Demise
RISE OF THE KU'TAN

ARTIFACT
ENTERTAINMENT

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Demise

Chapter 1 – Introduction

"When the darkness had been vanquished all was well in the lands. However remember, that which exists can never cease to exist and therefore this evil still exists and must be dealt with"

"Torak", Historian of Mordor

With the fall of the Prince of Devils at the hands of an elite group of adventurers, the Depths of Dejenol soon became the land's proving grounds for both physical and magical studies. The guilds thrived as adventurers came to the city to study and learn the magic and skills taught by the guilds and to explore the depths of the mines.

It was during this time that the guilds actually posted landmarks in the depths, built rooms for specific purposes, and even expanded the mines. As the mines expanded, it was discovered that they were still rich in Mythinite, the most valuable metal in the lands. With this discovery Dwarves and other mining races returned to the depths, causing the mines to teem with life.

Once mining started and the adventurers filled the upper levels, almost all of the creatures for which the depths had become known could no longer be found. Experienced adventurers had to explore farther and farther into the depths just for an oppotunity to test their skills against a worthy opponent.

Unfortunately, some lazy adventurers stopped looking for creatures to fight and turned on each other and the miners. It started with simple ambushes, but soon the mines filled with an evil that was far different from that of the conquered Prince of Devils – this time, it came from the very forces that had driven the evil out in the first place!

By now, rogue thieves, barbarians, magic users and warriors had made the dark mines their home. They became outcasts — dirty and greedy humanoids from all races — hungry for wealth and magic and willing to draw blood to take whatever they desired.

The guilds saw what was happening and began to hold private meetings to discuss the danger and find ways to deal with it. Since the mines were a primary source of Mythinite and were proving to be an excellect training ground for adventurers, a decision to close the mines would be an unpopular one. If the guilds attempted to close the mines, the Dwarves and other miners would not abide by the decision and the guilds would lose their business. If the mines were left open, without troops to guard against attack, Dejenol would be at risk, and people would move away, thus turning the prospering city back into a poor hamlet.

Demise

It was during these deliberations that an event occurred which would tear the city and the mines apart. One sunny afternoon a shimmering pool suddenly appeared in the city's main plaza. Within a few minutes many of the townspeople gathered to look at it as it swirled, sparkled, and appeared to dance. Just as the plaza was becoming jammed with onlookers, creatures began to spring from the pool - all manner of demons, devils, and warriors came forth. Within seconds, the creatures pouring from the portal began attacking and killing everything in sight.

> *"Some of the dark beasts, which were twice as tall as a man, covered in scales, and bearing six inch long claws and fangs, ran into the awestruck crowd. Within seconds, men, women, and children were being ripped to shreds and eaten by these monsters. Blood poured like water from a fountain as these dark creatures killed everyone in sight. I will never forget the glowing red eyes as one of the creatures turned around and looked at me..."*
>
> Jedan, Surviving Apprentice to the Master Warrior

The alarms were sounded, guards and adventurers gathered, and a great battle began. Creatures continued to pour forth from the portal. Even the most experienced magic users could do nothing to close the portal and prevent the onslaught of the town.

> *"I saw a group of mages raise their arms and magically white hot electricity shot forth and completely vaporized a large group of the demons. For a brief moment the power these mages displayed gave me hope that we could survive. Unfortunately, the mages did not see the dozen dark warlords that attacked from behind slaughtering them in an instant.. Even with their magic power they were gone in seconds..."*
>
> A survivor

Within hours, tens of thousands were dead, and the dark creatures roamed the streets in search of victims. The Guild Masters were powerful enough to escape the main attack, but were forced to flee the city into the surrounding forest. From there, they planned a counter attack and sent couriers to warn others and seek reinforcements. They realized that they were too few to counter this attack alone.

> *"As the Guild Masters gathered together and began to retreat into the woods, a large group of demons, fifty or more, broke from the others to pursue the masters. Kornuk, the Master Sorcerer, brought forth magic of such fury that it turned the air white hot and not only did the demons exploded from the heat, but the surrounding trees and bushes were reduced to smoldering ashes. The demons didn't pursue the Masters after that..."*
>
> Tulak, local Merchant

Within a few hours it was over. The dark servants were drawn back into the portal and soon even the portal disappeared into blackness. By nightfall, one of the most prosperous cities in the land had fallen to ashes at the hands of an unknown foe.

Demise
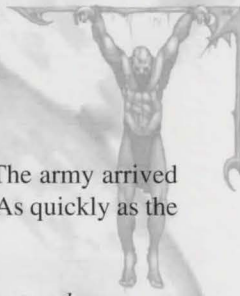
The guild courier had reached the Emperor and a large army was sent to aid the city. The army arrived within a week and the remains of Dejenol were secured. But no attacks were to follow. As quickly as the darkness had come, it was gone.

> *"I remember sitting on the hill with my friends as we watched the army of thousands come from the north. I was filled with a sense of anger and futility as I realized that they were too late..."*
>
> *Anonymous*

When the remains of the city were secure, the first thing the army did was magically seal the entrance to the mines even though there were dozens of adventurers reported to be inside. They were given up as casualties of war. In the days that followed, the townspeople listened in horror and wept in pity at the muffled cries and screams which came from beyond the sealed doors to the mines.

After the attack, the Guild Masters and the few surviving Warlords and Mage Lords returned to the smoldering remains of the guilds. They were astonished to find the secret and magically sealed vaults which had contained essential guild information and spells were open and empty. Never before had an enemy possessed the power to do such a thing — stealing all of the knowledge, teachings, and most secret abilities of a guild. Many Guild Masters burst into fury and swore to kill whoever was behind this. Others accepted what had happened and started rebuilding their guilds' knowledge from memory.

> *"I had never seen a Master of magic and combat cry before... I guess they never had reason to, until now. For now some dark and unknown force had the combined knowledge of the twelve most powerful guilds to ever exist"*
>
> *The Quest Master*

The Emperor saw this matter as very serious and called the Guild Masters to his palace. Never before had the knowledge of deadly combat techniques, and the most advanced forms of magic, fallen into the hands of a dark force. Something had to be done and soon.

While the Guild Masters were meeting with the Emperor, a message was received that another city was under attack by a horde of demons and devils. The message said that they had appeared out of nowhere. The Emperor was furious. He demanded the Guild Masters put a stop to this and gave them access to anything they needed to defeat this threat...unlimited money, manpower, and support.

> *"I want the force behind these atrocities sought out and destroyed at once! Do you hear me? Nobody does this to my land and gets away with it!"*
>
> *Emperor Jazeroth Nagul XII*

Demise

The Guild Masters returned to Dejenol. The city was rapidly being rebuilt, but this time it was a military complex not a town of commerce. Guard towers, armories, and training facilities were found everywhere.

The Guild Masters knew that since the attacks on the cities had sprung from the ground, the answers to these attacks could only be found below. This meant re-opening the mines for exploration and conquest. However before the mines would be reopened the guilds needed to prepare and begin training explorers.

The Guild Masters began to rebuild the guilds knowledge of magic and combat from memory. Much was remembered. Unfortunately, the most advanced knowledge of magic, combat, and protection was lost or incomplete and could only be re-learned by those who explored the darkest reaches of the mines.

It is now time to re-open the depths and journey into the darkness to find the source of these evil attacks — and eliminate it. The guilds offer their services to those who are brave enough to enter the depths once again. This time, nothing is known about the enemy, and the knowledge from the past is all but gone...

"I wish all of you the best of luck. Remember that nobody knows what you are going to come up against. The depths could be empty, and they could be teeming with the darkest creatures you've ever seen. Prepare yourself for anything — and return with any items or news you think may help with this quest, for the whole land is depending on you!"

Crashland, Master of the Guilds

And thus you prepare to enter the depths below...

Chapter 2 – Getting Started
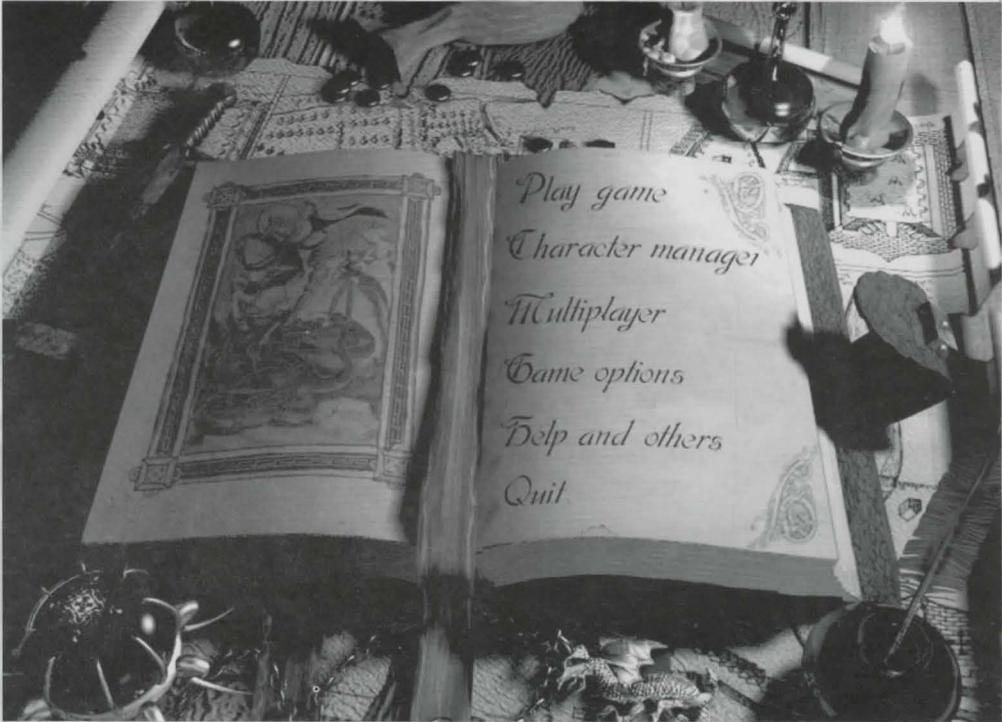
Main Game Screen

Before you dive into the realm of Demise, you should first familiarize yourself with the fundamentals of the game. This section covers the basics you should know before you start into the game. Once you are comfortable with the basics, you can move on to Section 3 and create your first Character!

The Main Menu

The Main Menu is the first thing you see when you start Demise. From this menu, you are able to jump into the game, create characters, join on-line multiplayer games, change video and audio options, and even get answers to questions through the help interface. Below is a brief overview of the directions you may take from here.

Play Game

Loads Demise with your currently selected character (or party of characters). This will put you in the game where you last left your character, whether it was in town or in the dungeon.
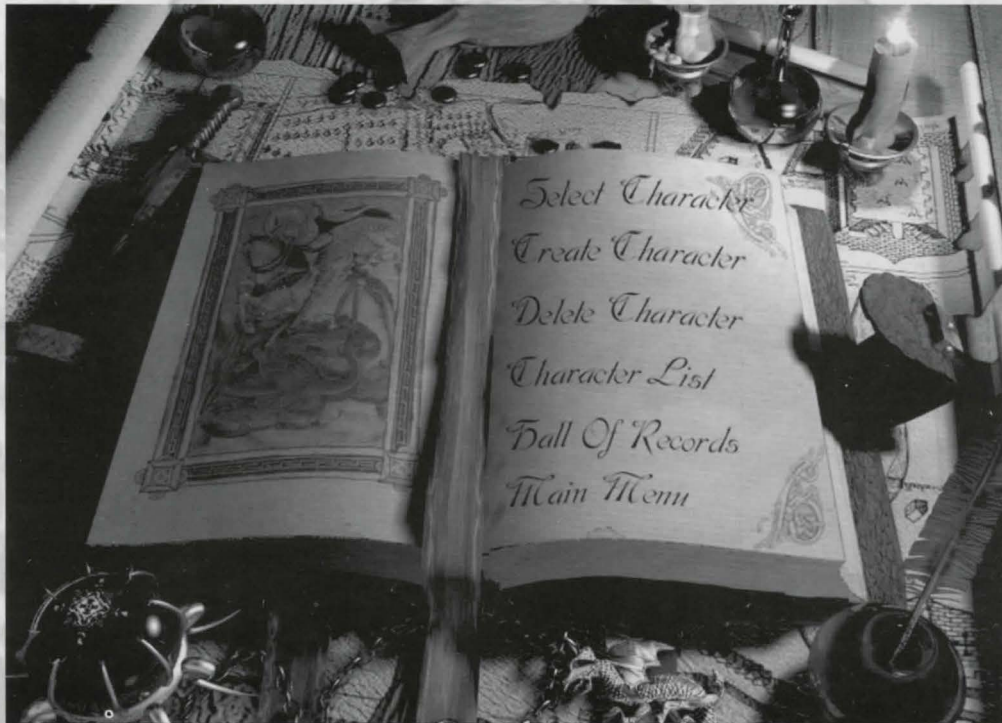
Character Manager Menu System

Character Manager

This brings up the Character Manager Screen. Here you can create characters, delete characters, and view records. This is the first place you must go when starting out. *Note: **Main Menu** (wherever shown) will return you to the opening (Main) Game Screen.*

Select Character

This option allows you to choose between the characters you have created.

Create Character

Takes you to the create character screen, this option is covered in depth in the next chapter.If this is your first time playing Demise, you may want to create a few characters of different Races, Alignments, Abilities, etc. just to see what they can and can't do. In time, you will probably settle on one favorite type. It's a good idea to sample what's offered in order to get a good feel for the game.

16
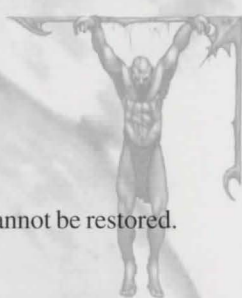
Delete Character
This will remove the selected character permanently from the game. Deleted characters cannot be restored.

Character List
This will list all of the characters that are available (NOTE: If you are connected to a server in multiplayer mode, this will list all multiplayer characters. When you are not in multiplayer mode, this will list all single-player characters).

Records & Masters of Abilities

Strongest
Set by Original RecordHolder "Crashland"
With a 14 Strength

Smartest
Set by Original RecordHolder "Mager"
With a 15 Intelligence

Wisest
Set by Original RecordHolder "Theshal"
With a 18 Wisdom

Healthiest
Set by Original RecordHolder "Orgal"
With a 14 Constitution

Most Attractive
Set by Original RecordHolder "Alaya"
With a 15 Charisma

Quickest
Set by Original RecordHolder "Nimblefingers"
With a 17 Dexterity

Deadliest Creature Defeated
Set by Original RecordHolder "Crashland"
Defeated a "Skurg"

Most Experienced Explorer
Set by Original RecordHolder "Crashland"
Having 1,322,451 total experience

Wealthiest Explorer
Set by Original RecordHolder "Nimblefingers"
Having a total of 5,466 gold in the Bank

Master of Fighting
Set by Original RecordHolder "Morgul"
Having a combined fighting skill of 17

Master of Magic
Set by Original RecordHolder "Ge'naf"
Having a spell knowledge & power of 6

Master of Thieving
Set by Original RecordHolder "Nimblefingers"
Having a total thieving skill of 15

EXIT

The Hall of Records

Hall of Records
This is a comprehensive list of the *Best of the Best*, whether it's for the highest stats, the most gold, or killing the toughest monster. Those who have set the record for a particular category will have their name recorded her, so others can congratulate you, and for all to grind their teeth in envy over.

In both single and multi player modes the records are handled as a character plays. For SP, this means that as you set/surpass a record, your name will be recorded here in the appropriate category. For Multiplayer, this means that you must set/surpass the record for the server while you are on it. For example, joining a server with a Charisma of 16 would not make you the Most Attractive, however joining with Cha 15, then increasing to 16 would.
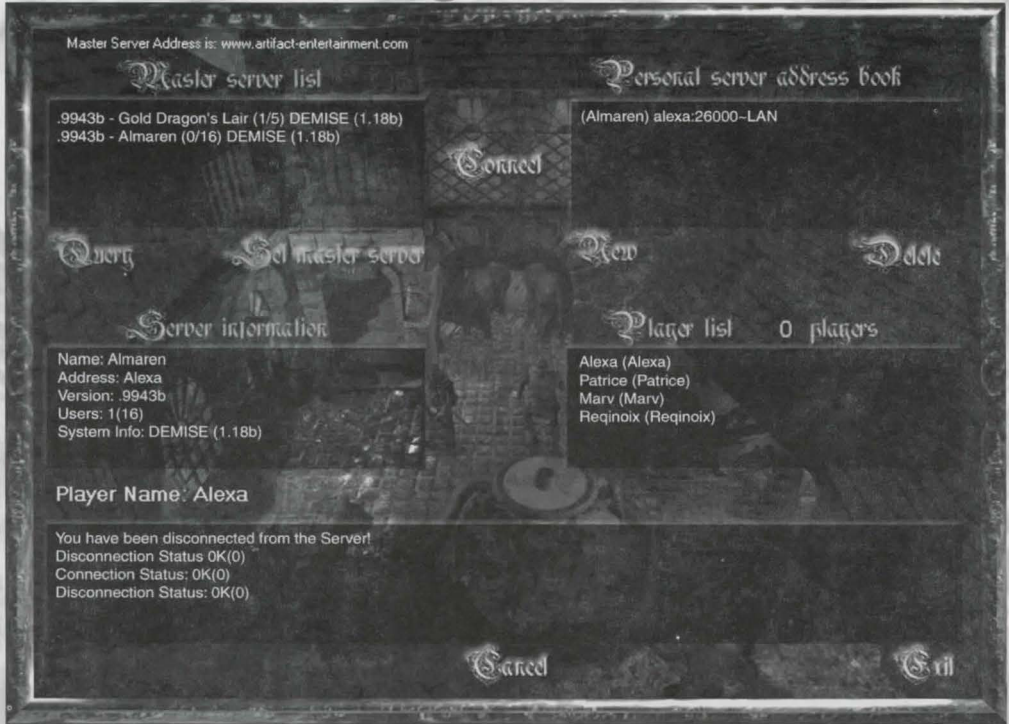
MP Config (MultiPlayer Configuration)

MultiPlayer Configuration

This option allows you to handle all the details for finding, setting, and joining multi-player servers. Choosing this option for the first time will prompt you to enter your Player Name and Password. This is similar to having an 'Internet Handle'…it is not the name of your character, but the name you will be known by when you play on servers. In the example shown above, the Player Name is listed on the left-center of the display in *green*.

Set Master Server/Query

These two options go with the Master Server List (top-left). The Master Server is a server whose sole function is to keep track of all active public servers. Players with servers who choose to do so, will list their server address with the master so that other players know they are up and running and can join them to play. The Master Server is not a game server itself (you can't join the master and play), it's just a listing. Clicking on 'Set Master Server' will allow you to set or change the IP (Internet Protocol) for the master. The present IP, as shown here, is www.artifact-entertainment.com. Once set, you can click on 'Query', which will contact the master and return the list of active servers. The total of listed servers and players on them at the moment will be shown below in the window.
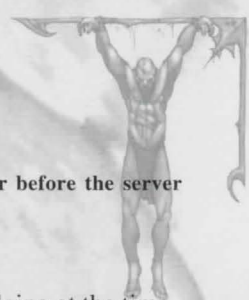
Note: Some servers are password protected – if this is the case, a PW PROT value will appear before the server name. The only way you can log onto that server is with a password.

Copy/Connect/Disconnect/Cancel

These 4 functions are all on the same button (top-center), depending on what you are doing at the time.

Copy – After querying the master server, you will want to save one or more of the servers listed. Highlighting a server listed in the Master Server List will give you the option to Copy it to your Personal Address List. Whereas servers may or may not be active at any given time, the list provided by the master can change every time you query it. The Personal Address List is your list of all the servers you have either Copied over or entered manually yourself.

Connect – Once you have some servers listed in your Personal Address List, you can highlight them one by one to see which has the lowest ping value. This is shown on the MP Config Screen at the bottom-right in **green**. The lower the value (in *ms*), the less lag you will be likely to have on a server. Once you've found the best server, click on Connect to connect to it.

Disconnect – While exiting the game will automatically disconnect you from a server you're connected to, sometimes players like to travel from one server to another. After exiting from the game on one server, you can just go to the MP Config Screen from the Main Game Screen and select Disconnect. This will allow you to select and connect to another server without having to quit and restart the game.

Cancel – Sometimes, the address you have for a server will be wrong… either the IP or the Port has changed without your knowledge or the server itself is inactive. Sometimes the lag trying to connect to a server is just too high for it to be successful. Pressing Cancel will stop the game from trying to connect to this address. The game itself will stop trying after 30-60 seconds, but you can usually tell when the address is no good before that.

Add/Delete

These two options work in relation to your Personal Address List (top-right). The Personal Address List is your list of servers to connect to. Servers are listed in [Name]/Address:Port/Type format, with last Ping Value (if any) shown after.

Add – This function allows you to add an IP that may not be listed on the master server (such as a private server). The main method is to use **IP:Port** (example 128.212.128.25:26000), although using **Computer Name:Port** will also work for network systems. This method can also be used when playing MP in offline mode, as shown in the example: alexa:26000. A Server's name ([Almaren] in the example provided) will not show, but will be listed as [UNKNOWN] until the first time you connect to that server.

Delete – This function comes in handy when dealing with dynamic IP's. A dynamic IP is one that changes every time a person reconnects to their ISP, vs. a Static IP which never changes. As such, you can build up quite a list of server addresses that are no longer valid and need to be 'cleaned out' of your Personal Address List before adding new IP addresses.

Server Information

This window (left-center) will show all the relevant information about the server you have connected to.

Name – The Server's name.
Address – The Server's IP.
Version – The version of Demise that the server is running.*
Users – Number of players on the server at the moment.
System Info – The version of the server.*

Both the game and server versions must be compatible in order for a player to connect and play on a server. Incompatibility will usually result in the player not being able to connect in the first place, or not being able to send/receive information with the server.

Player List

This window (right-center) lists all the players on the server you have connected to. The first name given is the Character Name; the second (in parenthesis) is the Player Name.

Message Window

This window (bottom) will show all messages regarding Querying, Connecting, and Disconnecting or any errors involved with them. Once you have connected and before actually entering the game, you will be able to send and receive messages to the server here…just hit 'Enter' once connected and type the message, then hit 'Enter' again to send it.

Cancel – Pressing Cancel will stop the game from connecting to an address. The game itself will stop trying after 30-60 seconds, but you can usually tell when the address is no good before that.

Exit – This will return you to the Main Game Screen.

Game Options Screen

Game Options

This is where you can configure the settings for the game…everything from the music and sounds, to graphics settings, to the file settings are in this section. Probably the first thing you want to do when you first install the game is to check here and make sure these settings are configured for the optimal performance of your system. Different video and audio cards will allow for different settings. Additionally, tastes vary from player to player, so you can use these settings to give the game the ambience that you prefer.

Note: Most of the settings you find here will require you to restart the Demise after changing them. It is not a good idea to reset your audio/video options and then go directly into the game.
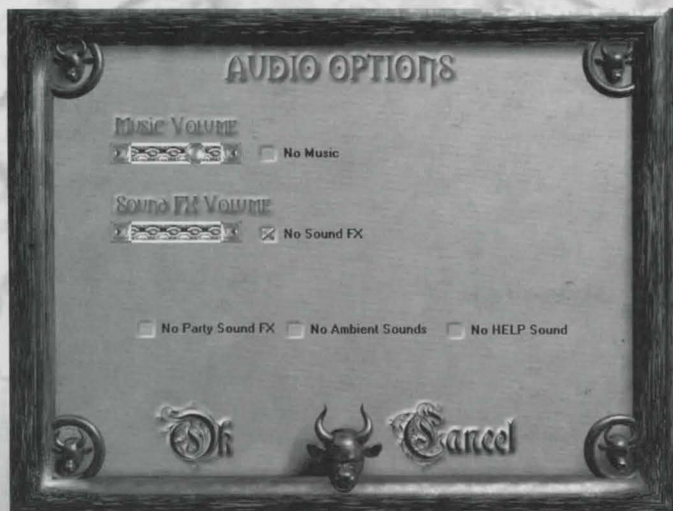
Audio Options Screen

Audio Options

These are the Audio settings for the game. As noted, they will require a restart of the game in order to take effect.

Music Volume - This will allow you to set the Volume level for the game as well as disable it altogether.

No Sound FX - This controls the general Sound FX in the game. Things like noises you hear in town, sound effects for fighting and casting spells, etc.

No Party Sound FX - This controls the Sound Effects for a group of characters traveling together.

No Ambient Sounds - This controls the Sound Effects you come across while traveling in the dungeon…things like the howl of the wind, the moan of the undead, etc.

No HELP Sounds - This controls whether your character will give a yelp of 'HELP!' when their hit points get too low.
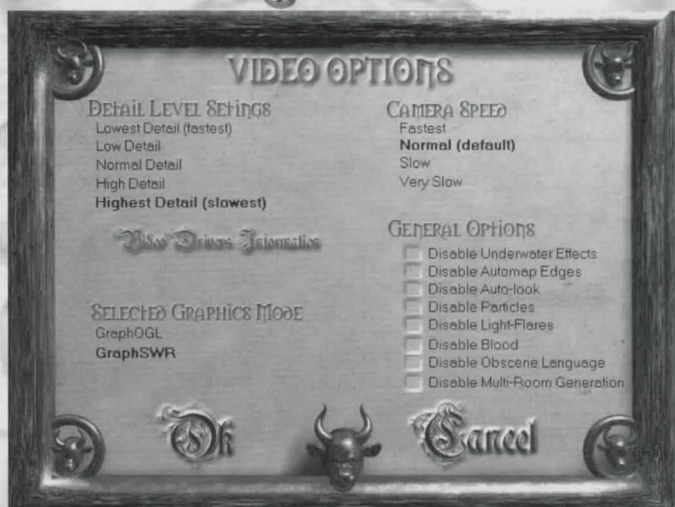
Video Options Screen

Video Options

This section controls all of the Graphics related settings. You will be required to restart the game in order for the majority of them to take effect. A lot of these settings will need to be tailored to the specific type of video card you have. Older cards may require you to use lower settings in order to guarantee an acceptable view in the dungeon with a good frame-per-second (FPS) reading. To check your FPS, you must be in the dungeon, and then hit Alt+F. This will give a readout in your message window. An FPS of 6 or more is good for an older system, while 10-20 is the norm for an average system. FPS of 20+ is fantastic although really unnecessary.

