	[3-8]		F-T--D---N-
Long Whip	1000G	1H/L	S/1d4	[1-4]		F-T--D---N-
Club	20G	1H/s	B/1d3	[1-3]		FP--BDKH-N-
Mace	60G	1H/s	B/2d3	[2-6]		FP--BDKH-N-
Flail	100G	1H/s	B/1d4+2	[3-6]		FP--B-K----
War Hammer	750G	2H/s	B/2d3+1	[3-7]		F-----KH---
Short Sword	20G	1H/s	S/1d6	[1-6]		F-T---K-SN-
Short Sword+1	500G	1H/s	S/1d6+1	[2-7]	TO HIT+1	F-T---K-SN-
Long Sword	50G	1H/s	S/1d8	[1-8]		F-----KHSN-
Long Sword+1	1000G	1H/s	S/1d8+1	[2-9]	TO HIT+1	F-----KHSN-

SHIELDS, ARMORS, AND ACCESSORIES

Wooden Shield	20G	AC1		FPT-BDKHSN-
Buckler	65G	AC2		FPT-B-KHSN-
Heater Shield	300G	AC3		FP--B-KH---
Kite Shield	750G	AC4		F-----K----
Tower Shield	1720G	AC5		F-----K----
Skullcap	10G	AC0		-P--B-----W
Cotton Headdress	25G	AC0		-----D-----
Leather Helm	100G	AC1		FPT-B-K--N-
Chain Coif	800G	AC2		FP--B-K----
Plate Helm	2200G	AC3		F-----K----
Kilt	50G	AC1	VS MAGIC 5%	-------H---
Tattered Cape	50G	AC0		*ANY CLASS*
Robe	5G	AC0		-P-MBD----W
Leather Armor	50G	AC1		FPT-B-KHSN-
Rawhide Armor	100G	AC2		FPT-B-KHSN-
Scale Mail	250G	AC3		F-----KHS--
Chain Mail	500G	AC4		FP--B-K-S--
Plate Mail	1000G	AC5		F-----K-S--