

GRIMOIRE

FANTASY ROLEPLAYING SYSTEM

OFFICIAL GAME PLAYER'S GUIDE



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VERSION 1.2

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Grimoire Manual Version 1.2

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Table of Contents

Introduction.....	6
What is fantasy roleplaying?	7
What is the action screen?	8
What is the "party?".....	9
What is a "character?"	10
Hyperborea	11
Beyond The North Wind.....	13
Main Menu	14
The Story.....	15
Credits	16
Start Game	17
Quick Start!.....	19
Character Library	20
Create	21
Choose Race.....	22
Choose Sex	23
Choose Bonus.....	24
Choose Profession.....	25
Distribute Bonus Points.....	26
Choose Spells.....	27
Select Character Name.....	28
Select Character Portrait.....	29
Finished Creating Character.....	30
Delete.....	31
Change Portrait.....	32
Change Name.....	33
Inspect Inventory.....	34
Assemble Party.....	35
Rostering A Party.....	37
Tank Columns	38
Strategic Teams.....	39
Murder Hobos.....	40
Magic Blitzers.....	41
Flake Forces.....	42
Configuration	43
Load Game	47
Disband Party.....	48
Adventuring	49
Viewport	52
Persistent Spells.....	54
Legend	57
Inventory Bar.....	58
Drop Slot.....	60
Logo Summary.....	61
Narrative.....	62

Game Controls.....	63
Rest	64
Orienteer.....	66
Journal.....	68
Options.....	69
Gold Pile.....	70
Inventory Workshop.....	71
Party Character Plate	73
Portrait Submenu.....	75
Character Review.....	76
Name Tag.....	78
Status Bars.....	79
Resistances	81
Conditions.....	82
Operation.....	83
Equip.....	85
Assay Panel.....	87
Level Advancement Hints.....	88
Spellbook.....	89
Lockpicking.....	91
Chests.....	92
Picking Chest Locks.....	93
Doors.....	95
Forcing A Door.....	96
Picking Door Locks.....	98
Encounters.....	99
Combat.....	100
Battle.....	102
Assigning Orders.....	103
Combat Orders.....	105
Attack Type.....	106
Cloud Spells.....	108
Summoning.....	109
Conclusion.....	110
NPCs.....	111
Interaction.....	113
Conversation.....	114
Showing/Giving Items.....	115
Parlay.....	116
*Level Advancement	117
Roleplaying System.....	118
Character Races.....	119
Character Attributes.....	126
Character Professions.....	128
Character Skills.....	132
Character Resistances.....	136
Character Conditions.....	137
Character Armor Class.....	140

Magic.....	141
Spellcasting.....	142
Spellbook Pages	143
Spells Listed By Pages.....	144
Multiclassing.....	162
Experience Table	163

Introduction

Welcome to the Grimoire Fantasy Roleplaying System. You are about to embark on a thrilling journey which will take you and the characters you create through a mythical world of adventure beyond your wildest dreams.

Grimoire may be different from games you've played before. It is not a hack'n'slash realtime action shooter or a series of jumping puzzles. Grimoire is a classic roleplaying adventure with a focus on the single player experience ... story, atmosphere, exploration, discovery, problem solving, inventory management, interaction with characters and strategic turn based combat.

Grimoire is the result of over twenty years of intense design passion and perseverance. Everything about this game has been designed to engage you, delight you and challenge your prowess as a computer roleplaying enthusiast to the utmost degree.

This game has no graphic violence, profanity, drugs, nudity or adult situations. We designed it to appeal to all kinds of people from ages 6 to 60 by simply making the very best game we knew how. Although the game features both "magic" and "monsters" in an imaginary setting; this is no way should be mistaken for an endorsement of the occult or the supernatural. We designed this game for the enjoyment of everyone who plays it at any age.

The story elements you'll find in this game resonate with classic archetypes from legends and myths of the Western world and many other cultures, blending many different settings and mythologies into one grand tapestry that is the world of Hyperborea. If it all feels familiar somehow, like someplace you've visited before ... perhaps you have.

The real measure of success for this game is how much fun, escape and sheer pleasure it brings you and others you may share it with. If you enjoy this game, please tell your friends about it and encourage them to buy it, download and play it. You'll be helping to preserve the best creative values for the computer game industry and encourage healthy, wholesome electronic entertainment for yourself and others.

We had a wonderful time creating it and we hope some of that shines through in the final product. If you have a good time playing it, please by all means let us know by emailing us at our contact details or visiting our web site.

What is fantasy roleplaying?

It is as if a book of fairy tales opened up and you stepped inside. In this world, magic is real. Beautiful, exotic and strange places conceal ancient secrets, hidden treasure and fearsome monsters. Brave heroes require all of their wits, wizardry and strength to solve deadly puzzles and survive against terrible villains.

In this world, you manage not just one but several characters which you create and breathe life into. Just as in folktales, it's up to you to balance this hearty band of adventurers to make sure that the group will possess the necessary variety of skills to cope with the unpredictable challenges that face them in their quest.

The art of fantasy roleplaying was originally confined to games based on rules administered through dice rolls, miniature figurines and paper maps. With the advent of the personal computer, the promise of much richer and more engaging fantasy games seemed to be a natural progression. Grimoire continues to reflect the heritage of this style of game in the structure of its rules and system to appeal to both admirers of traditional dice and board games as well as players who are interested in the computer game genre. Fantasy roleplaying on a computer is very complementary to the original game format, especially so in the case of Grimoire which is modeled directly upon the experience a player gets when sitting around a table using dice and paper sheets to record information.

What is the action screen?

It's where all the action and adventure takes place! Whether you create and assemble your own party or jump right into the game using the Quick Start button on the main menu, this is where your characters explore a breathtakingly gorgeous 2.5D environment, combat ferocious monsters, examine their inventory, talk to [characters](#) they meet and (hopefully) win the game!



What is the "party?"

Much of the enjoyment of the Grimoire Fantasy Roleplaying System comes from the challenge of managing a diverse group of many different characters with individual abilities and coordinating all the members to produce victory in a multitude of situations both menacing and intriguing.

This group is called the "**party**" in fantasy roleplaying. The characters who belong to the group are referred to as "**GPCs**" in the Grimoire Roleplaying System.

The acronym **GPC** stands for "**Game Player Character**." In the Grimoire Roleplaying System, you can have up to eight characters (**GPCs**) in a party.

The Character Library allows you to create your own roster of custom characters for an adventure, but if you just want to jump right in without any preliminaries you can click on "**Quick Start**" from the Main Menu to begin playing immediately with a pre-existing party of characters that are already well balanced in their abilities and talents. .

What is a "character?"

The characters that populate the fantasy world of Grimoire could be our own party members, the monsters who roam the land, non-player characters we meet and can sometimes recruit for the party and characters we can summon in combat to help us.

Grimoire has several kinds of characters that can interact with the party or engage in combat.

GPC (Game Player Character)

These are the good guys on your team, found in your party slots! They're on your side, at least most of the time. You have complete control over game player characters who are part of your party and you determine their individual actions and behaviour both during combat and while adventuring.

MPC (Monster Player Character)

These are the bad guys, all of the time! They are always opposed to your characters and they appear in the viewport during combat encounters. MPCs basically exist to crush, kill and destroy the good guys. Not that there is anything wrong with that, unless you happen to be a good guy.

NPC (Non Player Character)

These are characters you meet in your journeys, both hostile and friendly. NPCs can join your party and accompany you on your quest, something MPCs cannot do. NPCs have a far wider range of interaction with your party and they act independently in the game according to their motives. You can speak to NPCs and trade with them, whereas MPCs are only interested in fighting the second they meet you. Rub an NPC the wrong way and he can quickly become as aggressive as any MPC.

SPC (Summoned Player Character)

These are monsters who can be summoned during a combat to fight on the party's behalf until the conflict ends. These kinds of monsters can be summoned by your party or by the enemies you are fighting!

Hyperborea

*Neither by ship nor on foot would you find
the marvellous road to the assembly of the Hyperboreans.*

*Never the Muse is absent
from their ways: lyres clash and flutes cry
and everywhere maiden choruses whirling.
Neither disease nor bitter old age is mixed
in their sacred blood; far from labor and battle they live.*

*Creatures for a day! What is a man?
What is he not? A dream of a shadow
Is our mortal being. But when there comes to men
A gleam of splendour given of heaven from Hyperborea,
Then rests Forever on them a light of glory
And blessed are their days.*

- Pindar, A Greek Lyrical Poet

Grimoire is set in the land of "Hyperborea," a mythical land described by many different names in numerous cultures throughout the world. Often it may be used interchangeably with the lost continents of Atlantis or Lemuria or Mu ... as a far-off mythical place hidden in fogbanks from the rest of the world. It was said to be inhabited by greater races including giants and serpent people.

Hyperborea is based on the many disparate writings of Greeks and other archivists, from Pliny to Virgil, Pindar, Simonides, Hellanicus and several others. All of these men described this place alongside other accounts of geographic regions that we know are real. Nobody has ever fully understood exactly why Hyperborea was written of so earnestly when all the evidence indicates it was a mythical place. At times, different scholars have connected the Hyperboreans to the Scythians or the Ural Mountains. One of the things all the writers were agreed on was that Hyperborea was somewhere on earth but a difficult place to reach, almost requiring some sort of spiritual transformation to arrive in.

Hyperborea was commonly envisioned as a place where there was no sorrow and idealized as an example of an earthly utopia where there was no war, no hunger, no death and no sadness. I began to think about the implications of a place that is perfectly serene and content all the time. Without some conflict, how would any progress occur? Then I imagined I was in charge of Hyperborea and I have been tasked to keep it intact. Would I make the mistake of thinking introducing a bit of trouble might actually be part of my job? Based on this initial premise, the entire story unfolded for me quite rapidly very early on. A recurrent theme present in my ideas about the world from a young age is the notion that humans often try to fix a world that isn't broken and doesn't need any intervention by them. In doing so they always manage to make things much worse, even intolerable and they don't know how to recover what they didn't appreciate they had. I have always believed that humans often have just enough brains to get themselves into dire straits they do not correspondingly have the brains to get themselves out of. This cycle is repeated in history until it is the rule, not the exception. Why shouldn't the same mistakes be made in the mythical land of Hyperborea?

I have drawn on a broad assortment of legendary creatures and fantastic writings to populate this world from thousands of different sources. I have modeled characters in the game after

figures from Rudyard Kipling, Ambrose Bierce, Kafka and Emily Dickinson. I have been strongly influenced by H.G. Wells, H.P. Lovecraft, Fritz Leiber and dozens of others in my design of the scenario and the narrative. It is the result of hundreds of thousands of hours of reading, including the Western pantheon and all the other books they tell us are not worth indulging anymore. When I came to write Grimoire, I was drawing upon a deep well of characters and ideas I had gathered over the course of my lifetime. Grimoire hardly constitutes the bulk of my notions, it is merely my first really serious attempt to implement them in a well formed open world game.

Cleveland Mark Blakemore
January 11th, 2019

Beyond The North Wind

The Legend

The ancients believed that fate is only a word men use to describe that which is unseen, a force that overshadows all that mortals think and do.

They taught that destiny issued from out of the heart of a marvelous clock, a clock they called the "Metronome Mysterium," the Clock of Fate.

The clock was said to be under the care of the Winged Exemplar, the white owl who serves as the emissary of greater powers in the universe.

The Clock

It was believed that in the far ago age the white owl had brought the clock a great distance across time and space when the lands were in terrible conflict in order to restore the balance of peace and harmony to the world.

Nobody has ever seen it, nor has any mortal ever discovered its hiding place. The clock was whispered to be somewhere deep in the earth, marking off time and chance, all the forces of nature regulated by the endless motion of its cosmic pendulum.

The Prophecy

It was also taught by the prophets that someday at the end of time, the clock would wind down. As the clock would slow and finally stop, all beauty, truth and light would give way to the dreadful era of anarchy, havoc, war and devastation that had existed in the forgotten past.

When the mainspring of the clock ground to a halt and was stilled, the world too would be silenced in a stifling pall of oblivion and darkness ... forever.

Unless, of course, someone ... somewhere, could find the clock ... and wind it once again.

Main Menu

The main menu for Grimoire appears after the splash screen and loading bar is finished.



From the main menu, you can read the story exposition for the game, view the credits, enter the character library to create and manage your characters, load and existing game or access the configuration interface. If you have a "Quick Start" file you can jump right into a new game with your current configuration and existing party structure saved previously.

If you have loaded characters into your party from inside the character library, you can start a new game by clicking "Start Game" to begin with the party members you see on the right side.

The Story

The story interface permits you to read the background mythology of Hyperborea and discover the setting and premise of the game.

Click "**PREV**" to go back a page, "**NEXT**" to page forward and "**EXIT**" to return to main menu.

Credits

You can see the credits and dedications for the game here.

Click "**PREV**" to go back a page, "**NEXT**" to page forward and "**EXIT**" to return to main menu.

Start Game

In the [Character Library](#) it is possible to load party members into the eight slots available one at a time and to exit the library with them still loaded into these slots.

When you return to the main menu screen you will see these party characters on the right side of the screen stacked horizontally and ready to go.

The "**Quick Start**" button will vanish if there are party members loaded and the button "**Start Game**" will appear along with "**Disband Party**."

If you select "**Start Game**," a new game will begin at one of the starts configured with the party you have assembled on the right side.

Quick Start!

For those players who do not wish to roll their own characters in the character library, it is possible to start a new game immediately by clicking the "**Quick Start**" menu option to load a pregenerated party and start playing right away.

Once in the character library you can create your own quick start party if you wish from existing characters and this will be the party accessed to start from the main menu after you have saved over the existing quickstart file.

From inside the character library, it is possible to create your own Quickstart Party by saving a party you have created there. Only one quickstart can exist at a time for the game, so if you choose to create your own custom party and save it over top of the existing one it means you will lose the default quickstart that comes installed with the game.

Character Library

Grimoire allows the player to maintain a character library of up to one hundred characters and permits the player to add, delete, assemble and review all characters at any time. The player can form parties to start an adventure or just to save collections of characters in slots for use at some future time as the basis for a new game.

If you select characters for your party and add them to the slots at the bottom of the window, you can start a new game directly from inside the character library or exit to the main menu and begin your adventure from there.

The character library consists of two primary windows : the review window at the left showing the current character being browsed in the library and the library menu at the right side showing the actions you can conduct in the current context you are in for the library.



The review window on the left side displays basic information about a character stored in the library. You can see that character's name, race, class, sex, level starting life and age, next experience level, title, their patron, starting hitpoints, spirit points, magic points, vitality level and magic points. The **slider bar** beneath this window titled "**LIBRARY INDEX**" controls the index number of the character you are looking at inside the library - from one to one hundred possible index slots. By dragging this bar left or right with the mouse you can see any index inside the library for a character displayed in the review window.

Create

You can create up to 100 characters that you can store in the character library for use at any time to assemble a new party and start a game in Grimoire.

There are eight basic steps in creating a new character.

At any point in the process, you are free to abandon character creation and try again if the current character you are working on is not exactly the one you wanted.

The eight basic steps are:

Choose Race

Choose Sex

Choose Bonus

Choose Profession

Distribute Bonus Points (if any remain after meeting profession requirements)

Choose Spells (if the character is a magic user at first level)

Select Character Name

Select Character Profession

Choose Race

There are fourteen different [Character Races](#) you can choose from in Grimoire to create a new character.

Each race has advantages and disadvantages. Humans are the closest to the mean or average in all things and can pursue the widest variety of professions.

In the text box at the bottom of the window to "**Choose Race**" you can see the strengths and weaknesses of each race and any special resistance limitations.

The easiest careers the race will qualify for are also listed here.

When you have selected the race you want this new character to be click "**Ok**" to continue or "**Cancel**" if you want to end the character creation process and go back to the character library menu.



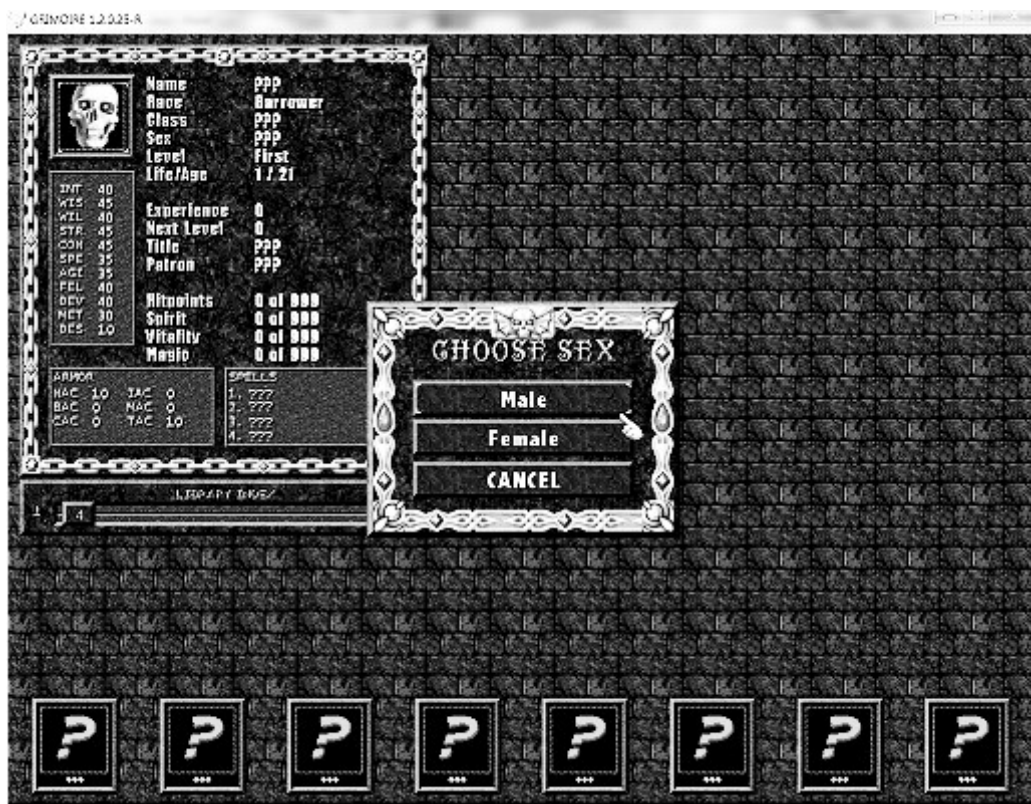
Choose Sex

Choose the sex for the character you are creating.

Male and Female have instant differences. Females start with a 25% penalty to strength at creation and an automatic increase of 20% to their fellowship.

The sex of the character can also be important at other times during the game both for the armor they can equip and how they may interact with NPCs.

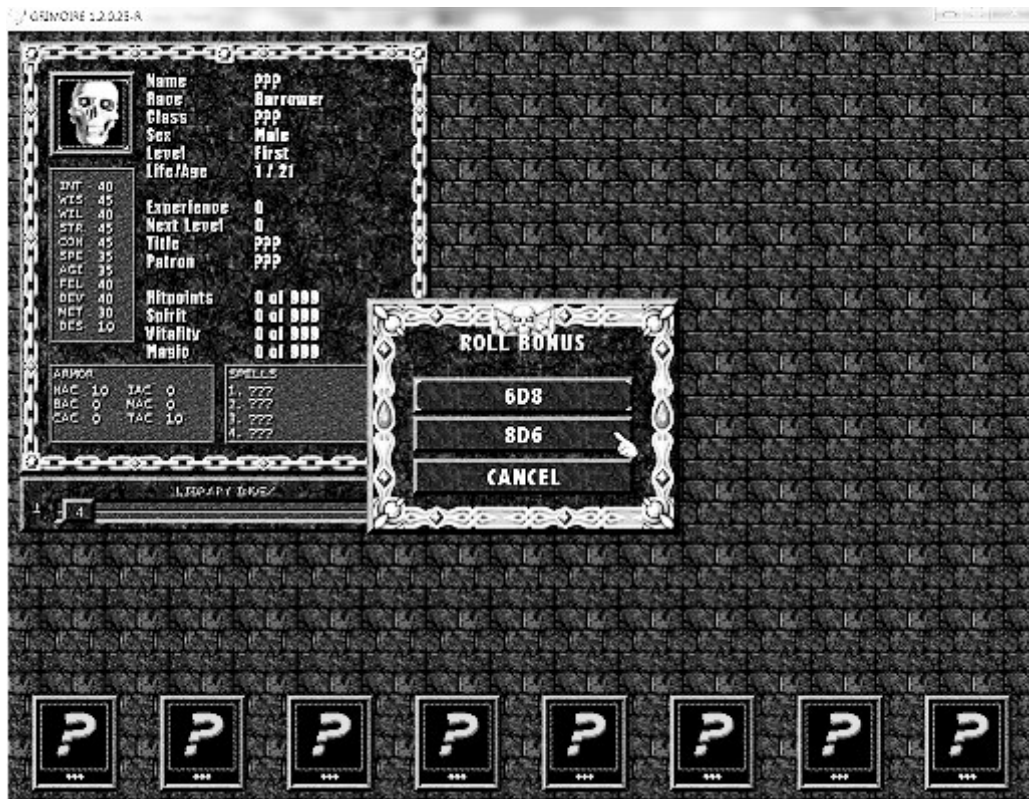
Clicking the **"Cancel"** button will abort the creation of this character and take you back to the main menu.



Choose Bonus

You can choose between two different kinds of dice rolls to generate the bonus. Both have the possibility to generate the same maximum dice roll but they have different minimums and the spread of points can vary considerably.

As with other stages of character creation you can back out altogether by clicking "**Cancel**" here to abandon this character generation and return to the character library menu.



Choose Profession

In Grimoire you can choose any of fifteen different professions for your character if your bonus roll qualifies you for that profession's required attributes.

Some professions you may not qualify for when you are creating a character. Later in the game as your attributes increase you may qualify to switch classes. This is called "[Multiclassing](#)" when you start as one profession but change to another later on.



Distribute Bonus Points

Once your character uses the bonus roll to bring their attributes up to the required level for the profession you have selected, it is likely there will often be bonus points left over. You will be prompted in this instance by a menu of choices asking you how you would like to distribute that bonus.

If you choose the hitpoints, they will be added to the total amount of damage your character can sustain.

If you choose attributes, the bonus points will be available as points that can be custom added to existing attributes in the character review screen after the game has started. You will be able to add these points to any attribute other than destiny.

If you choose skill points, the bonus points will be available as points that can be custom added to existing skills in the character review screen after the game has started.

If you choose to add the bonus points to your destiny attribute then all the remaining bonus points will be added to the destiny attribute. This can have a profound effect on saving throws against many kinds of attacks that might otherwise be fatal when playing the game.



Choose Spells

Spellcasters who have the ability to cast spells at level one will have to select the spells they want their character to have when the game starts.

Most spellcasters will get to choose between 3 and 4 spells offered to them in this menu. After they have selected one it will vanish from the menu leaving the remaining spells as options. It's a good idea to select spells that will support a wide variety of useful magic when starting a new game.

Some party members who are regarded as supporting exploration may reflect this in the role they serve when the game begins by choosing spells that are intended to complement discovery and examination of the environment. Other party members intended to serve up powerful offense in combat will want to choose spells useful when fighting the monsters. There are other party members like clerics who might want to concentrate their spells on healing and support of other party members. It can be a good strategy to choose spells which reflect several of these intentions when the character is created.

When the character is added to a party, their spellbook in the game will have all the spells selected present for casting at level one.



Select Character Name

You will have to name your character to identify them in your party. Character names can be a maximum of 20 letters and spaces. This should be sufficient for most names you might give that party member. Trailing spaces on the name will be trimmed.

If you can't think of a good name for the character or would like to be prompted with something apt for that race and profession, you can click "Suggest" and a possible name for the character will automatically be populated in the text box. Repeatedly clicking "Suggest" will randomly pick other names that might be appropriate for this party member.



Select Character Portrait

The final step of character creation is to choose a portrait that will represent your character in the game. There are forty portraits of males and females each in Grimoire and you can choose any of them. It is recommended you choose a portrait that suits the race and profession of your character. If you are not sure which of them would be a good match you can click the "Suggest" button here and see which portraits come close to matching both race and profession. Each time you click "Suggest" again the portrait highlight cursor will jump to another logically possible portrait.

There are no restraints on which of them you pick so if you want you can select anything you'd like for the character. You can always switch to another portrait once the game has started if you decide you want to change it. You can also change this portrait you have selected at any time by clicking on "[Change Portrait](#)" in the main library menu.



Finished Creating Character

When you have successfully completed creating a new character for the library a trumpet will sound and you will see your character in the mini review window on the left side.

This character is now ready to add to a new party or review in the future. A default inventory for that character will be populated and stored with it in the library.

Following successful creation of a new character you will be returned to the main library menu. You can look at the default inventory for this character by clicking on the button ["Inspect Inventory"](#) on the main menu.



Delete

You can delete the current character in the library showing in the review window by clicking this button.

The empty slot in the library will be filled by sliding all the characters after it down one place unless it is at the end of the list of characters currently stored in the library.