Main Video Options

Detail Level Settings – This controls the degree of detail when viewing the graphics in the dungeon. The lower the setting, the faster your graphics speed will be, but the less detailed your view will be as a result. Likewise, the higher the setting the slower your graphics and more detailed your view.

Camera Speed – This affects how smoothly your view changes while moving from one square to another in the dungeon. Fastest will appear more fluid, Slowest will be jerky.

Video Driver Information – This show your current video mode. Version of driver, version of DirectX, etc. for D3D mode (GraphD3D).

Maze Stretching – This does the equivalent of *Detail Level Settings* for the Software Rendering Mode (GraphSWR), allowing you to sacrifice graphics detail for speed or vice versa.

Selected Graphics Mode – This allows you to see which video mode is selected - D3D, OpenGL or Software Rendering. (To change this setting use the Demise Rendering Configuration program.)

Other Video Options

Disable Underwater Effects – This controls the 'wavy' effects of the view when traveling underwater.

Disable Automap Edges – This affects your perception of the view on your automap in an area that you have not yet mapped. Disabling it will change your view to square blocks, enabling will show as rounded edges. (Square blocks are faster)

Disable Autolook – Enabling this will cause your view during a battle to shift to the monster/group that you are fighting at the time. Your position does not change, just where you are looking.

Disable Particles – 'Particles' refers to the effects you see while casting spells. Disabling this should speed up slower systems.

Disable Light Flares – This will affect the appearance of the torches in the dungeon.

Disable Blood – This will turn off the FX for blood spurting during an encounter.

Disable Obscene Language – This option will use alternate scripts for some of the text. And help eliminate bad language from other players in multi-player mode.

File Options Screen

File Options

This section handles settings for the game in regard to the files themselves, most notably are those for backing up and restoring your data files. It's a good idea to become familiar with these options in order to be able to use them in the event of an emergency (such as data corruption, a power failure, your mother/father/child/spouse/pet turning off the computer in the middle of the game in order to get you to feed them, etc.)

Main File Options

Backup – This function will back up all your game data, from Character Info to Guild, Store, Storyline, Dungeon, Items and many more. All backed up files will be put into a BACKUP folder in your \Demise\System\Demise directory. On a side note, this is also a good way to carry your information from one system to another (such as going between home and work). The BACKUP folder can be zipped to a floppy disk and restored onto another computer. It's a good idea to backup frequently so as to save the most current data from your game…it's no fun to lose hours of game time and tons of experience merely because you forgot to do a backup for a week or more.

Restore – This function will restore a Backup file to your game. It is important to note that this will overwrite whatever files you currently have with the ones you have backed up. In the event of data corruption, this will allow you to put back a good set of files. If you have an AUTOBACKUP file, Restore will offer the option to restore that one first. If you choose not to restore the AUTOBACKUP, it will then offer to restore the BACKUP.

Note: Both the Backup and Restore functions will shut down the game automatically when they are finished.

Custom Sketches – Use this function to import your own sketches for your characters! Additionally, if you give these sketches to other players, they can then import them on their systems and will be able to see your sketch in MP (if they do not have your sketch, a default will be chosen). Custom sketches need to be 150 x 150 dpi and in Bitmap format.

Other File Options

Enable AutoBackup – Checking this box will perform an automatic backup every time you quit Demise. All auto-backed up files will be put into an AUTOBACKUP Folder in \Demise\System\Demise. This is a great way to keep your files backed up without having to remember!

Help Screen

Help and Other

This is where to go when you have a problem with Demise. Between the intricate Help, the Tutorial, Bug submit form, and On-line Message Board, your questions are sure to be answered!

On-line Help

Loads the Demise Help Lesson, where you can get help on game issues, questions answered, and even hints and tips on game play! Pressing F1 while in the game will also bring up this Help Lesson.

Tutorial

This tutorial specializes in the info 'newbies' need to create a character and get started.

Submit Bugs

Submit any bugs you may have found in the game to the development team at Artifacts-Entertainment. Yes, we acknowledge that some bugs will raise their ugly heads, help us squash them by reporting them completely and accurately.

Demise

Message Board
Visit the Official Demise Forum at our online Web Site:
www.artifact-entertainment.com/cgi-bin/Ultimate.cgi?action=intro

About
Credit, Info, and other tidbits about the Demise Development Team.

Chapter 3 - Creating a Character

The Character Creation Screen

The first step in playing Demise is creating a character. Each character requires several basic pieces of information that the game uses in various ways. It will probably take some practice to get the perfect character for your own playing style. Click on *Create Character* from the *Character Manager* to begin creating your character. The Character Creation Window is split into 3 sections. The left section contains a column of buttons that lead to specific areas of the creation process. The top right section is where all data will be entered, and the final section contains an overview of the info you have chosen.

If you find that you have made a mistake or wish to change one of the options for your character, simply click on the option listed on the left. This will allow you to select the specifics for that option again. If you wish to 'abandon' the creation screen, click on the Exit icon (the character you were working on will not be created). Tables containing information about the Races, their Stat Ranges, Alignments, and more can be found in the Appendix.

Name

The name that you wish to be known by is used whenever another character wishes to refer to you. This name refers to your Character specifically, as opposed to your Player Name, which refers to you in general when playing in MP Mode. For example, when giving gold or items, the character name is required. When healing, your character's name is needed. Choose your name well since it cannot ever be changed.

Race

This option will list all the Races available with a brief description of each. You might wish to run through the entire list and see what each description says before choosing a Race, as this will affect what Alignment and Guilds you will be able to choose. Each Race also has a set 'base' for their Stats and a set amount of extra points to distribute among the six Abilities.

Sex

This one should be pretty easy for most people. The sexes are equal, and have no advantages over each other. Some of the sounds in the game are gender-specific, and your appearance to others in the dungeon will be based on which sex you choose, but other than that, it's just a matter of preference.

Alignment

The Alignment you choose will affect which guilds you are allowed to join, which items you can use, how monsters will react to you, etc. As a rule, characters of opposite alignment (Good vs. Evil) cannot travel with each other, while Neutral characters can accompany either. Likewise, having a companion of a different alignment than your own will affect their Bind Level. Choose carefully, as once your character is created, there's no turning back!

Class

Class refers to the guilds. A guild is an organization of teachers and students dedicated to a specific way of life. When a character joins a guild, they must adhere to the restrictions specified by that guild (while they are acting as a member of that guild) in order to advance in that guild. Restrictions sometimes affect what items a character can use or wear while they are acting as a member of a specific guild (i.e. Magi's guild does not allow its members to use swords). However, guilds are not so restrictive as to not allow their members to join and act as members of other guilds.

Even though a character can only act as a member of one guild at any given time, one can be a member of more than one guild. This causes all abilities, spells, and A/D modifications to be shared throughout all guilds (i.e. an experienced Ninja acting as a new Magi has the fighting abilities they achieved as a Ninja. However, they may not be able to use the Ninja-specific items while acting as a Magi because of item restrictions set by the Magi's guild).

Demise

Once you have chosen your Race and Alignment, this screen will show you the list of guilds with the ones you can join highlighted. Choosing an available guild will then do one of two things:

1) If the Race you have chosen does not have enough starting Stats to fulfill the requirements for joining that guild, you will not be able to join and will have to select a different guild.

2) If you do have the Stats to fulfill the requirements for joining, they will be set to the minimum requirement for that guild, and the screen will advance to the Statistics view with whatever Stat Points you have left to distribute shown at the top.

Statistics

There are six basic statistics that determine how your character will perform when faced with certain tasks. Since some Items and Spells require a minimum Stat to use or cast, choosing a race that supports these Stats can be important. All guilds also require a set of minimum Stats in order to join. Certain items found in the dungeon may modify a stat while equipped, but the unmodified (natural) Stat is still used in some circumstances (i.e. the guilds look only at your natural, unmodified Stats when deciding if you may join. Also, the ability to equip or use an item, along with the maximum spell points a character has, is based on a character's natural, unmodified Stats). You may raise your natural Stats by using certain items you can find in the dungeon. The six basic statistics are described below in regard to what effect they have on your character's abilities.

Strength (Str)

Your character's Physical Strength determines your chances of hitting a monster in combat, as well as how much damage is done when you hit a monster.

Intelligence (Int)

Your character's Intelligence determines your chances of hitting a monster in combat, the maximum Spell Points that your character is allowed, your ability to identify an item, and your ability to properly identify a monster.

Wisdom (Wis)

Your character's common sense and insight, which affects your chances of hitting a monster in combat, the maximum Spell Points your character is allowed, your ability to recognize a trap on a chest, your ability to identify an item, your ability to recognize a monster, and your chances of leaving combat without being hit.

Constitution (Con)

Your character's "healthiness" affects the number of Hit Points you receive when you make a level, your chance of being raised when you die, and your ability to resist special attacks from monsters such as poison, disease, stoning, aging, paralysis, "breath" (being fire, cold or other breath types), and spells cast by monsters.

Charisma (Cha)

Your character's beauty and leadership determines your chances of having monsters join and become your companions, how long a companion will stay with you, and the chance of monsters becoming hostile towards you.

Dexterity (Dex)

Your character's speed and agility affect your chance of hitting a monster in combat, your ability to disarm traps, how long it takes your character to open a chest while in combat, the chances a monster has of stealing from you, your chances of leaving combat without being hit, and your chances of surprising monsters when you enter their lairs.

Modifying your Stats

Use the arrows on either side of each Stat listed in order to increase (right arrow) or decrease (left arrow) the Stat. When creating a character, you are allowed to decrease his or her Stats to that Race's minimum and increase them to that Race's maximum. If you have already chosen a Guild, you will not be allowed to decrease any Stat below the minimum requirement for that Guild.

If you so choose, you may bypass the Class Screen and go to the Statistics Screen first. This will set your Stats to your Race's minimum and allow you to distribute all of the extra Stat Points however you wish to.

When a Stat has reached its natural peak (i.e. it cannot naturally be raised any higher), it will appear in bold on the character info pane in the game. The natural peak is 5 points above the Race Max for any Stat.

Portrait

The last step in creating a character is choosing a picture for your character. You may use any of the included Character Sketches, or import your own custom pictures. You may notice as you set different aspects of your character, that the portrait showing in the display changes. This is to center in on what the typical appearance of the type of character you are creating would look like. However, it is just a suggestion…you can use the arrow buttons below the portrait shown to flip through all of the available portraits and select whichever you wish.

Once you've chosen all the details regarding your character, click on **Finish**. You will be returned to the Main Game Screen and can start playing!

Chapter 4 – User Interface

"What's that button do? And that one? And those over there?"

This chapter will help you become acquainted with the GUI (Graphic User Interface). It will cover the different icons, panes, and options that are available to you throughout the game. In addition to using the icons for these options, there are also hotkeys that you can use to access them, these can be found in the help file.

The Information Pane

The Information pane (top left of the screen) shows three specific types of information about your character, plus an additional pane of information on Items, Monsters, or Spells. This information is accessed by clicking one of the four icons directly below the pane.

Demise
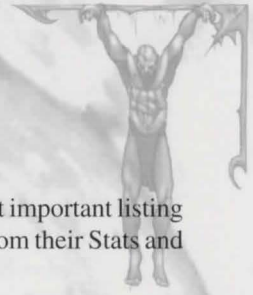
Character Info

The Character Info pane, aside from being the default view, is probably the most important listing of info you can have. It contains the pertinent information on your character, from their Stats and Sketch to their HP, SP and A/D, plus a lot more.

Name
Sex, Race, Alignment, Guild
Strength   Constitution

Charisma   Dexterity

Intelligence   Wisdom
Title/Level

Hit Points   Spell Points

Attack Defense   Age Spell Power/Level
Existing Conditions

Alexa
Female Dwarf Neutral Barbarian

34   25
22   33
26   28

Lead Barbarian, Level 428

999/999   235/235

391   439   16   214

Name
The name you gave your character when you created them.

Listing
Your character's sex, race, alignment, and current guild.

Stats
From the top left down: Str[ength]/Cha[risma]/Int[elligence]. From the top right down: Con[stitution]/Dex[terity]/Wis[dom]. Mousing over each pic will also tell you which Stat. Numbers in bold represent a Stat which has maxed-out (can no longer be raised naturally).

Title/Level
Your guild will automatically assign your character a title based on your current level. As you become more experienced, your title will become more grandiose.

HP & SP

This is the listing of your current/maximum Hit Points and Spell Points. Additionally, the color bars will change to reflect your current status

Red — Normal
Green – Poisoned
Yellow – Diseased
Purple – Paralyzed
Brown – Poisoned and Diseased

Attack/Defense

This shows your character's total Attack and Defense. This number will change depending on what items are equipped, your stats, and the guild level your character is at. The higher your characters attack, the better the chance they have of hitting a monster in combat (damage done when hit is based on Strength). The higher the Defense, the better the chance your character will avoid being hit during an attack.

Age

All character age. Reading tomes, waiting for rescue, some healing and even being resurrected will cause you to age. In addition, some monsters have the ability to Age you when they attack. It's important to keep track of your age vs. your races' age max, because if your character gets too old (close to or over the maximum age limit, which can be found in the Appendix), you may die of natural causes.

Spell Level

The current spell level of your character. Spell level is based on the current guild level of your character, so changing guilds and leveling will cause this to raise. The higher your Spell Level, the more effective (or damaging) your character's spells will be.

Existing Conditions

This bar lists all the conditions that currently apply to your character. In the example on the previous page, Alexa is wearing items that give her "Levitation" (wings), "be Invisible"(eye crossed), "See Invisible" (eye), and extra "Protection" (shield). Mousing over a symbol will show what the symbols mean.
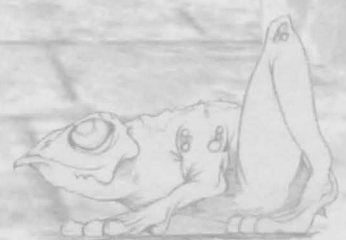
Demise
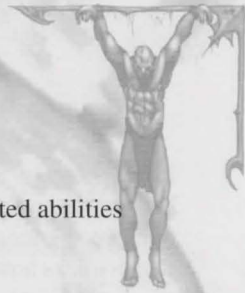
Resistance Info

This pane lists the Resistances for your character, as well as several other related abilities

Fire	95%		
Cold	0%	1	Breathing
Electrical	0%	6	Sight
Mind	50%	0	Regeneration Ability
Disease	0%		
Poison	0%		
Magic	80%	Goble (100%), Orcish (100%), Elvish (100%), Dwarvish (100%), Necromic (99%), La-sai (82%), Kruelk (70%), Morkal (52%), Tu'gak (46%), Morani (41%)	Languages Comprehension
Stone	0%		
Paralysis	0%		
Draining	0%		
Acid	0%		

Resistances *

Resistances protect your character from different forms of attack and are defined by which race your character is and items or spells. A 50% resistance to fire will protect your character from a dragon breathing on you by only taking half damage. Resistances are the key to staying alive as your character runs the lower levels of the dungeon. You can also find items, potions and scrolls to temporarily raise your resistances

NOTE: Resistances are not compounded. For example, if your race has 50% magic resistance, and you equip an item that offers 60% magic resistance, your character's total magic resistance will be 60% and not 110%..

The left column of this pane lists your character's percentage chance of avoiding or minimizing the effects of each of the particular types of attacks and afflictions that you may encounter in the dungeon. Resistances are conferred in one of three ways:

1) Race – Each Race has set resistances to specific effects. In the example above, the character has resistences of 95% to Fire, 50% to Mind, and 80% to Magic.
2) Item – Certain items will provide resistance to specific forms of attack .
3) Spell - Several guilds teach Resistance Spells, which increase in potency as your Spell Level increases. In addition, the Seer can cast some Resistance spells.

*NOTE: Resistances are not cumulative. If a character uses two or more methods to increase a particular Resistance, only the highest Resistance is used.

Breathing

This represents your character's ability to hold their breath when traveling under water. The higher the number, the longer you can last. When you are underwater this will be displayed as a 'Breathing Bar', which tracks how much time you have left before you start to drown. Breathing is based on the race of your character, but there are also spells and items which can increase this ability.

Be warned that running out of breath will compound the damage done to your character with each second that passes, so if you start to run out of breath, get to open air immediately!

Sight

Sight is also based on your character's race. Sight affects how well you can see in the dungeon. There are spells and items that can improve your vision.

Regeneration Ability

Certain items will allow you to regenerate your HP while equipped. This tracks the rate conferred by the item.

Languages

As you rise in guild levels your understanding of the different languages spoken in the dungeon will increase. The guilds teach languages at different rates, while some don't consider it important to speak to a creature you're just going to slay anyway...

Demise

Guild Info

This pane covers information regarding guild related abilities. Certain guild abilities are only taught by one or two specific guilds…some are taught by all, but at varying rates. Like Resistances, only the highest value for any guild ability is used.

Guilds

Artisan (240),
Explorer (274),
Sorcerer (359)

Artisan (30)

Artisan (0)

Explorer (21)

Explorer (0)
[0 extra]

Explorer (31)

Explorer (95)

Sorcerer (54)

Penalty Value of 1.5

**Skill Level &
Guild it comes from**
Thieving
Backstabbing
Critical Hit
Multiple Swings
Fighting
Perception
Languages

Penalty Value

Overall Skills
Magic   48
Fighting   22
Thieving   21

Guilds
This is a list of all the guilds that your character is a member of, shown with the current guild level for each.

Overall Skills
This is a measure of your character's skill in the 3 major areas of expertise: Magic, Fighting, and Thieving. This number is between 1 and 100.

Abilities
These are the different abilities your character has learned, broken down by the guild it was learned from and its present value.

Thieving – Your character's ability to detect traps and open chests successfully.

Backstabbing – Your character's ability to get in a 'sneak attack' for extra damage.*

Critical Hit – Your character's ability to put that extra 'oomph' into a swing.*

Multiple Attacks – Certain guilds can teach a character fighting techniques that allow them to use weapons above and beyond the number of attacks per round they were normally constructed for.

Demise

Fighting – Your character's basic ability to hit and damage an opponent.

Perception – Your character's ability to recognize items and monsters in the dungeon, as well as figure out where they are if they should be come lost or disoriented.

Language – This affects how many languages you learn and how quickly you learn them.

*Scoring a Backstab with a Critical Hit on an opponent is known as *Severing*.

Penalty Value

The Penalty Value is the penalty levied for joining more than one guild. It is based on the experience and abilities your character has from other guilds in relation to the guild they are currently in. Generally, the higher your abilities are from another guild, the higher the penalty you will accrue in your present one.

Gaining levels/abilities in your present guild will lower the penalty for that guild, but may increase the penalty for other guilds. As a rule, guilds that specialize in one or more specific abilities will create higher penalties for other guilds that either don't specialize in that specific ability, or don't really specialize in any of the three, magic, fighting, or thieving.

In the example above, you see that a lot of the abilities have been conferred by the Explorers' guild. This means, as a result, that advancement in that guild has reached a point where it will cause Penalties to all other guilds until such time as advancement in a different guild overcomes the value(s) given by being an Explorer.

The actual value determines just 'how much more' experience you will need to make a level. So the above value showing 1.5 means that with each level, that character needs 1.5 times more experience for each new level. This may not seem like much but it adds up over time.

Miscellaneous Info

Depending on what's selected, this pane show information on items, monsters, and spells. Clicking on the Info option for either an item (in the store or in your inventory), a monster (in confinement or one of your companions), or a spell (right-clicking on a spell listed in your spell pane) will bring up this pane with info on the selected item, monster, or spell.

The Miscellaneous Info Pane will keep track of the info that was last viewed, so if you were checking the info on an item in the store, then entered the dungeon and wanted to see it again, it will still be there. If no info has been selected for an item, monster, or spell, this pane will be left blank.

Class Restrictions

Name
Item Information

Additional Info

Item Information Pane

The main body of this pane carries information specific to the item, such as its ID(identification) level, the A/D given by the item, its Classification, whether the item is Class Restricted or not, Stats necessary to equip/use the item, Stats which may be altered by equipping/using the item, how many hands needed to use it, Resistances conferred on the character when equipped, and any special abilities the item gives.

ID Level – This shows what and how much you know about an item as well as its value when selling.

A/D – It's a good idea to compare these values with other items of the same classification (in this case other sashes) to get the best A/D for your character.

Classification – With very few exceptions, a character can only wear one of any type of item. Also, items in the store are categorized by this classification.

Stats – This will list what Stats (if any) are needed to equip/use an item. In addition, it will also list what Stats will be affected by equipping/using the item in brackets. For example, a listing of **Dex 10[-2]** would mean that the character needs a (natural) Dexterity of 10 in order to equip the item, and would then lose 2 points of Dexterity while wearing it.

Special – Some items will confer special abilites (such as Resistance) or have charges of a certain spell that can be used when the item is equipped.

*Class Restriction – Certain items can only be equipped by specific guilds and only at the specific level of the guild listed, these are known as 'Class Restricted'. Other items can be equipped once a character has reached the level required for any of the guilds listed.

For example, in the above picture, the Dorlan's Sash is 'Not Class Restricted', which means that if a character has reached the required level for any of the guilds listed (say, Artisan 3), they can then continue to wear it while being a member of any of the other guilds listed, regardless of whether they have achieved the level required for that guild (say, Cleric 1). If the Sash were Class Restricted, a level 1 Cleric would not be able to wear it until reaching Level 6.

Info

Clicking on this icon will bring up another pane with a brief description of the item listed.
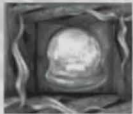
Spell Info Pane

Gives you information about the selected spell.

Class
Resistance Type
Damage
Guild
Spell Name
Spell Information

Additional Info Button

Class

This refers to the category of spell (such as Charm, Bind, Protection, Resistance, etc.).

Resistance Type

This will list which (if any) type of Resistance affects whether the spell will work against enemies, either in part or at all. Some monsters will not be affected by certain Spell Classes (i.e. Fire spells on dragons).

Damage

Damage is listed by *Base/Additional*, where Base is the minimum amount of damage caused by the spell and Additional is extra damage applied to that Base as your Spell Level increases. These two figures are used to determine the range of damage the spell will cause. While having a high Base may appear impressive, over the long run, a higher Additional damage rating will cause a spell to reach a devastating level of carnage.
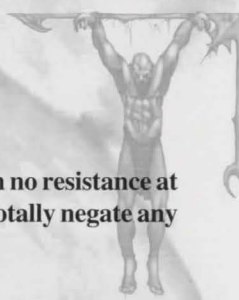
Note: The damage range determined by these figures will only apply to a monster with no resistance at all. Monsters that do have Resistance to this Spell Class may either minimize or even totally negate any effects of the spell.

Guild

This shows which guild gives the lowest Spell Cost for this spell and the cost given in Spell Points.

Spell Information

This section lists details specific to the spell being viewed. Items to note:

Stats – The Stats required by the user in order to be able to cast the spell. Many times, a character may learn a new spell as they Level Up in a guild, but not be able to use it yet, because their Stats do not allow it. The number in brackets is the minimum requirement for that specific Stat.

Special – Notes how the spell works, whether it be causing damage, outright killing an opponent, or what effects it will have on you or your party members/companions, such as Healing, Teleporting, giving Resistance to a certain type of attack, etc.

Spell Affects – This lists how many groups and how many monsters per group will be affected by this spell. This can be very important when determining which spell you are going to use most often. Generally, a more powerful spell will be able to affect more groups and greater numbers of monsters at a higher cost in Spell Points than a lesser spell in the same class.

Cast at – This lists the highest Spell Level of any guild which can cast this specific spell. This is the level at which the spell will be cast. In the example above, the character is currently a member of the Artisans' guild at level 80, but receives the benefit of having belonged to the Sorcerers' guild for the purposes of casting this spell. So, the spell will be cast at the characters spell level of 180 bestowed by the Sorcerers guild, even though the character is currently in the Artisans guild.

Info

Clicking on this button will bring up a brief description of the spell.

Monster Info Pane

Name
The monsters' name. In this example there is no 'custom' name, just the assigned (Comp. #1). You can name a companion using a right click option.

Monster Information
Like the Item Information, this is the main info known about the monster. Items to take note of:

Size – This will affect your ability to carry a dead monster around.

A/D & Hits – Very important when considering whether to fight or run! Also handy knowledge when choosing a companion to travel with you.

Stats – Some monsters can actually have better stats than you! This will affect their fighting ability both as an opponent and as a companion.

Bind Level – This refers to your relationship to a companion. The higher the number, the less likely a companion will be to run away or turn against you.

Abilities – Any special abilities the monster may have.

Talk
Some monsters are capable of speech (and even have interesting things to say). The Talk option can be used in confinement and when viewing info on a companion.

Info
Clicking on this icon will bring up another pane with a brief description of the monster listed.

Party Character Pane

This pane, in the center-left, shows the members in your party. The display shows the 'Party Leader' first with the other members in the order that they joined the party from left to right. Beneath each party members are the graphic bars that represent the members hit and spell points.

Clicking on any of the character sketches will make that one the active character with regard to Character Information, Item Inventory, Spells available, etc. This enables you to deal with each character's needs while in town and also choose specific actions while in the dungeon.
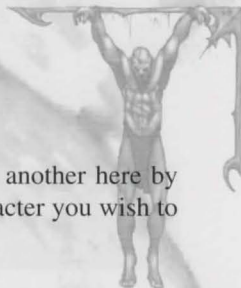
In addition to the options listed below, you can transfer items from one character to another here by dragging the item from your inventory list and dropping it over the picture of the character you wish to give it to.