Once deleted you can never recover this character so you will be prompted to confirm this action before it is carried out.

Change Portrait

If you decide you'd like to assign another portrait graphic to this particular character in the library, click here to bring up the portrait selection window again and assign a new portrait to this character.

If you can't make up your mind which portrait you'd like to use, try clicking **"Suggest"** to see the portrait cursor placed on a likely portrait that would suit this character's race and profession. Depending on the race and class you could receive multiple suggestions for a good match by clicking the button repeatedly.

If you change your mind and decide you'd like to keep the existing portrait for that character, click **"Cancel"** to exit this window, otherwise choose **"Ok"** if you have picked a new portrait you want to replace the old one with.



Change Name

You may decide you want to rename an existing character in the library. This menu selection brings up the text entry box permitting you to give a character already in the library a new name to describe them.

Character names can be a maximum of 20 letters and spaces. This should be sufficient for most names you might give that party member. Trailing spaces on the name will be trimmed.

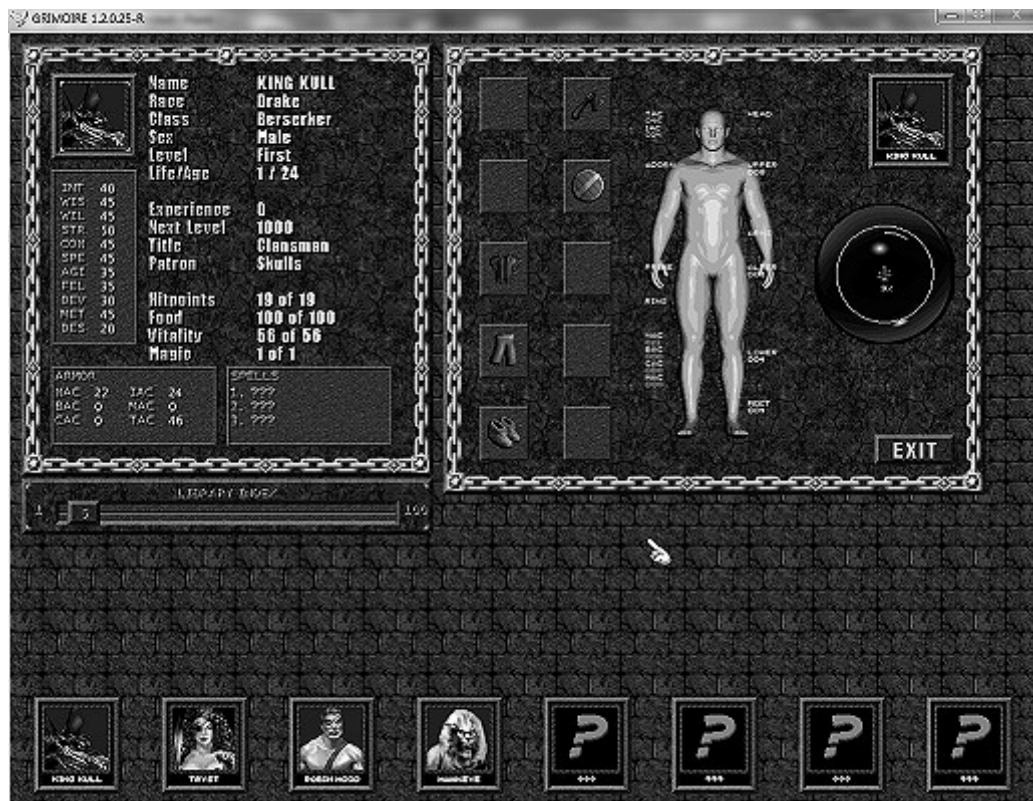
If you can't think of a good name for the character or would like to be prompted with something apt for that race and profession, you can click "Suggest" and a possible name for the character will automatically be populated in the text box. Repeatedly clicking "Suggest" will randomly pick other names that might be appropriate for this party member.



Inspect Inventory

It is possible to switch to inventory inspection mode in the character library so you can look through your library of existing characters to see what they start with in their basic inventory at level one. This may assist the player in deciding what character combinations are best to put into a starting party to make best use of their equipment from the very beginning of a new game. In the same way you drag the library index slider to review each character, you can see the inventory of each character by sliding the bar to that index.

When you are done looking you can click "**Exit**" to return to the main menu.



Assemble Party

When you click **"ASSEMBLE PARTY"** in the character library you will see a submenu window appear on the right side that is specifically designed to assist you in putting your characters together into a party intended to start a game with in Grimoire. Some of the buttons are context sensitive and they only appear if you have already added at least one character to a party slot below.



"Add to Party" will always add the current character displayed in the Review window at present if the index is set to a library index that contains a character. This button remains available unless all party slots have been filled - at which time you may see the button **"Journey Onward"** at the top of this menu. This shortcut allows you to jump right into the game from this menu with the party you have selected. If the character has already been added to the party slots at bottom this button will not add them again.

"Add Next" bumps up the index of the library to the next character and adds that character to the party slots if that is a legal character who is not already present in the party.

"Remove From Party" allows you to select one of the existing party members in the slots below to kick them out of the party and free up that space for some other character.

"Disband Party" will clear out all the party slots. Be careful before clicking this because there is no prompt to confirm you want to proceed, it immediately cleans out all party slots.

"Marching Order" takes you into a submenu where you can select the arrangement of party members from front to back according to three criteria :

HITPOINTS - Party characters are sorted from highest hitpoints in front to lowest in back

ARMOR CLASS - Party characters are sorted from highest armor classes in front to lowest in back

PROFESSION - Party characters are sorted from fighter professions in front to magic users in back, with multiskilled classes in between

"Save Party" allows you to save the current party configuration to a named instance in the library for reloading later on. One of the slots in the "Save Party" menu will be labeled as **Quickstart** which allows you if you wish to override the default Quickstart party in the main menu with your own custom team of characters. The remaining slots can all be given unique names to designate the party as a roster of characters to be loaded all at once into the slots at the bottom, which can then be used to start a new game by exiting to the main menu.

"Load Party" permits you to load any of eight previously saved parties if they exist. You can also load the "Quicksave" slot to edit that party if you'd like.

Rostering A Party

When you are putting together a party of adventurers, you may have different ends in mind and your selection of your party members could reflect that.

You might be planning to put together the most optimized party possible in order to enjoy early success in combat and easy completion of most areas. If this is the case (and most players are intent on the best combinations for this reason) then you will want to stick to a time tested formula that is often successful in most roleplaying games. You will want to create a very balanced party which possesses all the core proficiencies needed to succeed.

The wonderful thing about the design of Grimoire is that it is not necessarily the way you are forced to play the game - just the best way to play it through with the least frustration.

Grimoire permits a very broad approach and encourages you to solve problems in many different ways. You can open treasure chests with the nimble fingers of thieves or bards. You can also open treasure chests with spells cast by skillful magic users. You can also just open chests and take the damage of traps or enchantments.

It is possible to complete the game with very strange collections of characters, including party members who start out so weak and fragile they die from a single blow ... but later on become some of the most powerful characters of them all. You could play games with nothing but female thieves or faery bards. It almost certainly would be much harder than standard formulas but the game is still winnable with assortments of awkward and feeble rosters of party members at the beginning.

It is possible to break your party roster down into about five different philosophies which are your motivating ideology when you are assembling your party :

Tank Columns
Strategic Teams
Murder Hobos
Magic Blitzers
Flake Forces

These arrangements are each described in detail in the pages that follow.

Tank Columns

The Tank Column is a pretty standard configuration for roleplaying games.

You put tough, powerful fighters up front who have the highest hitpoints and the most resistance to damage. You will often find the *Saurian Warrior* to be ideal for this purpose but any of the professions that combine strength, high natural armor class and perhaps an additional special ability will be suitable in this role.

These are your first two party members at the top of the screen in the first two slots on the left and right side of the screen. You make sure you have your hardest fighters in these positions to take as much damage as possible from the monsters in combat so the characters behind them have some shielding they derive simply from the order of the party. A *Drake Berserker* or a *Giant Metalsmith* can often make superb choices for these positions as well.

In the Character Creation library when you select "**Assemble Party**" and then "**Marching Order**," the submenu choice that reads "**Profession**" for your order preference will attempt to sort the party into this formation, with the fighters up front, adventurer classes in between and your magic users and weaker characters like Sages in the rear.

The philosophy behind this approach is that your toughest characters up front take most of the damage while your stealth classes like Thief or Ranger attempt to hide or use items in the battle and your Bards and Wizards prepare to cast spells from the protection provided by the fighter classes in the back.

This approach is pretty solid for success from early levels against most monsters but as always with Grimoire you will still have to use your brains, think carefully about your actions in combat and make use of whatever advantages you have in your party to achieve victory.

For the other components of gameplay, your well rounded party is equipped with a thief or ranger class to pick locks, a wizard to cast various spells that reveal the environment, a Cleric to heal party members and perhaps a Sage to give you finer details about items, locations and the inhabitants of the world. The Tank Column is an attempt to achieve the greatest balance of diverse roles to succeed at most aspects of the game.

Strategic Teams

The Strategic Team is a team that may not emphasize raw force as much in its makeup, instead being composed of the most specialized talents you can accumulate in the character creator when putting the party together. Your fighter classes may be chosen for their unique special abilities like spitting acid or breathing fire. Your second and third row of party members may emphasize Berserkers because of their ability to go into a killing rage shortly after combat begins or a thief's ability to hide in the shadows and backstab. Your party roster may be assembled purely for the unique and special powers of individual classes and characters that can be utilized during the game to overcome all sorts of challenges. For example, experienced players may know that shortly after they achieve a few levels, Clerics can begin to enchant weapons, bless party members and cast invaluable healing spells both in and outside of combat encounters. This makes it worth it sometimes to even have more than one Cleric in a party, once they are equipped with better weapons.

The problem with this style of gameplay is that low level characters can struggle a lot harder than the Tank Column. It may take them a while to come together and begin to coordinate their attacks in combat to achieve the maximum effect. It can require some level advances to improve their skills or attributes sufficiently to make use of their abilities. The Strategic Team can have it pretty hard early on but eventually become far more powerful than the Tank Column party with a little patience and perseverance to develop their qualities.

Murder Hobos

The Murder Hobos consist of a party that is all brute force with almost no finesse. It is filled with Saurian Berserkers, Barrower Warriors, Leonars and Naga Rangers. There may be a token Cleric, Necromancer or Wizard in the party to provide some magical support but this style of party is mainly devoted to bashing their way through every problem. They are a gang of thugs who solve problems with their fists and hammers and only turn to their magic users when they are not in combat.

They bust open doors and chests and take the requisite damage from traps, they slaughter every NPC they meet, they raid towns and steal whatever they need with absolutely no recourse to discussion or negotiation. These parties can often survive very well early on but they will soon discover as the game grows more complex they lack much of the talent needed to solve the finer puzzles and challenges they encounter. This kind of party can still be successful utilizing items like enchanted weapons, scrolls, wands and orbs to deliver the magic they lack in their own ranks but will have to work harder to acquire these devices and to develop the skill to use them.

The Murder Hobos can eventually gain spellcasting abilities at higher levels and perhaps recruit or resurrect NPCs who will provide them with the skill sets they lack. Their greatest challenges will come at the hands of monsters and enemies who themselves have very powerful magic or abilities to draw upon for which they will have few counters for and are difficult to vanquish using brute force alone.

Magic Blitzers

The Magic Blitzers are a group of effete nerds consisting nearly entirely of spellcasters and magic users of various flavours. They may be able to wield some weapons such as staves and throwing projectiles from the earliest levels - and they can improve these weapons as they advance in the game. Their main focus is the perfection of their magical powers and emphasizing the use of them in combat and in exploring the game. They learn a wide variety of magic that can be useful in any context, whether it is opening chests, revealing secrets, influencing their discussions in negotiation. These kinds of parties prefer to solve all problems using their brains and specially developed magical skills. They often have a Sage or Bard to fill out their party as well.

Combats can be initially very difficult for these kinds of party formations because they have no fighters to take damage for them. They may be frequently severely injured at lower levels or killed and may suffer many types of conditions and effects that they will have to seek cures for. Battles can often end with several of them dead and requiring resurrection.

These styles of party will often be the hardest to persevere with but in time can become the most powerful groups in the game to play with. As they advance in levels and acquire ever more useful spells, they will eventually be able to replace all the functions of professions like thieves and bards with their own magical abilities. When they are powerful enough there are few functions that are served by Fighter classes they cannot replace. Most impressive, they will present a very potent group of spellcasters who can match the powers of almost any mythical or enchanted creature in the game and provide defenses against nearly anything they could dish out.

Flake Forces

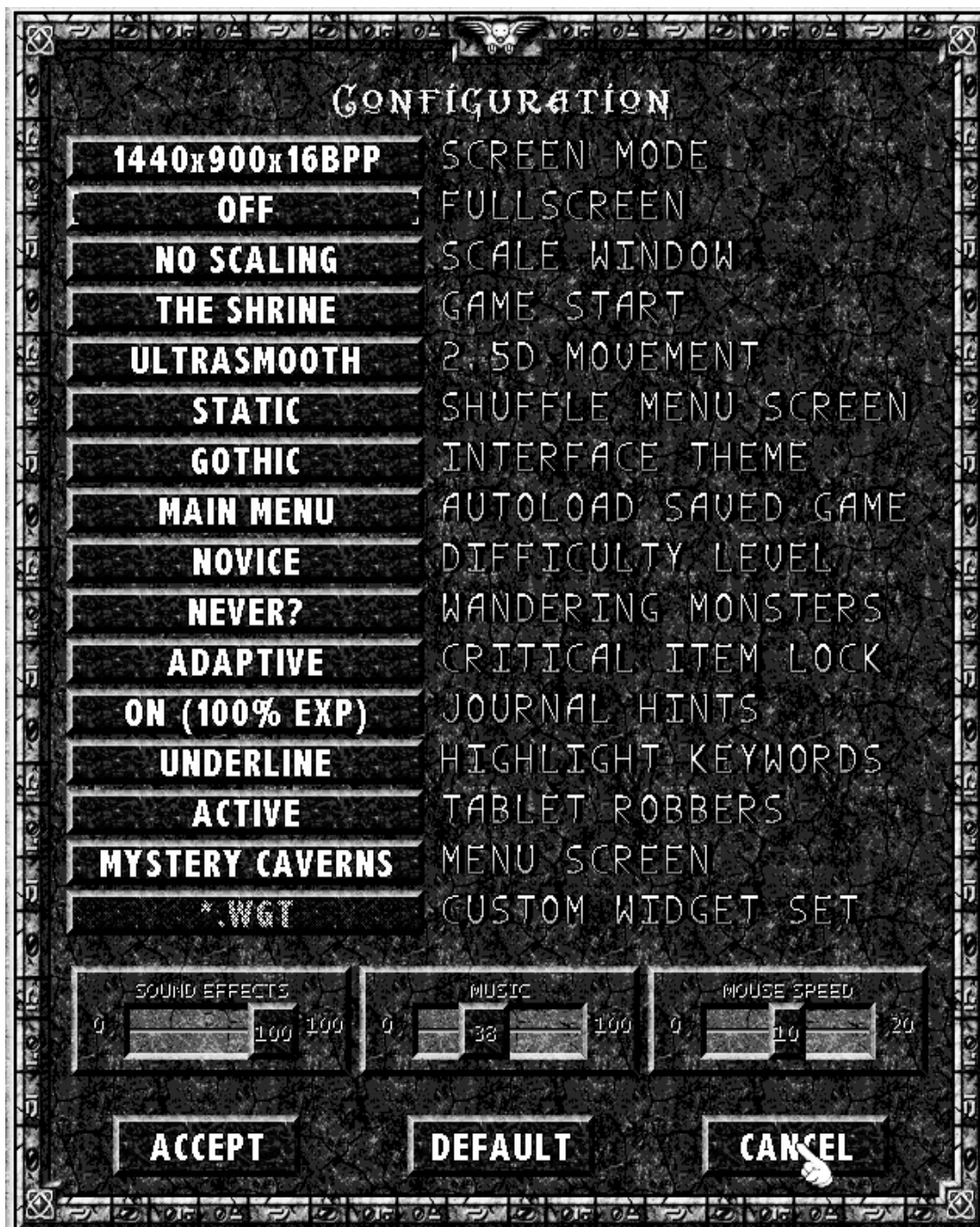
The Flake Force defies conventional expectations of party makeup. Advanced players may decide they want to play Grimoire with a custom lineup of the strangest collection of bedfellows that ever mounted an expedition. Some players might want to start an all-female party of faeries or have two Naga traveling in the company of several Rhattu, with race and class combinations that not only ignore bonuses or advantage but may even be selected specifically because they are the worst possible combinations. Trying to pair a couple of Templar Durendil with a thieving Giant seems awfully odd but in fact may well be the stuff of an epic tale of heroism.

No player will have it harder starting with a crew of such misfits in his party and no game will be more difficult to survive but as with other configurations, this persistence may eventually pay off. This roving band of weirdos could graduate to great levels of proficiency with advances in level if they manage to survive the earlier stages of the game and become quite formidable. Many of the race and class combinations in Grimoire could require special weapons and armor that will take a long time to find and in the meanwhile that character must make do with whatever they have at hand. It can be very rewarding when they finally begin to develop their own successful strategy in battle and in adventuring that works for that character.

The Flake Force is recommended only for advanced players deliberately seeking a challenge or to replay Grimoire in such a way as to make it a different experience from their initial party makeup.

Configuration

The configuration screen permits the user to alter the display, appearance, interface and gameplay parameters in addition to audio control. The buttons that run along the first row on the left can be clicked to toggle two or more choices available for that setting. The sliders along the bottom are used to set volume control of various sound effects and music in the game. If you decide you would like to return all settings to their original default, click the **"Default"** button. You can click **"Accept"** to change all the settings according to your preferences selected above or else **"Cancel"** if you want to abandon any changes you have made and return to the main menu.



GAMEPLAY	OPTIONS	DESCRIPTION
SCREEN MODE	ALL RESOLUTIONS SUPPORTING 1024x768 SCREEN	Change screen mode in fullscreen resolution
FULLSCREEN	ON, OFF	Determine if the game starts in a window or in a fullscreen
SCALE WINDOW	ON, OFF	Turn scaling off or on to stretch game to fit inside of screen mode

GAME START	THE SHRINE WILDERNESS EERIE WASTES IMPRISONED SANCTUARY	These multiple starting locations in the game offer great variety and a chance to experience the adventure in a different way. Each of them has some advantages and disadvantages when selected but every location is different from the others and often anticipates differences in the story because of where the game begins.
2.5D MOVEMENT	SINGLE STEP SMOOTH SUPERSMOOTH ULTRASMOOTH	This setting controls how smoothly the game slides between views when moving around. At the lowest setting the game moves a cell at a time with no intermediate steps between. At the highest setting the game slides very smoothly. This setting no longer affects turning speed.
SHUFFLE MENU SCREEN	ON, OFF	When set to ON, the main menu will shuffle through the available screens each time the game starts.
INTERFACE THEME	GOTHIC PRIMEVAL CLASSIC SERAPHIM SYLVAN	This setting will change the default theme for the UI in the game. This affects the appearance of all windows, buttons, controls, background screens and dialogs in the game.
AUTOLOAD SAVED GAME	MAIN MENU, RESTORE	If this setting is RESTORE, instead of starting the game at the Main Menu the last savegame will be loaded and the game will continue immediately when the game is started, bypassing the main menu altogether.
DIFFICULTY LEVEL	NOVICE VETERAN ADVANCED MASTER SUPERHERO	This setting determines the difficulty level of all combat in the game and controls how powerful the monsters are and how many appear during an encounter, including traveling chums and companions.
WANDERING MONSTERS	NEVER? RARE FREQUENT ONSLAUGHT	This setting controls the frequency of random encounters with monsters in the game. At the lowest setting the party will almost never have a random encounter, at the highest setting they will encounter a battle almost every couple of steps.
CRITICAL ITEM LOCK	ALWAYS NONE ADAPTIVE	This setting determines if critical items for the game's completion are always locked (cannot be dropped) never locked (can be dropped anywhere) or else adapts by making it possible to drop an item that has already been used and served its purpose.
JOURNAL HINTS	OFF (120% EXP) ON (100% EXP)	Journal Hints are on by default. If they are turned off, experience points in the game are 120% of what they would be otherwise. When journal hints are turned on they are automatically entered for the player in the game journal.
HIGHLIGHT KEYWORDS	ON, OFF	Determines if special NPC keywords are highlighted in conversations.
TABLET ROBBERS	INACTIVE, ACTIVE	Permits NPC characters to rob tablets in

		the game before the player reaches them and carry them away.
MENU SCREEN	ORIGINAL SCROLLS CLASSIC TOME DUNGEON JOURNEY MYSTERY CAVERNS	This can select any of the custom main menu screens you would like to display when the game starts.
CUSTOM WIDGET SET	(<i>UNUSED</i>)	(<i>FUTURE EXPANSION</i>)
VOLUME CONTROLS	SOUND EFFECTS, MUSIC	Sliders used to set individual volume channels for sound effects and music

Load Game

A previous game that has been saved can be loaded from the main menu by selecting this button. Your saved game files are accompanied by a thumbnail of your viewport when you saved to help jolt your memory so you can recall where you saved this particular game in progress.

Push the panel that contains your saved file in order to load this game and begin playing from where you left off.

You can save up to 12 games at any point and load any one of them to pick up where you left off. This can greatly enhance a game with a scenario as complex as Grimoire. You can back up and try two different approaches starting again from an earlier point to see what happens or try exploring the open world of Hyperborea in a completely new direction from the one you pursued previously. The game play permits a great deal of variability and the save game slots provide you with sufficient checkpoints you can return to in order to try all sorts of different strategies.



Disband Party

If you decide the current party of characters loaded in the windows is not the party you'd like to start a new game with, you can click this button to disband the party altogether. The characters will remain in the character library but you'll have to go and load new characters to build the party you want to begin playing with.

This removes the "**Start Game**" button from the main menu because you have emptied out all the party slots and have no characters with which to start a new adventure.

Adventuring

The adventure screen is where the game play takes place. You have a [Viewport](#) surrounded by the portraits of the characters in your party, each one of them represented by a [Player Character Plate](#) that permits you to see their current primary statistics, control their actions, show any conditions they have and leap to many individual dialog windows for that character.

Below the viewport where you can see the glorious land of Hyperborea, you have a "[Legend](#)" bar which will show you contextual information like what region you are currently in, what sort of surface you are on and perhaps what sort of craft you are currently riding in.

Beneath the [Legend](#) window the shared inventory the party is carrying is displayed on the [Inventory Bar](#) with arrows at the left and right sides which allow you to shuffle left and right through your items or use the double arrows to flip through them a row at a time until you find what you are looking for.

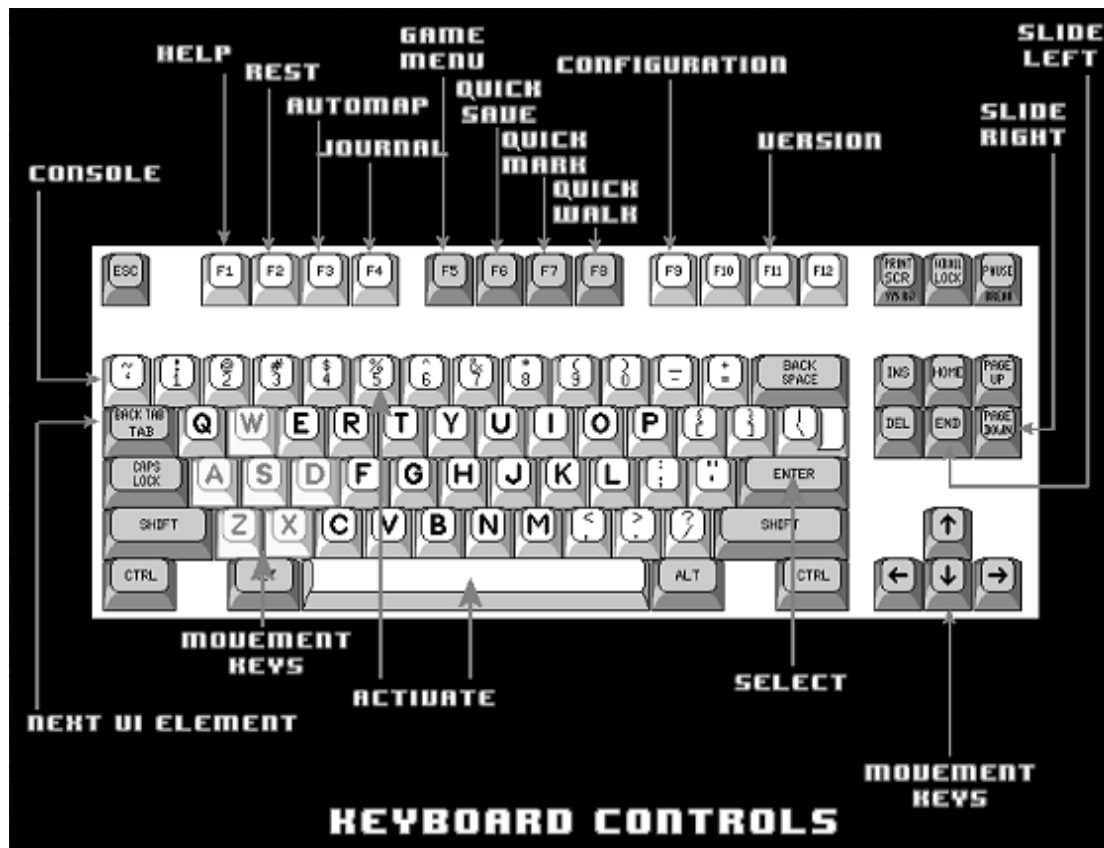
Below the [Inventory Bar](#) you will see the [Logo Summary](#), which can give you basic summary information about where you are in your adventure at the moment.

Beneath the [Logo Summary](#) you will see the [Narrative](#) window, where all the wonderful narration and dialogue appears that conveys the story of your fantastic adventure.

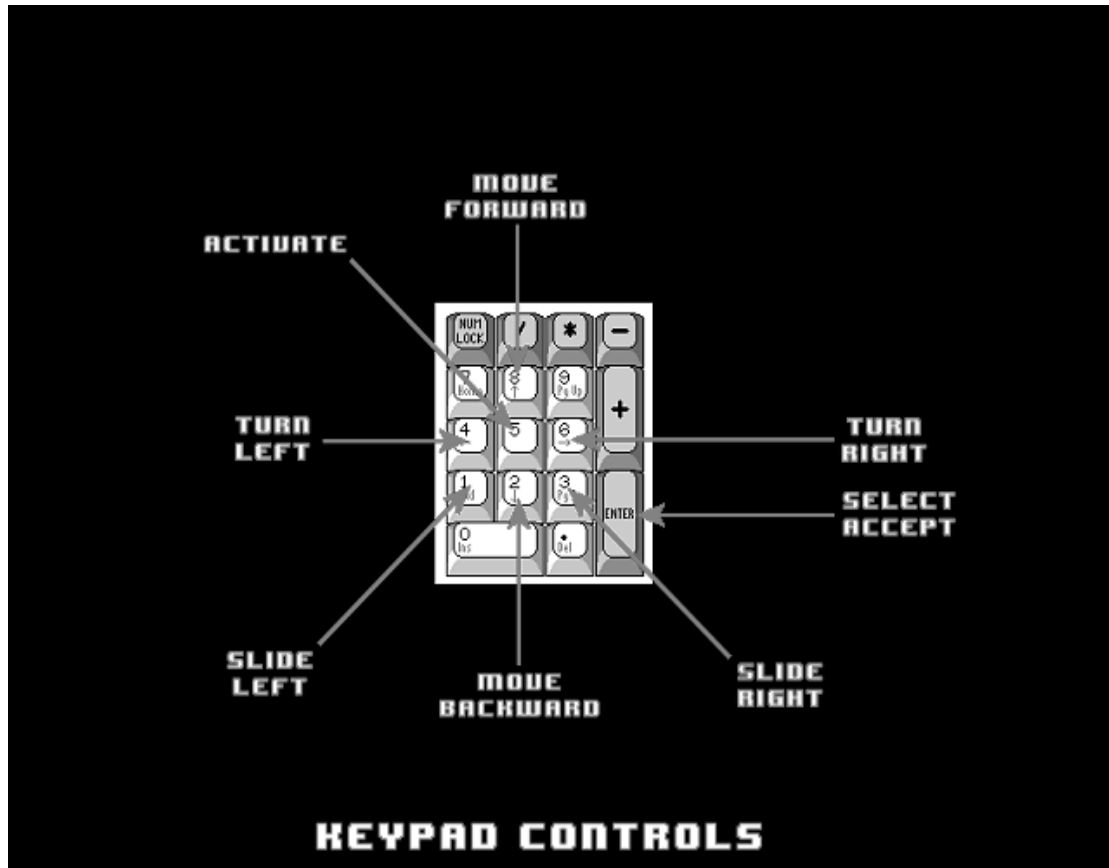
Surrounding the [Narrative](#) window are all the [Game Controls](#), which you use for primary operations like [Resting](#) the party, examining the [Orienteer](#) map, reading your Quest [Journal](#), Activating your [Options Menu](#) menu, looking at your [Inventory Workshop](#) or checking your [Gold Pile](#) to review your current combat orders.



ALL GAME KEYS ON KEYBOARD AT A GLANCE



ALL GAME KEYS ON NUMERIC KEYPAD AT A GLANCE

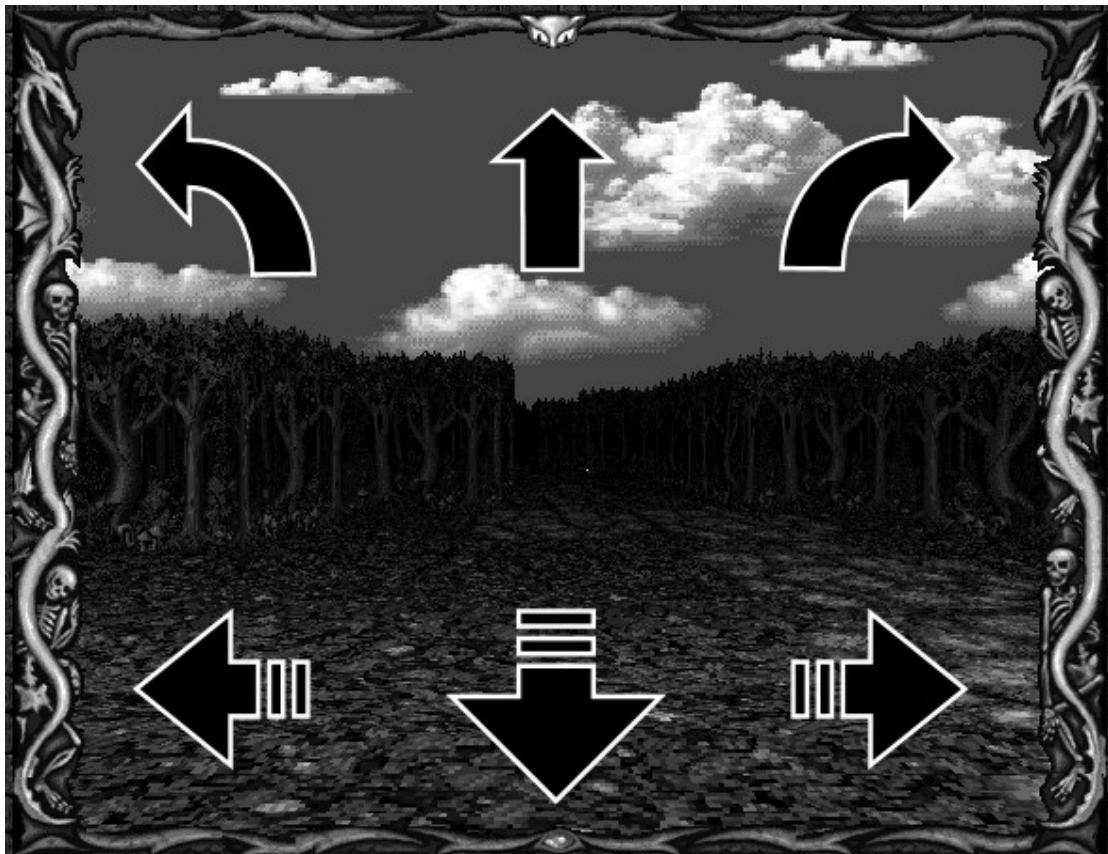


Viewport

The viewport represents your window into the world of Hyperborea. It is where we explore the woodlands and dungeons, temples and palaces and forbidden places inside a gigantic open world map. There is no linear path through Grimoire all players are expected to take. The gameplay is designed to be freeform, permitting you to go wherever you want at any time or in any order you want to investigate these places.

Grimoire is powered by a "**step engine**." By clicking the mouse in any of the six sectors of the viewport you move your party around one "**step**" at a time. Grimoire is what is affectionately called a "**blobber**" by fans of retro roleplaying games. The world isn't in true 3D as most modern game players would expect. It is more of an attempt to do "**2.5D**" inside a highly stylized handpainted fantasy world laid out on a grid. We always move one cell at a time in this world, mapping out the grid we explore one cell at a time. This style of exploration is derived from classic tabletop fantasy roleplaying where players used to move figurines around on a paper map to simulate exploring a forest or dungeon.

The six sectors are divided into top and bottom. By clicking in the upper half of the viewport, you can forward and left or right. In the lower half of the viewport you can slide to the left, step backwards or slide to the right. This permits you as much freedom in movement as is possible except when blocked by a wall, a stand of trees or an obstacle.



In the viewport will appear all the monsters in the game, all the characters (NPCs) you meet, the treasure and the exciting features you will discover. Almost everything you see in the viewport can be clicked on if the mouse cursor changes to a hand or an eye when the cursor floats over it. Chests can be unlocked, ladders climbed down, stairs descended, crates and

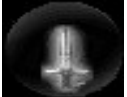
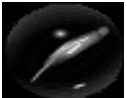
barrels opened. Click on a switch to toggle it, a button to press it, a dial to turn it. Sometimes things won't respond, other times you may be surprised by what you can do by simply interacting with various features. To go up and down ladders or ropes, simply try clicking on them. To read an inscription or sign, move the mouse over it and when it changes to an eye, click on it. The same goes for drinking from fountains, opening cauldrons and activating a crafting station. Simply try clicking on it.

If you encounter a door or a staircase, move forward into it to go through it. You will automatically pass through a door if it is unlocked or come out at the end of a stairwell.

You may encounter surfaces in the game that are not safe to step on. You shouldn't walk into water until you have some **SWIMMING** skill or you will drown. Don't step on lava unless you are willing to suffer severe burns and damages to your party members. Of course, you want to avoid walking off the edge of a cliff or a ledge and falling into an abyss.

Persistent Spells

Persistent spells are spells which are cast and then last more than one round, sometimes persisting for several rounds or until their force is expended by demand. They appear as floating orbs in the viewport which may change or animate depending on conditions.

	"TRUE SEEING"	When this spell is cast, all illusionary surfaces in the game will appear as wavering transparent curtains. As long as it lasts, your party will be able to find illusionary walls you are capable of walking through. Although it is possible to detect illusionary walls when you walk past them if the SCOUT skill is high enough in a party member, it is more fun to reveal them this way.
	"DETECT SECRET"	When this spell orb is in effect, a strange etherial eye will watch for secret walls, secret buttons and hidden features as you walk around. If you standing on top of something secret or nearby, a glint will flash in the eye to tell you. This spell can also be used to tell when NPCs are lying to you or trying to mislead you.
	"ENCHANTED BLADE"	This spell creates a powerful field in combat on all the party's weapons making them more likely to hit, more likely to penetrate and do damage and able to hit magical creatures even if they are not magical weapons. This can often turn the tide of combat, especially against creatures you might not be able to hit with ordinary implements.
	"SONIC BARRIER"	This spell creates a wall of air around your party for as long as it lasts that blocks attacks that use sound or shockwaves. If it fails to block the attack altogether it will reduce the damage.
	"BIOPHOSOR" & "CREATE LIGHT"	Both of these spells produce a floating candle inside an orb that extends visibility in the dungeon a few more steps than is ordinary. This can help you find your way around more easily, particularly if the dungeon is quite dark.
	"IDENTIFY"	This spell will greatly amplify your ability to identify one item only as long as it lasts. Correctly identifying the item while this spell is in effect dispels it.
	"IMPROVED IDENTIFY"	This spell will improve your ASSAYING skill for identifying items as long as it lasts until it expires. If you have items you believe may require very high assay to identify, you may need a party character with high ASSAYING skill and this spell to figure out what it is.
	"FEATHER FALL"	It is possible to take falls in the game when attempting climbs or tumbling into pits that not only damage you, they can also break fragile items like potions and scrolls. When this spell is in effect, you will be protected from damage from falls and your items will also have much higher saving throws against being destroyed.
	"TIMESTOP"	This spell will effectively freeze all your opponents in combat, permitting you to act against them without retaliation until the spell wears off. Once it appears, all enemies miss their combat round attacks altogether. This can be very useful against high level monsters who seem invulnerable or undefeatable.

	"TRAP GLUE" & "ULTRAGLUE"	When this spell is active, it attempts to jam all traps on the locks of chests and doors so they do not activate even if you trigger them. This can be life saving with higher level locks and prevent deaths that might occur from mistakes made while picking the lock.
	"WATERWALKING"	This spell will allow you to walk on the surface of bodies of water to cross to the other side. It lasts only as long as you are on water and vanishes the instant you step ashore again. It lasts for a duration equal to the power level of the spell. It can be cast while still on solid ground but your next step must be onto the water when it appears.
	"MAGIC BELLS"	This spell prevents you from being surprised while resting by attempting to rouse all your party members from sleep as quickly as possible. It can also be used to wake your party members up when they have fallen asleep in combat or been cast into sleep by magical attacks. It is best cast before resting to protect the party from wandering monster ambushes.
	"FIREWALKING"	When this spell is cast, the party can walk on the surface of lava without damage. It lasts only as long as you are on lava and expires the instant you step off it. It lasts for a duration equal to the power level of the spell. It can be cast while still on solid ground but your next step must be onto the lava after the spell appears in effect.
	"SPIDERCRAWL"	This spell assists the party greatly in climbing up sheer surfaces without falling. When it is in effect it gives a boost to the CLIMBING skill of all party members and helps to prevent them from falling or failing when they make the attempt.
	"LUCK ANGEL"	This floating four leaf clover will assist the party during combat and while adventuring, making the party seemingly very lucky in all things, including saving throws and their attempts to do anything. They will save better against lethal blows, damage from falls and many other situations where a bit of luck might help the character accomplish something or avoid damage.
	"DIRECTION"	When this orb appears, the current compass direction the party is facing will appear in the orb. This can assist in dungeon navigation and mapping.
	"MISSILE SHIELD"	As long as this spell is in effect, the party has much better protection against missiles, arrows, projectiles, thrown items and anything that can be blocked that is flying through the air.
	"MAGIC MOTH"	The Magic Moth automatically identifies all enemies in combat when it is cast and also helps in lockpicking. This includes additional monsters when summoned and anybody else who joins the fray while it is in progress. Monsters identified this way stay permanently identified in all subsequent combats.
	"MAGIC SHIELD"	This spell protects the party against all magical attacks and greatly assists in repelling magical creatures. Each time it absorbs an offensive spell, it will be reduced a little unless it is recharged with another spell. It is good strategy to cast this spell before you suspect an encounter is about to happen.

	"ARMORPLATE"	When this spell is in effect all the party members have a considerable bonus to their existing armor class. The spell will make them better able to deflect and avoid penetration of their armor with ensuing damage. This spell too absorbs damage and declines from repeated attacks until it vanishes if it is not recharged by another cast.
	"GAZE REFLECTION" & "MIRROR MIRAGE"	These spells attempt to reflect attacks using gaze, light, sight or illusion. They repel many different kinds of magical attacks from creatures who are trying to turn the party to stone with their gaze or a flash of magical light.
	"SCARAB OF RA"	This scarab is a very powerful spell to use in combat. At the end of every single combat round, it will charge up your party to their former hitpoints no matter how much damage they took during the round, for as long as it persists.

Legend

The legend appears below the viewport and it helps assist the player in not only knowing where they are but also what they are on.

The legend will always have the current region listed in the center and the context appears on the left and the right sides.

The context will tell the player if they are in a boat, on lava or on water.

The only exception to this rule will be when the player has activated a crafting station. When a crafting station is active, it will appear in the middle of the legend bar to tell the player what context he is in right now.

For example, when at the Shrine and the player clicks on it, **"* YOU ARE AT THE SHRINE *"** will appear in the legend window.

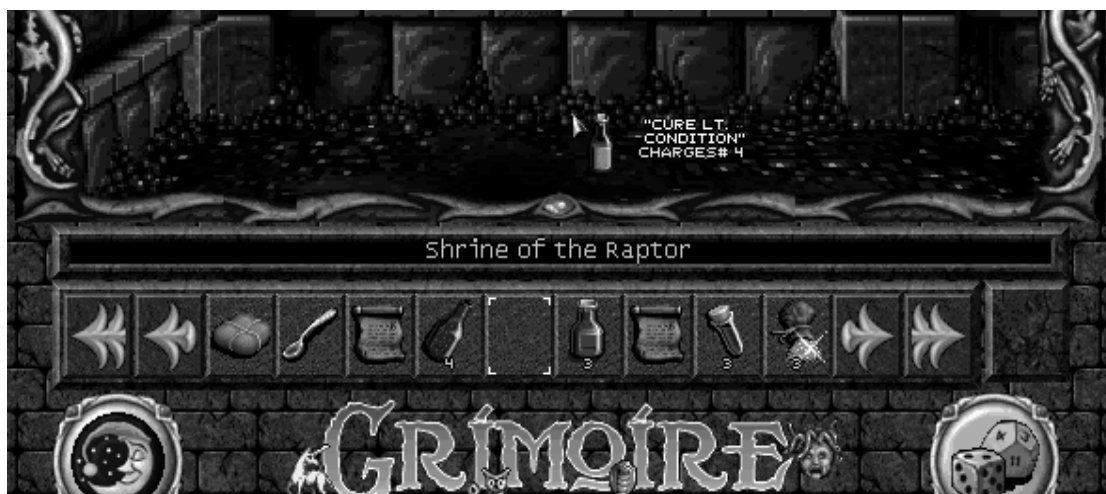


There are almost 224 regions in Grimoire to explore and it helps to remind the player where they are at in the legend bar. When you transition between two regions, the region listed in the legend bar will change to reflect it.

Inventory Bar

The inventory bar is found beneath the viewport and the legend. It is a way to quickly scroll through the items carried by the party as well as use, assay and move them.

The single arrows on the inside of the inventory bar move it one slot at a time left or right. The double arrows on the ends scroll through the inventory a whole row at a time. You can quickly find any item in your inventory by learning to use these two sets of arrows correctly. Each slot on the bar represents a visible item in the party's inventory. Off to the left and right sides your entire inventory can be scrolled into view by using the arrows on the bar. The inventory wraps around so when you scroll far enough in either direction you simply start at the beginning or end of your inventory onscreen.



Items may have special information text beneath them at times showing the quantity of items (for self-merged items and stackable items) or the number of charges on the item currently. Both quantity and charges are stackable on most items so you can combine two identical items into a new product that is the sum of items or charges by simply clicking one item on top of another.

At almost any time you can pick up an inventory item in the mouse by clicking on one of the slots on the inventory bar. The item then floats in the mouse cursor until it is used somewhere in the viewport (by clicking with it on something) or else returned to the inventory bar in an empty slot. If you click on an occupied slot on the bar with something in your mouse cursor, the two items will be swapped, with the item in the mouse cursor added to the inventory bar and the item that was in the slot now in your mouse cursor.

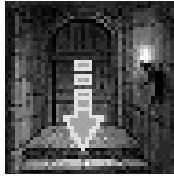


If a special item is a "container," marked with a little grid icon in its lower right corner, you can right click on it and hold the mouse over the floating pane to see the contents. Once opened, you can add or remove items by clicking on the grid cells containing the items or an empty slot. Containers can only have certain categories of items added to them and you cannot put items critical to game logic into containers.

If an item is a container, the special information text will show the current count and maximum count of items that can be stored in the container as well as a small grid icon to let you know you can right-click on this item to see the contents. When you move the mouse cursor over the inventory bar you should see tooltip hints with the name of the item you are currently hovering over. This is to help you distinguish between items which may look similar sitting closely together.

Drop Slot

To the right of the inventory bar you will see the "**Drop Slot**." This is a picture of a door and a torch in the dungeon with an arrow pointing to the floor.



Any item that is dragged onto this cell and released is dropped to the floor of wherever you are at the time. Depending on your settings in the [Configuration](#), you may not be able to drop a critical item this way. You may be able to drop it only when it has served its purpose in terms of game logic. If you absolutely need to drop something that is critical because your inventory is getting filled up, you can set **Critical Item Lock** to **NONE** in order to permit you to drop the item. **Be careful doing this!**

If you drop a critical item and forget where it is, you may have a lot of trouble finding it again! The best practice is to drop the item and then set **Critical Item Lock** back to **ADAPTIVE in settings**. This will prevent you from dropping a critical item in the game afterwards.

If you have dropped an item somewhere in the dungeon, it remains where you dropped it for all time! You can always go back to retrieve it - if you can find it. Using the **Locate Item** spell on a map you know you dropped the item on is very good for revealing its location if you return much later on to pick it up again.

All items dropped this way appear on top of the **Drop Slot** as an item icon when you are standing on the cell where it was dropped. If you dropped multiple items this way, the items are added to a first in, last out stack. In order to retrieve an item from this pile, you can click the **Drop Slot** repeatedly to cycle through the items one at a time until you reach the one you are looking for.

Logo Summary

You can get a summary of some useful basic statistics on the current game by clicking the logo sprite for "Grimoire" below the viewport.

This information includes the name of your party, the amount of gold you are carrying, the percentage of global map and the current local map you have explored. You can also see the total number of monsters you have killed since the game started as well as the current game turn.

The clock will tell you what time of day it is in Hyperborea. This can be useful in determining the exact hour you may need to solve some particular game puzzles.

The game turns can be useful in determining how many game turns have passed and how many turns you have spent in some activities or exploring certain maps.

It is normally impossible with any given beginning to complete 100% of the global map so don't distress thinking you have missed something if you complete the game and this figure has not reached 100% total. Most completed games will display more than 95% for this figure if you have explored everything possible given where you started from.



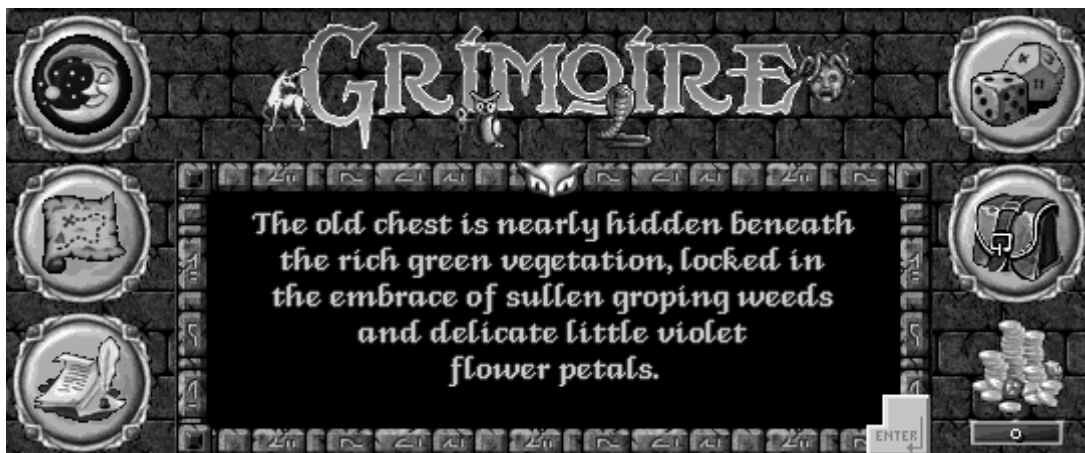
Narrative

A fantasy adventure is not complete without a narrator. Grimoire focuses on narrative as much as it does the visuals because the two of them combined constitute a well told story.

You will encounter a lot of narration in Grimoire in the center window at the bottom of the screen, below the logo.

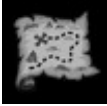
You'll get rich descriptions of what you stumble across during your encounters, subtle game hints, useful information about your surroundings and even sometimes your own thoughts as you make your way through your adventure.

Before you have finished the game you will have experienced a great deal of it inside your own mind with the help of the narration. This is because Grimoire has literary origins and reflects the inspiration it draws upon from stories of classic fantasy adventure long before computers even existed. The role of the dungeonmaster since the earliest tabletop dice games has been to help illustrate the game with accompanying prose.



Game Controls

There are six buttons clustered around the narrative window at the bottom of the screen, three buttons on the left and right sides each. These buttons do important things having to do with your global experience as a party of adventurers.

ICON	CONTROL	DESCRIPTION
	REST	Every party needs to Rest at some point. While resting, your party regains hitpoints, vitality and magic points, as well as healing up from many conditions. It is important to pick a safe place to rest to avoid being ambushed by wandering monsters while sleeping.
	OPTIONS	This button brings up general Options for gameplay, including configuration and saving and loading of the game.
	ORIENTEER	The party needs to map their exploration with Orienteering and here they can find their current map for the region they are exploring as well as a master atlas of the entire world of Hyperborea.
	INVENTORY	Thus button brings up the Inventory Workshop . Here you can see the party's entire inventory at a glance and merge, sort and craft items.
	JOURNAL	No great adventure is complete without a Journal . Here you can see the most critical notes you have collected during your journeys on locations, items and characters you have met.
	GOLD PILE	This icon displays all the gold you are currently carrying in the party and when you click on the Gold Pile , It will show you the review of all your most recent Combat Orders for the party.