Right-click party character options

Ask to Join

In SP mode, this allows you to ask a character to join your party. In MP mode, it allows you to join another player's party. In either case, choosing this will bring up a message window prompting you to select which character to join.

Switch to

You can use this method rather than clicking on a picture in order to change the default character.

Options

This allows you to choose the default action for your character(s) when you encounter enemies in the dungeon. This can be especially useful in SP mode, where you have several characters acting at once during an encounter... things can get complicated with 4 characters all fighting at once. By choosing a Default Fight Option, you can more or less set automatic actions for 2 or 3 of them while you control the other(s).

Default Fight Options

None/Fight/Defend – Choose whether to fight, defend, or do nothing when encountering monsters.

Buffers – Choose to use one of your buffers when encountering monsters. If you place an item in a buffer, that item will be used. If you place a spell, that spell will be cast.

Leave

Choosing this option in SP mode will have the selected character leave the party. The party leader (the character in the far left sketch) cannot leave the group.

If you are a member of a party in MP mode, choosing this option will allow you to leave the party. If you are the leader of the party in MP mode, leaving will disband the entire group and they will have to form a new party if they wish to continue together.

Companions Pane

This pane (bottom-left) shows any companions the active character may have. Their positions are numbered from left to right (it is possible to have a companion in Slot #4 without having any in the other 3 slots).

The red bar below each companion's picture shows its current Hit Points. Right-clicking on a companion's sketch will bring up the options for that companion:

Right-Click Companion Options

Name Companion
This allows you to give your companion a name, which will show instead of its listing (i.e. it can be 'Arglebargle the Flame Dragon' instead of 'Companion #3'). Naming a companion is nothing more than a perk, however it does allow the player to bond with their companion by yelling, "No! Fluffy!" when their companion is ripped to little pieces.

Companion Info
Choosing this option will bring up whatever information is presently known about that type of monster in the Miscellaneous Info Pane.

Drop
This option allows you to drop a dead companion you are carrying. Sometimes you may wish to bring a faithful or potentially valuable companion back to the city in order to resurrect it. Other times, you may wish to free up that slot in order to make room for a better companion.

Kick Out
Choosing this option will kick the companion out of your party. At this point, it may choose to flee, hang out in the room where you kicked it out, or attack you for your callous and unfeeling actions (you know, monsters have feelings too). The resulting action the monster takes will depend on your alignment vs. its alignment, health, previous Bind Level and general estimate of how powerful it is vs. how powerful you are.

Attack!
Choosing this option will immediately kick out your companion and start a fight. Depending on your Dexterity, you may get in the first strike as well. This is a useful trick to employ when you are quested to kill a certain type of monster and haven't been able to locate it in the dungeon. You can purchase one in confinement, then enter the dungeon and kill it to fulfill your quest.
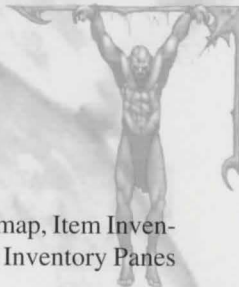
General Info Panes

This section (bottom-center) contains all the information and options for Spells, the Automap, Item Inventory and the User List. While the Automap and User List are generic, the Spell and Item Inventory Panes are specific to the active character.

Spells

The Spell Pane contains the listing for all spells, broken down by Spell Class in the top row. Selecting a specific Spell Class will then bring up the list of any spells that your character knows in that class.

Spell Classes

These are the major categories of spells. Use the arrow keys to access more Spell Classes, or double-click on an arrow to shift to that end or beginning of the list.

Spells Known

As you progress in levels and learn new spells, they will be added in their respective class. Right-clicking on a spell will bring up any information known about that spell in the Miscellaneous Info Pane.

Selected Spell

Clicking on any spell listed will show its name in this box, along with the spell cost. Pressing 'Enter' at this point will attempt to cast the spell. Alternately, you can enter the name of a spell here (provided you know its exact name) and then cast it by hitting 'Enter'.
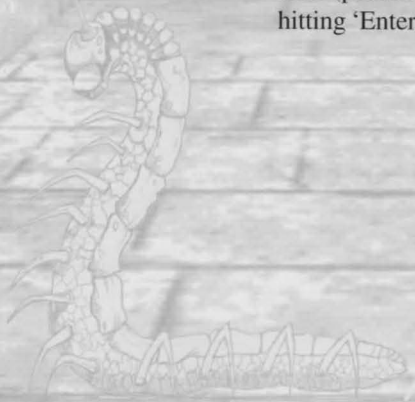
Automap

Selecting this option will bring up the Automap Pane (the default view while in the dungeon).
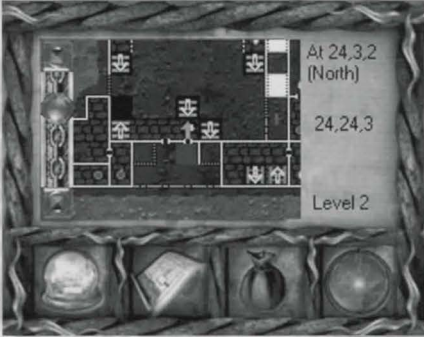
Scroll Chain

The Scrolling Chain on the left allows you to shift the view to other levels of the dungeon.

Location

This will show your current position and direction N/S/E/W or whether you are in town, here it is 24,3,2 (North)

Mouse Location

This lists the last spot you moused over on the Automap, in this case 24,24,3.

Level

The current level of the dungeon being viewed.

As stated above, mousing over the Automap view will show the current location. By then right-clicking on a location, you can choose several options:

Right-click Automap Options

Annotate Square – You can leave a message about a particular spot with this option, allowing you to later locate something that you know you've seen before, but now don't remember where it was. An exclamation point will be left on that square when done.

Read Annotation – Allows you to read the message you left.

Edit Annotation – Allows you to change the message.

Delete Annotation – Removes the message you left.
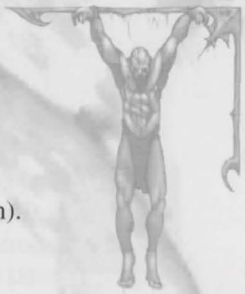
Items

This Icon brings up the Item Inventory Pane (the default view while in town).

Item Inventory Pane

Items

The Item Inventory list can hold up to 40 items per character. Mousing over an item will bring up a tool-tip with that item's name. The arrows on either side of the listing allow you to page through your Item Inventory, in groups of 10. Clicking on an item will show its name and slot position in the listing.

Right-clicking on an item will bring up the item menu.

8. Drake Leather Armor (n)

Right-Click Item Selections

Equip – This will equip your character with the item in question, provided they meet the required Guild/Guild Level/Stats requirements. *Note*: You can equip items that are not your alignment, but the effect is the same as that of equipping a cursed item, causing the benefits the item may have given to become liabilities and requiring you to have the item uncursed in order to remove it. Wearing misaligned or cursed items will also prevent you from being able to Level Up in a guild.

Use – This option allows you to use certain abilities provided by an item (such as a spell that an item may cast or a charge that an item may carry). Some items may be used any time, some only during battle or peace, some may only work when that item is equipped.

Drop – This will bring up a message window prompting to make sure you really wish to drop the item in question. Once dropped, an item cannot be picked back up.

Info – This will bring up any known information on the item in the Miscellaneous Item Pane.

Note: Useful keys for items are "i" to give the item (or gold) to another character and "w" to swap the location of the items within your inventory, allowing your to better organize your inventory. ie: w 26,12 moves the item in slot 26 to slot 12 and visa versa.
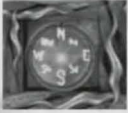
Area Look/User List

The Area Look/User List option will bring up a list of characters who are currently in the same area as you are. If you Right-click on the control (and are in MP mode), you will get a list of all the users currently on the server you are playing on.

5 Players, 0 Dead
Marv, G Explorer (334) 791/855
Patrice, G Explorer (274) 711/711
Alexa, N Barbarian (429) 999/999
Requiux, G Warrior (1) 15/15
Requix, G Warrior (1) 15/15

The User List Pane shows the total number of characters at the top, with the number of dead characters as well. The scroll chain on the right side of the pane will allow you to scroll through the entire list of characters.

Characters are listed by order of creation in SP and by order of who joined first in MP. This comes in handy when traveling between different servers or if you are looking for specific players. Each listing shows the character's Name (and Player Name for MP), alignment, current guild (guild level in parentheses), and current/max HP.

Message/Buffer Pane

The Message/Buffer Pane (bottom-right) handles both the messages you receive in the game as well as the buffers for your character.

Welcome to DEMISE!
"Marv" detects a Rotator ahead of the party.
"Detect Rock" thrown.
The square is Rock.

361   XP   234,452
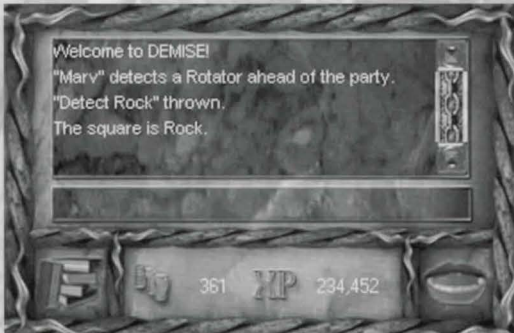
Gold

The coins represent how much gold your character is presently carrying. Keep in mind that there are creatures in the dungeon which can steal items as well as gold…it's a good idea to deposit all your gold in the Bank before heading into the depths, just to be safe.

Experience

Clicking on the **XP** button will toggle the experience shown between how much experience you need to make the next level and how much total experience you have in your current guild.
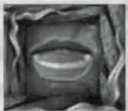
Message Window

This icon will bring up your Message Window (the default view). This allows you to view messages you receive while in the game, which can range from chat with other players on MP, to spell results, to events in the dungeon.

Buffer Window

This icon switches the view to your buffers. Buffers are a quick way to access spells and/or items without the bother of going through different panes. By placing the desired spell/item in a buffer slot, you can then cast/use it in less time than it would normally take you (a good thing to have in a tough fight).

The buffers are listed from left to right, slots 1-5 across the top and 6-10 across the bottom. By clicking on a slot, you can get the listing of what you have in it (mousing over a specific slot will also bring up a tooltip with the same information). As you can see, most of these buffers hold spells for quick/convenient casting. In this case slot 10 holds a Ring of Breathing to quickly cast Amphibious Breathing for improved breath holding underwater.

Loading Buffers

In order to assign a spell or item to a slot, click and drag the icon for that particular spell/item to the slot you want to put it in and release it.

Using Buffers

There are two ways to use a buffer:

1) While the Buffer Pane is showing, you can double-click on the item in the buffer you wish to use.
2) At any time, use <Shift+#> on the keyboard, where # is the number of the buffer you wish to use.

If you are using a spell in a buffer, it will remain there until you put something else in place of it. If you have an item in a buffer and sell it, drop it, use up its consumable charges (as in a Crystal of Healing) or have it destroyed or stolen while in the dungeon, it will be removed from the buffer list.

Chapter 5 – The City of Dejenol

Dejenol

The city of Dejenol is a safe haven for adventurers. Here, you can prepare for adventuring by joining and training with the guilds, rest from a tough day in the dungeon, as well as purchasing weapons, armor, and companions. Other services also include banking, the magical abilities of the Seer, the services of the Morgue, and the Bulletin Board where one can go to read up on the latest news or collect bounties.

These days Dejenol is under the jurisdiction of Lord Gherrick, who resides in the Town Hall. As an adventurer you should appear before Gherrick and receive your quest and his blessing.

The city is good sized, so you will not be able to see everything it offers in one view. To move around, click on the spinning arrows at the top of the Town View. To select a city option, simply click on the icon for the service you need or use the hotkeys to listed below.

Town Hotkeys

B	Bank	C	Confinement	D	Dungeon	F	Fountain
G	Guilds	H	Town Hall	M	Morgue	N	Bounty Board
R	Seer	S	General Store	X	Exit		

Special Note:
Your character can regain their full Hit Points and Spells Points in one of three ways: leveling up in a guild, paying at the Fountain, or re-entering the dungeon. While re-entering the dungeon may not cost any gold, the healing it gives will age you.

Demise

While there are only a few ways to replenish your Hit and Spell Points, all other types of inflictions (poison, disease, etc.) are taken care of when your character returns to the city from the dungeon. Any companions that are with a character will also gain back their full Hit Points. Any magical spells (i.e. resistance spells) that were cast on a character in the dungeon will be removed when the character enters the city. Modifiers (resistance's, etc.) that come from items or skills will not be removed.

General Options

The Dungeon

Once you've finished whatever business you had in town, this button will take you to the dungeon. Make sure you got everything you came to town for…who knows when (or even *if*) you'll be back…

Exit

This button is used to Exit to the Main Menu. If you are inside one of the town buildings, this will bring you back to whichever town view you entered that building from. In any of the town views, this will exit the game to the Main Menu.

Town Options

Main Town View – Guild/Bank/Fountain/Store/Seer

Demise

The Guild

The Guild is where characters go to handle matters regarding their chosen vocation. Whether it involves gaining levels, turning in special items, switching from one guild to another, or just doing a little research, this is the place to go. In order to advance in a guild, a character must be acting as a member of that guild while gaining the experience required to make a level within that guild. This means that a character can only work on one guild at a time. The experience that a character gains is always for the current guild, not for others.

When a character is a member of a guild, they are usually assigned a special title relating to their level and experience in the guild. In the Character Statistics pane, this title is displayed instead of the guild name. Even though the title may be different from the guild name, the character is still acting as a member of that guild.

The Library

The guilds keep records on every item and monster that players have seen. Each listing gives statistical and descriptive information on the item or monster in question, as well as the last location in the dungeon that it was last found or seen.

Change

This is where players go to change from one guild to another. The Round Table lists all the guilds. By mousing over each book, you can see whether or not you are able to join that guild. Qualifications include stats, race, and alignment. This is also where players may switch between guilds which they are already a member of.

Every character is a member of a guild when they start the game. A character may join one other guild free of charge (provided they meet the requirements), but thereafter they must pay to join new guilds. The price may quite often seem hefty, but it's worth it in the end. Guilds that cost the most to join usually provide either the highest level for select spells and abilities, or the widest range (but not necessarily the highest level) of spells and abilities.

Each guild teaches certain spells. As a character joins more guilds, their personal spell list will grow in size, giving access to all the spells they have learned. If a character joins two or more guilds that share the same spell (i.e. Artisan and Thief both have a spell called 'Dispell Magical Lock'), the most powerful guild that has access to that specific spell will be default.

Level

If you have gained enough experience and have enough gold, clicking on this icon will raise you one level, assuming of course you have completed any guild assigned quest. 'Leveling' has the added benefit of restoring your Hit and Spell Points to 100%. Also, any spells you learned by leveling will be added your your spell list and the cost of spells you already know may be reduced.

If you have not fulfilled all the requirements needed to gain a level, clicking on this icon will inform you of what is needed. This can be useful to players who have forgotten what they need to do to level.

As you achieve higher guild levels, you may gain additional Hit Points, provided that the level you are gaining is the highest guild level of all guilds that you are a member of. Your attack and defense may also rise. This is dependent on what "level" of A/D (Attack/Defense) the guild's teachings have put you at compared to the A/D levels of other guilds. Artisans gain A/D the quickest, but stop gaining A/D much sooner than, say, the Warrior's guild. For example, if a character is a level 30 Artisan with a guild A/D of 75/75, then joins the Sorcerer's guild, the character's A/D will not increase (from making levels) until the Sorcerer's teachings raise the A/D above that of the Artisan's A/D level of 75/75. You will retain your guild A/D of 75/75 until that time — there is no loss of guild A/D for changing to a guild which would provide a lower A/D than what you have already acquired.

As you gain levels, you may be assigned a 'Quest' for a certain item to be returned or a monster to be slain before you can make the next level. A quest for an item is completed when the character returns to the guild with the item. The quested item is removed from the character's inventory and the quest is completed. A quest for a monster is completed the instant the creature is slain.

If a character is assigned a quest that he or she cannot complete, or does not wish to complete, the character can always forfeit of the quest. This can only be done if the character is pinned and has an outstanding quest to complete. If a character does forfeit a quest, they will be demoted a certain number of levels (based on their current level) and lose all A/D, experience, abilities, and other modifications that were gained between the current guild level and the level that the character is demoted to. Demoted characters are also entered into the guild's log as unable to complete their quest.

*There are some quests that a guild will assign which are required quests. These Quests *must* be finished before the member can advance and therefore allow no opportunity to forfeit!

Note: You may not switch guilds if you are wearing cursed items, or if you are wearing any items aligned opposite to your character

Donate

On occasion, during your travels in the dungeon, you will find some of the missing Books of Knowledge that were stolen during the attack on the town. Be it Treatise, Libram, Codex or Grimoire, this is the place to turn them in. These books will contain knowledge about the higher level spells the guilds once possessed. All guilds will give a reward for the return of these books, but may not be able to do anything with them. Each book represents knowledge regarding a specific spell and as a result, will only be of use to the specific guild(s) that originally knew that spell. As such, in order for a guild to gain the benefits of such a book, you must be a member of that guild when donating it.

Guild Log

Each guild keeps a record of events important to itself and its members. Clicking on this icon will bring up the log for the guild that you are currently a member of.

Demise

The Bank

The Bank of Demise is where you may deposit gold and items that you do not wish to use or have stolen while in the dungeon. When spending money in the city, gold will be taken from your character first, then your bank account, if need be.

You may also deposit up to 40 items in the Bank by "dragging and dropping" the selected item from your character's items window into the Bank's items list. To withdraw an item, simply select the item in the Bank's Items list, drag it to your character's items window and drop it in the preferred slot. You can obtain information on any item in the Bank by right-clicking the item and then clicking the Info button.

Put & Get

These two functions are reflections of each other. Click on the respective icon and enter an amount to either deposit or withdraw. Additionally, you can deposit or withdraw all of your gold by holding down the Shift button and clicking on the icon.

Transfer

This option will allow you to borrow gold from another character. Choose the character you wish to transfer from and enter the amount.

Party Options (Single Player Mode)

If you currently have a party together, you will also be presented with a set of Party Options, which includes Pool & Deposit, Party Deposit and Party Pool & Deposit. Pool & Deposit means that all characters in the party give the gold they are currently carrying to the active character, who then deposits the pooled money. Party Deposit means that each character in the party deposits all of their money into their own bank account. Party Pool & Deposit means that all characters in the party give all of their money (includes money in the bank and on the character) to the current character to deposit.

The Fountain

If you are in need of healing this is the place for you! Clicking on this icon will offer you healing at a rate that corresponds to how badly you need it! As mentioned before, you can avoid paying for healing by entering the dungeon, which will age you as it replenishes your HP and SP, but as your character gets older, you may wish to consider whether it might just be worth it to part with that hard-earned gold…

The Store

The Store is the largest service available in the city. It is where a character can buy, sell, identify, realign, combine, and uncurse items.

When you enter the store, you will see the list of items in stock on the right. This list is broken down by category of item (Weapon, Armor, Shield, etc.). The two arrows to the right of the list allow you to move through the categories, and clicking on any category will bring up the list of available items. The 'chain' below the arrows will allow you to scroll up and down a particular category should be more than can be seen in one window. Mousing over an item will give its name and quantity in UGNE format. The UGNE represents the number of the specified items that are available for the given alignment (U for unaligned). To select an item, simply click on it (and select the alignment if prompted). There are several options in the store based on whether you are viewing the store's inventory (click on a store item) or your own (click on one of your own personal items).

Store Item Options

Good/Neutral/Evil

These options are offered when you select an item that comes in several alignments. Choosing an alignment will bring up the basic info on the item - name, alignment, # of charges (if any), price, etc.

Buy

This is pretty self-explanatory, however, it is good to keep in mind that the store runs on a supply basis. The cost of an item will vary depending on how many are in stock. The easiest way to see this is to buy something…you'll notice that the cost for the next one of the same item has risen. The only exception to this rule is the basic items most characters already come equipped with, as they are so common, the store never runs out of inventory on them.

Search

This allows you to quickly locate an item in the store's inventory. Simply type in the name of the item you are looking for. Note: You must know the exact name of the item.

Personal Inventory Item Options

Uncurse

For a fee, the store will remove a cursed item which has attached itself to you. As wearing a cursed item will not only affect your stats and A/D, but will also prevent you from leveling up in your guild, this option can be quite the lifesaver.

Combine

Certain items, usually referred to as 'burnables' can be combined in the store in order to make room in your inventory. The net effect is to create 1 item with the total charges/uses of all the items
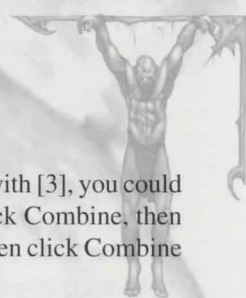
combined. For example, if you had one Crystal of Healing with [5] charges and another with [3], you could combine them into one Crystal of Healing [8]. To use Combine, select an item and click Combine, then select another and click Combine, repeat this for all the tems you wish to combine and then click Combine one final time. Items to be combined must be of the same type and alignment.

Good/Neutral/Evil
This option is offered in order to allow you to change the alignment of an item you have. This can be very useful when you come across a rare item that you wish to use, but which isn't the same alignment as you are. Bear in mind, it is sometimes more expensive to change an item's alignment than it is to buy one.

Sell
This is similar to buying an item in that, as the store's inventory of an item increases, the value of the item you are selling decreases. Additionally, certain items which carry charges of spells can be sold in set quantities. For example, the set for a Crystal of Healing is [12]. Should you have one with more than [12] charges, the store will offer you a price for the first set of [12], then leave you the remainder. This is very important to keep in mind as the store will only stock such items if they have their full set of charges…selling a Crystal of Healing[11] would, in effect, cause it to disappear from not only your inventory, but the store's as well.

ID
Most items you find in the dungeon will not be readily recognizable. Depending on your Perception ability, they can be anywhere from completely identified ("You know all") to a complete mystery ("Unknown"). This option allows you to pay the store to identify an item in stages. While it may seem like a ripoff to pay for identification, if you watch closely, you will see that the value of the item increases as you know more about it; well at least most of the time the value will go up.

Options for Both

Info
This will bring up the Info Pane for the item selected, showing you things like the Guild Level, ID Level, A/D, Category, Class Restriction, Stats Required, Special Abilities, Charges (if any) and a Description regarding the item.

Store Inventory
When you sell an item to the store, it will be added to the inventory list and available for purchase by others. However, other adventurers, explorers, and even morgue rescuers may sometimes buy items from the store as well. This can be a disadvantage if the item they purchase is the last of its type in stock - especially if it's an item that your characters can use. The advantage to this is that these individuals also sell the items they find on their explorations to the store as well. Because of this, it's recommended that one check the store for any new inventory every once in awhile - you never know what you'll find!

Recharging Items

You can recharge some items that cast spells (i.e. Swords, Artifacts) by selling them to the store and buying them back (the recharging fee will be the difference between the sell vs. buy price). You cannot recharge items such as potions or scrolls. This means if you sell a Potion of Healing [1] to the store (where it normally comes with 3 charges), it will not appear in the store's inventory because there wasn't enough left of the potion to create a whole one. However, if you sell items such as Swords & Artifacts with [0] charges, they will be completely recharged and available for repurchasing.

As with all options in the city, gold will be removed from your bank account if you do not have enough on your character's person.

The Seer

The Seer of Demise has the ability to locate other characters, monsters and items that are in the depths of the dungeon as well as providing certain spells for a price.

Monster & Item

The Seer has the ability to locate both monsters and items. This information is very useful to characters with a quest they must fulfill to advance in their guild. When the Seer is looking for a monster or item, he needs to know what it is called. Click on the respective icon, then enter the name of the monster or item you wish to search for. Once given the proper name, he can often locate either a general area of the dungeon where a creature may reside, or a general creature type that may carry the item you need.

Search

Characters are easiest for the Seer to locate because he knows what types of energy to look for. Often he can tell you exactly where they are. If a character is close, the Seer usually has no problems, however, when the character is deep in the dungeon, sometimes it takes the Seer many tries and lots of gold before he can get a good fix on the character. Click on this icon, then select the name of the character to be found.

Cast Spell

Finally, the Seer also provides a service that many new characters have come to depend on. For a moderate fee the Seer will cast certain Protection and Resistance spells on a character. Many owe their lives to power of the Seers spells.

Morgue/Confinement

The City Morgue

At the Morgue, you may raise characters or companions from the dead. A fairly large sum of money is often required for any type of work. The advantage of using the Morgue is that the workers are very efficient (increasing the % of a successful raise) and convenient. However, this is balanced by the possibility that your character may lose Constitution points while being raised. Keep in mind that one can also raise characters and companions with spells. The only type of death the Morgue cannot deal with is a character that has been fused with rock.

Rescuers

Sometimes a character dies and while there may be plenty of people around, they're just not strong enough to get to where the body is and bring it back. In single player mode, one has the option of Waiting for Rescue. The disadvantage of Waiting for rescue is that you age while you are waiting. Having another character hire rescuers is the way to bring back those "hard to reach" corpses with no aging. (Of course, it's good protocol to pay back the money someone spent to save your carcass.)

Grab Body

When you return to town with a dead character, it will be taken off your hands and deposited in the morgue. If you do not wish to pay the morgue for a resurrection, but prefer to try magic to raise them yourself, use this button to pick up the corpse and return to the dungeon for a magic moment.

Raise

With this option you can raise both dead characters and companions (for a substantial fee of course). If you use this option on a character, in order to 'execute' the raise you must either load that character up, or ask them to join your party...

Confinement

Confinement is where all of the creatures that explorers befriend or bind end up if one grows weary of their companionship or becomes short of cash. It's said that an experienced Mage can actually make a good living charming & binding monsters in the depths and selling them to the Confinement center. Since players are constantly buying and/or selling companions, it's a good idea to check in here once in a while and see what's new.