Rest

Sooner or later, your party will have to rest. Without sleep, you will get progressively more tired, losing vitality from exertion, hitpoints from damage in fights and magic points from casting spells. Fortunately, resting will heal all three of these stats as well as a lot of conditions you could get while adventuring.

There are two conditions you should not sleep on. They are **Poison** and **Disease**. Poison will continue to burn through your system even while you are asleep, doing you progressive damage until it kills you or you sweat it out of your system. Many an adventurer can die from poison while laying down to rest. **Disease** is even worse. Sleeping with disease allows the disease to progress and fester, causing any number of side-effects and symptoms themselves which can become difficult to cure even with rest. Your party member can go blind and become paralyzed after having laid down to rest with a disease condition.

The other major problem with just flopping down anywhere and going to sleep is the threat of wandering monsters who stumble across your party while they are camped. Your party should either seek to find a "Safe Haven," a cell on the map where you can be guaranteed a sound rest without being interrupted by an ambush ... or else cast the "Magic Bells" spell to wake you up the instant your party is surprised by enemies.

You can just sit back and allow a full sleep cycle to run it's course and wake up naturally. If you decide you are ready to wake up at any time, clicking the viewport or narrative window or pressing the **ESCAPE** key will break camp and wake your party up to continue. Once you are well rested you will often be prepared to return to face your challenges on a better footing.



Strategic resting at safe locations with your party can help you conserve healing items and condition cures until you really need them. You will also be better prepared the next time you

enter combat with all of your hitpoints, vitality and magic restored. Nothing prepares you to go out once again and face the dangerous world of Hyperborea than to make camp and lie down for a good long rest.

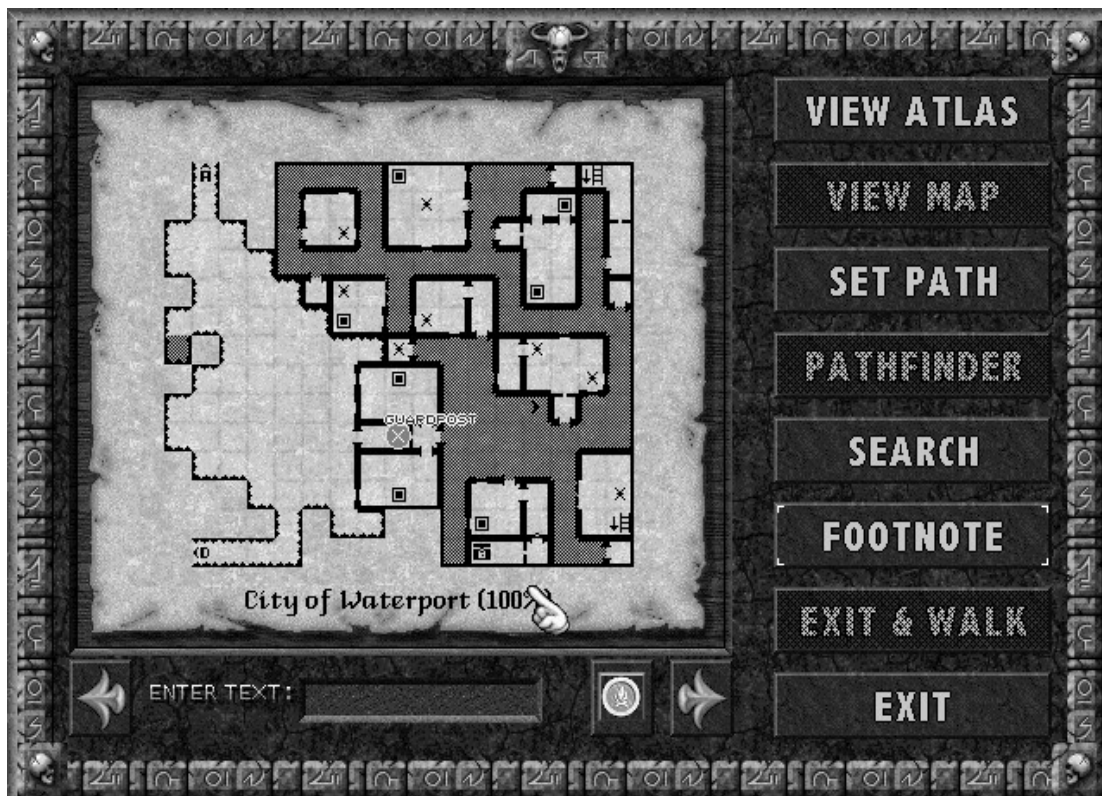
Orienteer

Every prudent adventure has a map they keep of their journey and this is where your maps appear for all the areas you have discovered so far in the game. When you enter this window, you'll see your current location in the mapping window by default. This is a top down abstract view of the layout of the area you are exploring at the moment. There are custom icons to represent various features you have uncovered while wandering around and you can see special marker tiles for water, lava and empty pits. Icons of ladders and stairs will show an arrow going up or down to tell you the orientation of this egress from the current region you are in.

The arrows left and right at the bottom of the window allow you to quickly flip through previous maps until you find the one you are looking for.

In addition to these automatically mapped features, you can add your own custom notes to the game by typing a short descriptor into the text box reading "**Enter Text :** " and then clicking on the "**FOOTNOTE**" button. This will prompt you to select a cell on the map you want to assign this note to. After clicking a grid cell on the map you should see your note now appear with a marker.

If you want to search for a map, you can type a keyword into the same "**Enter Text :** " box and click the "**SEARCH**" button to see if can be found in the list of existing maps you have already explored. The next correct match for your keyword will then flip to that location in the map window if it is found.



You may want to see if you have discovered any "**Safe Havens**" to sleep at in this map.

Pressing the **small campfire icon** at the bottom of the window beside the right arrow and holding it down will cause any of these marked locations to appear on the map. This will reveal any locations that are safe for your party to rest at without getting ambushed by wandering monsters.

If you decide you want to automatically walk back to a cell on the current map you have already been to before, you can click **"SET PATH"** and you will be prompted for a series of points on the map you want to pass through. To erase a point already on the map, click it again. You can set up to 9 points for a path. When you would like to see the path on the map you have created, press the button **"PATHFINDER"** and you will see your route traced out on the map in little footprints. Now when you exit with a path on the map, you can click on **"EXIT & WALK"** to automatically walk hands-free back along your route. The pathfinder will walk you back through doors and around any turns but you cannot trace a path over water or lava because of the danger involved. The autowalking feature comes in handy to go back to something very quickly you have already discovered on the map.

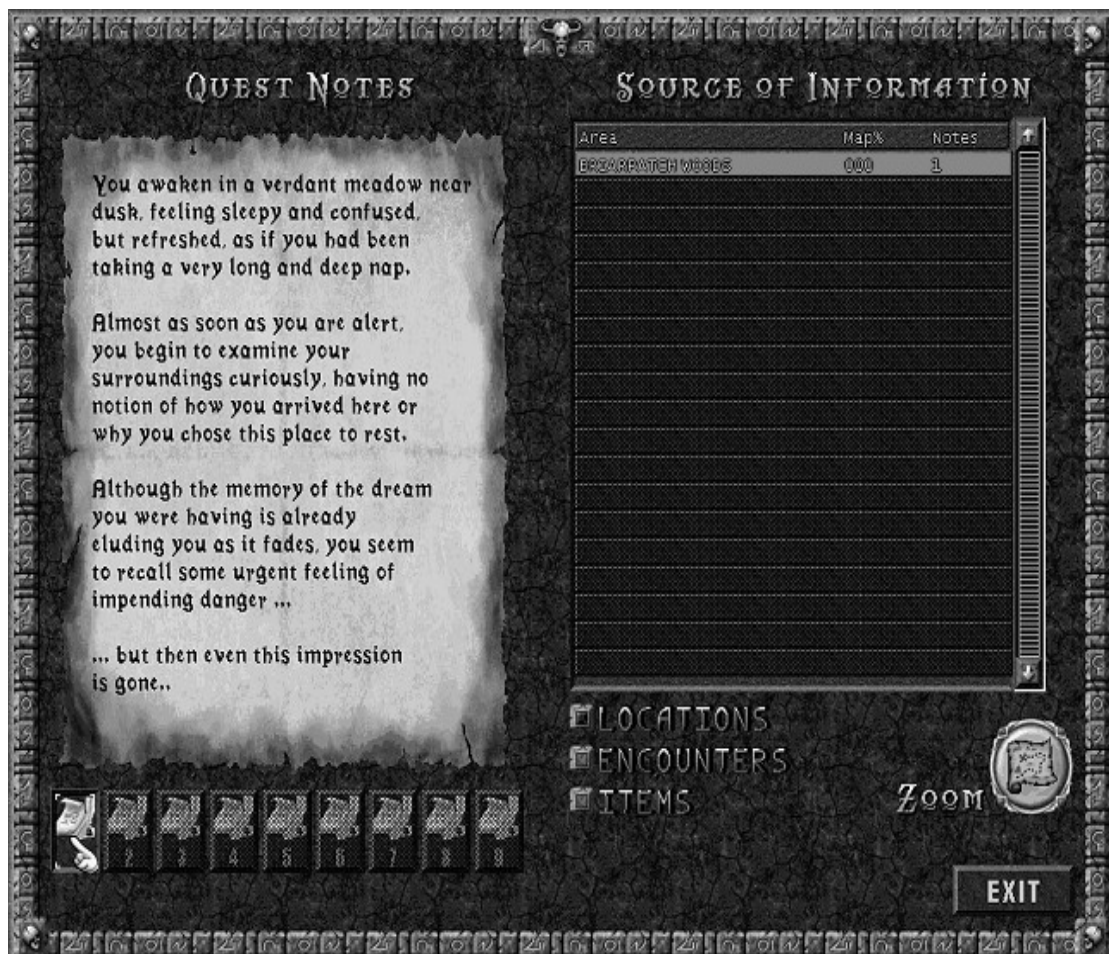
The **"VIEW ATLAS"** button switches to a global map of the entire game, covering the length and breadth of the lands of Hyperborea. Somewhere on the atlas you will see a small red flag which signals where you are in that vast territory. This permits you to keep a sense of where you are now and where you may be going next by consulting the Atlas regularly.

To return to the current map location, click **"VIEW MAP"** to toggle the display back.



Consulting the **ORIENTEER** mapping window regularly allows you to structure your adventure in the way that seems best to you, with your own custom map notes and the capability to determine at any time where you are on the global atlas of Hyperborea. Many puzzles that may seem confusing can be easily solved by looking at your map, checking your journal notes and comparing them with where you are now to figure out where you should go next.

When a new note is waiting for you, the note icon will have the word **"NEW"** superimposed upon it to let you know you have not looked at it yet. Once you have clicked this note and looked at it, the **"NEW"** marker will vanish.



Options

The options menu provides you with the ability to save your game, edit your settings or quit and exit.

OPTION	DESCRIPTION
CONFIGURATION	This brings up the Configuration settings dialog window so you can edit these values at any time, even within the game.
RESUME GAME	Close this window and return to playing the current game.
SAVE & RESUME	Save this game and return to playing.
SAVE & QUIT	Save this game and then exit to the main menu.
QUIT W/O SAVE	End this game and exit to the main menu without saving your game.

Gold Pile

The button for "Review Orders" brings up the same **Combat Orders** screen you see in combat. If you can't remember what combat orders you assigned to your party during the last combat you can see them again by clicking here. You will only get a chance to enter combat orders the next time you fight but this is sometimes helpful in reviewing strategy after a battle has ended. Pressing the matching character's name in the list will highlight their name tag bar to make sure you know which character this applies to in your party.

Name	Voc	Order	with	Op	St
Agatha	Cle	Fight	Quarterstaff	1D4	OK
Flint	Ran	Fight	Hunting Knife	1D6	OK
Galen	Sag	Cast	Poison	PL1	OK
King Kull	Ber	Breath	Firebreath	S5	OK
Lucia	Bar	Fight	?Lyre?	0D0	OK
Robin Hood	Ran				??
Tryst	Thi	Fight	Throwing Knife	1D4	OK
Zoltan	wiz	Fight	Quarterstaff	1D4	OK

COMBAT ORDERS **EXIT**

Inventory Workshop

This window is a global manager for party inventory that allows you to merge, sort, stack, identify and craft all kinds of special enhancements to the items in your party's inventory. Wise players will make full advantage of this interface to make items capable of hitting magical creatures, doing extra damage, poisoning the enemy with a successful penetration and forging armor to have significantly stronger protection against attacks.

The current character working has their **Name Tag** bar highlighted to show they have the current focus. You can switch to another character by clicking on their name to have them doing the work instead. This focused character will be the one who is doing the crafting, merging and assaying so you should pick a suitably qualified party member for the job.

All the items in the party inventory are visible at once in this screen. If you would like to see your items sorted into different categories to help organize them or find out how much they are worth, you can apply different sorting filters to see them organized this way in your inventory slots. There are four item filters to apply to sorting your inventory : **Item Type**, **Item Class**, **Item Weight** and **Item Value**. Click the up or down arrows to sort the items **ASCENDING** or **DESCENDING** order.



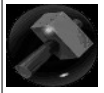
When the mouse hovers over an item, depending on the **ASSAYING** skill of the current character, you will see all possible merges with required skills and the craft options for the item, i.e. if the item can be poisoned, sharpened, forged, stacked, etc.

Right-Clicking an item slot will attempt to automatically identify the item if the party character

has a high enough **ASSAYING** skill. It is also possible to open containers in this context and add or remove items from their contents by **Right-Clicking** on a container item.

At the lower right-hand corner, you will see an orb that will have a symbol inside it if the party is currently at one of the crafting stations in the game : **The Hearth, The Shrine, The Forge** or the **Alchemy Bench**. You will not be able to craft enhancements to items unless you are at the appropriate crafting station in the game for that enhancement.

ICON	CRAFT	ITEM MARK	DESCRIPTION
	FORGE		The character with the Forge Craft can add an armor bonus to any qualified armor in proportion to their METALLURGY skill. Each time the enhanced armor is hit in combat and penetrated by the enemy it will lose a point until this enhancement vanishes.
	SHARPEN		The character with the Sharpen craft can hone the edge of any bladed weapon to be much sharper with their BLADESMANSHIP skill. Each time the weapon hits and does damage in combat it will lose a point of sharpening until this enhancement vanishes.
	POISON		The character with the Poison craft can add poison to any appropriate weapon in relation to their MEPHISTICS skill. This poison will wear off the edge of the weapon every time it successfully poisons an enemy in combat until it disappears.
	ENCHANT		The character with the Enchantment craft can place a magical enchantment on an ordinary weapon through their DEVOTION attribute so it becomes capable of hitting magical creatures. When a magical monster is hit and killed with this weapon this enhancement will vanish.
	MERGE		Any character with the required merge skill can merge two items into a new item at any time. The skill required for the merge can vary widely and some required merge skills can be modified with magic or specially equipped items on the character when he attempts the merge on the two items. The merge never requires a crafting station in order to complete, it only requires the character doing the merging to be fit enough to do the merge, for example obviously not when paralyzed or turned to stone.

ICON	CRAFTING STATION	DESCRIPTION
	ALCHEMY BENCH	A qualified character can apply poisons at the alchemy bench or do complex merges with the Alchemy skill when at this crafting station. Bonuses for Mephistics, Inspection, Trickery and Nature Lore apply here.
	SHRINE	A qualified character can enchant weapons at this crafting station. Bonuses for Meditation and Litany apply here.
	FORGE	A qualified character can sharpen blades or forge armor at this crafting station. Bonuses for Metallurgy, Inspection, Trickery and Bladesmanship apply here.

	HEARTH	A qualified character can sharpen blades, poison weapons or do complex merges with the Nature Lore skill. Bonuses for Metallurgy , Backstabbing , Mephistics , Alchemy and Trickery apply here.
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Party Character Plate

Every character in your party sits on his own "plate" of controls. The eight possible members of your party each have their own plate that is specific to their actions, their combat orders, their condition, their encumbrance, their current status bars and their currently equipped items. You control the individual actions of each party member through the controls on this plate and also drill down to their expanded data through icons and controls on this plate. At first it can be daunting and look complex but the truth is, the plate controls are very intuitive and become obvious after only a little bit of experimentation for most people.

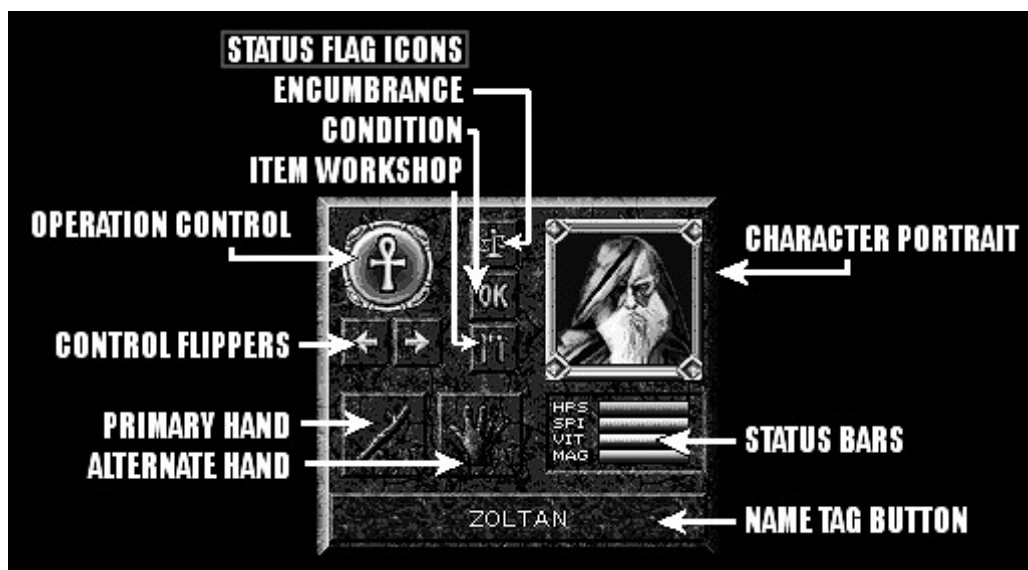


PLATE CONTROL	DESCRIPTION
STATUS FLAG ICONS	
ENCUMBRANCE	This icon represents the current load carried by the character. In combat it becomes the orders complete flag. When clicked and held down it displays the character's Resistances .
CONDITION	This icon represents a stack of the conditions affecting the character at present. When clicked and held down it will display the Conditions affecting the party member at present.
ITEM WORKSHOP	This quick jump into Inventory Workshop can also represent various level advancement reminders. In combat it displays the row of enemies the character is targeting in their attack if applicable.
ITEM HANDS	
PRIMARY HAND	This hand represents the primary weapon the character is wielding. It takes first priority in combat. When an item is dropped on
ALTERNATE HAND	The hand represents the alternate weapon the character wields. It can be used in extra attacks in combat.
ACTION CONTROLS	
OPERATION CONTROL	This represents the intended Operation the party member should carry out when it is pressed. Also features a shortcut menu that appears with a right-click by the mouse.
LEFT FLIPPER	Flips backwards through the available operation actions for the character. Wraps around when clicked to start.
RIGHT FLIPPER	Flips forwards through the available operation actions for the character. Wraps around when clicked to end.
CHARACTER CONTROLS	
CHARACTER PORTRAIT	Click on the portrait of the party member to open their Character Review . Right-Click to open their Portrait Submenu .
STATUS BARS	Clicking on the Status Bars will toggle their display through three different layouts to show hitpoints, spirit, vitality and magic points for this character.
NAME TAG BUTTON	The Name Tag button is frequently used to highlight a focused character or to move the characters around in the marching order by swapping their positions.

Portrait Submenu

By right-clicking the mouse on the portrait, you can bring up a portrait submenu for that particular character to perform several different actions in relation to that character. Some of the menu selections may be grayed out depending on the context.



Change Name	If you would like to rename the character, a text input box dialog pops up to allow you to type in the new name and click ACCEPT or CANCEL .
Change Portrait	You can change the character's portrait here by selecting a new one or pressing SUGGEST to see which might be a good choice for the new portrait. If you change your mind you can always click CANCEL to exit without changing the portrait.
Change Profession	Once your player reaches level 4 they can change their profession at that time if they'd like. This dialog will allow them to choose from the ones available. Each profession has a career path they can follow and they are limited to just those professions they are eligible to switch to. Upon switching professions, your basic attributes will be reset to level one values but you will retain all spells learned, your statbar values (hitpoints, vitality, magic), all skills and several other qualities gained before you changed to a new profession.
Inventory Workshop	This is a quick shortcut to entering the Inventory Workshop with this party member highlighted as the crafter.
Move To ...	This triggers the WHO? prompt after highlighting the character name and permits you to switch marching order with another party member by clicking on their character plate.
Dismiss Forever	This sounds very final but it isn't quite the end of the road it sounds like. If this party member is an NPC character they will be dismissed from the party and returned to the location marked as their home. If this is an original party member, they will be dismissed from the party but you may find you can re-enlist them into your ranks from a secret tomb of the White Owl somewhere in the game. Either way, it doesn't necessarily mean you've seen the last of them.

Character Review

When you enter the character review screen, you can see in-depth information concerning a particular character in your party. Here you can review attributes, skills, armor class, resistances, conditions, crafts and all relevant details of their profession in one place.

Once you are in this screen, you are not just limited to examining the focused character. You can use the arrows beside the portrait at the upper left to flip forwards and backwards through the entire party to compare them with one another. If there are outstanding bonus points for attributes and skills you can distribute them from this window. If you still have spells you have not distributed you can also bring up your spellbook here and finish picking the ones you want to add to your characters magical repertoire.

Beneath the attributes box on the left side you can see a text box that will give you descriptions of the attributes and what they do in the game by pushing the entry on the list for that attribute. If you want to review their skills you can see them all at once or divided into categories using the skill category selector buttons at the top. Underneath the list of skills you also have a descriptor box that will remind you of what the skill does and what it is used for.

During character advancement, this review window will come up and show you step by step the advancements and increases your character gets upon leveling up. When you are granted new crafts they appear as relevant glyphs in the boxes at the bottom underneath "**Crafts :**" as you learn them.



This review window can be displayed at any time by simply clicking on the portrait on the character plate. This includes NPCs who have joined the party as retainers. All NPCs will be appropriately marked beside the portrait in the upper corner to the right with the "NPC" marker

instead of "GPC" to distinguish them from original party members.

Skills are organized in the list on the upper right side. Each of the buttons above this box will filter the skill list to just show skills which apply to a certain category : **ALL SKILLS**, **MARTIAL**, **PHYSICAL** and **MENTAL** skills. When you click directly on a skill that is listed in the box, you will get a short description of the skill and what it does in the text box beneath the list of skills.

If you are looking for the skill specifically used by this character for casting spells, it will always be in the **MENTAL** category and it will be highlighted in bright purple. You may have to scroll down a little if this character has a lot of skills in their **MENTAL** category.

Name Tag

Clicking the name tag for a given character will trigger the *WHO?* prompt after highlighting the character name and permits you to switch marching order with another party member by clicking on their character plate. The character you click on will swap places with the first character you selected.

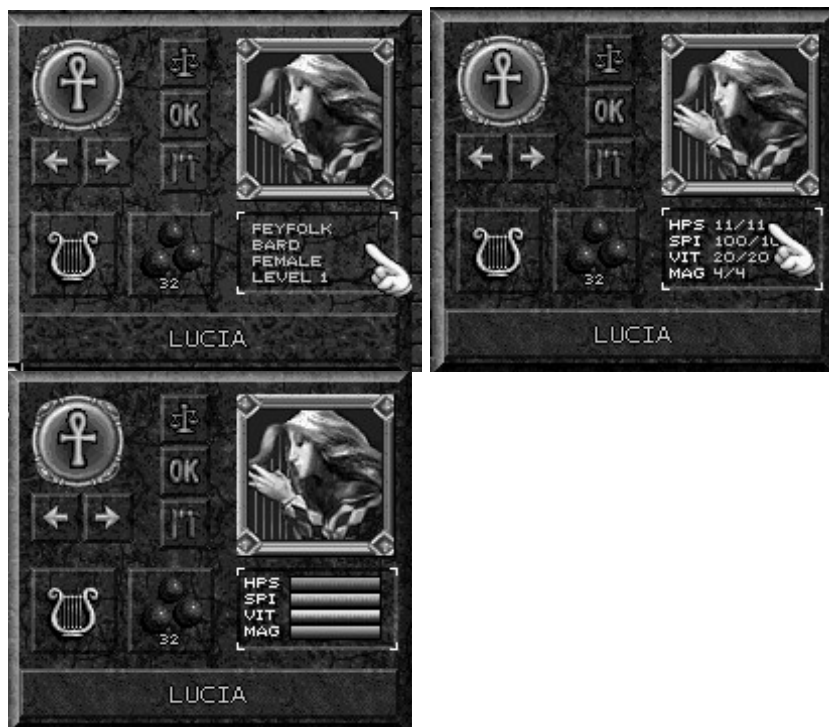
This function is available at almost any time during the game, including when giving orders in between rounds of combat. It can help to swiftly shuffle characters forward if the current party members in front look like they are in trouble. If a character dies, they will be sorted automatically into the rear of the party during battle or when an encounter begins.



Status Bars

There are three different ways to view the status bars on the character plate. They are accessed by clicking on the status bars until the view you want is showing. Click on them again to change back to the original or one of the alternatives.

You can show the primary stats as numbers consisting of current/maximum values, as colored ratio bars or as a series of fields display the race, vocation, gender and level of this party character. Each of these can be useful in the game as an option to see more information about the character without having to go into the Character Review window.



There are four primary statistics that are displayed in the Status Bars either as colored gauges or as Minimum/Maximum numbers, depending on what display mode you have selected.

STATUS BAR VALUES FOR CHARACTERS

LABEL	CONDITION	DESCRIPTION
HPS	HITPOINTS	The number of points of damage the character can take before dying. These points when lost can be recovered by resting the party. A character can also recover hitpoints through the use of healing spells, potions, magic fountains and enchanted pools. Some very powerful magic attacks will attempt to drain life directly from the character.
SPI	SPIRIT	This value will normally stay at 100 until the character experiences a great fright or is terrified in the presence of evil. Once this value drops under 100, the character grows fearful and timid and may start to lose further Spirit every single round during combat. Spirit can be recovered by resting in a Safe Haven,

		sleeping at a Shrine or by the use of Bless and Sound Mind spells. If a character loses sufficient Spirit they will simply cower during a fight and be unable to overcome their own fears.
VIT	VITALITY	This is the amount of stamina the character has and it declines when walking around exploring, in combat and when performing physical tasks. It can be recovered by resting or by using restorative potions, spells and magic fountains. A character who is SWIMMING whose Vitality declines to zero automatically drowns. Breath weapons use up Vitality instead of magic points so a character can become exhausted by frequent use of their special ability during combat.
MAG	MAGIC	This value holds the amount of points the character has for spellcasting. Some spells require more magic points than others. When a character starts out they have very few magic points to spend on spells so they must be conservative when choosing the power level of the spell. Magic points can also be recovered by resting. The rate at which magic points are recovered is directly related to the character's race and some races recover points more swiftly than others do. Magic points can also be restored by potions and fountains. Some magical creatures will actually attempt to drain these points deliberately from a spellcaster in combat to render them incapable of using magic spells against them.

Resistances

Click and hold down the Encumbrance icon on the Character Plate to see that character's resistances displayed on a graph between 0 and 100, with 100 being the maximum resistance any character can have to certain types of magic or attacks. The four dots that follow the bar represent four kinds of modifiers on that type of resistance for the character. If the dot is replaced by a "+" (**plus**) or a "-" (**minus**) sign, that means that resistance is currently enhanced or diminished by that type of modifier.

These resistance modifiers in order are as follows :

Item Resistance - Some item equipped to the character is changing a resistance.

Magic Resistance - A magic enchantment is currently affecting this resistance.

Condition Resistance - Certain conditions can affect the character's resistances until they are cured or wear off.

Sunsickness - Vampires and Werewolves can suffer penalties to resistances in sunlight



Conditions

Click and hold down the Conditions Icon on the Character Plate to see all conditions currently afflicting this character. All [Character Conditions](#) represent ranges between 0 and 100, with 100 being the maximum amount that the character can accumulate of that condition.

A majority of conditions will wear off on their own with rest by the party but the ones that don't can get quite serious if not attended to and cured as early as possible.



Operation

There are two different ways to select an action for a character from the **Operation Control**. The first is to use the little arrows beneath the **Operation Control** icon to flip to the action you want the character to perform and then press that **Operation Control** icon. A shortcut method is to **Right-Click** with the mouse cursor on the Operation Control and select the action you want to perform from the popup menu that appears. Clicking one of these selections in the popup menu switches to it instantly and activates that action in one press.



	AUTOHEAL	When this action begins, the character will attempt to use whatever healing spells they have to heal all damage currently sustained by the party, concentrating on the most injured first. They will cast healing spells over and over again until they either heal all the injured members of the party or they run out of magic. You can interrupt them by clicking on the viewport or narrative window or pushing the ESCAPE key.
	LOOK	If you click this icon while the mouse is empty, that party character will conduct a search of the current cell, looking for secrets or anything that is concealed. This will reveal things hidden on the cell you might not otherwise find at all. If you click on the " Look " icon whilst holding an item in the mouse, you will see the description of that item appear in a window over the viewport. The mouse item must be identified before you can view this description.
	ASSAY	When you click this icon, you can identify items and assay their properties. You can click this with no item in the mouse and be prompted to choose an item, or click the icon with an item in the mouse and go to the Assay Panel .
	SPELL	Clicking this icon will display the Spellbook for the character, permitting them to select a spell with a power level and then cast it. Some characters may not have any spells or not reached a spellcasting level yet.
	USE	If you click on this icon empty handed, you will be prompted to click on an item in your inventory bar. You can hit the ESCAPE key if you can't make up your mind. If you click on the " Use " icon while holding an item in the mouse, it is the equivalent of holding the item while that party character uses it. This can make a big difference in certain contexts. At some point if you suspect you should use an item but you don't see anything to click on with it and it doesn't seem to do anything from the Inventory Bar try holding it in the mouse while you click on a given character's " Use " icon. Sometime

		HOW and WHO can make a difference when playing the game and using the item at the correct place.
	PICK LOCK	Clicking this icon when you are facing a locked door or the front of a locked chest will display one of the Lockpicking windows, which are special interfaces that allow you to pick the lock and open it.
	EQUIP	Clicking this icon will bring up the Equip window for this character. You can also use shortcuts like clicking on the Primary or Alternate hand to jump quickly into the Equip interface for this party member.

Equip

The Equip window is reached by clicking the **EQUIP** action icon on the [Operation](#) Control for a character or by clicking either the **Primary Hand** or the **Alternate Hand** of any party member. When you enter the Equip window this is the character who will receive the focus with a highlight color on their [Name Tag](#) button. You do not have to exit this interface to change the focus to another character. By clicking the [Name Tag](#) for your party members you can switch focus to any character's equipped inventory at any time from inside this window.

There are ten slots you can add or remove equipment to on the focused character. Dropping an item on any slot will automatically put it into the correct slot if the character can equip that item. An armor class dummy in the middle of the screen will show you what parts of your character are currently protected (**green**) and what parts lack armor (**red**.) The [Character Armor Class](#) overall will change as you add or remove equipment to reflect the changes to your total armor class and your existing armor classes. Any bonuses granted by equipment including items enhanced by the **Forge** Craft will be displayed on this armor figure as well to let you know how these bonuses work to contribute to the protection of this character in combat.



The large orb to the right of the armor class figure shows the current encumbrance on this character in the form of a percentage and a spiral ratio inside the globe that increases or decreases as the equipment load on the character changes. This is a useful tool to adjust loads on characters so they are not over encumbered.

EQUIPMENT SLOTS ON THE ARMOR FIGURE

EQUIP SLOT	DESCRIPTION
Head	This is where helms, hats, garlands, caps, cones, visors and all kinds of head gear go.
Arms	Bracers, battens, shoulder pauldrons, gloves and all kinds of apparel for the arms are equipped here.
Upper	Platemail, cuirass, chainmail, mithril, leather, cloth, gowns, cloaks, vests and all forms of upper body armor go here.
Lower	Leg armor, chainmail, gausses, pants, cloaks and all garments for the lower body go here.
Feet	Boots, shoes, sollerets, sandals and all footgear go in this slot.
Prime	Primary weapon equipped here. (Two-handed gear will disable the alternate slot)
Alter	Alternate weapon equipped here. (Two-handed gear will disable the primary slot)
Ring	A single ring can be worn by a character at any time.
Adorn	Some form of jewelry or adornment can be worn here.
Quill	This is where ammunition like arrows, bullets, stones and projectiles go.

THE EFFECTS OF ITEMS THAT CAN BE EQUIPPED TO CHARACTERS

CURSED	An item that is cursed once equipped to the body cannot be removed until a " REMOVE CURSE " spell is cast on that character. Cursed items may also have recharge or drain effects attached to them, sometimes both effects at the same time. Not all cursed items are necessarily detrimental. A cursed item with a recharge effect will not harm the party character and may be very beneficial. You can also find items with " REMOVE CURSE " spells that should be retained in the event a character equips a cursed item and cannot get it off his body without the spell.
RECHARGE	Some items will recharge hitpoints, spirit, vitality or magic at regular intervals. These items are very rare and are excellent to assist many characters in faster recovery.
DRAIN	Some items will drain hitpoints, spirit, vitality or magic at regular intervals. These items can be very debilitating and even lethal. They should be removed from the character at the earliest opportunity.
ENHANCE ATTRIBUTE	Some items will enhance one of the attributes when equipped, as long as that item remains equipped to the body.
ENHANCE SKILL	Some items will enhance one of the skills when equipped, as long as that item remains equipped to the body.
ENHANCE RESISTANCE	Some items will enhance one of the resistances when equipped, as long as that item remains equipped to the body.
EQUIP MAGIC	Some items will cast a spell at the moment they are equipped to the player. This can be useful in combat, for example a ring that casts missile shield when it is put on.
SELF-RECHARGING	Some items begin to recharge themselves at regular intervals when they are equipped, as long as they remain equipped.

Assay Panel

This operation action can be used in two different ways. If you click the **ASSAY** action with something in the mouse, you'll be prompted to select an item on the [Inventory Bar](#) to attempt to identify with the character, given their **ASSAYING** skill. You will get a confirmation message in the narrative window with the name of the item if your character succeeds in identifying it or that they failed to figure out what it was.

Once identified, items remain identified for the remainder of the game and should always be listed with their full name in any context they appear. Once identified by one party member, all party members will also instantly know what the item is afterwards when they use it or merge it with other items.

Many items feature additional skills that can assist in identification - for example, many Reagents and Herbal ingredients add the **NATURE LORE** skill to the **ASSAYING** skill to determine if the character can identify it. In addition, a party character receives assistance from an **Identify** or **Improved Identify** spell that is in effect. At higher levels of **Improved Identify**, you will not only be able to identify the item but a special "*super identify*" text will be entered into your [Journal](#) about the item. *Super identified* items will then feature enhanced information in the **ASSAY** panel as well as a matching entry in your [Journal](#). This information will be available for the rest of the game and the item will never have to be identified again.

When you click this icon with a mouse item already in your cursor, you will see a pop-up display panel appear on top of the [Party Character Plate](#) and it will remain until you move the mouse away from the boundaries of this pop-up panel. The ASSAY panel displays all the most pertinent information about the item, including the relevant weight, cost, skill, equip slot, item class, races and professions who can equip this item, where the item was acquired at and special information about the combat / use properties of the item. Once an item has been "*Super-Identified*," you can click this panel while inside the borders and see the display flip to another page of extended information about the item.



Level Advancement Hints

Normally the button on the [Party Character Plate](#) that is labeled "**Item Workshop**" will bring up the [Inventory Workshop](#) with that character having the focus for crafting.

There is an exception to this display and it occurs when the character still has remaining work to do as the result of that character's advancement or else spare points left over from character creation. These special icons simply exist as a reminder to the player that this particular character still has points to distribute for attributes or skills or else remaining magic spells to add to their spellbook. If the button is clicked when one of these special icons is showing, it instead takes the player into the [Character Review](#) so they can remedy the situation by taking care of this remaining business.

The following icons all are used to indicate to the player what sort of work is still outstanding for this character.

ICON	DESCRIPTION
	The letter "L" with a tiny A+ in the corner. The character still has bonus points to be distributed for attributes.
	The letter "L" with a tiny M in the corner. The character still has magic spells remaining to be selected for the spellbook.
	The letter "L" with a tiny S+ in the corner. The character still has bonus points to be distributed for skills.

Once these points are distributed or the spells are selected, if there is no remaining advancement work on this character, it will return to displaying the "**Item Workshop**" icon.

Spellbook

The spellbook is where a party member keeps all their spells written down in, ready to use as long as they have sufficient magic points.

Any character who has reached a spellcasting level has acquired spells can use magic in many different contexts. You can cast spells while exploring, spells in combat both offensive and defensive, spells on an NPC during an encounter, spells to help you pick locks or find secret or just navigate around inside the dungeon.

A spellbook has 12 pages and each page is concerned with a certain category of magic. The [Spellbook Pages](#) cover almost every conceivable spell that could be required by a well provisioned party to succeed in their adventure. To access a particular page, click the spell page icons that run along the middle of the window and you will see the list of spells change to reflect the contents on that page. Click on a spell to see its description on the left side. When you've found a spell you think is what you need at the moment, push one of the seven power levels marked with dice at the bottom. The cost in magic points is printed below each dice to cast the spell. When you have inadequate magic points to cast the spell the power level button will be disabled.

Sometimes after hitting the "CAST" button, you may be prompted for other information, like a party character or an item on the [Inventory Bar](#) you want to target with the spell.



Some of the spells take effect immediately, others produce [Persistent Spells](#) that appear as floating orbs in the viewport. You will almost always get a message telling you if the spell succeeded or failed after casting it. It may be impossible to cast certain spells in some contexts or the target you selected may not be eligible for the spell's effects, i.e. you cannot cast "**Raise Dead**" on a character who isn't dead.

Spells may temporarily display as visuals in the viewport like a "**Wizard Eye**" spell which reveals a circular expanding view of the surrounding map when it is cast. Other spells may be quite subtle or only appear as changes to your perception, like "**Biophosphor**" creating greater illumination to see by inside a dungeon. Unless you are told otherwise by a message in the [Narrative](#) window, you can generally assume your spell was successful.

Lockpicking

Anything worth protecting in the world of Hyperborea will likely be locked. This is why the nimble fingers of thieves come in handy to liberate these carefully secured riches. When something is locked, it is likely because somebody wants you to stay out of it or has put something inside it they don't want others to have.

Many locks respond to keys and can be opened without incident if you happen to be carrying the right one. In certain circumstances it will become obvious to you that you have a likely candidate in your possession because of the way it is named or where it was found. This is why it always pays to make sure you identify keys as soon as you come across them.

There are other keys like the ubiquitous "**Locksmith's Key**" often found commonly anywhere which will surprisingly turn out to open even the toughest locks without any injury to the party.

In those cases where you want inside the chest but have no adequate thieving skills, there is a spell known as "**Knock-Knock**" which can open a chest if cast at a high enough power level by a magic user with sufficient skill to deploy it. A party with little skill at larceny but powerful magic users can sometimes find it will do just as well with magic to open chests and doors utilizing this spell, perhaps in combination with others.

If your thief thinks he is able enough, most locks can be picked quite readily with sufficient skill in both "**Inspection**" and "**Lockpicking**" or a very high skill in either. The "**Inspection**" skill assists in examining and understanding the parts of the lock and the "**Lockpicking**" skill is what is actually used to trick the lock open without incident.

Unfortunately, most locks come attached to dangerous traps of all varieties - with the traps growing more deadly as the locks become higher level. If your tampering with the lock disturbs the triggers used to detect someone attempting to pilfer it, the trap can go off without much warning and result in one or more of your party members becoming sick, injured or even killed by the trap. For this reason, it benefits a delicate touch and a bit of reasoning to disarm the trap and open the lock.

In order to reduce the danger that a trap will spontaneously detonate and to assist with lockpicking, the party can use spells like "**TRAP GLUE**" and "**MAGIC MOTH**" to hold the trap steadier while it is examined and to reveal it's workings.

Doors are a little easier than chests and chests can become very hard at the highest level. A reckless party can simply pop open the chest, absorb the penalty, perform some first aid on the party members affected and thus acquire the contents without much finesse. At lower levels this is a very unwise approach to locked items and will often result in many unnecessary deaths in party members or serious injury that requires much healing magic to remedy.

Chests

Chests can be found stuck into alcoves in walls as well as just sitting out in the open in Grimoire. There is nothing more fun in the game than opening a chest and discovering a rich hoard of treasure inside it. Every chest is a bit of a mystery grab bag. Some chests will have fixed contents but a few randomly found items, other chests are complete surprises every time they are opened and you never know what you will pull out of them.



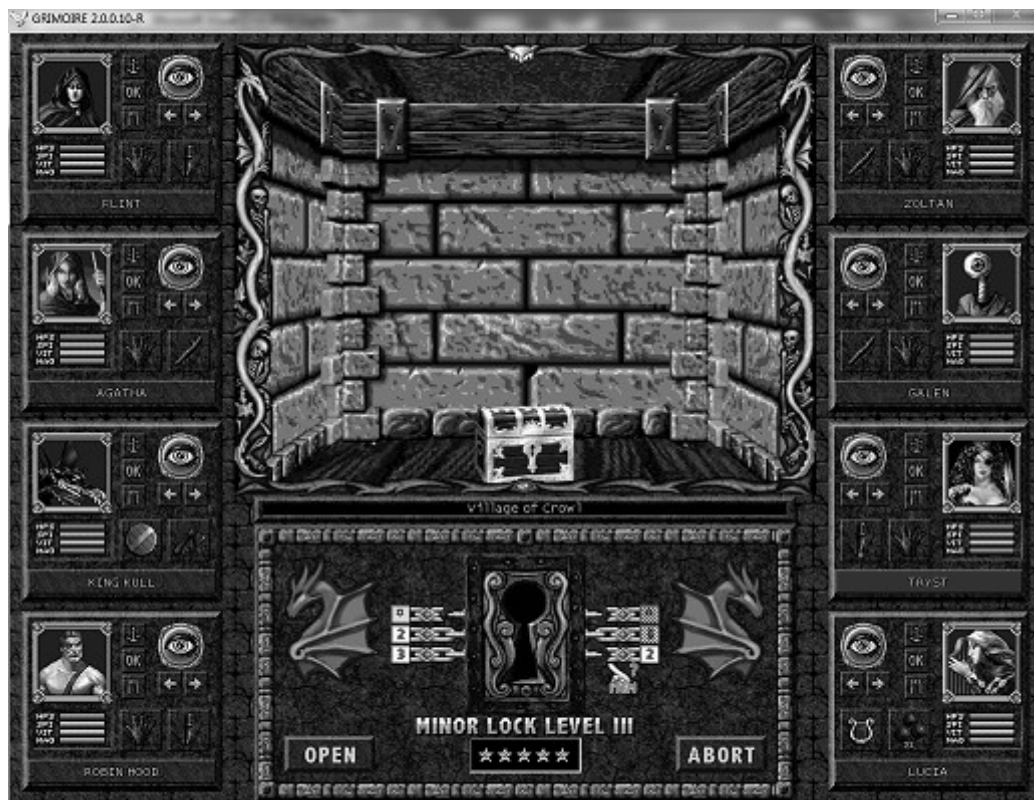
Of course, it's all fun and games until somebody gets hurt. The biggest problem with most chests is that they are likely to be locked and trapped. For this reason, the party does well to implement a strategy for opening chests safely and getting at the goods inside without losing one or more party members to the trap that the owner of the chest installed for the specific purpose of ruining somebody's day when they tried to open it.

Picking Chest Locks

A lock on a chest consists of two sets of wires connected to one another secretly on both sides of the lock. The connections between the wires on either side are not obvious - they are concealed when the lock is first examined. The goal in lockpicking is to carefully pluck at the wires on either side to determine which wires are connected to which ... and then cut them in order one at a time. It sounds difficult at first but with a bit of practice your thief will be popping open chests safely with ease. Once you have safely cut the wires connected to each other in the correct sequence and hopefully with a minimum of errors that might trigger the trap, you then click the "**OPEN**" button to reap your reward.

The [Name Tag](#) of the party member who is working on the lock will be highlighted to remind you of the skill levels of the character that are being deployed against the lock mechanism.

Each time you give a little touch on either of the mysterious wire buttons on either side of the trap you will either see the number appear as a result of successful use of that character's "**INSPECTION**" skill ... or you will see it change to **red**, signifying a failed attempt at identifying the wire. Your **LOCKPICKING** skill determines if your failure to identify the wire's sequence number will then trigger a **RED STAR** in the box in the bottom of the lockpick window. If you lose all your **STARS** at the bottom (The "margin of error") the trap will instantly go off. Sometimes, if your **LOCKPICKING** skill is low, the trap will spontaneously go off from a single wrong move.



Your **LOCKPICKING** skill determines whether you will set off a trap and how likely it is to go off while matching the wires up to each other. If your **INSPECTION** skill is low but **LOCKPICKING** is high, a better strategy would be to connect the wires directly since the trap is less likely to go off. If your **INSPECTION** skill is high but **LOCKPICKING** skill is low, reveal the numbers first and disconnect the wires after. Either way, if you have successfully cut all

the wires, push the **"OPEN"** button to pop open the chest and find out what is inside. Remember that often locks of all kinds can trigger traps that they are connected to if they are not disarmed. Only when all the wires to the lock have been cut in the correct order can the locked object be opened safely.

Doors

Doors would be pretty useless if they were always left open. Therefore, you can expect to encounter doors on a regular basis that have been locked.

Unlike chests, doors can be opened with sufficient brute force by posting strong enough party members together as a team to push on the door. Even easier doors will require at least two party members pushing on it to force it to open. Your best bet is to assign your thug classes like **Saurians**, **Drakes** and **Giants** to push on the door. They will nearly always yield good results if they are fresh and rested. When using this tactic, the greatest assets will be the strength and vitality of the party member assigned to push on the door.

If all this bull-in-a-china-shop approach is not your party's style, you can draw upon the finesse of thieves to gain entry to doors that are locked and you will not risk jamming the lock as you can do when using brute force to shove the door open.

Of course, there are some doors so impregnable that a thief could not open them or even the strongest muscles could budge them open. These situations will always require a key or else the door will remain locked to you until you find it. The easiest way to check these kinds of doors is to click on them to see if you get a message this door cannot be opened any other way but with the key intended for it.

Forcing A Door

If your party pushes against a locked door three times in a row, you will get the **FORCE** interface for the door. This allows two party members to try to use brute strength to force the door open pushing on either or both sides of the door. You will have to click on the box at left or right, then select "**WHO?**" to pick who will occupy that slot when pushing on the door.



You can press the **ESCAPE** key at any time if you change your mind or decide you don't want to try to force the door, including when you have been prompted for "**WHO?**" you want to pick for each slot on the left and right. You can also hit the **CANCEL** button to simply exit without doing anything.

Once you have decided who will push against the door, you are ready to make the attempt by pressing the big **DOUBLE ARROW** button in the middle of the dialogue. Each time you make the attempt, you will get a message of whether or not you succeeded or failed - and you will be told if you came close but didn't quite manage to force it open. Each time you press the **DOUBLE ARROW** button to make the attempt your characters doing the pushing will get progressively more exhausted. When they are too tired to push against the door any longer, the slot will be cleared and they will no longer be participating. At this time you can replace one or both characters with other party members to make the attempt all over again. If you have tried with everybody in your party and they have all been unsuccessful, it is possible that the characters in your party are just not strong enough to force the door open. You can always come back when you are rested up and have recovered your strength or when you are in better shape to make the attempt again.

Attempting to **FORCE** the door successive times without unlocking it can eventually result in the door being **JAMMED**, which means you can no longer force it open. You should always be able to pick the lock on the door no matter what happens - but once the door is **JAMMED**,

it cannot be forced open in another attempt, meaning you will have to successfully pick the lock to open the door after it has been **JAMMED**.

For this reason, it can be wiser to attempt to pick a lock first, since it is much less likely to be **JAMMED** by attempting to pick it. Only **FORCE** the door when you have a high degree of confidence that the combined strength of two of your party members will be sufficient to force it open.

Picking Door Locks

When encountering a locked door anywhere in the game, you will get the option to pick that lock if you go to the operation icon for a character who has lockpicking skill and click on the lockpick icon standing in front of the door facing the lock.



This interface window appears beneath the viewport and it will consist of a riddle carved into the wood of the door which will have a matching answer below. The goal of lockpicking a door is to figure out what that answer is, spell it out by clicking the correct letters below the riddle and then click "**OPEN**" to see if the door will unlock. Each time you click on any of the letters even if it is unidentified with the "?" question mark, it will be revealed at that time by clicking it. As your skills in **INSPECTION** and **LOCKPICKING** increase you will see more letters revealed on the lock at the start.

The possible letters in the answer are displayed in the middle of the interface panel. Some of the letters will be revealed given the skill of the party member picking the lock, others will be concealed. If you select a letter that is not in the answer, you run the risk of setting off the lock trap. If you do not instantly set off the trap when entering an incorrect letter, you may incur a penalty star in the window of stars below. Even if your lockpicking skill is sufficient that your errors do not instantly set off the trap, once you have used up all your penalty stars the trap will be activated automatically if it exists. The door lock is different from the chest lock in that the door **remains locked** even if the trap is set off.

A good rule of thumb is to look at the riddle and then look at the letters possible in the answer and try to eliminate the letters that are definitely not the right ones to give you a hint of what the correct answer to the riddle might be. If at any time you decide this door is too tough for you or you'd like to try again some other time, you can always back out by clicking the "**Abort.**" button.

Encounters

Sooner or later, if your party keeps wandering around, they are bound to start having encounters.