When you enter Confinement, the right side will list all the monsters that are currently being held. The chain allows you to scroll through the list. The G-N-E in the list shows the number of monsters available by alignment. Selecting a monster by name will bring up the basic info for it (Name, Alignment, Cost) on the top of the view.

Remember! It's easier to control a companion that's the same alignment as your character – companions that are opposite alignment to a master will break free much quicker, and when they do, usually turn on their master.

Monster Options
Buy

This option allows you to purchase the monster presently showing at the top of the view. Buying companions can be very advantageous for starting characters, because it quite often gives the nasty monsters in the dungeon another target to hit. The average Bind Level for a monster you purchase will range from 5 to 7. You may wish to raise that level while you're here. Much like the store, the number of a certain type of monster in Confinement will determine its price.

Search

Using the Search function is a quick way to find out if Confinement has a certain monster without bothering to scroll through a long list. Simply click on 'Search' and enter the name of the monster you are looking for. If it is presently in Confinement, the list will scroll to that monster and bring up the basic info on it.

Companion Options
Sell

Clicking on this icon will sell the companion you have selected to the Confinement holding pen. This is not only a good way to make some money, but provides a way to "stock" a certain monster in case you need one later, either as a companion when you're more advanced in levels or to fulfill a quest. It is also the only way to transfer companions from one character to another. Bear in mind, that once sold, the monster becomes available for other characters to buy, which means it may not be there if you do need it at a later time. This is especially true in multiplayer mode. Quantity will also affect the value of the monsters here.

Bind

All companions have a certain 'Bind Level' in relation to the character they are with. This is based on certain factors such as alignment of the monster vs. alignment of the character, level of monster vs. level of character, and whether the monster is injured or not. A Mage has access to specific spells which can reinforce this binding, but other characters are not so fortunate (unless they find items capable of Bind).

The Bind Level is constantly checked as you journey through the dungeon, and will deteriorate over time based on the above factors as well. If the Bind Level should fall too low, several options will be open to the companion. They may just leave or they may turn on their former masters and attack!

Raising the Bind Level of a companion before entering the dungeon will provide you not only with a more loyal companion to start, but with a little more time before they do break their binding…possibly the difference between getting back to town with the companion still in tow and being killed at the entrance.

Note: Companions that joined a character of free will cannot be re-bound.

Bounty Board

The Bounty Board

When the depths opened up and information started coming back from adventurers, the tavern owner decided to open a "Bounty Board" where individuals could publicly announce that they were looking for a particular item, monster, or were seeking the death of a monster in the depths.

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Demise

As an adventurer, it's recommended that you visit the Bounty Board regularly, since many excellent rewards are offered for the completion of certain tasks. At the same time, a bounty can also rip-off an unknowing adventurer if they know nothing about the reward. Clicking on this icon will bring up the Bounty Board with the list of current bounties being offered on the top left. Highlighting one will then bring up a more detailed report of the bounty in question.

Kill Bounties

If you should happen to kill a monster that fulfills a bounty on the board, you will receive a message regarding that fact after the battle. Upon returning to town and entering the Bounty Board area, you will immediately receive a pop-up message about having fulfilled this Kill Bounty and what the reward is. You can then choose to accept or reject the reward.

Single Player Options
Reply

If you have an item or monster in your possession that is requested of a bounty, you can click on the specific bounty and then on this button to turn in the item or creature. After it has been removed from your person, you will then receive the offered reward.

Delete

Many times you will see a bounty listed here that you just can't fulfill. It may be for an item or monster that you can't find or hold onto long enough to get back to town with, or it may be that the reward isn't worth trading in the item or monster for. On top of that fact, there are a limited number of bounties offered, so you will occasionally need to eliminate some of the ones you know you either can't or don't want to fulfill in order to make room for new ones. Select the bounty you wish to remove and click Delete to remove it.

Multiplayer Options

Several other options, as well as some different abilities, are available to players while they are on their own or another server. These are based on the difference between single player and multiplayer…in single player mode, the bounties are generated by the game, but in multiplayer mode, the bounties are created by the players themselves! This is also the center for communication with both the server administrator as well as other players who may not be present at the moment.

Reply

Replying to an MP Bounty is not quite the same as one for SP. This is based on the fact that the player posting the bounty may not be on the server at the time that you are replying. In order to handle this, the server notes that you replied to the bounty, allowing you to append any extra messages (such as the next time you'll be back on that server, etc.) and will then message that player when they return to that server. Bounties posted to an MP Server can have several replies (you can almost hear the bids being raised).

Sent on 23/10/99 11:00:30 From Stiletto Darkheart (Elenkis)	Sent on 23/10/99 11:00:35 From Schloppy (Frankel)	Sent on 23/10/99 11:02:14 From Pegeon (Regis)
RESPONSE TO YOUR BOUNTY!	RESONSE TO YOUR BOUNTY Hey! I'll give you 1,000,000 gold and a Vorpal Blade for that Bronze Dagger.	RESPONSE TO YOUR BOUNTY Forget his offer...I'll give you 1,000,000, a Vorpal Blade and TWO Guardian Chickens!!
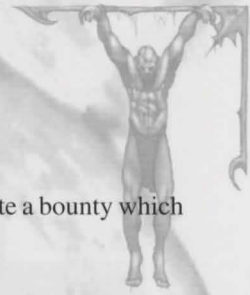
Delete

This option is similar to the one provided in SP with the exception that you can only delete a bounty which you have posted.

Post

This option allows you to post your own bounty. You will be asked to fill in the fields for the item/gold you wish to receive, the item/gold you are offering, and any extra messages.

Send to Server

You can use this option to send messages to the server administrator.

Options for Both

News/Random

These two buttons alternate the view of the Bounty Board. News will display events which have taken place either in your SP game or on the Server in MP. It keeps track of the story line as well as certain events involving the guilds. Random will switch back to the view of the bounties being offered.
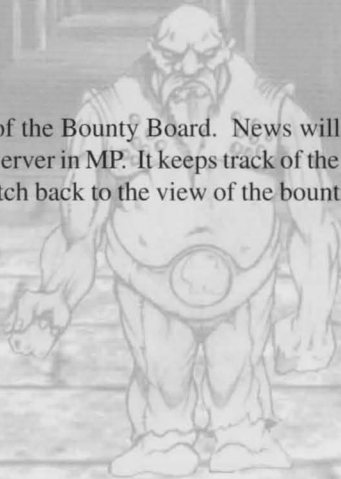
Lord Gherrick's Palace

The Town Hall

The Town Hall is where you go to meet the Lord Gherrick. He starts you out on a quest to discover the origins of the darkness from below. Each successive quest he assigns is tougher than the last and will lead you, bit by bit, through the Story Line of the game. Entering the Town Hall will present you with one of two messages depending on your present quest status. If you have just finished a quest, you will be invited to see Lord Gherrick. If not, you will be told what your current mission is, but will not be allowed to see the Lord (he's a very busy man with little time to spare for pleasantries).

Gherrick

As mentioned, when you have completed a quest that has been assigned by Lord Gherrick, this option will allow you to speak with him. At this point, you will receive any rewards for completing the quest and will be given a new one.

History

This option is available to you at all times. It carries the record of Lord Gherrick's conversations with you. It allows you to review all of the quest assignments you have completed in order, including your current quest.

Chapter 6 – The Dungeon
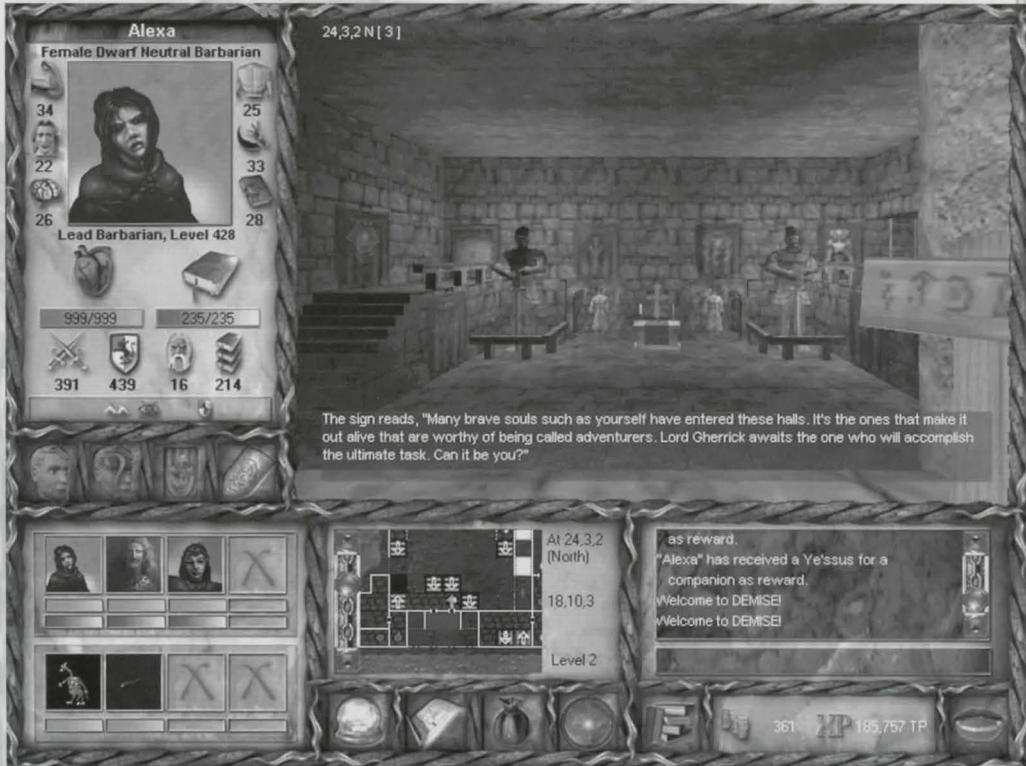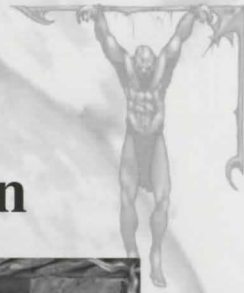
The Main Dungeon Entrance

A haven of monsters, treasure, and the unknown, the old mines/dungeon are largely made up of rooms and corridors. As a character walks through a door into a new room (or "territory"), they will often encounter a group of monsters - unless you or somebody else has recently been through and has already killed them. The dungeon will repopulate over a time, so a room that was empty on the way down might have monsters in it on your way up...

In the picture above, you see the main hall area of the dungeon. Due to its proximity to the town, this room is always free of monsters.

In the top left of the Dungeon Window you will see some numbers (reading 24,3,2N[3]). The first two refer to the character's current location East and North relative to the southwestern-most square of any level. The third number refers to the level you are on. The letter is the direction you are facing. The number in brackets is the number of characters (not including companions) in the room.

If there are ever dead characters in the room, a number will appear (representing the number of dead characters in the room) with a '+' in front of it in the same location (e.g. [1+1]). If your character (or party) ever becomes lost, you may lose the x,y,lev and direction information (provided you aren't so disoriented that you don't know that, as well) until your character (or party) finds out where they are.

Along the bottom of the window, you will occasionally see text describing a room, or specific area. Any items you may find on the dungeon floor will give a message here as well. You may use either the keyboard or this command window to carry out any dungeon commands. For commands that are not available in the command window, use the associated key.

The right-hand column of the Dungeon View will list extra dungeon information usually related to combat and treasure. This records the events during an encounter as they happen, round by round. Above this column is where information on a treasure box or chest will be, should you happen to find one.

Moving around the Dungeon

Use the arrow keys or your numeric pad to move around the dungeon. In addition, you can hold down the Shift button and one of the direction arrows to make the normal (non-shift) movement plus step forwards in one move (an excellent way to run out of a room quickly where the monsters are too tough is to hit the Shift and Down arrows together…this will have the effect of an about-face step out of the room).

You can also look around the room you are in by holding down the ALT key and hitting up, down, left or right. This will allow you to examine walls and objects at a 45 degree angle. To center your view, hit '5' on your numeric keypad. You can also move the mouse cursor into the dungeon window, hold down the right button, and move the mouse around to have a look about as well.

To move up and down (provided that your character is flying and there is no floor or ceiling), use the '+' and '-' keys on your numeric pad. The '+' key will move you down, the '-' will move you up (i.e. increase and decrease the level you are on).

Knowing the Dungeon and the Automap Icons

There are several neat features and nasty traps that you can encounter in the dungeon. Below is list of some of them:
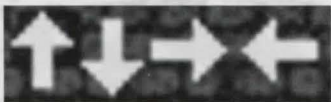
Your Character's Direction
You can always tell where your character(s) are and what direction they are facing (if they're not lost) by looking for the pink arrow on the Automap.

Stairs/Ladders

Go either up or down. Movement on stairs and ladders is the same as normal movement on a dungeon level…to walk up stairs, simply walk up them in the appropriate direction. Be aware that the deeper you go, the tougher the monsters. The reverse is also true…going higher up in the dungeon will give encounters with 'easier' monsters. This is important to note when you consider the fact that the dungeon entrance is on level 2, with stairs directly in front of you leading to level 3….you might want to find a way up to level 1 on your first few journeys.

Teleporter

There are two types of teleporters in the dungeon. The fixed type can take you to a specific place on either the same or another level. Random teleporters will break up your party (if you are in one) and take each character to a random place on the same level. Unlike the teleport spell, these teleporters will not cause you to land in rock. If you should land in a spot you have not previously mapped, you will be lost until either you return to an area you know or your perception allows you to figure out where you are.
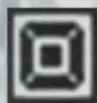
Pits

You will take hits if you fall into them. Pits become more dangerous as you go deeper into the dungeon. In addition falling one or more levels into a pit will increase the amount of damage done. Levitation and Flight will allow you to hover over a pit, although both have a small chance of failing.

Rock

A square that is solid rock. The only way to enter such a square is by teleport or portal spell, and if you do so, you will die. To get out, you must be summoned out of rock by another character with the appropriate spell.

Rotator

These will spin you in a random direction and cause you to become disoriented, and sometimes lost as well. As a general rule, the higher your perception, the less chance a Rotator has of affecting you.
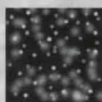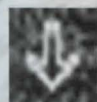
Water & Underwater

The first of these icons represents deep water…stepping onto such a square (without being able to fly) will drop you down one or more levels into the drink. The next one represents an underwater area.

Once your character goes underwater, a breathing timer will be activated depending on how long you can hold your breath underwater (spells can affect this). Once you start drowning, if you don't get out of the water, you're fish bait.

Anti-Magic

Standing on these squares will deny the character the ability to cast spells. Pre-existing spells (i.e. spells already cast, such as Resist Magic, Flight, etc.) will stay intact. While this may cause you some discomfort in the middle of a battle, one advantage to keep in mind is that any magic-using enemies will also not be able to cast spells at you!

Quicksand

This stuff is bad news. You take hits and can lose items if you are not levitating or flying. Unlike being underwater, Quicksand begins to affect you as soon as you move into it.

Extinguish

These squares will have the same effect as Anti-Magic and will take away any pre-existing spells cast on your character. It is very important that you learn to avoid them if you are using spells such as Resistance or Flight, as this will cancel them out, causing you to waste precious spell points in order to re-cast them on yourself.
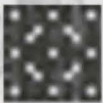
Stud

In general, these squares will contain tougher monsters, usually from one level deeper than the one you are currently on. They're a good way to test how tough you think you've become before heading deeper into the dungeon to find out you weren't that tough after all!

Lava

It is rumored that half-molten rock exists in the depths below. It is known that very few can survive this hot liquid if they are not Levitating — and even then, the heat and gases can be deadly. If a character drops an item into this deadly liquid, it will be lost forever.

Annotation

This icon represents an Annotation left by one of your characters. It serves as a marker for important information you may need later. To annotate a square right click on the map where you want to add an annotation.

There is a veritable plethora of other Icons used for the Automap. They usually represent objects you will come across in the dungeon such as altars, trees, barrels, tables and many more. There are also some squares that are a combination of the squares that were previously described. In these cases, the icons will overlap each other.
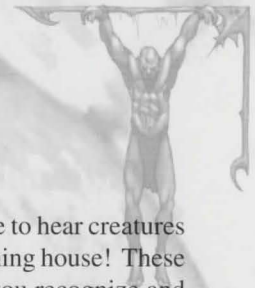
Listening to your surroundings

If you are playing Demise with a sound card that supports digital sound, you will be able to hear creatures all around you while in the dungeon. If it's quiet, you know that you did a great job cleaning house! These sounds can quite often serve as both an invitation (maybe if you hear a monster that you recognize and they carry lots of gold), or a warning (you could be dying and hear a nasty monster in the room ahead of you). Quite often, a single character, or party of characters, can stand in front of a door and listen for what's on the other side! As you learn more about the world of Demise, you will be able to recognize the sounds that monsters make!

In addition to monsters' sounds, the game is loaded with plenty of ambient sounds…things like the moans of the Undead, the wind howling through the halls, water dripping, and more.

There are also several other sound effects in the game, related either to events or to character actions.

Random Items

From time to time in your journeys, you may happen across an item lying on the ground. These are generated randomly from the game and can be quite the windfall when exploring! However, you should always be careful when you find an item laying around if you can't identify it — if it's cursed and you pick it up, it may become attached to you! On the other hand, items that are laying around one trip may be gone by the next...

NOTE: there are many types of objects and items on the ground that cannot be picked up – the way you can tell whether or not you can pick an item up is when your character steps on the item, an option will pop up (giving you the chance to pick up the item) and you will hear the sound associated with finding an item.

Keeping your eyes open

While wandering the depths, you may enter rooms that are unique — written in the corner of a small room could be the words which help you solve a quest, or sitting in the middle of a corridor could be an item that you've been looking for. Be sure to explore all of the squares of each level — if you don't, you just might miss something!

Note that a character's sight combined with any Visual spells can mean the difference between life and death. For example, Humans have poor eyesight in the darkness, while Trolls and Saris have the best eyesight in the game. If you are running a party of characters that have poor eyesight, it's recommended that you cast the proper lighting spells to help them out! Remember that it's easy to fall into a hole that drops you to your death! Another good way to see better when traveling in a party is to have the character with the best eyesight be the active character, as you will see the dungeon through their eyes.

Demise

Additional things to remember

Some rooms will quite often contain tougher or easier monsters. Learn to recognize these rooms…your character's life may depend on it. In addition, some monsters will make their lairs in one specific spot. This makes them easy to find or avoid, when you need to.

Characters with high perception ability are usually able to detect a difference in the maze when walking around. If the character is high enough level and has good perception ability, they may even be able to completely identify the area they are in.

Rumor has it that secret doors exist within the dungeon. One can check a wall for a secret door by attempting to pass through it. If a secret door exist the character will pass through the wall.

In general, the dungeon becomes nastier as you go deeper. If you get teleported and can't find where you are, remain cool, and cautiously adventure until you find yourself and the Automap kicks back in.

Encounters & Combat

Probably the best piece of advice in regard to encounters is to keep track of your Hit Points. The worst thing a character can do is to push themselves "just one more room" in order to gain experience needed to level. In the beginning of your adventures you will want to make certain that you don't get too low in Hit Points. The starting HP is 15 and one good swipe from a harmless Tyke can easily take half of that. Play it safe, learn when to run away from a fight and return to town to heal.

Second in importance is your character's Spell Points. You must carefully judge when to use spells, when to save your Spell Points, and what spells to use. The last thing you want to do is use up all your magic SP killing a monster, then find out that you're low on HP, don't have any SP left to cast a Heal spell, and are oh so far from town.

Also, characters in the front of a party will usually get the most 'attention' from monsters. Keeping your stronger characters (fighter-types) in front will help to protect your weaker ones. The characters in the front will also gain more experience as a result of causing damage and killing monsters - so you'll have to tailor the actions and order of your party accordingly. Spell-casters generally gain their experience with mass-kill spells, so keeping them in the back of a party and casting spells can keep them even with fighters for experience (at least until they run out of Spell Points).

As you advance in your guild(s) and gain new abilities and spells, you will want to experiment and find out what works best against which type of monster. Keeping up-to-date on monster info will help you determine what strengths and weaknesses different types of monsters have and how best to fight them.

Demise

Pausing Combat

This is an extremely useful feature to use while running a party in single-player mode. It allows you to pause combat so that you can choose each character's action before continuing, which is useful when entering a room of monsters that require a different fightiung strategy. **To pause combat, press Shift+P.**

'And now to get the goodies…'

Treasure

On the average, killing off all the enemies in an area will result in a reward of gold. You will receive a message in your fight text after the battle regarding how much you made. There are, however, certain monsters that have treasure boxes and chests which, for the most part, carry more gold than you would normally receive, and possibly an Item or two.

In the picture above, yon slaves have graciously offered a chest (after being torched that is). Standing on the square where the chest is located will bring up the information known about it in the top-right of the Dungeon View. This is broken down into: the type of trap on the chest (Corrosion), how sure the character is about the type of trap (98%), and how sure they feel about disarming the trap (100% - Piece of Cake).

Successfully disarming a trap will gain experience for the character who disarmed it and result in any gold and/or items being distributed, either to your character, if alone, or divided amongst any party members. Failure means that the trap (or possibly a different type, if you didn't identify it well enough) will go off.

Dungeon Views

By double-clicking on the Dungeon Window, you can cycle through the 3 different views (D3D video mode only). This will allow you to change the view depending on what your priorities are regarding what you wish to see while in the dungeon. The picture at the beginning of this chapter is the Regular (default) View. On top of that, you can view the dungeon in Half-Screen or Full-Screen Modes.

Half-Screen View Mode

Half-Screen Mode

Half-Screen Mode widens your view by removing the Character Info Pane. In a case like this, you will need to keep an eye on the Character Party Pane in order to keep track of your HP and SP. In addition, you will not be able to view any Info on items, monsters, or spells unless you switch back to the Regular Mode.

Full-Screen View Mode

Full-Screen Mode

Full-Screen Mode removes all the panes in order to provide the largest possible viewing field. As you can see, the Automap has been moved to the upper-left, with the Character Party Info shown below it, allowing you to keep track of where you are as well as your HP and SP. No other information will be accessible unless you switch back to one of the other two viewing modes.

Chapter 7 – Spell Book
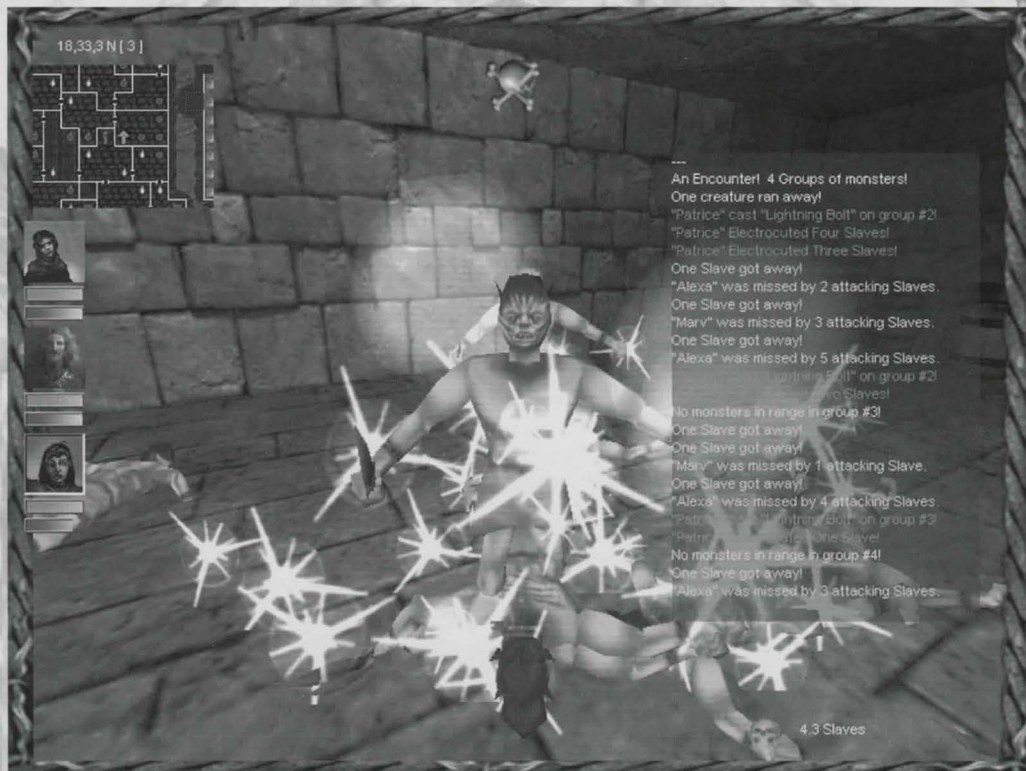
Casting "Lightning Bolt"

Magic & DEMISE

Nearly every guild has access to magic in some way, shape, or form, which can come in handy from time to time. On top of that, some guilds specialize in magic to the exclusion of most other skills. Although this may make them poor fighters with a weapon in their hands, very few professional fighter-types will deny that having such a person in their party can be a life-saver from time to time!

This chapter will deal with the basic spells found in the game. These are the spells that any character will learn in the course of their progression in a specific guild. Other, more powerful spells exist in the forms of lost Treatises, Librams, Codexes, and Grimoires, which when found can be handed over to the appropriate guild to increase their knowledge. Space has been left for these spell so that you may add spells as you discover them.

Legend

Spell Class:
Each Class of Spells will be headed by its title and a brief description of the common effects or properties relevant to that Class alongside the Spell Class Symbol. This Symbol is the one that will be listed in your Spell Pane. Certain Spell Classes may be shared by two or more guilds, however, you may find that fewer and fewer guilds have access to the higher level spells in a class.

Name: The individual name of each spell.

Type: This concerns how the spell may be used…whether in combat or while traveling in the dungeon.

Base Level: Base Level is used to determine the Spell Level* at which a character in a guild which has access to this Spell Class (such as Banish for the Clerics' guild) will learn it as well as the Spell Cost** for that guild. The number in parentheses represents the Base Level for that specific guild. This also represents the lowest possible cost in Spell Points that can be reached by such a guild.