Encounters in a turn-based roleplaying game are very different from real-time games. Everything comes to a halt. The rest of the game is effectively paused. You have entered into an encounter and it has to be resolved before you can continue with your adventure.

There are two basic kinds of encounters in Grimoire.

You can encounter **MPCs (Monster Player Characters)** which essentially means hostile forces. These encounters are all about combat. When you have an encounter that is strictly about conflict, you will see the **COMBAT GAUGE** appear over the Grimoire [Logo Summary](#), to signal that you are now in fight-or-flight mode.

The **COMBAT GAUGE** is a skull with two opposed axes that displays your party's total hitpoints in **green** on the left and the total hitpoints of your opponents on the right in **red**. It has three buttons on it : **BATTLE**, **REVIEW** and **ENDGAME**.



The only other kind of encounter you have in Grimoire is with **NPCs (Non-Player Characters)** in which instance you will see the **RELATIONSHIP BAR** appear where the Grimoire [Logo Summary](#) normally appears. This bar appears as two drama masks, one smiling on the left and the other on the right frowning, represent the **Amity** (*green dot*) and **Enmity** (*red dot*) the **NPC** has towards you.



An encounter with a hostile **NPC** can eventually lead to a battle at which time you will see the **COMBAT GAUGE** appear in place of the **RELATIONSHIP BAR**, but it generally means you will be entering into negotiation, conversation and interaction with the **NPC** before there is any fighting. There is no need to assume that any encounter with an **NPC** has to end in combat, if you learn to conduct yourself well in these instances you will find you may never have to fight an **NPC** unless they initiate hostilities against you.

Combat

Hyperborea is a very big place crawling with a weird wild wonderful range of creatures unknown in our world who present a formidable challenge because almost all of them will try to kill you at some point. Some perhaps to rob you. Others to eat you. Yet again, others simply because you are trespassing in their domain. Like all great fantasy narratives, this means the story will be dominated by conflicts.

A large part of the fun and excitement of Grimoire has to do with "expedient conflict resolution," which basically means fighting monsters and defeating them in order to gain experience points, gold and treasure. Grimoire is markedly different from many other computer games you may be familiar with. Instead of realtime frantic clicking and twitching, you instead engage the monsters in what is called "**turn-based**" combat. This is not to be confused with phased combat. Fighting in turns allows you to wisely plan your strategy against your opponents at a leisurely pace, picking the commands you want to give to each of your party characters. There is also the formal practice of thinking about your combat as a series of "**rows**" of opponents. The monsters have the same limitation as your party marching order - they are always limited to **four rows** of monsters in any encounter.



The point of combat is to win and to reap the rewards of victory, each time gaining in experience and gold until you reach new levels, acquire new skills and increase the capacities of your characters to surmount still greater challenges afterwards.

You will encounter monsters and assailants in strange places, often in ambushes or sudden attacks out of nowhere. They are common at the threshold of corridors, inside archways, guarding rooms with treasure, in the deep woodlands or even while you sleep. There is a spell that can help you determine where the monsters may be waiting called "**DANGER**"

SENSE" if you can find it. This spell will show you the locations on the map where you can expect a battle with some as-yet unknown opponents.

The worst encounters can come when you are surprised by wandering monsters while the party is resting. When these fights begin you may have members of your party who still remain asleep, slumbering away even as other party characters are unsheathing their swords or preparing their spells. In order to make certain that all party members awaken immediately when surprised while sleeping you may find a spell called "**MAGIC BELLS**" (a persistent spell that will appear in an orb in the viewport) which you can cast before you lie down to rest. When monsters suddenly appear to attack the resting party, this bell will begin to toll back and forth, hopefully in an attempt to awaken all members of your party quickly to the danger.

Grimoire will nearly always have a weakness by design that can be found in every single monster or creature you encounter in the game. Trying several different strategies in combat is the best approach when encountering a monster for the first time. As soon as you can see a certain type of magic is working against a monster, try more of it. If you notice that Shrii Sound works well against Bats, start casting it every round and see to it the wizard casting the spell is protected from retribution by the bats or keep healing that wizard's conditions to make sure he is not taken out of commission. If you notice in battle that a creature seems to be vulnerable to fire, ice or water then use of more it and try higher spell levels to do more damage. Nearly every monster has an Achilles Heel that will prove to be it's undoing if you can determine what it is.

With a bit of practice and a few lost battles, you will soon find you are more than able to cope with most of the monsters and creatures you encounter in Grimoire. Unlike most other games, nobody is going to hold your hand and tell you how to win in combat, what strategy to use or what the simplest and most expedient exploits are. You will have to figure those out yourself by playing and losing, thinking a bit about your tactics and then trying again. It is to be expected you will learn some painful lessons early on until you get the hang of it and learn how to emerge victorious. The unique charm of Grimoire is that instead of apologetics, it is expected that you will grow and develop as a player despite it being quite challenging when you play the game the first time.

If there were no obstacles to overcome, there would be no reward in learning to excel. Veterans will eventually want to take advantage of the skill level settings in the game and deliberately experience the game at the very hardest levels when they have sufficiently mastered the normal gameplay configuration.

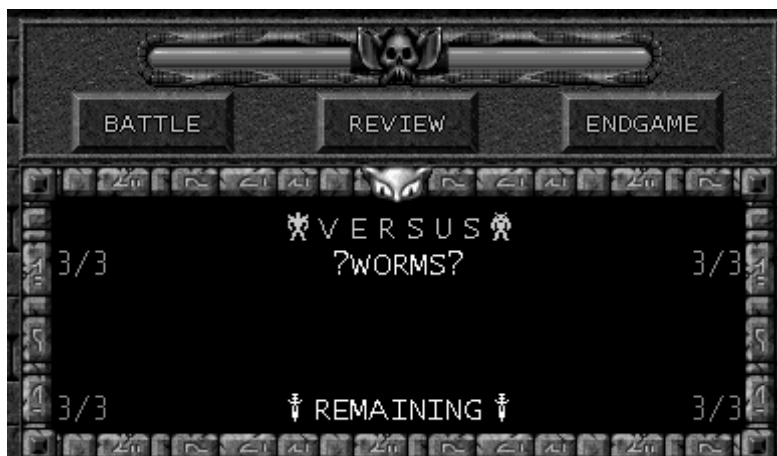
Battle

When you enter Combat during an encounter, you get a special menu system with three buttons above the narrative window. It is a skull with two axes and two status bars on the left and right sides called the **COMBAT GAUGE**. Beneath this dual status bar you have three menu buttons available to you in between rounds of battle.

The green bar on the left represents the total hitpoints of all party characters fighting on your side. The red bar on the right half represents the total hitpoints of the monsters in opposition. These figures can change if you summon monsters to your aid with magic or the opposition calls for reinforcements. As either party involved in the battle takes damage during combat, these bars will go down accordingly. You can estimate how close you are to winning or losing by keeping your eye on these bars.

The three menu buttons are **BATTLE**, **REVIEW** and **ENDGAME**.

Pressing the **REVIEW** button will bring up the [Combat Orders](#) window so you can look at the current standing orders for each character.



When you are pleased with your strategic plans for the impending conflict, you push the button on the screen labeled **BATTLE** in order to start the fight to see how it plays out, one step at a time. The report on how the fight is going is printed off in timed messages in the narrative window until the round concludes. If you want to see the round progress more rapidly, hold down the **ENTER** key to dismiss the message as soon as it has appeared.

If you decide that this fight is not going your way and feel your struggle is a doomed one, you can get out of this combat by pressing **ENDGAME** in order to exit in failure from the game. This yields the same result as losing in combat and ending the current game but may be used when you know it is a hopeless cause no matter what you do.

Assigning Orders

The operation controls will feature different actions for your party members in combat than outside of an encounter. You are required before the battle starts to assign orders to all the members in your party so they will know what to do when the combat round begins. If your previous orders are still legal from your last combat, it is perfectly okay to leave those orders in place and only assign orders to the party characters who do not have a valid action to conduct yet. If your party member is ready to fight, the encumbrance icon will be a **red flag**. If the current order for this character is not legal, there will be a **prohibited** icon instead.

You can check to see if all your party members are ready to fight by seeing if they all have red flags set or still need to be given legal orders. You can also click the **"REVIEW"** button on the combat menu to examine the current orders and see who still needs to be given legal actions before you are ready to start the battle round.

	FIGHT	Clicking this icon is attempting to give an order to attack with any equipped Primary and Alternate weapons you may be carrying. You may be prompted for the Attack Type if more than one Attack Type for your weapon(s) exist. If you are using a ranged weapon that can reach further than one row , you will be prompted to select the row of monsters you'd like to attack, sometimes for both weapons. Note that an equipped item that has a "Use" attack type mode available will automatically be used in battle with this combat order.
	USE	When you click this icon you will always be prompted to pick an item in your Inventory Bar you'd like to use in the combat round when the time comes to execute this order. Pick an item that looks like a good bet to be effective when used against the monster or press ESCAPE to back out of this selection. You may be prompted afterwards to pick the row you would like to "Use" this item on.
	SHIELD	Click this icon to Shield another party member who is in the same row that you are. This means when that party member is attacked in combat you will have the chance to deflect it based on your character's SHIELD skill. This can be a good strategy to protect spellcasters while they perform their incantations to make sure the monsters don't interrupt them by attacking them.
	EQUIP	When you click this icon you will always be prompted to pick an item in your Inventory Bar you'd like to equip in the combat round when the time comes so that on the following round you will be able to wield it.
	SPELL	Clicking this icon will bring up the spellbook for this character and if they have acquired any spells you can pick one from their book, select a power level for that spell and then click the CAST button. Depending on the kind of spell the character has chosen, they may be further prompted to pick a fellow party member, a row of monsters or an item as the target.
	RETREAT	Click this icon when your character has had enough and decided it is time for a strategic withdrawal. This means that the character will attempt to start running as soon as his combat round action comes up and if he succeeds, will lead the entire party into a full scale retreat from this combat. Some encounters this will not work at all but it can come in handy when your party realizes they are definitely doomed if they stay and fight this battle.

	HIDE	When this icon is clicked, it means this character is going to attempt to hide during the combat and vanish into the shadows. If they are successful and manage to make it into hiding, the HIDDEN condition will appear on their Character Conditions icon. This means that they will be able to attack from the shadows and do double or even triple damage to opponents depending on their BACKSTABBING skill.
	SPECIAL	Many of your characters will often have special abilities or breath weapons unique to their class or race. For example, the most common is the BERSERK!! mode for Berserkers. When you click this icon you are giving them a combat order to use this power during the next combat round. If they have more than one special ability you may be prompted to select which one you want to use from a pop-up menu. If their special ability can be used to target a certain group of enemies, you may be further prompted with another pop-up menu to pick the row you want to target. Special abilities are governed by a wide variety of skills and the character's success when using the ability may depend on their requisite prowess with that applicable skill.

Combat Orders

The button for "**REVIEW**" in the Battle Menu brings up the **Combat Orders** window to see all the current orders of the members of your party. It's useful if you can't remember what combat orders you assigned to your party during the last combat - you can see them again by clicking here. Pressing each bar with the character's name on it in the Combat Orders window will highlight that party member with a green or red name tag so you can tell if they are ready to rumble (green) or awaiting legal combat orders (red).



Name	Voc	Order	with	Op	St
Agatha	Cle	Fight	Quarterstaff	1D4	OK
Flint	Ran	Fight	Hunting Knife	1D6	OK
Galen	Sag	Cast	Poison	PL1	OK
King Kull	Ber	Breath	Firebreath	S5	OK
Lucia	Bar	Fight	?Lyre?	0D0	OK
Robin Hood	Ran				??
Tryst	Thi	Fight	Throwing Knife	1D4	OK
Zoltan	wiz	Fight	Quarterstaff	1D4	OK

COMBAT ORDERS

EXIT

When a character's combat order is blank it means it has not been assigned yet or was an illegal order given the current circumstances. When all your characters have legal orders, the button **BATTLE** will be enabled on the main menu, allowing you to start the combat round and see the fighting take place.

Attack Type

There are different styles of attack that can be used with various weapons and these are the attack types you are prompted for when you click the **"FIGHT"** icon upon entering your combat orders. Each type of attack has advantages and disadvantages depending on what row you are targeting in the monsters. Depending on the leverage that the character has when aiming at that row, the range to swing and the power they can deliver, they can have a bonus or penalty applied to that attempt.

The modifiers are of two types : a modifier when attempting to hit the monster and - after a successful hit - another modifier applied to the attempt to penetrate that monster's natural or supplemental armor. When the character successfully hits and penetrates the monster, the weapon's damage is applied at that time.

ATTACK MODE	TO - HIT MODIFIER	ROW1	ROW2	ROW3	ROW4	SPECIAL
Bludgeon	Easy to hit monsters near the front of the row	+10	0	0	0	
Pierce	Difficult to aim a spear through several rows towards the back	0	-10	-25	-30	
Slash	Easy to swing wide and hit monsters up front, gets harder towards the back	+20	0	-10	-30	
Lash	Very easy to aim a whip at the front row	+20	0	0	0	
Throw	Harder to hit the further you have to throw something	0	-5	-10	-20	
Shoot	Harder to shoot at a target the farther it is away	0	-5	-10	-15	
Berserk	Swinging wildly it's easy to hit monsters close to the front	+20	-20	-30	-40	
Use	(Not Applicable)					

ATTACK MODE	TO - PENETRATE MODIFIER	ROW1	ROW2	ROW3	ROW4	SPECIAL
Bludgeon	Gets more difficult to deliver force the further away the monster is	0	-5	-10	-15	
Pierce	Likely to penetrate the monster when they are closer	+20	+10	0	-10	
Slash	Not much difference when slashing a weapon on any row if it hits	0	0	0	0	
Lash	A whipping lash gets weaker further away from the front row	0	0	-15	-20	
Throw	Much easier to do damage with a throw into the front ranks	+20	+10	0	0	
Shoot	Anything shot from a weapon carries greater force when it hits	+40	+30	+10	+10	

	in any row					
Berserk	Wild fighting continues to be most effective on front ranks when doing damage	+20	+10	0	0	
Use	(Not Applicable)					

Cloud Spells

Cloud spells are a special type of spell that can be cast only in combat.

These spells start out at full strength when they are initially cast and then persist on their target, waning each round in strength until they dissipate or are cleared with counterspells by opponents. The most common spell used to clear cloud spells on the party is the "**PURIFY AIR**" spell, which tries to completely banish the cloud effects or else reduce their duration and strength.

The following spells are cloud spells which can be cast by anybody either through their spellbook or with specially enchanted rods, scrolls or magic items.

ACID CLOUD
DEATH CLOUD
DESTROYER VORTEX
DRAIN CLOUD
EARTHQUAKE
EQUINOX
FIRESTORM
FOG OF FROST
HAILSTORM
HEALING CLOUD
HURRICANE
INSECT SWARM
REVEALER MIST
STINKING CLOUD
TOXIC VAPOURS

Summoning

Monsters can be summoned to fight on the party's behalf through a variety of spells and enchantments. Golems and Elementals can be created to fight on your side as well as animals simply called to your side by commanding nature. Even illusionary creatures can be substantiated if your opposition believes the monsters are real when they see them.

Summoned monsters will appear as red outlined figures in the viewport which are assumed to be fighting in the front ranks for your side. These kinds of monsters will be allied to you and will fight until they are killed or else the combat ends in victory. The higher the level of summoning spell the greater the damage these monsters can sustain and the more powerful they will be. Demons can be conjured up that will use every sort of dirty trick in your ranks until they are either banished back to where they came from or the battle is over.

The best thing about summoned monsters is that by fighting on the front rank they can take a lot of damage meant for your party members and dish it out to the enemy as well. This keeps your opponents busy warring with the summoned monster while you prepare your own attacks.

Amongst the illusionary spells, all the monsters are tested for their intelligence and wisdom to see if they actually believe the monster they see is real. If a majority of the enemies believe the creature they are seeing is real, it is for all purposes and intents real to them and can kill them as surely as any other opponent.

Here are some of the spells that can be used to summon monsters to fight for your party in combat :

PHANTASM
VIVOGENESIS
SUMMON ELEMENTAL
ILLUSION
SUMMON HELLSPAWN
SUMMON UNDEAD
SUMMONING I
SUMMONING II

Conclusion

If the battle ends in defeat, with your last party member slain despite fighting to the bitter end, you will exit to the **DEATH** screen and the game will end. Hopefully you will have a fairly current save game to load when you return to the main menu to try again. Sometimes the monsters get lucky. Sometimes the party finds misfortune. Unlike the monsters, you can recover from a save game and attempt the same combat over again until you win, perhaps with a different tactic this time.

When you kill all your remaining opponents or they flee the battle, you will be victorious. At times you may discover you won because of the lingering effects of a spell on the hostile opposition that paid off at the end of a round, a particularly effective item you used in the struggle or else you simply beat them with steel and sorcery.

After the battle ends in victory, you may be prompted with an inventory box that contains the weapons you lost during the battle, including projectiles you threw or lost to thieving monsters, in addition to treasures dropped by the enemy when they were defeated.

You are granted experience points for each battle which are distributed equally amongst your surviving party members as well as gold coins that are proportional to the scope and challenge of the enemies you bested.

You will often also see messages when you have won informing you that some of your party members increased their skills during combat or improved in certain regards.

Every combat that ends in victory is a good fight and every good fight contributes to your party character advancement and improvement over their last battle.

NPCs

You are bound to encounter all sorts when exploring the world of Grimoire. Most of your meetings will be with monsters or hostiles who have no interest in speaking with you. They will only be interested in fighting from the instant you run across them.

Once in a while you will greet more reasonable characters called **NPCs (Non-Player Characters)**. These characters will speak with you, share information with you, even ask you for advice or help with their problems, refer you to friends of theirs or engage in barter and trade with you. If you killed every reasonable character you meet in Grimoire you'd miss out on making a lot of friends and lack a lot of help for the most difficult situations. Nevertheless, the game is designed to be completed even by homicidal maniacs, so if you did nothing but slaughter every **NPC** the same way you do the monsters, you should still find your way to one of the endings in the game despite your bad karma.

The biggest problem with killing any **NPC** is that they have friends and acquaintances who will be well aware when you murder them and respond to you accordingly. For this reason, it is wise even if you don't see the moral dilemma to attempt to get along with all the **NPCs** you run into and negotiate with them whenever possible.

You can guess where you stand with an **NPC** by looking at the **RELATIONSHIP BAR** that occupies the space under the viewport over the logo. Two drama masks, one smiling on the left and the other on the right frowning, represent the **Amity** (green dot) and **Enmity** (red dot) the **NPC** has towards you. When the **NPC** has more **green** than **red** dots on their bar, they can generally be judged friendly. If the **red** dots outnumber the **green** dots, it's a safe bet to assume they are feeling hostile. When both of them are high or equal, the **NPC** is feeling somewhat ambiguous and volatile about the party - and can change moods quite suddenly.



At any time, you can close out your encounter with an **NPC** by clicking the EXIT button on the menu, at which time they will say goodbye until they see you again. You can also enter into **BATTLE** at any time with an **NPC** if you've decided you'd like to get the jump on them before they get the drop on you.

If the **NPC** tends to regard you well because of your behavior towards them in encounters, they are likely to pass on a good impression of you to others they are related to. A lot of good will in the game about your party will produce unusual options that would never be possible to players who simply kill, steal and cheat every **NPC** they bump into. It is good to keep this in mind - your reputation precedes you in Grimoire even with characters you have not yet encountered.

Interaction

There are special action icons in the [Operation](#) Control that are specific to an NPC encounter. These actions pertain to interacting with the NPC on different levels. Some parties will consider certain actions unethical ... others may decide the end justifies the means.

	TALK	Clicking this icon enters into full sentence conversation with the NPC . A text box will appear over the RELATIONSHIP BAR and the player can type sentences in to interact with the NPC in natural english. Type EXIT or BYE or hit the ESCAPE key to exit this mode.
	BUY	If the NPC is a merchant, this will bring up a merchandise list that the party can purchase items from. Most NPCs will try to ASSAY items in their shops for you if they know what they are. The BARTER skill determines what price ranges can be expected on the NPC's wares.
	SELL	When you click on this icon, you will find you have an option to sell an NPC various items from your inventory you have been looking to get rid of to exchange for gold. Prices offered here will be determined by the party character's BARTER skill.
	USE	It is possible to " Use " an item off of your Inventory Bar while interacting with an NPC, perhaps to incant a scroll or use a ring that might help you in getting the NPC to cooperate more readily with you.
	SPELL	Clicking this icon, you can also cast a spell during NPC interaction that may assist you. Not all spells are relevant in this context and you may find that some of them cannot be cast in this mode.
	HEAL NPC	If you suspect an NPC may be wounded or nursing an injury, try healing the NPC with an appropriately skilled character by clicking this icon. You may want to use this more than once to fully restore an NPC to health if their wounds are serious.
	STEAL	Clicking this icon will attempt to pilfer a valuable from out of the pockets of the NPC when they are not looking. Be careful, because if the NPC catches you they will resent you for it! Casting a spell like " CHARM " first can make them a little less judgemental in the event you get caught.
	RECRUIT	Clicking this icon will attempt to get the NPC to join your party as a permanent member. This is called " <i>hiring a retainer</i> " in classic fantasy roleplaying games. Some NPCs will charge you a set fee for their company each time the party awakens from a rest in order to remain. Many NPCs will refuse to join you because their recruiter does not have high enough FELLOWSHIP or they lack certain qualities they look for in an employer. In this instance you can try again with another party member if you suspect that may be the case.

Conversation

Grimoire features the capacity to type in full sentences when interacting with **NPCs** instead of dialogue trees as in most games. This is truly a return to the classic form expected in roleplaying games going back many years. Experimenting with various words and queries was a big part of talking to **NPCs** in the old school roleplaying games.

You may find it frustrating at times but when you learn to frame questions correctly you will soon discover you can get meaningful answers out of almost every **NPC**.

Some **NPCs** won't feel like talking to you until you do something for them. Others may be so badly wounded they need your help just to avoid dying. Occasionally you will need to loosen their tongues with **CHARM** spells and even cast **DETECT SECRET** to try to determine if they are lying to you when asked certain questions. If all else fails you can try to **BRIBE** them, because money tends to grease lips anywhere after you have greased palms.



Some standard repartee is guaranteed to make a good conversation opener with any **NPC** in Grimoire. Trying all of them initially can lead to further hints about where your line of questioning should be directed. Trying sample questions like ...

WHO ARE YOU ?
WHAT DO YOU DO?
WHY ARE YOU HERE?
WHAT IS ... (subject) ?
WHAT DO YOU KNOW ABOUT ... (subject) ?
HOW DO I ... (subject) ?

When you reach an impasse or are not sure how to proceed, try casting a **"MINDREAD"** spell on the NPC. Higher levels of the **MINDREAD** spell reveal more obscure words on the **NPCs** mind they may be concealing from you.

If you decide you've had enough or just want to return to this dialogue another time, you can type **EXIT**, **BYE**, **QUIT** or else press the **ESCAPE** key to exit the conversation.

Showing/Giving Items

Sometimes during NPC interaction you may want to give the NPC an item or present it to the NPC to be identified or commented on.

Often an NPC can tell you something unique about an item you are carrying you didn't know until you let them have a look at it.

You can simply grab the item off the inventory bar and present it to the NPC at any time to see what reaction you get. If it is an item they are looking for or it is part of a quest you have agreed to, this is the simplest way to turn it over to them. Pick it up in the mouse cursor and then click on the viewport with the item to present it to them.

If the NPC is feeling friendly towards you, they may give you a detailed description of the item without taking it from you. This voluntary **ASSAYING** that many NPCs provide can be exploited to get help identifying items that might be very tough for you at present to **ASSAY** with your own party members.

Parlay

Sometimes when you encounter an NPC you will discover they are not in a good mood for some reason. They may be angry that you have killed somebody related to them or caused one of their associates or colleagues some grief. This means they will not be willing to interact with you in a regular way and may instead enter into "**Parlay**" with you, which is a form of mediation where they may be considering attacking you or exiting without being willing to talk to you reasonably.

"**Diplomacy**" can become a very important skill in these situations for placating an angry NPC or convincing them that the party presents no threat to them and is worth continuing to interact with. If these negotiations do not go well, it is likely the NPC will storm off, still nursing a grievance against the party. Given sufficient time, almost any angry NPC will eventually cool off and forget about their animosity towards the party. Using **Parlay**, you may be able to speed up this natural alleviation of hostility.



If they are in this agitated state upon encountering them you will get an opportunity to negotiate with them, offer them a bribe, cast a spell to enhance your ability to conduct them into a more amicable state of mind or perhaps charm them into submission. If you have an item which might be of some help you can also use it in this mode or offer it to them to see if they are willing to accept it. If all else fails you may be able to attempt to steal from them or just abandon diplomacy and turn directly to force to threaten them into speaking with you.

If you are skillful enough you may be able to placate even the angriest NPCs using a combination of approaches. Some NPCs will respond to subtlety and others you will find an appeal to their greed will be more successful. Some of them may even respond to careful and tactful diplomatic negotiation by a member of your party who is adept in this regard.