Required Stats: Some spells can only be cast if the character's Stats are at a certain level. This will tell you what specific stats you need to have in order to cast the spell.

Summary: A brief description of the spell and the effects it may have on enemies, companions, other characters, or even yourself. Spells which affect multiple enemies will list how many monsters per group and how many groups they will affect.

***Spell Level:** Spell Level is determined by taking half of the highest guild level specific to any guild which can use the spell in question (i.e. for *Banish Devil*, the highest of either the Warlock or Cleric guilds), and dividing it by 2, rounding up where necessary. So, a character who is a level 50 Cleric as well as a level 75 Warlock will cast *Banish Devil* at their Warlock spell level of 38 (75/2 rounded up).

****Spell Cost:** Spell Cost is determined by taking the Base Spell Cost (a fixed number for each specific Spell), multiplying it by a specific guild's Base Level, then dividing that by the that character's Level in that specific guild. To continue the above example, since a Warlock learns *Banish Devil* at a Base Level of 10, while a Cleric learns it at a Base Level of 5, the Cleric will not only learn the Spell at a lower guild level, but also be able to cast it at half the Spell Cost that a Warlock could. This is one of the advantages to joining a guild which specializes in a certain spell classes.

Demise
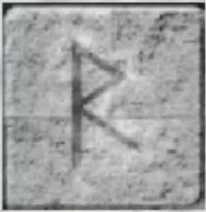
Banish

Taken from the art of demonology, spells of this kind are of ancient magic, of which little is known. Used to banish demons and devils back to the planes of Hell from whence they came, the amount of damage inflicted by these spells can sometimes be extensive. The effectiveness of these spells depends on the caster's experience and the Magic Resistance of the monster.

Banish Devil
Type: Combat
Base Level: Cleric (5), Warlock (10)
Required Stats: 14 Int, 16 Wis, 12 Con, 12 Dex
Summary: An ancient spell that invokes the fury of Hell to yank the specified target(s) back to the plane whence they came. This spell will cause up to 8 monsters in 4 groups to be Banished.

Banish Demon
Type: Combat
Base Level: Cleric (6), Warlock (12)
Required Stats: 16 Int, 16 Wis, 14 Con, 12 Dex
Summary: A dark spell of old, much like Banish Devil, this spell calls upon Hades to take back those who have escaped. This spell will cause up to 8 monsters in 4 groups to be Banished.

Bind

Once the Charm spells were mastered, the Magi's guild then realized that, once a creature had been befriended or dominated, a way to keep the creature under control was required. It was for this reason that the Bind Class of spells was introduced - to reinforce a companion's 'binding' to make it harder for them to break away from their master.
Note: *Bind spells will not work on companions that have joined you an adventurer of their own free will.*

Control
Type: Non-Combat
Base Level: Magi (3)
Required Stats: 12 Int, 12 Wis, 10 Cha
Summary: This spell can be used to reinforce the Bind that is already imposed on a companion.

Restrain
Type: Non-Combat
Base Level: Magi (6)
Required Stats: 14 Int, 14 Wis, 16 Cha
Summary: This spell is a more powerful version of Control that will renew the Bind on a companion when it begins to fade.

Charm

The pride of the Magi's guild, these types of spells have the ability of controlling certain types of creatures ranging from humanoids to dragons and causing them to befriend the spellcaster, becoming their companion. It is said that none can resist a Magi who has mastered this class of magical spells. The effectiveness of these spells depends on the caster's experience and the Magic and Charm Resistance of the monster.

Charm Insect

Type: Combat
Base Level: Magi (1)
Required Stats: 12 Int, 12 Wis
Summary: This spell will bind one or more insects to the caster, causing them to become companions. This spell will cause up to 4 monsters in 1 group to be charmed.

Charm Animal

Type: Combat
Base Level: Magi (2)
Required Stats: 12 Int, 12 Wis, 14 Cha
Summary: An excellent spell for charming vicious animals, causing them to befriend the caster. This spell will cause up to 4 monsters in 1 group to be charmed.

Charm Elemental

Type: Combat
Base Level: Magi (3)
Required Stats: 13 Int, 13 Wis, 15 Cha
Summary: Much like the Charm Animal spell, this spell will cause a group of Elementals to join the caster. This spell will cause up to 4 monsters in 1 group to be charmed.

Charm Humanoid

Type: Combat
Base Level: Magi (4)
Required Stats: 16 Int, 16 Wis, 18 Cha
Summary: One of the most useful Charm spells! Depending on the power of the caster and the resistance of the target, one can befriend almost any humanoid with this magic. This spell will cause up to 4 monsters in 1 group to be charmed.

Demise

Charm Undead

Type: Combat
Base Level: Magi (5)
Required Stats: 15 Int, 17 Wis, 10 Cha
Summary: Unlike the other charm spells that affect the living, this spell affects the Undead and attempts to magically bind them to the caster. This spell will cause up to 4 monsters in 1 group to be charmed.

Charm Giant

Type: Combat
Base Level: Magi (5)
Required Stats: 15 Int, 15 Wis, 16 Cha
Summary: A more advanced version of Charm Humanoid, this spell will affect only Giants and attempt to bind them to the caster. This spell will cause up to 4 monsters in 1 group to be charmed.

Control Animal

Type: Combat
Base Level: Magi (5)
Required Stats: 13 Int, 17 Wis, 10 Cha
Summary: A more advanced version of Charm Animal. Depending on the power of the caster and the resistance of the target, one can befriend almost any animal with this magic. This spell will cause up to 4 monsters in 1 group to be charmed.

Charm Monster

Type: Combat
Base Level: Magi (6)
Required Stats: 12 Int, 17 Wis, 10 Cha
Summary: This spell attempts to Charm creatures that no other charm-specific spell will work on. This spell will cause up to 4 monsters in 1 group to be charmed.

Control Elemental

Type: Combat
Base Level: Magi (6)
Required Stats: 15 Int, 15 Wis, 12 Cha
Summary: This spell is a more advanced version of Charm Elemental, Binding the more powerful of these creatures to the caster. This spell will cause up to 4 monsters in 1 group to be charmed.
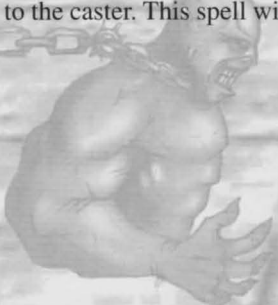
Cold

After mastering Fire, the Sorcerers' guild sought to prevent rivals from having an equal force and quickly moved to master the element of Cold so that both Fire and Cold were controlled by one group. The effectiveness of these spells depends on the experience of the caster and the Cold Resistance of the target.

Cold Blast

Type: Combat
Base Level: Sorcerer (2)
Required Stats: 12 Int, 9 Wis, 9 Dex
Summary: This simple spell creates a blast of air that is cold enough to kill most small creatures. This spell will cause up to 4 monsters in 2 groups to be frozen.

Ice Spray

Type: Combat
Base Level: Sorcerer (5)
Required Stats: 16 Int, 8 Wis, 9 Dex
Summary: This spell creates a wall of ice and blasts it towards the opponents. The wave of ice will almost certainly freeze the victim instantly. This spell will cause up to 6 monsters in 3 groups to be frozen.

Damage

The creation of these spells came about by accident, as one Cleric realized that their healing magic could be reversed to inflict harm. Spells of this type are excellent combative/defensive spells that can instantly kill victims just as easily as their counterpart spells can be used to heal. The effectiveness of these spells depends on the experience level of the caster and the Magic Resistance of the target.

Cause Wounds

Type: Combat
Base Level: Cleric (2), Warlock (2)
Required Stats: 10 Int, 12 Wis, 8 Con, 10 Dex
Summary: When cast, this spell attempts to rupture the internal and external tissues of the target(s) and kill them. This spell will cause up to 4 monsters in 2 groups to be killed.

Cause Heavy Wounds

Type: Combat
Base Level: Cleric (4), Warlock (4)
Required Stats: 12 Int, 13 Wis, 10 Con, 12 Dex
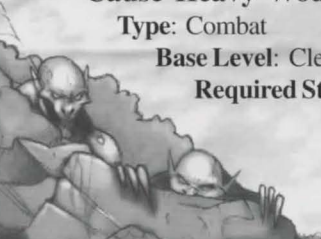
Demise
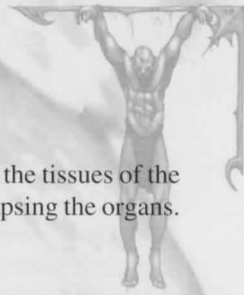
Summary: An advanced form of Cause Wounds, this spell not only attempts to rupture the tissues of the designated targets with more force, it also attempts to implode the victim as well by colapsing the organs. This spell will cause up to 6 monsters in 4 groups to be killed.

Killing Power

Type: Combat
Base Level: Cleric (5), Warlock (6)
Required Stats: 15 Int, 14 Wis, 12 Con, 14 Dex
Summary: Not much is known about how this spell functions, but it causes the life force of the targets to be yanked from their bodies. This spell will cause up to 6 monsters in 4 groups to be killed.

Deadly Harm

Type: Combat
Base Level: Cleric (6), Warlock (7)
Required Stats: 17 Int, 16 Wis, 13 Con, 16 Dex
Summary: A more devastating form of Killing Power that functions slightly differently; this spell drains the life force of its victims and feeds it to the earth. This spell will cause up to 7 monsters in 4 groups to be killed.

Draining Touch

Type: Combat
Base Level: Cleric (6) Warlock (7)
Required Stats: 17 Int, 17 Wis, 12 Con, 14 Dex
Summary: A deadly spell, when invoked and the caster touches the designated target, their life force is usually drained into the ground, leaving a lifeless shell. This spell will cause 1 monster in 1 group to be drained.

Electrical

The Sorcerer Masters went right to work learning to control the destructive force of this Element shortly after its discovery by a fledgling apprentice (may he rest in peace). For decades, they worked to make spells of this class controllable, and in the end succeeded. The effectiveness of these spells depends on the experience of the caster and the Electrical Resistance of the target.

Shock

Type: Combat
Base Level: Sorcerer (1)
Required Stats: 12 Int, 10 Wis, 8 Dex
Summary: This spell creates an electrical arc from the caster's hands to the designated targets to instantly electrify and kill them. This spell will cause up to 2 monsters in 2 groups to be shocked.

Lightning Bolt

Type: Combat
Base Level: Sorcerer (3)
Required Stats: 14 Int, 9 Wis, 9 Dex
Summary: Summoning the power of the storm, this spell pulls electricity from the ground and blasts it into the midst of one's targets. This spell will cause up to 4 monsters in 2 groups to be electrocuted.

Thunder Bolt

Type: Combat
Base Level: Sorcerer (6)
Required Stats: 16 Int, 10 Wis, 12 Dex
Summary: A more advanced form of Lightning Bolt, this spell doubles the damage and affects more targets. This spell will cause up to 6 monsters in 3 groups to be electrocuted.

Element

The Sorcerers' continued to study various types of destruction, which included Acid, Disease and Poisons and birthed spells of the Element type. Deadly in nature, these spells affect many monsters that other magics simply cannot. The type of resistance associated with these spells can also vary depending on the spell.

Poison

Type: Combat
Base Level: Cleric (2), Sorcerer (2), Villain (6)
Required Stats: 12 Int, 12 Wis, 10 Con, 13 Dex
Summary: This useful spell introduces a deadly poison into the caster's targets. This fast-acting toxin causes paralysis of the respiratory system, asphyxiating even the strongest creatures. This spell will cause up to 4 monsters in 2 groups to be asphyxiated.

Leprosy

Type: Combat
Base Level: Cleric (4), Sorcerer (4), Villain (12)
Required Stats: 12 Int, 12 Wis, 12 Con, 12 Dex
Summary: When invoked, this spell causes the target to become infected with such an advanced case of Leprosy that quite often the victim falls apart and dies instantly. This spell will cause up to 4 monsters in 3 groups to rot.

Fire

Fire was the first of the Elements the Sorcerers' guild sought to control. Spells of this class inflict damage with heat, which can range from a burning candle to a fiery inferno. The effectiveness of these spells depends on the experience of the caster and the Fire Resistance of the victim.

Firebolt

Type: Combat
Base Level: Sorcerer (1)
Required Stats: 12 Int, 10 Wis
Summary: This simplest of Fire spells creates a small fireball and hurls it into a group of monsters, burning anything that gets in its way. This spell will cause up to 4 monsters in 2 groups to be fried.

Blue Flame

Type: Combat
Base Level: Sorcerer (3)
Required Stats: 14 Int, 10 Wis
Summary: A more advanced spell of flames, when invoked, the caster is able to hurl a blue colored magical flame at a group of monsters, inflicting extensive damage. This spell will cause up to 2 monsters in 1 group to be immolated.

Flamesheet

Type: Combat
Base Level: Sorcerer (5)
Required Stats: 15 Int, 13 Wis, 12 Dex
Summary: Derived from the Firebolt, this spell will summon a wall of fire and hurl it towards one's opponents, usually causing the targets to be burnt to cinders. This spell will cause up to 6 monsters in 3 groups to be Fried.

Demise

Heal

The first of all Spell Classes to exist, the Clerics' guild built the foundation for spells that had the ability to Heal, as well as take away disease, poison, and other ailments. Shared with the Magi's guild in good faith, a spell caster with these types of spells is a definite asset to any party. Spells of this class either Heal or Raise the Dead.

Minor Heal
Type: Non-Combat
Base Level: Cleric (2), Paladin (2), Mage (4), Villain (6)
Required Stats: 13 Int, 13 Wis
Summary: This general heal spell is useful for removing small wounds only. It will not help any other type of injury.

Cure Poison
Type: Non-Combat
Base Level: Cleric (3), Paladin (3), Mage (6), Villain (9)
Required Stats: 13 Int, 13 Wis
Summary: Very useful to any adventurer, this spell will remove any form of poison that has been inflicted on a victim.

Heal
Type: Non-Combat
Base Level: Cleric (4), Paladin (4), Mage (8), Villain (12)
Required Stats: 15 Int, 15 Wis, 8 Con
Summary: A more powerful healing spell, this magic is used to repair both small and large wounds. However, just as Minor Heal, other ailments are not affected.

Cure Paralysis
Type: Combat
Base Level: Cleric (4), Paladin (4), Mage (8), Villain (12)
Required Stats: 6 Str, 11 Int, 11 Wis, 10 Con, 6 Dex
Summary: This spell will remove any type of paralysis that has been inflicted upon a character.

Cure Disease
Type: Non-Combat
Base Level: Cleric (5), Paladin (15), Magi (10)
Required Stats: 15 Int, 15 Wis
Summary: Another useful spell, invoking this magic will remove any type of disease that the receiving character may be suffering from.

Demise

Kill

Created out of the combined studies by the Magi's and Warlock's guilds researching Mind spells, the Kill spells, which revolve around direct mental and spiritual forms of attack, will either kill the victim outright or have absolutely no affect. The effectiveness of these spells depends on the experience of the caster and the Magic Resistance of the target.

Paralysis
Type: Combat
Base Level: Mage (1), Warlock (1)
Required Stats: 11 Int, 8 Wis, 6 Dex
Summary: This spell causes all nerves in the designated targets to stop functioning, causing death. It is similar to the Paralyzing death spell, but requires less ability to master. This spell will cause up to 2 monsters in 2 groups to be killed.

Life Shatter
Type: Combat
Base Level: Mage (3), Warlock (3)
Required Stats: 13 Int, 8 Wis, 8 Dex
Summary: A more advanced form of Paralysis, this spell also affects the spirit as well, attempting to extinguish it. This spell will cause up to 6 monsters in 4 groups to be killed.

Shimmering Death
Type: Combat
Base Level: Mage (5), Warlock (5)
Required Stats: 16 Int, 13 Wis, 12 Dex
Summary: When invoked, this spell paralyzes the victims with a blinding light, then sucks the life force from their helpless bodies. This spell will cause up to 7 monsters in 4 groups to be killed.

Demise

Location

Created by the Magi's guild out of their failed attempts to make Movement spells, Spells of this nature are able to locate other specified characters or objects, and aid the caster in orientation when lost.

Establish Mystic Portal

Type: Non-Combat
Base Level: All Guilds (1)
Required Stats: 12 Int, 12 Wis
Summary: Casting this spell will set the caster's "Open Mystic Portal" location. This means that when the a character casts Open Mystic Portal, he or she will then be returned to the exact location where Establish Mystic Portal was last cast.

Detect Depth

Type: Non-Combat
Base Level: Explorer (3), Mage (3), Warlock (3)
Required Stats: 14 Int, 13 Wis, 12 Con
Summary: This spell informs the caster of what level they are on. Useful in helping lost explorers 'find themselves'.

Soul Search

Type: Non-Combat
Base Level: Explorer (6), Mage (6), Warlock (6)
Required Stats: 8 Str, 15 Int, 14 Wis, 8 Con, 12 Dex
Summary: This spell allows the caster to search for another character. The caster will receive the offset coordinates, relative to the spell caster's position and orientation, of where the searched soul is (if they are on the same level). If the character being searched for is not on the same level as the caster, an up or down value will be returned.

Find Direction

Type: Non-Combat
Base Level: Explorer (6), Mage, Warlock
Required Stats: 14 Int, 12 Wis, 14 Dex
Summary: This spell informs the caster of what direction they are facing. Also useful in helping lost explorers 'find themselves'.

Demise
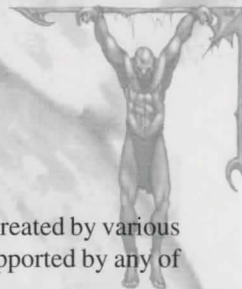
Magical

This Class contains more generic all-purpose spells. Having been created by various guilds, spells of this Class revolve round some effect that is not supported by any of the other classes.

Identify Trap

Type: Non-Combat
Base Level: Thief (1), Barbarian (3), Ninja (5), Artisan (9)
Required Stats: 8 Str, 12 Int, 12 Wis, 8 Con, 12 Dex
Summary: This spell will ensure that a trap on a chest is correctly identified.

Magical Entry

Type: Non-Combat
Base Level: Thief (3), Barbarian (6), Ninja (9), Artisan (12)
Required Stats: 12 Str, 14 Int, 14 Wis, 10 Con, 14 Dex
Summary: Casting this spell will unlock many Magically Sealed chests.

Amphibious Breathing

Type: Non-Combat
Base Level: Cleric (6), Explorer (12)
Required Stats: 12 Str, 16 Int, 12 Con, 14 Dex
Summary: This spell enables the skin of the recipient to absorb oxygen from the water, thus allowing longer breathing periods while under water.
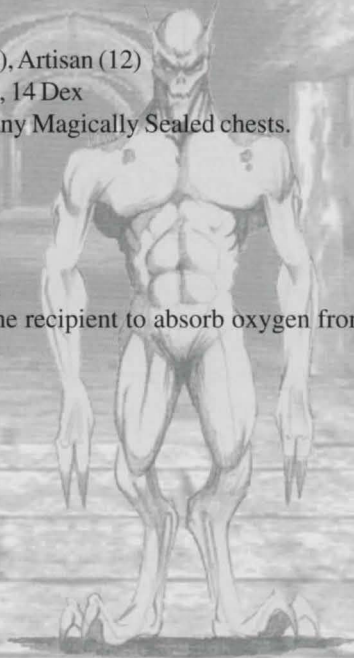
Demise

Mind

As the Sorcerers were working on destructive elemental forces, two other guilds, the Magi and Warlocks' joined together in the study of the Mind, and in the process, came up with many powerful defensive and aggressive spells. The effectiveness of these spells depends on the experience of the caster and the Mind Resistance of the monster.

Sleep

Type: Combat
Base Level: Mage (1), Warlock (1)
Required Stats: 12 Int, 11 Wis, 8 Dex
Summary: When cast, this spell attempts to take over the mind and put the designated targets to sleep so that they may be killed without a struggle. This spell will cause up to 2 monsters in 2 groups to sleep.

Blinding Darkness

Type: Combat
Base Level: Mage (4), Warlock (4)
Required Stats: 15 Int, 9 Wis, 9 Dex
Summary: When invoked, this spell creates a mentally projected light so bright that many are instantly killed. This spell will cause up to 6 monsters in 4 groups to be killed.

Summon Shade

Type: Combat
Base Level: Mage (6), Warlock (6)
Required Stats: 14 Int, 12 Wis, 10 Cha, 8 Dex
Summary: A ghastly spell that creates a mental demon so terrifying that it scares most creatures to death. This spell will cause up to 7 monsters in 4 groups to be scared to death.
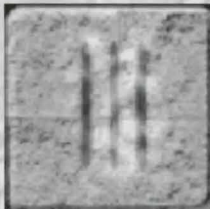
Movement

In an effort to control one's surroundings, the Explorers' guild focused their study towards the ability of traveling and moving by the use of magic. Ranging from the ability to walk through walls to teleporting a long distance away, these spells are very handy in moving around in the dungeon.

Detect Rock

Type: Non-Combat
Base Level: Explorer (1), Mage (1), Warlock (1)
Required Stats: 12 Int, 12 Wis, 12 Con
Summary: This spell allows the caster to detect whether rock exists behind the wall that is in front of them. It can be very useful for mapping and finding secret rooms.

Demise

Levitation

Type: Non-Combat
Base Level: Explorer (3), Mage (3), Warlock (3)
Required Stats: 14 Int, 14 Wis, 10 Con, 10 Dex
Summary: This spell will cause the recipient to hover in the air, avoiding pits and other dangerous areas. However, this magic only works when there is stable floor under the caster, since the magic is based on the distance from the floor to the caster. While Levitation will protect a caster from taking damage from falling down a chute, or off a ledge, the caster will still fall. There is always the slight chance (5%) that levitation will fail.

Ethereal Portal

Type: Non-Combat
Base Level: Explorer (5), Mage (5), Warlock (5)
Required Stats: 12 Str, 18 Int, 16 Wis, 10 Con, 16 Dex
Summary: When cast, the character and all members of their party, will move through the solid wall in front of the caster and appear on the other side. If the square behind the wall is rock, all members of the party will die.

Displacement

Type: Non-Combat
Base Level: Explorer (8), Mage (8), Warlock (8)
Required Stats: 12 Str, 15 Int, 14 Wis, 14 Dex
Summary: A useful spell for teleporting around in the dungeon on the current level. The coordinates required by the spell refer to the displacement to the caster's Right, then Forward *respective of the way they are facing*. Be warned that if the caster displaces themselves outside the bounds of the dungeon, or into rock, the caster and the entire party will die.

Magical Flight

Type: Non-Combat
Base Level: Explorer (9), Magi (10), Warlock (12)
Required Stats: 13 Str, 17 Int, 16 Wis, 12 Con, 15 Dex
Summary: Based on the Levitate spell, the magic from this conjuration actually allows the target to fly into the air a specific distance based on the spell's power. It will allow the caster not only to levitate above the floor and hover over water, but to fly both up and down (thus allowing the caster to avoid dangerous ledges and chutes). Due to its foundation on the Levitation Spell, there is still a 5% chance of the spell's failure when hovering over pits.

Protection

Created by the Sorcerers' guild, spells of this type cause the caster, or character receiving the spell, to be protected by an invisible field. The power of these fields depends on the skill level of the caster.

Protection

Type: Non-Combat
Base Level: Sorcerer (3), Warlock (15)
Required Stats: 8 Str, 12 Int, 14 Wis, 10 Cha, 10 Dex
Summary: This spell will create a protective field around the receiving character, making it harder for attacking creatures to do damage.

Resistance

Initially created by the Sorcerers' guild to protect themselves from their own destructive forces, these spells are very useful in increasing the resistance of a character from many forms of attack while traversing the depths. The Clerics guild also helped in this study and created spells to increase one's resistance to Poison and Disease.

Resist Fire

Type: Non-Combat
Base Level: Sorcerer (3), Cleric (6), Explorer (9), Warlock (9)
Required Stats: 13 Int, 13 Wis
Summary: This spell will raise the recipient's Fire Resistance based on the caster's spell level.

Resist Draining

Type: Non-Combat
Base Level: Sorcerer (3), Cleric (6), Explorer (9), Warlock (9)
Required Stats: 13 Int, 13 Wis, 10 Con
Summary: This spell will raise the recipient's Drain Resistance based on the caster's spell level.

Resist Cold

Type: Non-Combat
Base Level: Sorcerer (3), Cleric (6), Explorer (9), Warlock (9)
Required Stats: 14 Int, 14 Wis, 10 Con
Summary: This spell will raise the recipient's Cold Resistance based on the caster's spell level.

Demise

Resist Poison
Type: Non-Combat
Base Level: Sorcerer (4), Cleric (8), Explorer (12), Warlock (12)
Required Stats: 10 Int, 12 Wis, 10 Con
Summary: This spell will raise the recipient's Poison Resistance based on the caster's spell level.

Resist Disease
Type: Non-Combat
Base Level: Sorcerer (4), Cleric (8), Explorer (12), Warlock (12)
Required Stats: 12 Int, 12 Wis, 10 Con
Summary: This spell will raise the recipient's Disease Resistance based on the caster's spell level.

Resist Paralysis
Type: Non-Combat
Base Level: Sorcerer (4), Cleric (8), Explorer (12), Warlock (12)
Required Stats: 14 Int, 16 Wis, 8 Con, 12 Dex
Summary: This spell will raise the recipient's Paralysis Resistance based on the caster's spell level.

Resist Stoning
Type: Non-Combat
Base Level: Sorcerer (4), Cleric (8), Explorer (12), Warlock (12)
Required Stats: 12 Int, 13 Wis, 12 Con
Summary: This spell will raise the recipient's Stone Resistance based on the caster's spell level.

Visual

In a collective effort, the Sorcerers' and Warlocks' guilds managed to create spells that allowed one to turn invisible to the naked eye, and allowed one to see those who were invisible as well.