*Level Advancement

Roleplaying System

All fantasy roleplaying systems have numbers which represent the minimum and maximum attributes and skill levels that can be achieved by characters. Some of the earliest paper based roleplaying games had qualities described by 6 sided dice. Later the 20 sided dice was introduced for advanced roleplaying systems.

Grimoire has it's own unique roleplaying system based on the number 100, with all armor classes, attributes and skills limited to no more than 100. Most attributes and skills will have ways to effectively raise them to 120+ with magical modifiers.

Once a character reaches 100 in these traits they have attained the maximum they can achieve and cannot manually raise them any higher during advancement.

Hitpoints, Vitality and Magic Points are capped at 999 in the game and they can no longer be raised any higher at advancement. The Spirit attribute is always set to 100 and all characters begin with 100 points in spirit.

Party characters can expect to begin to reach level 10 in the game and with a lot of grinding perhaps even higher levels. There is privileged access to character advancement by purchasing the level in gold instead of experience points available at Shrines. By combining experience points and purchases of level increases, some elite players may raise their character to levels much higher than 10.

Character Races

RACE	DESCRIPTION
HUMAN 	Humans are one of the youngest and oldest races in hyperborea, depending on who you talk to. Some say they were there at the beginning, that's why they are called the children of adam. Others say they are latecomers who have a lot of promise. They are the average closest to the mean of all the races in hyperborea and are well suited to almost any profession. They have no special powers, no special resistances and no special limitations.
DROW 	The drow are a race of dark elves who once dwelled in the underworld but emerged to the surface during the great war to become the best organized race in Hyperborea. They have higher intelligence and devotion than most races and higher resistances to mesmerism. They start out quite vulnerable to system attacks and death magic, having no natural resistance at all at first. Their strength is lower than average and some of their other physical resistances are also a bit lower than typical. Good professions for the drow are the Wizard and Necromancer classes. Their system resistance is always capped at less than that of the other races.

BARROWER



The barrowers are a hardy race of miners and sappers who live and work beneath the earth.

They often amass great stockpiles of treasure they unearth in their digging that they secret away.

They tend to be strong, wise and devoted to their crafts, as well as having exceptional resistance to earth magic and poisons of all varieties.

They start out with slower speed and are susceptible to attacks using electricity because of a lower galvanic resistance.

The best careers for this race are the **Warrior**, **Berserker**, **Metalsmith** and the **Thaumaturge** classes.

WOLFIN



The wolfin are a hybrid race of wolves and humans, with many of the good traits of dogs in their loyalty and devotion and some of the bad traits of men.

It is believed that in the ancient days of Hyperborea they contributed greatly to the welfare of royalty by serving as their guards and policing the wild forests and mountain ranges.

They tend to have exceptional fellowship, higher speed and devotion. They also display great resistance to the cold. They are quite susceptible to mesmerism, sonic attacks (because of their excellent hearing) and mental attacks.

They make excellent **Rangers** and **Clerics** by nature and progress rapidly in these professions, regaining magic points very rapidly with their high metabolism.

FEYFOLK



The feyfolk and fairies are an enchanted race of creatures who sometimes seem to be more magical than real.

They often display an uncanny grasp of the unseen. They feature high intelligence, great speed and agility as well as a higher natural armor class because of their rapid movements. They have much lower strength and constitution, however and their resistances overall can be much lower with the exception of death, sorcery and earth magic.

Good careers for them can be the **Wizard**, **Assassin**, **Necromancer** and **Thief** vocations.

Their system resistance is capped at less than half of that of other races and they require special weapons and armor that can be difficult to obtain.

SAURIAN



The saurians are a simpleminded breed of reptilian humanoids, good for warfare and brute strength.

Some believe they are the result of a magical hybrid created by a wizard, others say they are descended from an ancient species of lizards that once ruled the earth.

They are strong, fast and agile in combat as well as having a whole series of general physical resistances despite being vulnerable to cold, air and hypnotic attacks. Their intelligence tends to be low, they are often weak willed and do not always show much fellowship and devotion to the party.

They never develop much resistance to cold. They often serve best as the front line tanks of the party as **Warrior** and **Berserker** classes. Their swimming skill is naturally quite high when they start. They have a special ability to spit bile in combat that can nauseate or burn multiple enemies.

NAGA



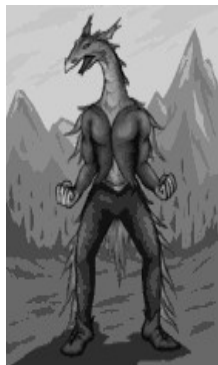
The snake men are a warlike and extremely xenophobic race who are fiercely loyal to their own kind, hostile to all others. It is only recently they seemed to feel threatened and began to make forays outside their own sovereign borders to attack others.

They feature great speed and agility and have high resistance to caustic and toxic threats. They otherwise have low willpower and wisdom and low resistance to mental, cold, mesmeric, sonic and galvanic attacks.

Best professions for this race are **Pirate**, **Assassin**, **Thief**.

The snakemen have no lower legs, only a body and tail so there is a great deal of armor they cannot wear.

DRAKE



The draconian race are few and far between but they are feared and revered for their strength and powers.

They are more dragon than man and make for very good warriors when they can be recruited.

It is believed they are the product of dragons who interbred with humans with the help of arcane magic.

The drake is physically strong as well as strong willed and fast moving. They present formidable resistance to caustic agents, fire damage and system attacks. They combine these strengths with low devotion, constitution and agility. They have low resistance to earth magic attacks. Like many scaly races they have low resistances to cold that never gets very high.

The best professions for them are the **Warrior** and **Metalsmith**.

They also have a unique special ability to breathe fire in combat, often affecting more than one opponent with this flame.

RHATTU



The Rhattu are equally despised by almost all races as thieves, degenerates and conmen, but they can make good friends if you find one who can be trusted.

The Rhattu are a rat people who often can be occupied in shady pursuits. They have strange rituals and cultural customs within their tribes.

They have speed and agility as well as significant resistance to cold, toxins and death magic. They couple these advantages with low willpower, devotion and fellowship. They are quite weak in the face of sound attacks, mental effects and hypnotic type assaults. They never develop their resistance to sonic attacks above half the possible maximum.

They do best as **Thieves**, **Assassins** and perhaps **Pirates**.

LEONAR



The Leonar are a mighty and proud courageous people who once dwelled in Gideon before it was mysteriously destroyed in a single night. They are from a slave race that was originally bred from true lions to handle difficult manual labor. They are often still in bondage in many places in Hyperborea to this day.

They have great strength, willpower and good fellowship, plus a remarkable resistance to cold, mental and mesmeric attacks. They regrettably are vulnerable to fire and earth magic.

The best careers for Leonar are found as **Berserkers** and **Rangers**.

These beastmen have a special capacity to give out a loud roar in combat that can paralyze the party's enemies right in their tracks.

AEORB



The Aeorbs are so strange they are widely regarded as coming from outside our world. You always get the odd feeling they are staring at you.

Nobody in Hyperborea knows where these weird alien creatures arrived from but it is assumed they may be the first wave of a race of colonizers who may someday arrive from far shores.

Their intelligence is quite remarkable as is their wisdom and prudence. They present formidable resistance to assaults on the mind with mesmerism or other mental magic. In other regards they are weak and have poor constitution, very low resistance to light spells and a low natural armor class by virtue of their strange slender physiology.

The Aeorbs make excellent **Sages** and **Wizards**, as well as showing talents for **Thaumaturgy**.

Their special ability to launch a powerful psionic attack in battle can sometimes decide the course of a conflict, being quite capable of driving enemies insane. They require special headgear and armor due to the many differences they have in form from other races.

DURENDIL



A mythical people said to dwell in the bowels of the earth. they have strange ways and customs and rarely frequent the surface.

They are thin and blue-skinned, some seem deceptively delicate but they can be formidable opponents.

They have quite impressive intellects and great agility. their resistance to earth magic is very high. Unfortunately their delicate frames have low strength and a lower natural armor class than other races.

They can only obtain a less than optimal resistance to galvanic attacks. They are prone to wear only very rare and hard to obtain armor and often even need special weapons.

Durendil make great **Templars** and **Sages**.

VAMPHYR



The vamphryi are a race of parasitic monsters who cannot bear sunlight and survive only by drinking the warm blood of the living.

Whenever they are outside in the daylight all their attributes are half their normal values and their resistance to light never rises above a fraction of that of other characters in the party.

Despite this severe handicap they present powerful resistances to sorcery, earth, cold, mental, hypnotic and air based assaults. They have low constitution and devotion and a naturally low resistance to fire, light and electrical attacks.

They excel as **Necromancers**, **Wizards** and as **Assassins**.

Their special ability in combat is to charm the enemy so he becomes incapable of fighting back or even begin attacking his own companions to give aid to the party.

GIANT



Giants are big people with big hearts who display great physical strength. They love the mountains and the high places where the air is clear. Their race is as old as the land itself and they have featured in all the ancient narratives as both forces for good and for evil.

Their constitution is impressive and they have massive resistance to system and earth magic. They could be faulted for having low intelligence and speed but it can be assumed this proceeds naturally from their large size.

They make superb **Warriors** and **Metalsmiths** and can succeed as **Rangers** with perseverance.

Their open and earnest minds make them vulnerable to many kinds of mental and hypnotic attacks. Often in time the Giant becomes a formidable openhand fighter with no weapons at all.

Character Attributes

DESCRIPTIONS OF ATTRIBUTES

ATTRIBUTE	DESCRIPTION
Intelligence	Determines how likely a character will learn from successes. affects susceptibility to illusions. assists in inspecting locks. Can assist sages in comprehension.
Wisdom	Determines how likely a character will learn from failures. affects susceptibility to fear and suggestion.
Willpower	Determines how much mental and emotional stress can be tolerated by a character. Affects how easily they can be controlled by others. assists in casting and summoning for many spells..
Strength	Controls a character's ability to penetrate with a weapon, force doors and perform other muscular feats. Females start with a 20% penalty to strength at creation.
Constitution	Determines what constitutes encumbrance for a character and their carrying capacity. Affects character's response to various afflictions. Reflects power levels needed to restore health and vitality.
Speed	Determines the number of attacks a character can make in combat and their ability to flee. May be involved in many physical tests of reaction time.
Agility	Enables a character to guide a weapon to a target, dodge a blow, pick a lock and duck missiles and projectiles. Affects damage incurred when falling.
Fellowship	Reflects character's ability to negotiate with npcs and influence them. Females start with a 20% bonus at creation.
Devotion	Determines rate at which a character learns new skills and masters existing ones. Can influence success at shrines and prayer. Determines how many magic points are gained at level advancement.
Metabolism	Determines rate at which a character burns up vitality and regains hitpoints, magic and recovers from conditions.
Destiny	Affects luck in critical situations, as when receiving a deadly blow or magic attack. When used to save against an attack that would otherwise be fatal, loses a point permanently to reflect this miracle.

BASIC ATTRIBUTES FOR RACES AT CHARACTER CREATION

RACES	Int	Wis	Wil	Str	Con	Spe	Agi	Fel	Dev	Met	Des
Human	40	40	40	40	40	40	40	40	40	40	10
Drow	45	40	40	35	35	40	40	40	45	40	10
Barrower	40	45	40	45	45	35	35	40	40	30	10
Wolfen	40	40	30	40	40	45	45	45	45	30	10
Feyfolk	45	50	40	20	20	45	50	40	40	50	20
Saurian	20	20	30	50	50	45	45	30	30	30	10
Naga	40	40	40	35	35	55	50	35	40	60	10
Drake	40	45	45	50	35	40	35	35	30	45	20
Rhattu	40	35	30	35	40	45	45	35	35	50	10
Leonar	35	40	45	45	40	40	40	45	35	30	10
Aeorb	50	50	50	20	20	25	25	30	50	25	10
Durendil	50	50	40	35	30	40	50	45	45	35	20
Vamphyr	40	45	45	40	30	45	40	40	30	60	10
Giant	35	40	35	60	50	30	35	40	35	40	10

Character Professions

PROFESSION DESCRIPTIONS WITH STARTING HITPOINTS AND ARMOR CLASS

PROFESSIONS	HITPOINTS	AC+	DESCRIPTION
Warrior	5D6	10	The Warrior pursues mastery of all martial arts to secure victory in combat.
Wizard	2D4	0	The Wizard practices the ancient arts of magic, weaving spells and illusions.
Cleric	2D4	0	The Cleric serves a deity and acquires holy power through prayer and devotion.
Thaumaturge	2D4	0	The Thaumaturge harnesses the primitive forces of nature and the elements.
Necromancer	1D6	0	The Necromancer learns unholy secrets by consulting with the dead and demons.
Ranger	4D6	10	The Ranger acquires his skills in the forest, tracking animals and hunting.
Thief	2D6	10	The Thief develops expertise in the arts of robbery and skullduggery.
Templar	4D6	10	The Templar is a holy knight who quests after adventure and good deeds.
Berserker	5D6	10	The Berserker is a barbarian who manifests a terrible bloodlust in battle.
Jester	4D6	20	The Jester is no laughing matter, often sending foes to death with a smile.
Bard	2D8	0	The Bard is a wandering performer who acquires many skills in his journeys.
Metalsmith	4D4	10	The Metalsmith studies the construction, use and employment of weapons.
Pirate	4D6	10	The Pirate is a seafaring rogue who hungers for swordplay, robbery and booty.
Assassin	2D8	20	The Assassin is the master of lethal arts of murder and poisoning.
Sage	1D6	0	The Sage is an avid scholar who strives to unearth the riches found in books.

ATTRIBUTE REQUIREMENTS TO CREATE NEW CHARACTER

PROFESSIONS	Int	Wis	Wil	Str	Con	Spe	Agi	Fel	Dev
Warrior				45		45			
Wizard	45								40
Cleric		45						45	45
Thaumaturge	45	50					40		40
Necromancer	60		60						
Ranger	40	40		40	45				45
Thief	35					45	45		
Templar		60	40	50				60	65
Berserker				50	45	45			
Jester	70		50	60		65	75	75	55
Bard	55	55					40	45	
Metalsmith	50						45		55
Pirate			55	50		55	60	50	
Assassin	65		40	50		50	50		50
Sage	60	45							35

BONUS COMBINATIONS OF RACE AND PROFESSION

PROFESSION	Hum	Drow	Barr	Wolf	Fey	Saur	Naga	Drak	Rha	Leo	Aeo	Dur	Vam	Giant
Warrior									-30%					+50%
Wizard														-50%
Cleric				+20%				-20%					-90%	-30%
Thaumaturge			+30%											
Necromancer					+60%							-30%	+50%	
Ranger				+60%								-40%		
Thief								-20%	+10%			-50%		-40%
Templar												+100%	-80%	
Berserker			+25%			+30%		+10%	-20%	+20%				
Jester														
Bard				-20%										
Metalsmith		-40%	+40%		-60%			+55%			-50%			+50%
Pirate									+70%					
Assassin		+80%			+90%		+50%		+80%				+80%	-20%
Sage			-20%			-50%		-20%			+100%			

MINIMUM BONUS ROLLS TO CREATE CHARACTER FOR RACE AND PROFESSION

PROFESSION	Hum	Drow	Barr	Wolf	Fey	Saur	Naga	Drak	Rhat	Leo	Aeo	Dur	Vam	Giant
Warrior	10	15	10	ANY	25	ANY	10	ANY	13	ANY	45	15	ANY	10
Wizard	ANY	ANY	ANY	ANY	ANY	35	ANY	15	10	15	ANY	ANY	15	29
Cleric	15	10	10	ANY	10	NONE	20	31	30	15	15	ANY	NONE	28
Thaumaturge	15	10	12	15	ANY	NONE	15	25	25	25	15	ANY	20	30
Necromancer	40	35	40	NONE	22	NONE	40	35	NONE	40	20	42	24	NONE
Ranger	10	15	ANY	ANY	NONE	NONE	20	25	25	20	45	32	30	15
Thief	10	10	20	ANY	ANY	15	ANY	18	ANY	10	40	9	ANY	41
Templar	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	30	NONE	NONE
Berserker	20	30	12	15	NONE	ANY	25	14	24	13	NONE	35	25	15
Jester	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
Bard	35	30	35	37	20	NONE	40	40	45	35	40	10	30	45
Metalsmith	30	32	25	20	48	NONE	25	30	30	40	NONE	10	40	30
Pirate	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	48	NONE	NONE	NONE	NONE	NONE
Assassin	NONE	34	NONE	NONE	35	NONE	34	NONE	42	NONE	NONE	45	39	NONE
Sage	25	20	24	25	15	NONE	25	31	30	30	ANY	10	25	30

TITLES OF PROFESSIONS FOR LEVELS 1-9

PROF	L1	L2	L3	L4	L5	L6	L7	L8	L9
WAR	Duelist	Guardsmen	Mercenary	Gladiator	Swordsman	Conqueror	Tyrant	Warlord	Overlord
WIZ	Magician	Conjuror	Enchanter	Halomancer	Sorcerer	ArchMage	Magus	ArchMagus	Magus King
CLE	Acolyte	Disciple	Martinet	Priest	Apostle	Saint	Prophet	Patriarch	Archangel
THA	Devotee	Adept	Medicist	Herbalist	Shaman	Cabalist	Elementalist	Druid	ArchDruid
NEC	Vatic	Medium	Mystic	AntiCleric	Spiritist	Occultist	Warlock	Nemesis	Hell Baron
RAN	Scout	Tracker	Bowman	Archer	Pathfinder	Woodsmann	Huntsman	Yeoman	MountainKing
THI	Rake	Pickpocket	Padfoot	Swindler	Prowler	Burglar	Robber	Malefactor	Shadowlord
TEM	Squire	Gallant	Lancer	Chevalier	KnightErrant	Lionheart	Paladin	Prince	Monarch
BERR	Kinsman	Clansman	Dervish	Marauder	Raider	Ravager	Avenger	Conqueror	SkullKing
JES	Imp	Fool	Buffoon	Joker	Trickster	Prankster	Juggernaut	Harlequin	Deathgrin
BAR	Cantor	Talebearer	Minstrel	Sonneteer	Troubadour	Lyricist	Lute Poet	Skald	Seraph
MEH	Footman	Shieldbearer	Armsman	Equipper	Outrigger	Craftsman	Blacksmith	Armourer	ArmsMaster
PIR	Scallywag	Mutineer	Captain	Commodore	Brigand	Blackguard	Buccanier	Swashbuckler	Corsair
ASS	Thuggee	Stalker	Cutthroat	Strangler	Murderer	Executioner	Reaver	Slayer	Revenant
SAG	Pedagogue	Scholar	Teacher	Professor	Doctor	Master	Savant	Oracle	Illuminati

Character Skills

MARTIAL SKILLS	DESCRIPTION
Archery	The ability to draw and fire a bow with sufficient skill to strike a target.
Axe&Scimitar	The skill of wielding large edged weapons in battle.
Backstabbing	The ability to surprise an opponent from behind with a weapon.
Bladesmanship	The skill of fighting with a knife or short ranged weapon in melee.
Deflection	The skill of deflecting an opponent's attack with the edge of a weapon.
Hammer&Mace	Prowess with blunt weapons used to bludgeon or smash an opponent in combat.
Lash&Chain	The skill of wielding extension weapons like the whip, chain and lash in combat.
Metallurgy	The ability to forge powerful weapons and to construct them from components.
Shield	The defensive art of blocking attacks and missiles with the shield in combat.
Slings&Bolas	The art of wielding and using weapons that are flung or that fling projectiles.
Spear&Lance	Skill at wielding extended weapons in combat.
Staff&Rod	Skill at wielding the staff, rod and wand in battle.
Swordsmanship	Prowess with long, narrow edged weapons in battle.

PHYSICAL SKILLS	DESCRIPTION
Accuracy	Assists in hitting a target when throwing, shooting or firing a projectile.
Astral Vision	A perceptual discipline enabling the initiate to see that which is invisible.
Berserking	A deadly art involving a special method of attack with weapons in combat.
Climbing	The physical skill of climbing walls, ascending cliffs and dropping into pits.
Evasion	The ability to make a safe strategic retreat without injury during combat.
Hand-to-Hand	The adeptness with which one fights when unarmed in combat.
Iajitsu	The art of blocking blows in such a fashion as to destroy weapons.
Inspection	The art of divining the workings, weaknesses and design of mechanical devices.
Iron Hands	A martial arts technique involving concentrating force in a single hand blow.
Lethal Blow	The knowledge of critical body areas and targets needed to strike a fatal blow.
Lockpicking	The art of picking locks on doors and chests.
Music	Proficiency in playing musical instruments and keeping harmony.
Ninjitsu	The secret art of fighting with open hands to inflict maximum damage on a foe.
Robbery	The larcenous art of relieving strangers of their valuables without discovery.
Scout	The ability to scout hidden features while exploring unfamiliar areas.
Stealth	The ability to hide oneself amidst shadows or behind terrain features.
Swimming	The physical ability to ford deep water without drowning.
Throwing	The skill of throwing objects so as to strike a target.
Trickery	The art of using props and pranks to beguile opponents in combat.

MENTAL SKILLS	DESCRIPTION
Alchemy	The magical study of the four elements of fire, air, water and earth.
Ancient History	Knowledge concerning the distant past of customs, peoples, locations and events.
Arcanum	The study of the most powerful, dangerous and arcane magic secrets and spells.
Assaying	The knack of identifying and classifying items according to their properties.
Barter	The ability to bargain with merchants and get the fairest price in commerce.
Diplomacy	The art of negotiation necessary to interact with intelligent creatures.
Firearms	Skill in handling, loading, aiming and firing projectile weapons.
Incantation	The ability to recite spells written on scrolls and cast them successfully.
Invocation	The ability to properly summon and target the magical powers of an item.
Litany	The holy study of divine prayers that lead to power and favour with the gods.
Meditation	The mastery of the body's internal functions and mental states.
Mephistics	The art of applying poison to weapons so as to increase their effectiveness.
Mythology	The knowledge of legends and lore concerning strange creatures and beings.
Nature Lore	The art of identifying and mixing ingredients in plants, powders and reagents.
Necromancy	Communication with the spirits of the dead and demons to acquire occult secrets.
Scribe	Degree of literacy with written works and ability to accurately copy scrolls.
Sorcery	The magical art of memorizing and casting spells.