Charm of Concealment
Type: Non-Combat
Base Level: Sorcerer (2), Mage (4), Explorer (6), Warlock (8)
Required Stats: 12 Int, 14 Wis, 12 Dex
Summary: This is a very useful defensive spell. When cast, the recipient becomes invisible to the naked eye. Only those with special abilities will be able to see the character, monsters who can't will have trouble hitting the character.

See Invisible
Type: Non-Combat
Base Level: Sorcerer (2), Mage (4), Explorer (6), Warlock (8)
Required Stats: 14 Int, 12 Wis, 12 Dex
Summary: This spell will enable a character to see those who are invisible, thus making them easier to hit.

Flash of Sight
Type: Non-Combat
Base Level: 3 Guilds: Explorer (9), Magi (4), Sorcerer, Warlock (6)
Required Stats: 11 Int, 11 Wis, 11 Con, 12 Dex
Summary:
This spell enables the caster to see, for an instant, with eyes of infravision.

Brightness
Type: Non-Combat
Base Level: Sorcerer (4), Mage (6), Warlock (9), Explorer (12)
Required Stats: 12 Str, 12 Int, 14 Dex
Summary: The most basic of Light spells, using this magic will cause a glowing aura to appear around the caster for the duration of a trip in the dungeon.

Shining Lights
Type: Non-Combat
Base Level: Sorcerer (8), Mage (10), Warlock (14), Explorer (18)
Required Stats: 16 Str, 17 Int, 12 Con, 15 Dex
Summary: The brightest of the Light spells, Shining Lights creates a dozen glowing orbs that constantly surround the caster, thus giving off extremely bright illumination.

Demise

Morkal Alchemy

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Demise

Morkal Damage

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Demise

Morkal Death

Demise

Morkal Healing
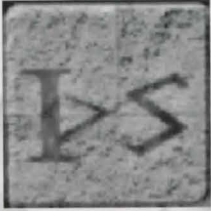
Morkal Movement

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Chapter 8 – The DEMISE Internet Server

The DEMISE Internet Server is one of the most unique features of DEMISE. It allows anyone who owns the game to run their own Internet or LAN based game server, which others can join and play on.

Running the Internet Server is simple and straight forward. You must first have run the game before you can start the Internet Server (because the server uses files that are created by the main game). Once you start the server, after the system is loaded, the main configuration window will come up.

Server Configuration

The Server Configuration section is the most important section of the server. The reason is because this is where the administrator defines what the connect address, password, and master server address.

Server Name
This is the name your server will show when people query the master server. Be creative!

Bound Address
This is the base address that the server will bind to. Most of the time, your machine name will appear here – however, you do have the selection of binding to different IP addresses if available.

Connect Address
This is VERY important. This is the address (and port) that is given to players who want to connect to your server. For example, if you bind to your machine FRED1:26000, if somebody tries to access FRED1:26000 from the internet, the connect will definitely fail. This is where you need to put the public IP address that outside connections can use to access your server – ALWAYS include the port number as well after the IP address (use format xxx.xxx.xxx.xxx:port). This allows you to route incoming connections through proxy or firewall.

Bound Port
This is the physical port that your server is bound to. Default is 26000.
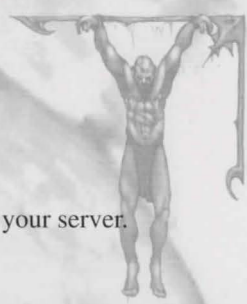
Version

The version your server is running. Only players with the same version can connect to your server.

Max Num Players

This is a number between 1 and 16.

Server Password

If you want your server to be private (i.e. restrict access to specific friends), enter the required password here. Anyone attempting to connect won't be able to get in without entering the proper password.

Welcome message

The message to display when somebody connects to your server.

Master Server Address

If you want to have your server listed on the master server (so that anyone can see and access it), place the master server address (default is www.artifact-entertainment.com) here. If you leave this blank, your server will not show up in the Master Server list.

Starting the Server

Once you close the server window, your server will 'launch'. If you are running it for the first time, or haven't run it for awhile, the first thing that happens is that the dungeon is filled with monsters.

```
Monster Manager                          ×
    Generating Monsters for Group #592
         Base Monster Skurg
```
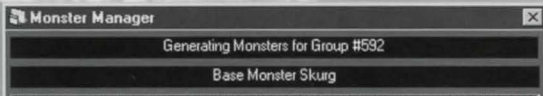
Monster Manager

The monster manager simply tells you which group is being regenerated, and what monster is placed. Of course you have no idea where the groups are (this is intentional). This window is just to tell you that the server is working on something even when it appears to be doing nothing.

The first time you launch the server, monsters will generate in every group in the dungeon, which can take a minute or more – while this happens, just sit back and be patient!

Dealing with Errors

If you entered an improper bound address or have any other problems, the server will let you know by popping up an error message. If you cannot solve the error problem, please Email demisebugs@artifact-entertainment.com and let us know exactly what's wrong, and we'll try to help you get your server up and running!

Server Master Interface

DEMISE Server

Connected Users

ID	Name	Address	Char Name	Data per sec (I/O)	
1	Requnix	216.161.210.19:25060	Multireq	30/40	

[Deactivate Server]   [View Character]   [Disconnect User]   [Send Message]

Monitored Messages

3:08:25 PM -- Socket Connection Request! 1 -- OK (0)
3:08:27 PM -- Connection 1 was TERMINATED!
3:08:27 PM -- Socket Disconnection 1 -- 0K (0)
3:08:34 PM -- Socket Connection Request! 2 -- OK (0)
3:08:36 PM -- Connection 2 was TERMINATED!

Once you get your server up and running, you will be looking at the main Server window. This will display all of the connected users, their address, character name, and bytes Input/Output per second. You will also see all monitored messages, which will show any server-related messages. From here you can do a number of things.

Deactivate/Activate Server
This turns the server on and off. Note that if you deactivate the server and players are connected, all of them will immediately be booted off.

View Character
This allows you to click on a player and view their character's information. This is very useful for tracking down cheaters, or seeing how studly a player really is.

Disconnect User
If somebody is harassing other players, or you just don't want them on your server, you can disconnect them. If you really want to get rid of them for good, you can **ban** them (which will be discussed later).

Send Message
This sends a message to all of the players on the server. Useful for letting them know you're watching and keeping an eye on things!
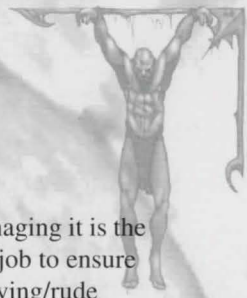
Server Management
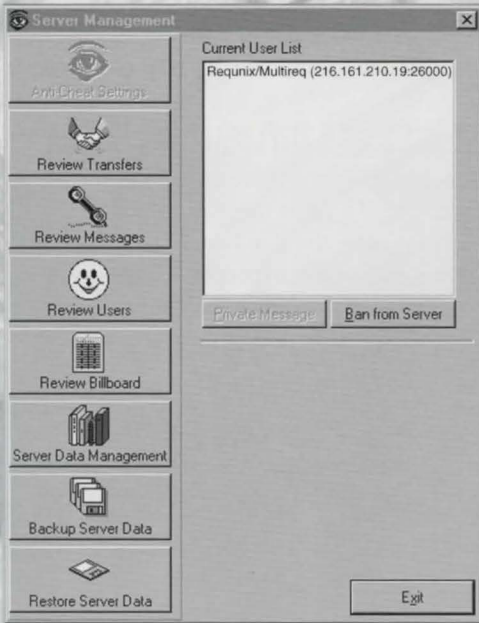
After starting your server properly, managing it is the most important thing because it's your job to ensure that the server is free of cheaters, annoying/rude people, and that the data is current and up to date for the players.

Review Transfers

From here you can review all of the exchanges that the players have done while on your server. This includes the sale of items to the store (want to find out who put 5 of those level 30 items in the store?), as well as transactions between players. From here you can clean the transactions, and ban players.

Review Messages

While you cannot review personal messages, you can review every public message that anyone has sent. This is useful for getting that "Darkstone was screaming vulgar words earlier! Ban him!" message and doing something about it.

Review Users

This allows you to review all of the users who have logged onto your server. From here you can both ban and remove a user. Remove does nothing except delete their login from your server, clearing it so they can log in again if a problem arises.

Review Billboard

From here you can review and clean up all of the bounties that have been posted on the billboard. Useful for when it gets full of old posts that weren't deleted by players.

Server Data Management

This is probably the most important screen. From here you can review the store inventory, guild logs, main storyline and more. The screen is pretty self-explanatory, allowing a server administrator to reset a store (players just LOVE it when that happens).

Backup & Restore Server Data

From here you can back up your server data files, and restore them if some sort of catastrophic event happens.

Sending Private Messages

You can send a private message to the selected user – this allows you to warn problem players that they're about to be banned, or it allows you to tell that good friend where you were last night!

Banning Users

I cannot stress how important it is for server administrators to deal quickly and swiftly with cheaters and hackers. Yes, DEMISE uses encryption on all of the game data, but for a professional hacker there's not much more that can be done (Diablo is a prefect example of a game that was ruined by hackers, where the developers never got ahead of them). For this reason, the Ban feature is by far the most useful feature for a server administrator in relation to dealing with problem people. Generally, if you ban somebody, they will not be able to access your server unless they change the hardware in their machine or move to a different machine. Of course if you want to take more drastic measures you can set your server up as a private server and even password protect it.

Some people won't care if hackers come into a server and since DEMISE doesn't support Player vs. Player combat, it's not as big of a deal. It's just that hackers and cheaters can come into a new server and start handing out obscene amounts of gold and items that throws off the balance and fun of the game.

Use your best judgment in this situation – after all, the players make the game!

Additional Information

Here are some additional points that might help you better run your server!

Keeping your server Clean

For active servers, it's VERY easy for the transactions, messages, and other logs to fill up to enormous sizes (imagine 16 people on your server 24/7 talking, and exchanging/buying items, and your server keeps track of it!). For this reason, it's a good idea to clean out the message, transfer, and even the guild logs periodically.

Being a good Administrator

Give your server character. Leave a cool welcome message, and pop on every once and awhile and talk to the players. Let them know you're around, and let them know you're there to help. If you know the game well, offer advice to the new characters. Keeping your server a lively place even when only a few people are logged on is essential to the feel of the multiplayer version of the game. You can even jump in yourself and play with the other players when you get the time!

Watching out for Hackers & Cheaters

Dealing with these people can be both annoying and time consuming. With the supplied tools it shouldn't be too hard to figure out who is a cheater and take care of them. However, there are some slick people who can manipulate and hack data on the fly and it might be harder to track them down.

As a rule of thumb, use these tools to find and eliminate cheaters:

Character Viewer

This is a lifesaver. You can look at all their stats, items, banked items, gold and more. You can even see when their character was created. This is an excellent feature since a character that's only a day old probably isn't going to be level 200, right?

Transactions

Of course wading through piles of transactions isn't the best way to spend your time. However, it's fairly easy to look through them and see that a "Flaming Sword of Death" was given from one character to another. and this might give you a lead on a cheater.

Messages

If someone reported that a player was vulgar, or talking about things that they shouldn't have, this is the place to find it.

Possible Future Server Features

Even though DEMISE has already been released, we're hoping to add some features to future versions of the game that will help the server administrator more.

Character Tracker

The ability to look at everyone's character even when they aren't on-line. This would allow the administrator to find out what hacked characters were on their server.

Creation Version Allowance

A feature that states 'if your character was created before this version of the game system, you can't join'. This would prevent characters from older (possibly buggy) releases from exposing bugs in those releases and carrying them over to more stable/fixed game environments.

Auto-watch Security System

A system that sits in the background, randomly watches characters, keeps track of their stats, items, and more, and flags them on a list if anything 'odd' pops up. The server admin could then go through the list and see if a problem really did exist.

Appendix

Race Statistics, Age, Experience, and Alignment Chart

Race	Age	Exp	Bre	Sight	Str	Int	Wis	Con	Cha	Dex	G N E
Human	100	3	1	3	4\17	4\18	4\18	6\17	5\18	6\18	X X X
Elf	450	7	1	6	2\14	7\21	7\20	2\15	4\18	4\19	X X X
Giant	225	7	3	1	10\24	3\17	3\17	8\18	2\15	4\18	- X -
Gnome	315	6	3	2	3\17	6\19	6\19	3\18	8\23	6\18	X X X
Dwarf	275	5	1	7	4\19	3\18	6\19	4\19	2\16	4\18	- X -
Ogre	250	6	5	5	8\21	2\16	2\16	10\20	4\18	5\16	X X X
Yeti	175	4	8	3	7\19	4\18	4\19	3\15	2\14	4\20	X - X
Saris	325	8	2	8	4\17	4\18	3\18	6\17	4\17	10\23	- X
Troll	285	6	6	9	8\20	4\18	2\18	5\18	2\16	7\20	X X X

Age (Max Age): Is only an approximate indicator. There is a small chance that a character could die before that age, but as one approaches the age listed the chance of dying increases.

Ex (Experience Factor): The higher the number, the more experience is needed to make a level.

Stats & Alignments: The numbers under the stats are in a low/high format. For example: Str 7/19 means that a character of that race cannot start with a Strength of less than 7, nor greater than 19. You may not raise a NATURAL stat more than 5 above the maximum listed above. G, N and E (Good, Neutral and Evil) represent the alignments the specified races can be.

Bre (Breathing): Is used for being underwater and represents how long the race can hold its' breath — the higher the better.

Sight: Affects how well the race can see in the darkness (and in general). The higher the number, the better the eyesight.

Demise

Race Guild Allowance Chart

Race	A	B	C	D	E	F	G	H	I	J	K	L	Guilds
Human	X	X	X	X	X	X	X	X	X	X	X	X	A - Artisan
Elf	X		X			X	X		X	X	X	X	B - Warrior
Giant	X	X				X		X					C - Paladin
Gnome	X		X		X	X	X	X	X			X	D - Ninja
Dwarf	X	X				X	X	X			X	X	E - Villain
Ogre	X	X						X					F - Explorer
Yeti	X	X			X	X		X	X	X			G - Thief
Saris	X					X	X		X		X	X	H - Barbarian
Troll	X			X	X		X	X					I - Magi
													J - Sorcerer
													K - Warlock
													L - Cleric

Race Size & Resistance Chart

Race	Size	A	B	C	D	E	F	G	H	I	J	K	Resistance
Human	Normal	-	-	-	-	-	-	-	-	-	-	-	A - Fire
Elf	Small	-	-	-	50%	-	-	80%	-	-	-	-	B - Cold
Giant	Very Big	50%	50%	50%	-	50%	50%	-	25%	50%	50%	-	C - Electrical
Gnome	Normal	-	-	-	40%	-	-	-	25%	25%	25%	-	D - Mind
Dwarf	Small	45%	80%	-	-	50%	50%	-	40%	50%	90%	-	E - Disease
Ogre	Big	75%	75%	-	-	50%	-	-	50%	75%	75%	15%	F - Poison
Yeti	Normal	35%	35%	35%	50%	-	-	40%	-	95%	65%	50%	G - Magic
Saris	Normal	-	-	90%	90%	-	-	-	90%	-	-	90%	H - Stone
Troll	Normal	-	-	-	-	45%	45%	-	-	45%	65%	25%	I - Paralysis
													J - Drain
													K - Acid
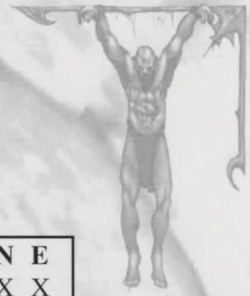
Guild Charts & Statistics

Guild	AH	ML	MH	EP	QP	Str	Int	Wis	Con	Cha	Dex	G	N	E
Artisan	5	30	1	8	10	1	1	1	1	1	1	X	X	X
Warrior	6	26	2	16	10	14	6	6	10	4	8	X	X	X
Paladin	5	29	2	19	15	14	9	9	8	16	12	X	-	-
Ninja	4	25	2	21	20	14	10	8	8	6	16	X	-	X
Villain	4	26	2	21	15	14	13	8	12	4	16	-	-	X
Explorer	4	27	2	18	10	12	13	13	10	4	12	X	X	X
Thief	3	21	2	15	5	9	12	8	5	5	16	-	X	-
Barbarian	4	29	2	18	10	12	8	8	10	4	15	-	X	X
Magi	3	27	2	27	5	6	12	13	8	12	13	X	X	X
Sorcerer	2	29	2	27	5	7	14	13	12	5	10	X	-	X
Warlock	2	38	2	30	5	10	18	18	12	8	14	X	X	X
Cleric	2	28	2	32	5	8	14	14	10	8	14	-	X	-

AH - Average hits received when making a level in this guild

ML - Maximum level at which AH hits are received. After a character reaches ML in a guild, they will only gain 1 or 2 hits points per level.

EP - Experience Parameter for the guild. The higher the number, the more experience a guild requires for making a level.

QP - Quest Parameter. The higher the number, the more quests that guild will assign to characters.

Str, Int, Wis, Con, Cha, Dex: Show the minimum required to join the guild.

Guild	A	B	C	D	E	F	G	Abilities
Artisan	5	-	-	-	7	3	1	A - Thieving
Warrior	2	-	9	5	12	2	3	B - Backstabbing
Paladin	2	-	5	2	10	3	4	C - Critical Hit
Ninja	7	2	5	8	10	6	2	D - Multiple Swings
Villain	6	4	1	3	8	4	5	E - Fighting
Explorer	3.5	-	3	-	9	9	6	F - Perception
Thief	9	9	-	-	6	5	3	G - Language
Barbarian	7.5	5	-	1	8	3	2	
Magi	2	-	-	-	5	3	7	
Sorcerer	2	-	-	-	5	2	7	
Warlock	2	-	-	-	5	2	8	
Cleric	2	-	-	-	5	2	6	

Shows what skills you can learn from which guilds. Dashes (-) mean this skill is not taught by the guild. The higher the numbers the better the skill taught by the guilds.

Demise

Items

Starting out in the world of DEMISE can seem rather overwhelming to many players. For this reason, we have compiled a list of some items that can be found in the upper levels of the dungeon.

Weapons

Te-Waza

ITEM: Te-Waza of Self Infliction

Offering an A/D of -3/-3 and a damage modifier of 1 to a properly aligned character, this item is CURSED, offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 6 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Ninja (1).

Found near the entrance to the dungeon, the green Te-Waza powder is the first test of a novice Ninja. This first test is to teach the student that not all magic is beneficial.

Daggers

ITEM: Bronze Dagger

Offering an A/D of 3/0 and a damage modifier of 1 to a properly aligned character, this item offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 4 Strength, 6 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Bronze daggers are the weakest weapon that an adventurer can use, but unless one is a Ninja, it sure beats fighting bare handed!

ITEM: Dagger of Stealth

Offering an A/D of 6/3 and a damage modifier of 1.3 to a properly aligned character, this item offers 2 swings and is a one-handed item. This item offers no special abilities or resistances. Requiring 12 Strength, 12 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (10), Warrior (13), Paladin (13), Ninja (17), Villain (15), Explorer (15), Thief (14), Barbarian (15), Magi (14), Sorcerer (17), Warlock (15), Cleric (18).

The Dagger of Stealth is a rare item that can be found only in the store. This weapon is one of the most effective tools available for adventurers exploring the upper reaches of the dungeon.

ITEM: Bone Dagger

Offering an A/D of -3/-3 and a damage modifier of 0.1 to a properly aligned character, this item is offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying -1 Strength, -1 Intelligence, -1 Wisdom, -1 Constitution, -1 Charisma, -1 Dexterity when equipped, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

The sharpened tibia of an unfortunate adventurer, wise adventurers will avoid this weapon.

ITEM: Iron Dagger

Offering an A/D of 3/0 and a damage modifier of 1.2 to a properly aligned character, this item offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

A handy weapon, iron daggers are commonly carried by less experienced adventurers.

Crosses

ITEM: Cross of Redemption

Offering an A/D of -6/-3 and a damage modifier of 0.1 to a properly aligned character, this item is offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 16 Intelligence, 16 Wisdom, 15 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

The Cross of Redemption appears to drip blood if used in combat.

Swords

ITEM: Bronze Sword

Offering an A/D of 3/0 and a damage modifier of 1.1 to a properly aligned character, this item offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 6 Strength, 6 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Barbarian (1).

A simple short sword made of bronze, this is often the first weapon of a novice adventurer.
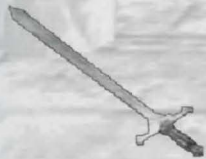
ITEM: Sword of the Winds

Offering an A/D of 12/6 and a damage modifier of 1.6 to a properly aligned character, this item offers 3 swings and is a one-handed item. This item offers no special abilities or resistances. Requiring 16 Strength, 16 Dexterity to equip or use, and modifying 1 Strength when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (48), Warrior (66), Paladin (66), Ninja (83), Villain (77), Explorer (77), Barbarian (77).

Only one of these swords is known to exist, and it is for sale in the town store. It is made of adamantite, and is capable of striking three blows per round. It is this speed which gives the sword its name. While it is highly effective in combat, and it even offers a boost to the bearer's strength, there must be some disadvantage to this very expensive weapon. It has been sold many times to experienced adventurers, who often sell it back to the store after only a few adventures using it.

ITEM: Iron Sword

Offering an A/D of 3/0 and a damage modifier of 1.3 to a properly aligned character, this item offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Barbarian (10).

A simple iron broad sword, this weapon is capable of making deeper wounds than a bronze sword.

ITEM: Backlash Sword

Offering an A/D of -3/0 and a damage modifier of 0.1 to a properly aligned character, this item is CURSED, offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Barbarian (5).

Often found near the entrance to the dungeon, these cursed iron swords often lead to the demise of their wielders since they cannot be dropped once equipped without the aid of the store, and the first fight the bearer gets into often kills him or her before the dungeon can be escaped.

Staffs
ITEM: Pine Staff

Offering an A/D of 3/0 and a damage modifier of 1 to a properly aligned character, this item offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 8 Strength, 8 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A smooth length of pine, this makes a simple and convenient weapon.

ITEM: Oak Staff

Offering an A/D of 3/0 and a damage modifier of 1.1 to a properly aligned character, this item offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

Made of sturdy oak, these staves are capable of laying a harder welt on an enemy than a pine staff.

ITEM: Gordu Staff

Offering an A/D of -3/0 and a damage modifier of 0.1 to a properly aligned character, this item is CURSED, offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

A well made oak staff charred at both ends, this staff is cursed to miss foes and do no damage.

Maces

ITEM: Bronze Mace

Offering an A/D of 3/0 and a damage modifier of 1.1 to a properly aligned character, this item offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Explorer (1), Barbarian (1).

Basically a club with a ball of bronze on the end, this is a very basic weapon.

ITEM: Mace of Kordul

Offering an A/D of -3/0 and a damage modifier of 0.1 to a properly aligned character, this item is CURSED, offers 1 swing and is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Constitution, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Explorer (5), Barbarian (5).

An attractive looking iron mace, this weapon is cursed to fail in combat. If a blow does manage to connect, it does little if any damage.
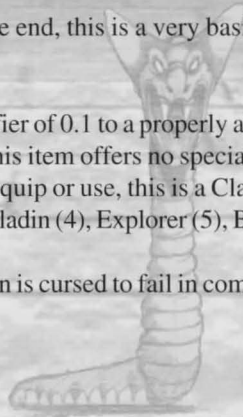
Axes

ITEM: Bronze Battle Axe

Offering an A/D of 3/0 and a damage modifier of 1.3 to a properly aligned character, this item offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Villain (1), Explorer (1), Barbarian (1).

Made of bronze, this axe is easily damaged in battle and is fairly unwieldy. However, it is one of the most effective weapons available to novice adventurers.

ITEM: Axe of the Blackguard

Offering an A/D of -3/0 and a damage modifier of 0.1 to a properly aligned character, this item is CURSED, offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying -1 Strength, -1 Intelligence, -1 Wisdom, -1 Constitution, -1 Charisma, -1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Villain (5), Explorer (5), Barbarian (5).

A well made iron battle axe, a powerful curse makes these axes draw vitality from the bearer, dropping all attributes.

Hammers

ITEM: Iron Hammer

Offering an A/D of 3/3 and a damage modifier of 1.4 to a properly aligned character, this item offers 1 swing and is a two-handed item. This item offers no special abilities or resistances. Requiring 13 Strength, 12 Constitution, 13 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Explorer (10), Barbarian (10).

This large, unwieldy hammer requires two hands to use, and isn't all that effective in combat. However, its sheer size causes a certain amount of hesitation in enemies, making them a little easier to hit and less likely to strike the one wielding the weapon.

Armor

Leather Armor

ITEM: Leather Armor

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 3 Strength, 5 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Made from leather, this simple armor will occasionally turn blows aimed at the wearer.

ITEM: Padded Leather Armor

Offering an A/D of 0/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

Made from supple leather with vital areas covered by several layers, padded leather provides basic protection to its wearer.

ITEM: Feather Leather Armor

Offering an A/D of 0/-9 to a properly aligned character, this item is CURSED and requires no hands. This item offers no special abilities or resistances. Requiring 6 Strength, 3 Dexterity to equip or use, and modifying -1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

Though it looks like normal padded leather armor, this nasty piece of business has feathers inside of the padding and a nasty curse that totally negates any benefit the armor might give. Indeed, blows will pass clean though the armor, and it even reduces the wearer's dexterity by not fitting quite right.

Chain Armor

ITEM: Bronze Chain Mail

Offering an A/D of 0/9 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, and modifying -1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Villain (1), Explorer (1), Barbarian (1).

Made of interlocking links of bronze, this heavy armor is fairly easily damaged but capable of withstanding a fair number of blows.

ITEM: Iron Chain Mail

Offering an A/D of 0/15 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 12 Strength, 12 Dexterity to equip or use, and modifying -1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (16), Warrior (22), Paladin (22), Villain (26), Explorer (26), Barbarian (26).

Iron links are used to make this heavy, but quite effective, chain armor.

Plate Armors

ITEM: Bronze Plate Armor

Offering an A/D of 6/9 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, and modifying -2 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Explorer (1).

Even though it's heavy, bronze plate armor is favoured by novice warriors both for its good defensive ability and its boost to attack.

ITEM: Ulsik Plate Armor

Offering an A/D of -3/-9 to a properly aligned character, this item is cursed and requires no hands. This item offers no special abilities or resistances. Requiring 12 Strength, 9 Intelligence, 12 Constitution, 9 Dexterity to equip or use, and modifying -3 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Explorer (1).

This graceless, black iron plate armor should be avoided at all cost.

Shields

ITEM: Wooden Shield

Offering an A/D of 0/3 to a properly aligned character, this item is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Villain (1), Explorer (1), Barbarian (1).

This simple wooden disc is capable of absorbing only a little damage.

ITEM: Bronze Shield

Offering an A/D of 0/6 to a properly aligned character, this item is a one-handed item. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Villain (5), Explorer (5), Barbarian (5).

This shield, consisting of a wooden frame and a bronze face, is capable of absorbing some damage.

Head Protection

Caps

ITEM: Leather Cap

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

The best that can be said for this simple hard leather cap is that it is better head protection than nothing.

Helmets

ITEM: Copper Helm

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 2 Strength, 3 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Villain (1), Explorer (1), Barbarian (1).

This simple helm is made of beaten copper.

ITEM: Bronze Helmet

Offering an A/D of 0/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 9 Strength, 8 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Villain (5), Explorer (5), Barbarian (5).

Made of bronze, this gleaming helmet offers adequate protection to the wearer's head.

Hand Protection

Gloves

ITEM: Leather Gloves

Offering an A/D of 3/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 8 Strength, 8 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

The wearer of these good leather gloves will gain a small advantage in combat.

ITEM: Gloves of the Blackguard

Offering an A/D of -15/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying -3 Strength, -3 Charisma, -3 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

Indistinguishable from normal leather gloves, former wearers of these ill-omened coverings incurred the wrath of the gods. The curse still affects the gloves, providing terrible disadvantages to anyone unfortunate enough to put on a pair.

ITEM: Nugena Gloves

Offering an A/D of 6/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Created from the thick hide of the cow-like nugena, these gloves hold a minor enchantment that increases their attack advantage.

Gauntlets
ITEM: Lethal Gauntlets

Offering an A/D of 12/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 12 Strength, 12 Dexterity to equip or use, and modifying 1 Strength, 1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (48), Warrior (66), Paladin (66), Villain (77), Explorer (77), Barbarian (77).

Found only in the store, Lethal Gauntlets are famous for their ability to aid in striking a foe, as well as their boost to strength and dexterity.

ITEM: Nugena Gauntlets

Offering an A/D of 3/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Villain (10), Explorer (10), Barbarian (10).

Made from the tough skin of the Nugena (a cow-like creature), these gauntlets are thick enough to prevent damage while reinforcing the wearer's arms to allow a slightly better chance of hitting.

ITEM: Gauntlets of Fumbling

Offering an A/D of -9/-3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Villain (5), Explorer (5), Barbarian (5).

Little different from nugena hide gauntlets, these gauntlets have at some point been bathed in the blood of a good dragon, which not only renders them ineffective, but actually curses them as well.

Cloaks

ITEM: Cloth Cloak

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 5 Strength, 5 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A long cloak of simple wool, this garment will occasionally hinder an enemy's blow.

ITEM: Cloak of Night

Offering an A/D of 6/6 to a properly aligned character, this item requires no hands. This item also offers the following when equipped: Invisible(1) Ability. Requiring 12 Intelligence, 12 Wisdom, 12 Dexterity to equip or use, and modifying 2 Dexterity when equipped, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (19), Warrior (26), Paladin (26), Ninja (33), Villain (31), Explorer (31), Thief (29), Barbarian (31), Magi (29), Sorcerer (33), Warlock (31), Cleric (36).

A swirling mass of the blackest linen, embroidered with silk from night spiders, this wonderful cloak is capable of turning its wearer invisible. It also provides the wearer with a good boost to both their defensive and offensive abilities. Finally, it is rumored that the wearer can cast the spell Summon Shade several times. The only known source of this cloak is the town store.

ITEM: Brown Cloak

Offering an A/D of 0/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Made from sturdy brown linen, this cloak has a minor enchantment to help boost its defensive benefit.

ITEM: Robe of Insight

Offering an A/D of 0/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Wisdom to equip or use, and modifying 2 Wisdom when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Beautiful robes of enchanted silk, this garment is prized by magicians of all types for its increase in the wearer's wisdom rather than its defensive bonus.

Bracers

ITEM: Bronze Bracers

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 10 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Bands of bronze with wooden end enforcers, these primitive bracers provide the wearer with a small defensive advantage in combat by absorbing the occasional blow.

Sashes

ITEM: Dorlan's Sash

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

A surprising creation by the novice artificer Dorlan who was experimenting with non-cursed sashes, this simple strip of cloth will provide a small defensive advantage to the wearer. Unable to recreate the experiment that created the Sash, the only five in existence were sold to the store to pay for his training.

Belts

ITEM: Leather Girdle

Offering an A/D of 3/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A wide leather belt. By helping to reinforce the wearer's lower torso, a small advantage in attacking is gained.

Boots

ITEM: Leather Boots

Offering an A/D of 3/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 3 Strength, 3 Dexterity to equip or use, this is a Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A sturdy pair of leather boots, the better footing allowed gives the wearer an advantage over unshod enemies in the often littered depths.

ITEM: Boots of Lethargy

Offering an A/D of -3/-3 to a properly aligned character, this item is CURSED, requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying -1 Strength, -1 Intelligence, -1 Wisdom, -1 Constitution, -1 Charisma, -1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

A fine pair of boots that can affect the wearer's abilities.

Rings

ITEM: Ring of Power

Offering an A/D of 3/0 to a properly aligned character, this item requires no hands and Casts "Killing Power" up to 5 times. This item offers no special abilities or resistances. Requiring 12 Strength, 16 Intelligence, 16 Wisdom, 12 Constitution, 12 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (25), Warrior (35), Paladin (35), Ninja (44), Villain (41), Explorer (41), Thief (38), Barbarian (41), Magi (38), Sorcerer (44), Warlock (41), Cleric (48).

Only five of these simple gold rings are known to exist, and they are for sale in the town's store. By concentrating, the wearer is capable of invoking the spell Killing Power a number of times.

ITEM: Shimmering Ring

Offering an A/D of 0/3 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Strength, 8 Intelligence, 8 Wisdom, 3 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (3), Warrior (4), Paladin (4), Ninja (6), Villain (5), Explorer (5), Thief (5), Barbarian (5), Magi (5), Sorcerer (6), Warlock (5), Cleric (6).

A favorite amongst novice adventurers, this unpretentious silver band is enchanted to increase the wearer's defensive capability in combat.

ITEM: Ring of Despair

Offering an A/D of -1/-1 to a properly aligned character, this item is CURSED, requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying -1 Strength, -1 Intelligence, -1 Wisdom, -1 Constitution, -1 Charisma, -1 Dexterity when equipped, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Identical in appearance to a Shimmering Ring, this bit of shining jewelry often causes despair in the hearts of the novice adventurers that have the misfortune to put it on. Not only does it decrease all of the adventurer's attributes, it is very expensive to have removed.

Potions

ITEM: Potion of Intelligence

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Intelligence permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Created from a mixture of magical inks washed out of spell books, this foul tasting drink has a flavor that resembles something best forgotten. Like the many unpleasant hours spent hunched in a library doing research, this draught will increase the intelligence of the drinker.
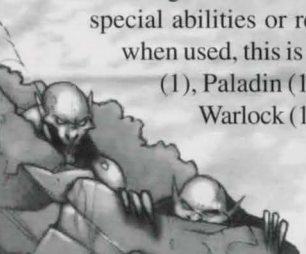
ITEM: Potion of Leadership

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Charisma permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Sparkling spring water comprises the most common element in this draught, though rare minerals help give this pure appearing beverage the power to imbue its drinker with greater charisma. Unfortunately, this heady beverage can be more than a little intoxicating...

ITEM: Potion of Insight

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Wisdom permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Demise
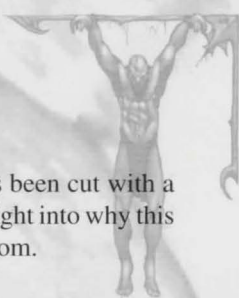
An unusual blend of some of the most pleasant flavors known to man, this draught has been cut with a number of decidedly unpleasant things as well. A single drink will permit the imbiber insight into why this abasement of a wondrous beverage was done, and generally increase the drinker's wisdom.

ITEM: Potion of Might

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Strength permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Even though it has a taste that resembles raw sewage, there's not a warrior alive who wouldn't trade the finest mead for a draught of this burning liquid.

ITEM: Potion of Fitness

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Constitution permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Made from dozens of herbs and not a few minerals, this beverage's flavor resembles dirty water. A single draught will imbue the drinker with a hardier constitution, which is useful if one is going to be drinking stuff this lousy-tasting.

ITEM: Potion of Agility

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and adding 1 Dexterity permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Made from an extract of prunes and minerals taken from a mountain stream, this potion will cause the imbiber to be able to move faster. Though it actually doesn't taste too poorly, it certainly runs through the system fast...

![Demise]

ITEM: Potion of Invisibility
Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Charm of Concealment" up to 2 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A single draught of this potion will render the imbiber invisible.

ITEM: Potion of Sight
Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "See Invisible" up to 3 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Drinking this potion will allow an adventurer to see that which is hidden by magical means.

ITEM: Mystic Potion
Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Resist Magic" up to 2 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A single draught of the Mystic Potion will make the drinker resistant to many magical spells.

ITEM: Dragon's Water
Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Resist Fire" up to 3 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A mix of water with the saliva of dragons, this potion will cause the drinker to become resistant to fire.

ITEM: Salve of Health
Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Cure Disease" up to 3 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Unusual for a potion, this potion is actually congealed into a jelly that is rubbed on the body to cure most non-serious diseases.

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Demise

Scrolls

ITEM: Scroll of Spells

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 14 Intelligence, 14 Wisdom to equip or use, and adding 50 Spell Points when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Prized highly by magicians, this scroll is capable of temporarily boosting the adventurers mana level so that more spells can be cast without the required rest period in town.

ITEM: Scroll of Negrun

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Charm Giant" up to 4 times. This item offers no special abilities or resistances. Requiring 13 Intelligence, 13 Wisdom, 14 Charisma to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Created by Negrun, one of the Artificer Magi, this scroll is capable of charming even the most unpleasant Giant.

ITEM: Scroll of Sumsae

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Charm Undead" up to 4 times. This item offers no special abilities or resistances. Requiring 13 Intelligence, 13 Wisdom, 8 Charisma to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Created by Sumsae the Black, this scroll is used to force the unliving to become slaves to the caster.

ITEM: Scroll of Ketran

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Charm Dragon" up to 4 times. This item offers no special abilities or resistances. Requiring 16 Intelligence, 16 Wisdom, 16 Charisma to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

One of the mightiest of the Circle of Artificer Magi, Ketran's scrolls are capable of charming the mighty Dragons. Woe be to the adventurer foolish enough to use this scroll on a dragon of greater will than the caster—dragons will submit only to the strongest minds, even under the influence of this magic.

ITEM: Scroll of Nimeon

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Dominate Demon" up to 4 times. This item offers no special abilities or resistances. Requiring 13 Intelligence, 15 Wisdom, 10 Constitution, 15 Charisma to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Known as the Demon Master, Nimeon's scrolls are capable of dominating Demons. However, the user is warned that demons take very poorly to being dominated and struggle greatly to get free.

ITEM: Scroll of Hathron

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Charm Monster" up to 4 times. This item offers no special abilities or resistances. Requiring 10 Intelligence, 15 Wisdom, 8 Charisma to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Perhaps the least focused of the Artificer Magi, Hathron's scrolls charm what he calls "monsters". Unfortunately, he is less than forthcoming in what is actually a "monster" to him.

Tomes

ITEM: Tome of Insight

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Intelligence, 10 Wisdom to equip or use, and adding 1 Wisdom permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Young magicians are known to highly covet this Tome, which permits not only access to more powerful spells but also boosts the magician's total spell power. It takes a month to study this Tome.

ITEM: Tome of Endurance

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Intelligence, 10 Wisdom to equip or use, and adding 1 Constitution permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

One of the most valuable items that can be found in the upper reaches of the dungeon, novice adventurers of all stripes seek this Tome. Not only does it increase the adventurer's resistance to poison and disease, and help with the recovery from the same, it also helps to increase the number of hit points gained whenever a new level is gained. Like all Tomes, it takes four weeks to study this book.

Demise

ITEM: Tome of Might

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Intelligence, 10 Wisdom to equip or use, and adding 1 Strength permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

A new Warrior's greatest prize, the Tome of Might permits its user to strike for greater amounts of damage in combat. It takes a month to master the exercises explained within.

ITEM: Tome of Learning

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring 10 Intelligence, 10 Wisdom to equip or use, and adding 1 Intelligence permanently when used, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (1), Warrior (1), Paladin (1), Ninja (1), Villain (1), Explorer (1), Thief (1), Barbarian (1), Magi (1), Sorcerer (1), Warlock (1), Cleric (1).

Spell casters of all walks seek this Tome above all others during those early, trying years of adventuring. It is a key component to gaining access to many powerful spells, in addition to increasing the magician's spell points. To gain this insight, a month is required.

Dust

ITEM: Dust of Healing

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Heal" up to 5 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

Injury is a fact of life for an adventurer. By sprinkling this dust over a wound, some or all of the injury will disappear.

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Spheres

ITEM: Bells of Kwalish

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Resurrect" up to 2 times. This item offers no special abilities or resistances. Requiring 12 Strength, 14 Intelligence, 14 Wisdom, 14 Constitution, 12 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (10), Warrior (13), Paladin (13), Ninja (17), Villain (15), Explorer (15), Thief (14), Barbarian (15), Magi (14), Sorcerer (17), Warlock (15), Cleric (18).

A small hollow crystal sphere, the Bells of Kwalish are named for the bell-like ringing of small shards of crystal trapped in the sphere. By vigorously shaking the sphere, one of the internal crystals will break, releasing the power to Resurrect a dead individual.

Artifacts

ITEM: Key of Opening

Offering an A/D of 0/0 to a properly aligned character, this item requires no hands and Casts "Magical Entry" up to 1 times. This item offers no special abilities or resistances. Requiring 12 Intelligence, 12 Dexterity to equip or use, this is a non-Class Restricted Item that is usable by the following guilds: Artisan (6), Warrior (9), Paladin (9), Ninja (11), Villain (10), Explorer (10), Thief (10), Barbarian (10), Magi (10), Sorcerer (11), Warlock (10), Cleric (12).

A simple key with a rune carved on it, a Key of Opening is capable of opening even magically locked boxes and chests.

Guild Crests

ITEM: Crest of the Artisan

Offering an A/D of 6/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 1 Strength, 1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Artisan (1).

For an adventurer fortunate enough to become the Artisans' Guild Master, this Crest will make adventuring a little easier.

ITEM: Crest of the Warrior

Offering an A/D of 12/6 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 2 Strength, 2 Constitution, 2 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Warrior (1).

Carried only by the biggest and baddest of the Warriors, this Crest not only warns others of the prowess of the bearer, but actually increases it.

ITEM: Crest of the Paladin

Offering an A/D of 6/12 to a properly aligned character, this item requires no hands and Casts "Dispel Undead" up to 12 times. This item also offers the following when equipped: Protect(1) Ability. Requiring no stats to equip or use, and modifying 2 Strength, 1 Constitution, 2 Charisma, 1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Paladin (1).

A stunning piece of jewelry, the Crest of the Paladin advertises to all who see it that a warrior of great strength and leadership is nigh. Those who fear such individuals will find it more difficult to harm one who bears this Crest.

ITEM: Crest of the Ninja

Offering an A/D of 6/18 to a properly aligned character, this item requires no hands. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 2 Strength, 3 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Ninja (1).

A small black badge, almost invisible to an observer, is all the warning one gets when encountering perhaps the deadliest Ninja to hail from the Guild. It is very difficult to penetrate the energy field that accompanies this badge in order to cause harm to the bearer.

ITEM: Crest of the Villain

Offering an A/D of 9/9 to a properly aligned character, this item requires no hands and Casts "Poison" up to 6 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 1 Strength, 1 Intelligence, 1 Wisdom, 1 Constitution, 2 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Villain (1).

This badge is a warning, not only to townsmen and other adventurers, but also to monsters, that a more deadly monster than they is approaching. Not only does it provide resistance to the Villain's favorite forms of attack, it increases the bearer's ability to cause damage in combat. When encountering groups of beings that aren't worth mixing it up with, or out of simple cruelty, a cloud of poisonous gas can be sent at the Villain's victims.

ITEM: Crest of the Explorer

Offering an A/D of 6/9 to a properly aligned character, this item requires no hands and Casts "Displacement" up to 6 times. This item also offers the following when equipped: Levitate(1) Ability. Requiring no stats to equip or use, and modifying 2 Strength, 2 Intelligence, 2 Wisdom when equipped, this is a Class Restricted Item that is usable by the following guilds: Explorer (1).

Many are the hazards found deep in the depths. This badge signifies that the bearer not only routinely braves that danger, but is very good at it. While not stunningly powerful, the Crest of the Explorers will give its bearers a distinct edge in getting around in the dungeon, and handling whatever dangers are thrown at him or her.

ITEM: Crest of the Thief

Offering an A/D of 3/6 to a properly aligned character, this item requires no hands and Casts "Dispel Magical Lock" up to 6 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 4 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Thief (1).

Anyone with valuables on their possession should avoid at all costs one who bears this Crest...providing of course that they notice the small pin that peeks out from the wearer's collar, almost winking at the viewer. With this Crest, a good Thief becomes a great one, who can bypass many traps without even breaking a sweat.

ITEM: Crest of the Barbarian

Offering an A/D of 6/9 to a properly aligned character, this item requires no hands and Casts "Magical Entry" up to 12 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 2 Strength, 1 Constitution, 3 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Barbarian (1).

A large hammered disc of precious metal studded with gems, this Crest shouts to the world that a dangerous individual is here. As bad as most people find normal Barbarians, their Guild Masters are worse news. One can never be sure if they intend to pick your pockets to get at your money, or simply split you down the middle and take anything of value that falls out. With this Crest, they're better at both.

ITEM: Crest of the Magi

Offering an A/D of 0/12 to a properly aligned character, this item requires no hands and Casts "Soul Domination" up to 6 times. This item also offers the following when equipped: Invisible(1) Ability, See Invisible(1) Ability. Requiring no stats to equip or use, and modifying 2 Intelligence, 2 Wisdom, 2 Charisma when equipped, this is a Class Restricted Item that is usable by the following guilds: Magi (1).

Masters of mind control, the Guild Masters of the Magi tend to carry this to extremes. By using the power of the Crest that they hide within their clothing, a master Mage can force the most powerful of beings to obey.

ITEM: Crest of the Sorcerer

Offering an A/D of 3/12 to a properly aligned character, this item requires no hands and Casts "Electrical Discharge" up to 6 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 3 Intelligence, 2 Wisdom, 1 Constitution when equipped, this is a Class Restricted Item that is usable by the following guilds: Sorcerer (1).

Destruction incarnate, the Guild Masters of the Sorcerers are protected from almost all forms of elemental attack in mystic combat. When pressed, they can call forth electrical currents that destroy their enemies by the score by drawing on the elemental power stored in this Crest.

Demise

ITEM: Crest of the Warlock

Offering an A/D of 3/12 to a properly aligned character, this item requires no hands and Casts "Deadly Harm" up to 6 times. This item also offers the following when equipped: Invisible(1) Ability, Protect(1) Ability, See Invisible(1) Ability. Requiring no stats to equip or use, and modifying 4 Intelligence, 2 Wisdom when equipped, this is a Class Restricted Item that is usable by the following guilds: Warlock (1).

Masters of illusion and movement, high Warlocks bearing this Crest are difficult to find, hard to hit, and capable of drawing forth deadly illusions from the Crest.

ITEM: Crest of the Cleric

Offering an A/D of 3/9 to a properly aligned character, this item requires no hands and Casts "Restoration" up to 6 times. This item offers no special abilities or resistances. Requiring no stats to equip or use, and modifying 1 Strength, 2 Intelligence, 2 Wisdom, 1 Dexterity when equipped, this is a Class Restricted Item that is usable by the following guilds: Cleric (1).

Perhaps the most benign of the Guild Masters, the masters of the Clerics' Guild are capable of great acts of healing. Not only does this prominent badge let all know that a mercy-bearer is near, it permits many miraculous acts of healing to be performed without drawing on the strength of the healer. It will also help ward the healer from harm.
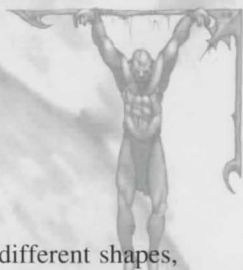
Demise

Monsters

The nasty things that crawl through the darkness of the depths below come in many different shapes, sizes, and origins. Some are more dangerous than others, and some are relatively harmless. The following list is a small taste of the critters that one might encounter in the upper levels. There are hundreds more where these came from!

Humanoids

MONSTER: Goblie

Goblies are small sized Humanoids who are generally Neutral in nature. With an average A/D of 3/2, and average hits of 7 and a 9 Strength, 9 Constitution, 7 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 25% Mind resistant.

Small, smelly relatives of Kobolds and Orcs, these little critters are the scourge of the Dungeon. Considered to be some of the easiest prey for a starting adventurer, they are quite hard to find — however, once found, they are usually gathered in substantial numbers — their only true form of defense.

MONSTER: Skurg

Skurgs are small sized Humanoids who are generally Neutral in nature. With an average A/D of 12/3, and average hits of 5 and a 9 Strength, 9 Constitution, 7 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 25% Fire resistant.

The Skurg is nothing more than its name. An annoying beast that was once humanoid, these puny creatures are perfect for an adventurer's first kill.
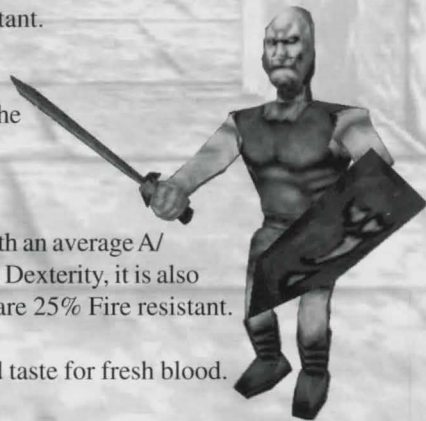
MONSTER: Kobold

Kobolds are normal sized Humanoids who are generally Neutral in nature. With an average A/D of 23/6, and average hits of 5 and a 9 Strength, 9 Constitution, 7 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 25% Fire resistant.

These puny pests roam about the upper reaches of the dungeon, looking for novice adventurers to ambush and kill for dinner, while at the same time avoiding the same fate from stronger monsters.

MONSTER: Orc

Orcs are normal sized Humanoids who are generally Evil in nature. With an average A/D of 40/25, and average hits of 14 and a 11 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 25% Fire resistant.

A bit shorter than a man, Orcs are known for their violent natures and taste for fresh blood.

Demise

MONSTER: Twisted Dwarf

Twisted Dwarfs are small sized Humanoids who are generally Neutral in nature. With an average A/D of 60/31, and average hits of 5 and a 8 Strength, 9 Constitution, 14 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Puny, weakened Dwarves who have been outcast for their ill nature. They are known best for trying to kill anyone who crosses their path to gain loot, particularly metal arms and armour.

MONSTER: Slave

Slaves are small sized Humanoids who are generally Neutral in nature. With an average A/D of -19/0, and average hits of 5 and a 6 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Slaves are usually members of the Kobold, Goblin, and Orc races, though Humans and Dwarves are occasionally found among them as well. Ill-treatment has made them timid and ineffectual in combat, but they rarely flee because their fear of their masters is often greater than that of death.

MONSTER: Outcast Goblin

Outcast Goblins are normal sized Humanoids who are generally Evil in nature. With an average A/D of 23/6, and average hits of 7 and a 9 Strength, 9 Constitution, 9 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 10% Fire resistant.

Pushed out of their tribes in the perpetual power struggles that mark the Goblin race, these bitter and angry creatures tend to vent their frustration violently on others, often even on creatures that they can't possibly win against, in a wild effort to prove their worth.

Slimes

MONSTER: Floor Slime

Floor Slimes are small sized Slimes who are generally Neutral in nature. With an average A/D of 23/12, and average hits of 5 and a 11 Strength, 9 Constitution, 8 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1), Spit Acid(1). They are 50% Electrical, 100% Mind, 100% Disease, 100% Poison, 100% Paralysis, 90% Acid resistant.

While small and easy to kill, Floor Slimes are very dangerous because of the small blobs of poisonous, acidic material they can fire out of their body when in danger.
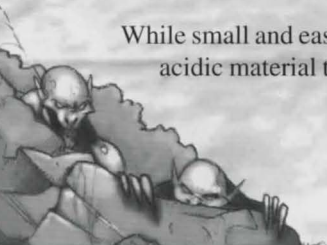
MONSTER: Green Ooze

Green Oozes are small sized Slimes who are generally Neutral in nature. With an average A/D of 40/12, and average hits of 14 and a 10 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1). They are 100% Mind, 100% Disease, 100% Poison resistant.

These uncommon slimes are harder to kill than the similar looking Floor Slime, but are unable to shoot out blobs of acidic material. However, the touch of the slime is still poisonous.

MONSTER: Aboleth

Aboleths are small sized Slimes who are generally Neutral in nature. With an average A/D of 92/25, and average hits of 65 and a 15 Strength, 9 Constitution, 8 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1), Disease(1). are 100% Mind, 100% Disease, 100% Poison resistant.

A dangerous form of slime unique to a small area on the first level of the dungeon, the Aboleth can cause a great deal of damage to anyone coming within its reach, particularly since its' noxious condition can cause both poison and disease.

Devils

MONSTER: Margoyle

Margoyles are small sized Devils who are generally Evil in nature. With an average A/D of 33/12, and average hits of 12 and a 11 Strength, 9 Constitution, 14 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 25% Mind resistant.

This small, stone skinned creature is very dangerous to novice adventurers due to its' quick speed.

Reptiles

MONSTER: Rock Snake

Rock Snakes are small sized Reptiles who are generally Neutral in nature. With an average A/D of 10/8, and average hits of 10 and a 10 Strength, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

A small snake which probably crawled into the dungeon from outside. A few swings from a sword and you'll be eating Rock Snake stew.

MONSTER: Slitherling

Slitherlings are small sized Reptiles who are generally Neutral in nature. With an average A/D of 15/12, and average hits of 15 and a 10 Strength, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

This fast moving snake attack is quick and deadly. It's not an extremely dangerous breed, but it should not be taken lightly.

MONSTER: I'ssus

I'ssuses are small sized Reptiles who are generally Neutral in nature. With an average A/D of 26/19, and average hits of 10 and a 10 Strength, 9 Constitution, 8 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1). They are 50% Poison resistant.

A small poisonous serpent, this quick killer has claimed the lives of many unsuspecting adventurers.

Dragons

MONSTER: Dragette

Dragettes are small sized Dragons who are generally Neutral in nature. With an average A/D of 15/13, and average hits of 25 and a 10 Strength, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 50% Fire resistant.
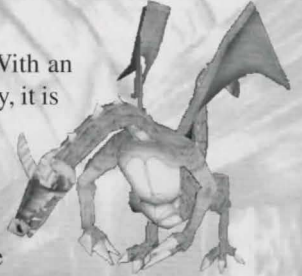
This little baby dragon is so cute that people usually try to take it home before they realize how deadly it can be. Do yourself a favor and kill it before it kills you.

MONSTER: Pseudo-Dragon

Pseudo-Dragons are normal sized Dragons who are generally Good in nature. With an average A/D of 40/38, and average hits of 20 and a 12 Strength, 9 Constitution, 12 Dexterity, it is also known that these creatures abilities and attacks include: Breathe Fire(1), "Mind(1)" Spells. They are 100% Fire, 25% Disease, 25% Poison resistant.

This small, benign dragon is hunted as often for its companionship as it is for its wealth.
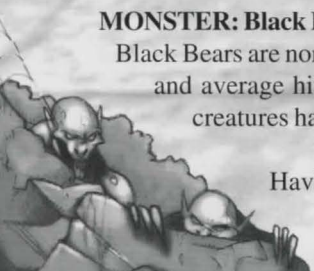
Animals

MONSTER: Tyke

Tykes are big sized Animals who are generally Neutral in nature. With an average A/D of 9/12, and average hits of 7 and a 10 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

The Tyke is a large dog with a very aggressive attitude. It is the weakest of the Tyke family, and makes a great pet when trained!
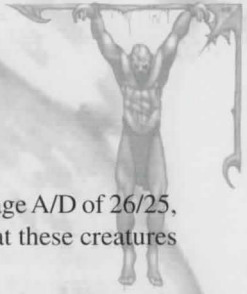
MONSTER: Black Bear

Black Bears are normal sized Animals who are generally Neutral in nature. With an average A/D of 25/6, and average hits of 10 and a 8 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 10% Fire, 10% Cold, 50% Mind resistant.

Having made its den in the dungeon, the Bear only wants to be left alone.

MONSTER: Giant Owl

Giant Owls are normal sized Animals who are generally Neutral in nature. With an average A/D of 26/25, and average hits of 5 and a 8 Strength, 9 Constitution, 11 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

A silent flier, the Giant Owl lives on rats and the other vermin that infest the dungeon.

MONSTER: Tengu

Tengus are big sized Animals who are generally Neutral in nature. With an average A/D of 77/62, and average hits of 40 and a 17 Strength, 9 Constitution, 16 Dexterity, it is also known that these creatures abilities and attacks include: See Invisible(1), Poison(1), Disease(1). They are 100% Mind, 50% Poison, 50% Magic, 100% Stone, 100% Paralysis resistant.

Nearly legendary due to its rareness, the Tengu is one of the few animals that are believed to be native to the dungeon. This huge creature hunts alone, looking for solitary creatures or small groups. Rushing forward, it attempts to overwhelm its' still living meal with its noxious breath. Cutting the creature open will often reveal items that were swallowed.

MONSTER: Brown Tyke

Brown Tykes are big sized Animals who are generally Neutral in nature. With an average A/D of 15/15, and average hits of 7 and a 10 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities include: Invisible(1). They are not resistant to anything.

A larger Tyke, this dog-like creature stands nearly waist high to a man and has the ability to turn itself invisible and attack from concealment.

MONSTER: Snook

Snooks are big sized Animals who are generally Neutral in nature. With an average A/D of 25/15, and average hits of 7 and a 6 Strength, 9 Constitution, 16 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

A man sized rat-like creature, the Snook is easily recognizable by its call. They're prized as pets by some people.

MONSTER: Large Rat

Large Rats are small sized Animals who are generally Neutral in nature. With an average A/D of 15/5, and average hits of 3 and a 6 Strength, 8 Constitution, 12 Dexterity, it is also known that these creatures abilities and attacks include: Disease(1). They are 50% Disease resistant.

The size of a small dog, these filthy vermin are everywhere in the dungeon, along with hoards of the more timid normal rats.

Insects

MONSTER: Graèl Maggot

Graèl Maggots are small sized Insects who are generally Neutral in nature. With an average A/D of 6/3, and average hits of 3 and a 6 Strength, 3 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

MONSTER: Giant Spider

Giant Spiders are small sized Insects who are generally Neutral in nature. With an average A/D of 12/6, and average hits of 7 and a 8 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1). They are 100% Mind, 100% Poison resistant.

Large poisonous spiders, these are easy to kill.

MONSTER: Giant Centipede

Giant Centipedes are small sized Insects who are generally Neutral in nature. With an average A/D of 12/6, and average hits of 5 and a 8 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1). They are 100% Mind, 100% Poison resistant.

These four foot long poisonous creatures are easy to kill, assuming that one can avoid their poison.

Undeads

MONSTER: Zombie

Zombies are normal sized Undeads who are generally Evil in nature. With an average A/D of 25/12, and average hits of 12 and a 11 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Disease(1). They are 50% Mind, 100% Disease resistant.

The animated corpses of adventurers and other dead humanoids, these mindless foes must be killed.

MONSTER: Hiksae

Hiksaes are normal sized Undeads who are generally Evil in nature. With an average A/D of 33/12, and average hits of 15 and a 12 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Disease(1). They are 50% Mind resistant.

The animated remains of poorly preserved bodies, Hiksae are in a state of decomposition that causes those struck by them to come down with horrible illnesses.

MONSTER: Skeleton

Skeletons are normal sized Undeads who are generally Evil in nature. With an average A/D of 26/6, and average hits of 5 and a 11 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are 100% Mind resistant.
Magical skeletons are easy to destroy in hand to hand combat.

Water-Dwellers

MONSTER: Giant Frog

Giant Frogs are normal sized Water-Dwellers who are generally Neutral in nature. With an average A/D of 23/12, and average hits of 12 and a 11 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

These large water dwellers are capable of delivering a powerful bite.

MONSTER: Kyu Hetha

Kyu Hethas are small sized Water-Dwellers who are generally Evil in nature. With an average A/D of 26/6, and average hits of 15 and a 11 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Very young members of the race disparagingly called Fishies, these evil creatures will attempt to drown any drylanders they can sneak up on.

MONSTER: Kyu Yetro

Kyu Yetros are normal sized Water-Dwellers who are generally Evil in nature. With an average A/D of 40/38, and average hits of 20 and a 15 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Kyu Yetros are perfectly happy to attack and kill anyone not of their own race or one of their pet frogs.

Giants

MONSTER: Slave Masher

Slave Mashers are big sized Giants who are generally Evil in nature. With an average A/D of 62/38, and average hits of 50 and a 18 Strength, 9 Constitution, 12 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

A large, powerful humanoid, these dim creatures take vicious delight in tormenting and hurting smaller creatures.

Mythicals

MONSTER: Guardian Serpent

Guardian Serpents are small sized Mythicals who are generally Neutral in nature. With an average A/D of 80/5, and average hits of 15 and a 6 Strength, 8 Constitution, 16 Dexterity, it is also known that these creatures abilities and attacks include: See Invisible(1), Charm Resistant(1), Poison(1). They are not resistant to anything.

Less than a foot long, Guardian Serpents are found inside treasure chests and strike when the chest is opened. Fast and exceptionally accurate attackers, they are poisonous. They are poorly protected and easy to kill.

MONSTER: Guardian Chicken
Guardian Chickens are small sized Mythicals who are generally Neutral in nature. With an average A/D of 20/35, and average hits of 100 and a 6 Strength, 7 Constitution, 9 Dexterity, it is also known that these creatures abilities include: Charm Resistant(1). They are not resistant to anything.

One of the stranger creatures found, the Guardian Chicken is a magical beast that hatches out of an egg kept inside a treasure chest and attacks anyone who opens the chest improperly. Poor fighters, they are exceptionally tough and hard to kill, and even harder to consume.

Thieves

MONSTER: Scavie
Scavies are small sized Thieves who are generally Neutral in nature. With an average A/D of 9/6, and average hits of 8 and a 7 Strength, 9 Constitution, 7 Dexterity, it is also known that these creatures abilities and attacks include: Steal(1). They are not resistant to anything.

A menace to the upper levels and the city, Scavies are smelly little Kobolds who lack the skill to dispatch most intruders. They steal what they can get their hands on and usually flee in panic at the first sign of trouble.
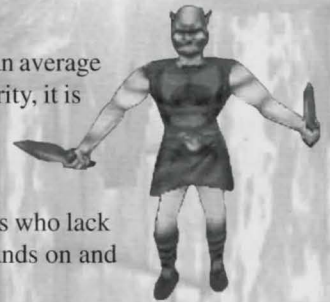
MONSTER: Footpad
Footpads are small sized Thieves who are generally Neutral in nature. With an average A/D of 19/6, and average hits of 8 and a 9 Strength, 9 Constitution, 9 Dexterity, it is also known that these creatures abilities and attacks include: Steal(1). They are not resistant to anything.

Goblins who know that they're not up to a fair fight, these small creatures prefer to grab and run.

MONSTER: Outcast
Outcasts are normal sized Thieves who are generally Neutral in nature. With an average A/D of 19/19, and average hits of 10 and a 10 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities and attacks include: Steal(1). They are not resistant to anything.

Thrown out members of the Thieves' Guild who don't like to work the streets, they combine strong arm tactics and light fingers in an attempt to liberate possessions from novice adventurers.

Mages

MONSTER: Theurgist

Theurgists are normal sized Mages who are generally Good in nature. With an average A/D of 19/31, and average hits of 15 and a 10 Strength, 9 Constitution, 10 Dexterity, it is also known that these creatures abilities include: See Invisible(1), Invisible(1), "Mind(1)" Spells, "Damage(1)" Spells. are 50% Mind, 25% Magic resistant.

Novice magicians, these individuals mask themselves with invisibility spells and seek magical scrolls and tomes, though they rarely stray far from the entrance to the dungeon.
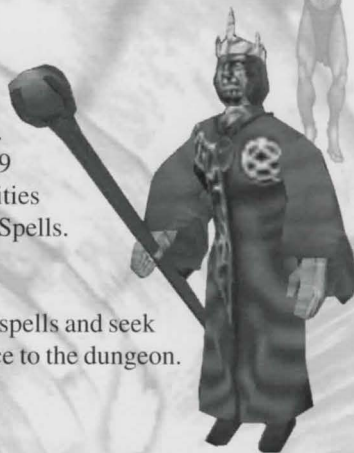
Warriors

MONSTER: Rowdy

Rowdys are normal sized Warriors who are generally Neutral in nature. With an average A/D of 28/19, and average hits of 18 and a 10 Strength, 9 Constitution, 7 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Drunken belligerents from the town's Tavern who've wandered below-ground, these brawlers will pick a fight with almost anyone. The attack is sort of good natured, seen as a contest between fellows in a bar. Of course, Orcs and such don't see it quite the same way...

MONSTER: Brave

Braves are normal sized Warriors who are generally Neutral in nature. With an average A/D of 58/56, and average hits of 30 and a 11 Strength, 10 Constitution, 10 Dexterity, it is also known that these creatures have no special attacks or abilities. They are not resistant to anything.

Normally young warriors, these men and women seek opponents to test their skills in battle.

Indigini

MONSTER: Namana

Namanas are normal sized Indiginis who are generally Evil in nature. With an average A/D of 11/4, and average hits of 7 and a 9 Strength, 7 Dexterity, it is also known that these creatures abilities and attacks include: Poison(1), Disease(1). They are 50% Fire, 100% Mind resistant.

Looking like nothing so much as a rotting tree stump, this mindless creature is drawn to living creatures. To feed, it needs to slowly absorb the minerals from a freshly killed creature's body.
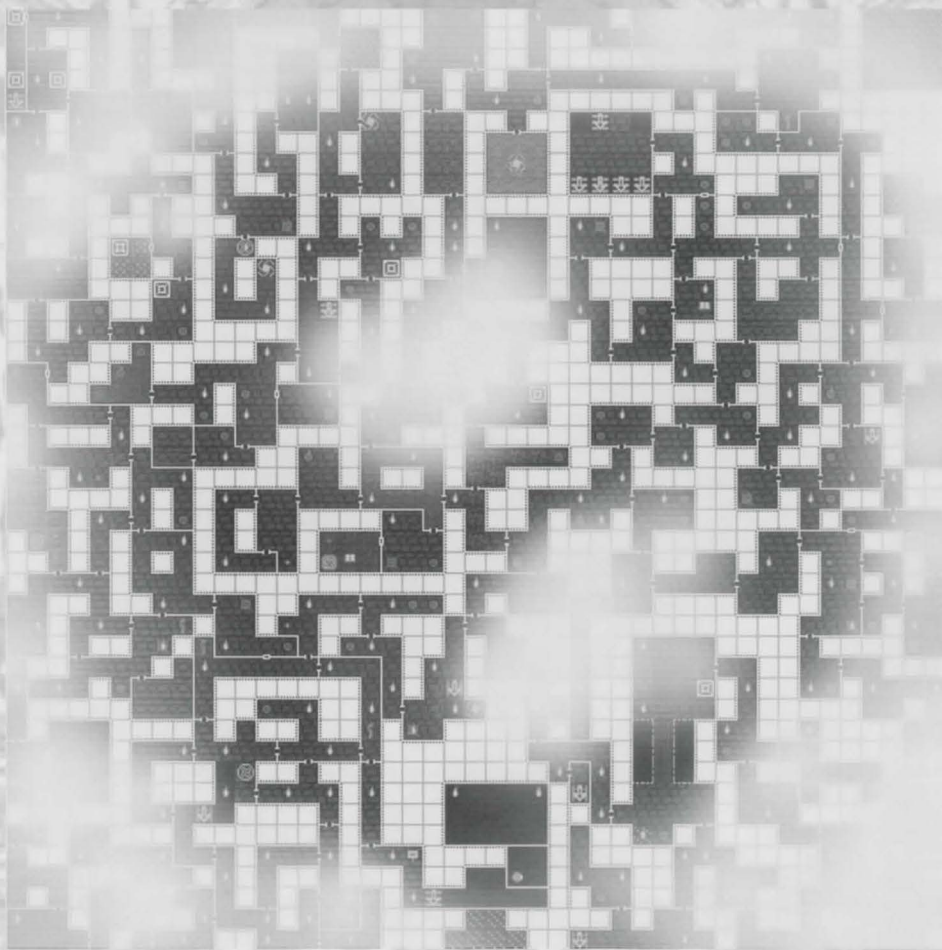
Demise

Demise
Dungeon Maps

Here are some starting maps that will help you navigate the dungeon for your first time. Remember that you technically start on level 2 when you enter the dungeon, and when you step down the stairs from the main entry room and you are on level 3!

It's a good idea to immediately turn left when you enter the dungeon, and go up the stairs to fight your first monsters – level 1 is where the easiest monsters hang out. As your character progresses, you will want to explore the swamp on level 3, and then finally venture deeper.
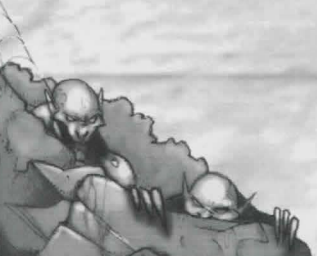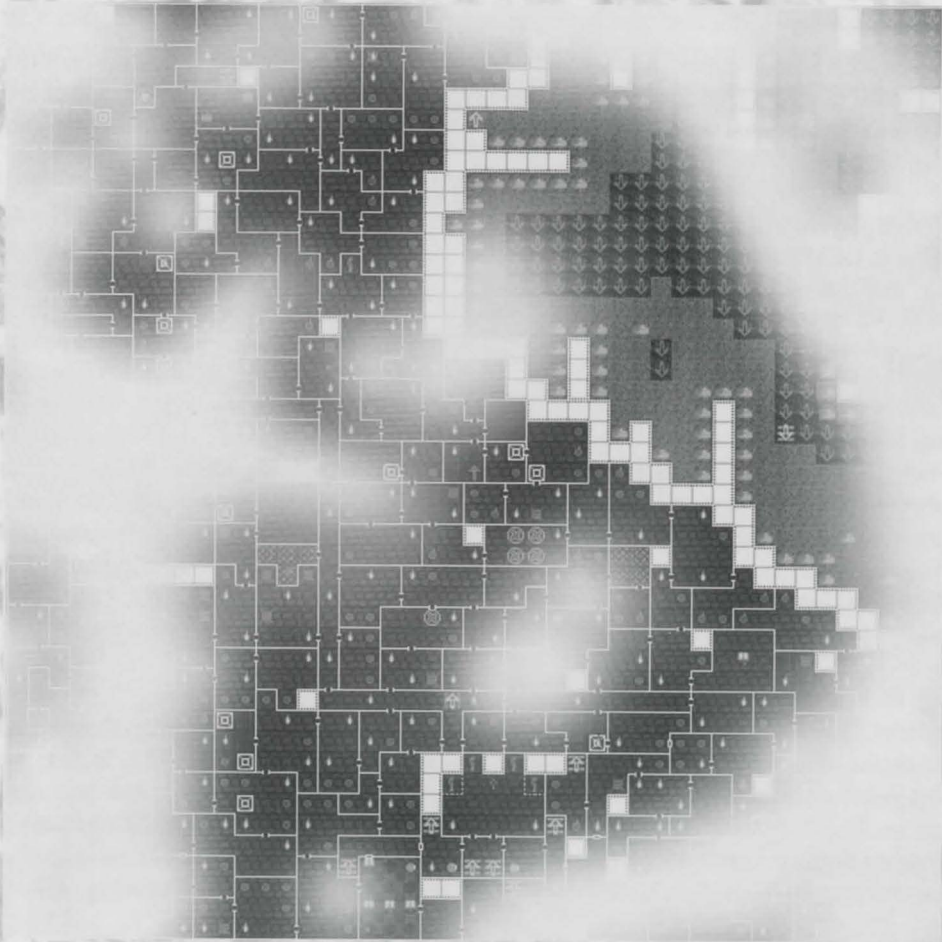

Level 1

Level 2

Level 3

Beginner's Guide

DEMISE is a VERY large game. It is virtually unlimited in playability, and is a never-ending cycle of adventure, treasure seeking, quests and more. Since each guild maxes out at level 999, and characters do actually develop exceptional skills even in the 500+ range, many players will want to take the game as far as they can to see just how long they can play.

Granted most players will not take this route, however most will find well over 100 hours of enjoyable gameplay with DEMISE. However during these first few hours, things may seem very complicated and confusing. For this reason we have put together this beginner's guide.

General

Creating your Character
When you first create your character, you will probably be overwhelmed with the choices and mixture of options that are presented to you. Don't worry about it. You will probably end up tossing your first few characters anyway (although not all the time – it's just what most RPG players do when they start a new RPG). The most important advice that can be given here is to study the race and guild charts. Check out the numbers, and pay attention to the stat, resistance, and ability information for each race and guild. This alone will make a huge difference in how successful your characters are in the long run.

Fighting & Using Buffers
You will die in DEMISE....a lot. Of course this isn't that big of a deal since you can easily be raised and go down and rip the monsters that offend your character to little pieces (well, hopefully). With this in mind, realize that your first few combat encounters, and surprise encounters, might not go your way. Fighting is, in fact, an art. Depending on which monsters you encounter, you might want to take advantage of the **Pause Combat Shift+p** feature which allows you to stop combat while you make a decision as to what you want your character(s) to do. This is extremely useful when running a party of characters...

Buffers are also a key to success, especially for magic users. Fill up your buffers with the most commonly used spells (usually combat, but sometimes non-combat spells like heal), and use them. If you're running a Sorcerer, the first thing you should do is put firebolt and shock into buffers #1 and #2, and use them (hitting Shift+1 or Shift+2 in combat).

The Billboard
The billboard is an excellent source for gold and items for any player. Random bounties in single-player mode will be posted here – possibly offering items that you've been seeking for quite some time. It's also a good idea to keep your eyes on the billboard on multiplayer servers – perhaps you can find a specific item you've been seeking for quite some time from another player who is willing to trade!

Stats & Items

One of the most important aspects of building a character is finding items that permanently raise your character's stats. These items include tomes and potions. However be careful that you don't use a stat raising item or tome that is not your character's alignment! If you use a tome that is not your alignment (i.e. you're good, and the tome is neutral), nothing will happen – and if you use a tome that is oppositely aligned to your character, the stat will decrease!

It's also important to find items that raise your stats, resistances, etc. while they are equipped. These items are fairly plentiful in the dungeon.

Saving the game

It's very important that you keep track of your game data, and back it up when you can. The Autobackup works great, but it's also a good idea to make a manual backup periodically as well. As unlikely as it is, this will protect you from losing your game data from a crash. Since the files of DEMISE are encrypted, even if a byte gets messed up, it will prevent the entire system from loading. Restoring a good set of backed up data will take care of issues like this.

Experience & Querying the required amount

If you ever want to get real-time experience and guild quest requirements displayed, all you need to do is press ENTER to activate the message textbox, and type in /g and hit ENTER. This will display how much experience your character needs, and whether or not your quest (if there is one) has been completed. For a list of all available options in this mode, enter /? and hit ENTER. You can also query your character information by typing /c.

Forming Single-player parties

Almost all players of DEMISE run a party of 4 in single-player mode. This makes the game more enjoyable, and ensures that your characters have a much better chance of surviving the nasty critters in the dungeon. The way to do this is create 4 separate characters, load one up, and press 'a' while in the city and ask the other 3 characters to join. Once they're in your party, you can switch between them by pressing ALT-# or clicking on the appropriate character portrait.

There's nothing as deadly to monsters as a well-equipped party of 4 characters all with companions!

Getting your questions answered

If you can't find the answer to your questions in the Helplesson or in the Manual, you can always Email DEMISE technical support at demise@artifact-entertainment.com, or go to the web site http://www.artifact-entertainment.com/demise, and post a question in the message forum!

Multiplayer

Is that Server fast enough?

Lag is a major factor that ruins Internet games. Usually it's caused by either a poor ISP, or a poor route between the client and the server. It's very important that the servers you attempt to play on give you a ping BELOW 400 milliseconds. You can find out what a server's ping time is by copying it to your address book (from the master server, or entering it yourself), and then simply clicking on the server – a ~xx value will appear after the server telling you what kind of ping you have. Anything below 200 is good, and anything below 100 is excellent.

How to talk

It's amazing how many players can't figure out how to send a message in multiplayer. It's very simple (yet elusive). Just hit the ENTER key. You will be sent to the message textbox, where you can then enter your game message.

You can also use special message commands to talk to people just in the area, send an emote, or send a personal message. Everything you need will be explained to you if you type /? In this messagebox and hit ENTER.

Giving items/gold

Giving items and gold to another player is simple. Just drag and drop the item from your character to their portrait if they're in your party. If they're not in your party, simply pressing 'i' will prompt you for whom you would like to give an item and/or gold to.

Forming Parties

The best part of Multiplayer is the ability to form parties and wander around in the dungeon together. To do this, it's the responsibility of players to ask to join others. Unlike single-player mode, you cannot ask somebody to join you – it's up to the 'joinee' to join the person they want to lead the party. This is done by pressing 'a'.

Running a Server

Make sure you read the Internet server chapter if you plan on running your own server. Of course you don't have to always play on the Internet, and you can run a server on the very machine you play the game on. However, this can be very memory intensive, and it's recommend that you have at LEAST 128MB of RAM before you attempt to do this. You CAN do it with 64MB of RAM, but DEMISE will run like a dog.

Demise

Bugs & Patching

We know there are bugs. It's virtually impossible to write software nowadays that doesn't have some sort of video card, audio card, or some downright weird compatibility issue. We apologize beforehand for this. Of course we have done the best with what we have to try and track down and fix all encountered bugs before release, but some always fall through the cracks.

However, in anticipating these issues, we have included a patching system called **FluidPatch** with the software. This will enable players to update their game with the most recent version with the click of a button. This utility can be found in the main DEMISE program group. All you need to do is click on it to run it and it will connect to the update server and properly update the game.

You must make sure that DEMISE or the Server is not running when you attempt to run the FluidPatch software!

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Demise

Technical Support

To get techinical support for Demise check the Artifact Entertainment web site or email them.

www.artifact-entertainment.com/demise

demisebugs@artifact-entertainment.com

demise@artifact-entertainment.com