SKILL	ACQUIRE AT LEVEL ONE
Accuracy	Ranger, Metalsmith
Alchemy	Thaumaturge, Ranger, Thief, Berserker, Metalsmith, Assassin
Ancient History	Sage
Arcanum	Wizard, Cleric, Thaumaturge, Necromancer, Bard, Sage
Archery	Warrior, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin
Assaying	Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage
Astral Vision	(NONE)
Axe&Scimitar	Warrior, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin
Backstabbing	Ranger, Thief, Jester, Bard, Pirate, Assassin
Barter	Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage
Berserking	Berserker
Bladesmanship	Wizard, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage
Climbing	Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage
Deflection	(NONE)
Diplomacy	Bard, Metalsmith, Pirate, Sage
Evasion	Warrior, Wizard, Cleric, Thaumaturge, Necromancer, Ranger, Thief, Templar, Berserker, Jester, Bard, Metalsmith, Pirate, Assassin, Sage
Firearms	(NONE)

Hammer&Mace	Warrior,Cleric,Thaumaturge,Ranger,Thief,Templar,Berserker,Jester,Bard, Metalsmith,Pirate,Assassin
Hand-to-Hand	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Iajitsu	(NONE)
Incantation	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Inspection	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Invocation	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Iron Hands	Jester,Assassin
Lash&Chain	Warrior,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith,Pirate, Assassin
Lethal Blow	Ranger,Berserker,Jester,Metalsmith,Pirate,Assassin
Litany	Cleric,Templar
Lockpicking	Ranger,Thief,Jester,Bard,Pirate,Assassin
Meditation	(NONE)
Mephistics	Thaumaturge,Ranger,Thief,Berserker,Jester,Bard,Pirate,Assassin,Sage
Metallurgy	Sage
Music	Jester,Bard,Sage
Mythology	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage

SKILL	ACQUIRE AT LEVEL ONE
Nature Lore	Thaumaturge, Ranger, Sage
Necromancy	Necromancer
Ninjitsu	Jester,Assassin
Robbery	Thief,Jester,Bard,Pirate,Assassin
Scout	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Scribe	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin
Shield	Warrior,Cleric,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith, Pirate,Assassin
Slings&Bolas	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Sorcery	Wizard,Jester,Bard,Pirate,Sage
Spear&Lance	Ranger,Thief,Berserker,Jester,Bard,Pirate,Assassin
Staff&Rod	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Stealth	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Swimming	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Thief,Templar,Berserker, Jester,Bard,Metalsmith,Pirate,Assassin,Sage
Swordsmanship	Warrior,Ranger,Thief,Templar,Berserker,Jester,Bard,Metalsmith,Pirate, Assassin
Throwing	Warrior,Wizard,Cleric,Thaumaturge,Necromancer,Ranger,Thief,Templar, Berserker,Jester,Bard,Metalsmith,Pirate,Assassin,Sage

Trickery	Jester
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Character Resistances

BASIC STARTING RESISTANCES FOR ALL RACES AT CHARACTER CREATION

RACE S	Sy s	De a	So r	So n	Me n	Me s	Lu m	To x	Fi r	Co l	Ai r	Aq u	Ea r	Ca u	G al	Par	LIMITS
Human	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	(NONE)
Drow	0	0	20	10	10	60	10	20	0	0	10	10	0	0	0	0	System <= 80
Barrow er	10	10	10	10	10	10	10	20	10	10	10	10	25	10	0	10	Galvanic <= 40
Wolfin	10	10	10	0	0	0	10	10	10	25	10	10	10	10	10	10	Sonic <= 50
Feyfolk	0	50	50	5	10	20	10	0	0	0	0	0	30	0	0	0	System <= 40
Sauria n	20	10	20	10	0	0	20	25	20	0	0	10	10	40	20	20	Cold <= 50
Naga	10	10	10	10	10	0	10	50	5	0	10	10	10	40	0	0	Mesmeric <= 30
Drake	30	10	20	10	10	10	10	10	50	0	10	10	0	30	10	0	Cold <= 60
Rhattu	10	15	10	0	0	0	10	15	10	20	5	10	10	15	5	0	Sonic <= 50
Leonar	10	10	10	0	20	20	10	10	10	40	0	10	10	10	0	0	Sonic <= 50
Aeorb	0	0	20	20	40	40	0	0	0	0	0	0	0	0	0	0	Luma <= 40
Durend il	10	10	10	10	10	10	10	10	10	10	10	10	70	10	0	10	Galvanic <= 70
Vamph yr	10	10	25	10	15	20	0	10	10	15	10	10	25	10	10	10	Luma <= 20
Giant	50	10	10	10	0	0	10	10	0	10	0	10	20	10	10	0	Mental <= 70

Character Conditions

	CONDITION	DESCRIPTION
	HITPOINTS	The number of points of damage a character can take before dying. Once dead, a character can only be resurrected with magic. If dead for more than 7 days, a character must be raised from the dead. Some character classes always require a Raise Dead spell in order to bring them back from oblivion. The "OK" icon is displayed when a character has no outstanding conditions. If the character is dead, this icon will display for their condition as well as a skull in the portrait window. When they have been dead longer than a week the lights will go out of the skull's eyes in the portrait.
	SPIRIT	The saving throw against being demoralized in the presence of evil. Once spirit is reduced, the character must save versus the condition or become increasingly fearful until they are incapable of doing anything but cowering in fear.
	VITALITY	The endurance a character has before falling asleep from fatigue. It increases at level advancement against the CONSTITUTION attribute. If the CONSTITUTION is increased this will result in larger gains of vitality when levelling up.
	MAGIC	The amount of magic points a character has to use magic. It increases at level advancement according to the DEVOTION attribute. Magic points can be restored by resting the party, by drinking from magic fountains, eating or using certain magic items and equipping special magic items which recharge magic points.
	ENCUMBRANCE	The degree to which a character is loaded with weight. Being encumbered impairs most of a character's action until they lighten their load. STRENGTH relates to carrying capacity so increases in strength enable the player to carry heavier loads.
	BEHOLDEN	A condition in which a character is in the hypnotic control of another. This control lasts as long as the entity they are beholden to is alive. If that entity dies, they are no longer beholden and recover their faculties. When beholden they often attack their own companions and act on behalf of the entity they are beholden to.
	UNCONSCIOUS	When a character is completely knocked out and insensible. This makes them easier to hit in combat and they take more damage when hit. Characters can be revived by different kinds of magic and sometimes by being struck.
	SLEEP	A character sleeps to recover vitality and when put to sleep through an enchantment. A blow will often wake them up instantly when sleeping. When asleep a character is easier to hit and damage.
	SILENCE	A condition that has left the victim unable to speak or incant spells. Until the condition is dispelled they may not be able to use magic in combat that requires incantation.
	FEAR	A character is quaking with terror and they have to save against it reach round or be unable to act in combat. If a character is scared enough they may try to run away!
	CONFUSION	A character who is confused suffers a penalty in executing

		most combat actions and may miss their combat round altogether if they fail to save against the condition.
	IRRITATION	An irritated character is consumed by hives and itching and may miss their combat round if they fail to save against the condition. A minor condition that can be cured by simple healing magic or allowing it to wear off.
	BERSERK	When a character goes berserk, they are driven into a mad rage and will do extra damage and get extra attacks in combat. Depending on their Berserking skill, they may attack their own party members if they get so angry they forget who the enemy is. By developing their Berserking skill they will learn to control and channel their attack at the enemy.
	NAUSEA	A nauseous character feels so sick they may miss their combat turn if they fail their saving throw. Nausea is a minor condition and can be cured by a simple magic spell or even simply shaking off the effects spontaneously.
	BLINDNESS	When blinded, characters cannot see their enemies and will flail about with little chance of hitting their opponents. Spells that require sight cannot be cast by the character until they regain their sight.
	CURSE	Once a character is cursed, everything they attempt to do will seem to go wrong. They will fumble their attacks, fizzle their spells and have trouble sleeping without being stricken with mysterious conditions that afflict them. The cursed condition can be cured by sleeping at a holy shrine for the night or having a magic spell cast to dispel the curse.
	POISON	When poisoned, a character will begin to take damage every single round that they do not save versus poison. The condition can wear off on it's own but it is likely the character will die first from successive loss of hitpoints if they are not cured or given an antidote. When poisoned a character is also slowed in the number of actions they can perform during a combat round.

	CONDITION	DESCRIPTION
	CHARM	This condition means the character is slightly predisposed to another and may even fight on their behalf against their own party. Characters that are charmed make mistakes and can be easily persuaded to speak on subjects or reveal information.
	DISEASE	Disease is one of the worse conditions because when it goes untreated it does not heal naturally and it begins to generate a wide variety of side effects, including paralyzation, poisoning, irritation and blindness. Never sleep while a character is diseased, always cure the disease first. The best way to cure a disease is to sleep at a holy shrine, drink from a magic fountain, eat or consume magic items with curative powers or have a cleric cast a magic spell on the character to cure the affliction. Allowing it to fester can eventually lead to death if untreated. Even worse, you may discover that you can resurrect a character from the dead who still carries the disease and will die shortly thereafter if not treated and cured of it once and for all. At higher levels, the companion on the row with the carrier can themselves become infected.
	INSANE	A character driven insane may attack their own party members or simply be rendered incapacitated whilst babbling and ranting. Sometimes the effects will wear off on their own but a healing

		spell can be cast to restore the mind as well as drinking from a magic fountain or drinking a magic potion to relieve the effects.
	PETRIFICATION	A condition where the character has been turned into stone. When petrified they cannot act or move. They are easier to hit in combat but may be harder to penetrate because they are just a statue. This condition has to be treated with a magic fountain, a healing spell or a magic potion to dispel the effect.
	PARALYZATION	The character cannot move, is easily hit by an enemy and can take up to double damage in this state. Sometimes they can be jolted out of the paralysis when hit a blow that does them damage. The condition sometimes wears off on its own and when sleeping will heal up in time.
	BLINK	A character will begin to blink in and out of visibility, making them far more difficult to hit in combat as long as the effect lasts.
	LYCANTHROPY	The curse of the werewolf. This affliction is only obvious after dark when the moon comes out. The portrait will change to that of a snarling ghostly wolf. This condition if not cured means that when the party tries to fight a battle at night, the character will likely change into a werewolf at the most inopportune moments and begin attacking their own companions.
	INVISIBILITY	The character cannot be seen at all. In this state they can attack and do extra damage to creatures who are not expecting it, including double and triple damage, particularly when backstabbing. This condition is equivalent to being "Hidden" except it is far more difficult to detect for enemies. Enemies use INTELLIGENCE to detect invisible characters to determine if they can be seen.
	PROTECTION	The character is surrounded by a special field that will grant them protection from attacks by certain kinds of creatures, determined by the spell that was used to protect them.
	MORPHED	This condition has no icon but is plainly evident when the portrait of the character will change to that of a duck, frog or mouse. It is possible that the character will be able to perform actions in this state they could not otherwise accomplish but they will be fairly useless in combat, being unable to fight until the effect wears off.
	MAGICSHIELD	A special field around the character that assists in repelling all magical attacks until it wears off.
	MISSILESHIELD	A special field around the character that assists in repelling all missile attacks until it wears off. This includes projectiles like arrows, projectiles, thrown objects and ammo fired out of weapons as well as magical attacks that use stones or shards.
	FIZZLEFIELD	This field will tend to vastly increase the chance that the afflicted character will bungle their spells, increasing the chance they will fizzle, fail or backfire.

	SPECIAL CONDITION	DESCRIPTION
	HIDDEN	When a character successfully hides in shadows during combat, this icon is displayed to show they have been successful. From this concealment they can then attempt to backstab the enemy. If successful they can do double and even triple damage depending on their BACKSTABBING skill level.

	RUNNING	This icon shows that a character has successfully evaded the enemy and is now fleeing the battle. They can still be hit in this phase but when the entire party has joined them they will all exit combat and run away. The EVASION skill determines how good a character is at escaping a battle during a "strategic withdrawal." Clever players who develop their skills at running away in combat may discover that sometimes, retreat is the wise man's option.
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Character Armor Class

The total armor class for any character is a combination of all the factors that affect the armor class summed up together to produce a total.

NAC	+	Natural Armor Class	The armor class a certain race starts out with (scales, fur)
BAC	+	Body Armor Class	Body Armor Class (creatures differ in their hardness)
CAC	+	Condition Armor Class	Conditions effecting the character modifying the armor class (paralysis, petrified)
IAC	+	Item Armor Class	Equipment armor added to the body
MAC	+	Magic Armor Class	Magical effects on the character modifying the armor class
	=		
TAC		Total Armor Class	(The sum of all the other armor classes)

Magic

There are over 144+ magical spells that can be used by characters in Grimoire and they almost all have effects that depend on the context in which they are cast and who is doing the casting as well as who is being targeted.

All spells cast by players require a certain share of magic points at each power level which goes up as the spell power is increased.

The primary determinant of how many magic points a character gets at advancement is the **DEVOTION** attribute. Increasing **DEVOTION** will result in higher gains of magic points that can be used in casting after the character has leveled up.

Magic point recovery rates vary for different races and is directly connected to **METABOLISM**. Putting points into the **METABOLISM** attribute helps to recover magic points more quickly when resting.

Spellcasting

THE SPELLBOOKS USED BY ALL PROFESSIONS

SPELLBOOK	DESCRIPTION
SORCERY	The book of sorcery was created by wizards and scribed with spells they used to manipulate the forces of reality itself.
HOLY	The book of holy enchantments was created by clerics and templars with spiritual spells for healing and calling upon the divine for assistance.
UNHOLY	The book of unholy magic was filled with spells for conjuring up evil, causing chaos and controlling demons and the undead
PAGAN	The book of pagan magic has spells for drawing upon the forces of nature, commanding elementals and the primeval powers.
SAGE	The book of sages is written with spells that use esoteric and astral powers to increase understanding and mastery of reality at a deeper level.

CASTING REQUIREMENTS FOR PROFESSIONS

PROFESSIONS	SPELL SKILL	SPELLBOOKS	CAST LEVEL	SPELL GAIN
Warrior	Sorcery	PAGAN	9	1
Wizard	Sorcery	SORCERY	1	3
Cleric	Litany	HOLY	1	3
Thaumaturge	Alchemy	PAGAN	1	3
Necromancer	Necromancy	UNHOLY	1	4
Ranger	Alchemy	PAGAN	4	2
Thief	Alchemy	PAGAN	6	1
Templar	Litany	HOLY	3	2
Berserker	Alchemy	PAGAN	10	1
Jester	Sorcery	SORCERY-SAGE	3	2
Bard	Sorcery	SORCERY-HOLY	3	2
Metalsmith	Alchemy	SAGE	6	1
Pirate	Sorcery	SORCERY-PAGAN	6	2
Assassin	Alchemy	UNHOLY-PAGAN	4	2
Sage	Sorcery	SAGE	1	4

Spellbook Pages

Every school of magic has a page in the spellbook devoted to their particular discipline. Each spellcaster will draw upon spells from different pages as are appropriate to their chosen profession. Each spell has a different progression of power levels with increasingly more impressive results. There are twelve pages in the spellbook in total.

FIRE		The mastery of spells that use fire, heat and light or command the forces therein to mold them to the caster's will.
FROST		The enchantment and use of cold, ice and chilling blasts of power to freeze enemies in their tracks.
AIR		The control of the air to summon the winds, asphyxiate the monsters or purify the atmosphere around the party.
WATER		The power to command water, walk on top of it, drain it from the opponents or control it inside the body.
EARTH		Summoning the natural forces of the earth to cause quakes, create golems, walk on lava or rot armor and warp open wooden chests and doors.
SPIRIT		Spells concerned with the innermost being including healing, curing, stopping poisons as well as blessing and restoring the minds of others.
PSYCHE		The power to control and read minds, cause sleep, see at a distance, divine secrets and detect hidden things.
ASTRAL		The conjuration and mastery of magical forces to channel, block and cause enchantments on inanimate things.
INFERNAL		The summoning, banishing and creation of evil forces and bewitchments and command of demons.
NECROMANTIC		The power to control death and the undead and to draw upon the life force.
ARCANUM		Powerful and ancient magic spells that can only be learned from old forbidden tomes and books.
ELDRITCH		Strange magic that seeks to control reality itself and reach into other dimensions and planes of existence.

Spells Listed By Pages

FIRE									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
BLINDING FLASH	LUMA	1			1		4	ALL ENEMIES	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. MAGIC SHIELD.							
	A brilliant flash of light that will blind foes in combat. Creatures that are sightless or that see by echo location will be unaffected. Affects one group of monsters for a duration determined by the power level of the spell.								
DANCING LIGHTS	MESMERIC	2					6	ALL ENEMIES	1 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION.							
	An illusionary curtain of shimmering rays that has an assortment of random effects on monsters, including putting them to sleep, causing nausea, confusion and occasionally unconsciousness. Affects 3 monsters + power level.								
ENERGY BOLT	GALVANIC	1					4	ENEMY	0 / 0
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION.							
	A single rippling bolt of electrical energy that does 1D4 damage for each power level. Affects 1 monster. Electrical elementals are strengthened by this energy, while creatures composed of liquid or water may ground the bolt and transfer it's effects to back to the caster. Casting this spell while swimming is not recommended.								
FIRE SHIELD		5	3		4		8	COMRADE	0 / 0
	Increases resistance to heat of one member of caster's party. The party member's saving throw against fire-based attacks is greatly augmented.								
FIREBALL	FIRE	4			3		12	ALL ENEMIES	1 / 1
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	A fiery ball of fire rockets towards opponents, exploding on contact. Does 3D4 hit points of damage per power level. Affects 1 monster for each level of power it is cast at. Can actually restore hit points to creatures from the plane of fire or who are composed of fire.								
LEAPING SPARKS	GALVANIC				1		6	ENEMY	0 / 0
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION.							
	Dangerous popping sparks burst out of thin air around 1 monster, doing 2D2 hitpoints of damage per power level cast. Electrical elementals are strengthened by the effects of this spell.								
LIGHTNING BOLT	GALVANIC	8	6		6		14	ENEMY	2 / 2
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION.							
	Summons a thundering arc of electricity from the heavens that does 3D3 hit points of damage for each power level. Affects 1 monster. Electrical elementals are strengthened by this energy, while creatures composed of liquid or water may ground the bolt and transfer it's effects to back to the caster. Casting this spell while swimming is not recommended.								
MAGIC MISSILE	SORCERY	2					4	ALL ENEMIES	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							

	A classic sorcerer's spell that never backfires, never misses and against which there is no saving throw. Does 1D6 damage per power level. This missile is always targeted at a single monster. Some enchanted creatures can absorb the magical energy of this spell and regenerate damage.									
FIRESTORM	FIRE	12				16		22	ALL ENEMIES	2 / 1
	MODIFIERS	REFLECTION. ANTIMAGIC.								
	A roaring cloud of fire that lasts for 1-6 rounds depending on the power level and does 2D8 damage in hit points to all monsters within it. This cloud diminishes in strength by 25% each successive round. Elementals and any other creatures composed of fire are immune to it's affects and may be invigorated by it.									
SOLAR FLARE	LUMA	18						28	ENEMY ROW	4 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. MAGIC SHIELD.								
	This spell will blind all opponents who fail their saving throw for a duration determined by the power at which it is cast.									
BURNING GRASP	FIRE		6	1	8			8	ENEMY	2 / 0
	The caster's hands burst into glowing magical flames and can be placed on an opponent to sear him to the bone. Requires free hands and eye contact with target in order to cast.									
BIOPHOSPHOR						1	2		PERSIST	0 / 0
	With this spell, a wizard can take almost any small organic object, be it a leaf or a scrap of wood and cause it to glow dimly for several hours according to the strength of the spell. This is useful for dark areas and places where some light is required.									
FIRE WALKING			26					30	PERSIST	0 / 0
	Enables the party to walk across fire or lava. Persists until the party sets foot on land again or one step for each power level. The party cannot rest while under the effects of this magic.									
FROST										
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B	
COLD SHIELD		4	5		3		8	COMRADE		0 / 0
	MODIFIERS									
	Increases resistance to cold of one member of caster's party. Saving throw against cold-based attacks greatly augmented.									
CONE OF COLD	COLD	6			8		16	ALL ENEMIES		4 / 0
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION.								
	A broad fan of subzero gas envelops monsters doing 3D4 damage per power level, up to 7 monsters total. Creatures composed of water who fail their saving throw will be frozen solid.									
FOG OF FROST	COLD	8			10		12	ALL ENEMIES		2 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.								
	This fog rolls in over a single group of monsters causing confusion and irritation as hoarfrost forms on their weapons, armor and hide. The duration of it's effects is determined by the power level.									
COMET OF DOOM	MESMERIC					12	10	ALL ENEMIES		2 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. MAGIC SHIELD. MISSILE SHIELD.								
	Creates the illusion of an awe-inspiring cosmic harbinger of doom in the heavens, demoralizing the opposition and subjecting them to fear for a duration determined by the power level. Some creatures may flee or stand confused with terror. Less intelligent monsters will be									

		unaffected by this portent.								
HAILSTORM	SYSTEM	8			6		18	ALL ENEMIES	4 / 0	
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION.								
	Conjures up a merciless shower of ice nuggets that pelt the monsters for 2D6 hit points of damage per power level. This storm lasts for up to 6 rounds, diminishing in intensity by 20% each round.									
SHIVERS	COLD			3	3		6	ENEMY	0 / 0	
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION.								
	Chills the internal body fluids of any monster doing 1D4 damage per power level and possibly incapacitating them if they fail their saving throw versus cold, rendering them incapable of doing anything but chattering their teeth for 1 round.									
ICEBALL	COLD	4			4		12	ALL ENEMIES	1 / 2	
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD.								
	A frozen ball of ice shatters on any monster it hits. Does 3D4 hit points of damage per power level. Affects 1 monster for each level of power it is cast at.									
DEEP FREEZE	COLD	7		9	6		14	ENEMY	6 / 0	
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. PROTECTION.								
	Any 1 monster failing their saving throw against cold attacks will incur up to 125-275 hit points of damage and may be killed instantly. Creatures composed of water, crystal or glass get no saving throw against this spell. Amount of damage varies according to power level.									
CHILLING TOUCH	COLD	1		2	1		2	ENEMY	1 / 0	
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION.								
	A billowing plume of freezing gas affects 1 monster, doing 1D6 hit points of damage per power level. Monsters composed of crystal or glass become more brittle and have their armor shielding reduced.									
PARALYSIS	PARALYTIC	6	5			5	10	ENEMY	0 / 0	
	MODIFIERS	REFLECTION. ANTIMAGIC.								
	Lowers core body temperature of a single monster inducing paralysis. Effectiveness is determined by the power level that the spell is cast at.									
FREEZING SPHERE	COLD	14		9			19	ALL ENEMIES	5 / 0	
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC.								
	Attempts to quick-freeze up to 6 monsters in a row. Even when saving against cold, monsters will still take damage. Creatures composed of water, crystal or glass can be killed instantly by this spell. Success of spell varies according to power level.									
GLACIER BURST	COLD	11			9		24	ENEMY ROW	6 / 0	
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD.								
	A large chunk of ice materializes in mid-air and explodes, sending shards in all directions. Any creature caught in the immediate region can be frozen solid or take 4D8 damage per power level of the spell.									

AIR									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
SHRILL SOUND	SONIC	5				2	10	ENEMY ROW	0 / 0
	Does 1D3 hit points damage for each power level of up to 6 monsters + power level. Creatures composed of crystal or glass must save versus sonics or be destroyed. Monsters that see using echo location could be blinded by this spell.								
PURIFY AIR			6		4	10	18	SPECIAL	2 / 0
	This spell attempts to clear the air around the party of all clouds, storms, vapours, fumes and mists. It's success depends on the spell's power level versus the power level of the magical clouds it is attempting to disperse.								
SILENCE	SORCERY	4	2			7	9	ENEMY	0 / 0
	Causes a bubble of sound absorbing energy to form around a monster's head preventing them from making incantations. Duration and strength relative to power level.								
SLEEP	MESMERIC	1	1			2	4	ALL ENEMIES	0 / 0
	This seemingly innocent but useful spell gently sends the monsters into lullaby land if it succeeds, softening them up for whatever their opponents have planned next. Whether or not it succeeds is relative to the power level at which it is cast and the resistance to mesmerism of the monster it affects.								
STINKING CLOUD	AIR	6		5	6		18	ALL ENEMIES	2 / 0
	Upon casting this spell, a lingering cloud of reeking foul gas appears that lasts for 1-7 rounds depending on the power level and forces any monster within to save versus air resistance or else be overcome by violent nausea. This cloud diminishes in strength by 50% each successive round. On creatures who do not require oxygen it will be useless.								
SUFFOCATE	AIR	9		8	9		22	ENEMY ROW	4 / 2
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	A deadly spell that tries to suck the air from the lungs of all the monsters in the opposing group, killing them instantly if they fail their saving throw. Some creatures who do not breathe air will be unaffected. The spell becomes surer and more lethal as higher power levels are used.								
MISSILE SHIELD		4	3			3	8	COMRADE	0 / 0
	MODIFIERS								
	A bubble of energy forms around one party member that can deflect a single missile. The strength of the field is directly related to the power level at which the spell is cast.								
DEFLECTION SCREEN		7					16	PERSIST	0 / 0
	This persistent spell sets up an undulating semi-transparent wall of force between the monsters and the players that will deflect missiles and thrown objects that fail to penetrate it. The strength and duration of the wall is determined by the spell's power level. It can also provide protection against magic that has a solid missile component like an iceball spell. It wanes with time and weakens whenever it repels a projectile.								
FEATHER FALL			5		5	4	12	PERSIST	0 / 0
	This persistent spell reduces the gravity field around the party for up								

	to 100 rounds, protecting them from damage that may be experienced if the party tumbles into a pit or has an accident while attempting a climb.								
SONIC BARRIER					2	12	PARTY	0 / 0	
	Increases resistance to sonics of all members of party. Saving throw against sound-based attacks is greatly augmented according to power level of spell when cast.								
VENTRILOQUISM	MENTAL				4	10	ALL ENEMIES	4 / 0	
	Causes strange disembodied voices to speak to opponents in combat, inducing a state of confusion, fear and chaos. The effect is determined by the strength at which it is cast and the resistance of the monsters to mental attacks. Monsters with insufficient intelligence to appreciate the illusion are unlikely to be affected.								
GAZE REFLECTION					7	20	PERSIST	0 / 0	
	Upon casting this spell, a glittering golden mirror appears floating in the air in front of the party, lasting for up to 60 rounds. This mirror can absorb and even reflect gaze attacks and other forms of magic requiring line-of-sight between caster and castee.								
W A T E R									
SPELL	SAVEVS	S O R	H O L	U N H	P A G E	PPL	TARGET	F/B	
STRENGTH			2		2	4	COMRADE	0 / 0	
	MODIFIERS	ANTIMAGIC.							
	Casting this spell upon a party member magically augments their physical strength for a limited duration of time determined by the power level of the spell.								
REFRESH			1			10	COMRADE	0 / 0	
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	This spell restores vitality to a party member also thereby restoring their strength and will to fight. The degree to which the party member is refreshed depends on the power of the cast.								
DRAIN CLOUD	AQUA	6			7	18	ALL ENEMIES	0 / 0	
	This spell invokes a dark steamy cloud of vapour over the heads of the monsters, which will last for anywhere from 1 to 7 rounds, during which time it attempts to siphon off the water from the bodies of opponents in order to force them to collapse from exhaustion. Creatures composed of water may be killed instantly if the cloud is powerful enough.								
IRRITATION	CAUSTIC	1		1	1	2	ENEMY	0 / 0	
	Any creature affected by this spell becomes covered in angry red hives and welts which may force them to drop everything they are doing and scratch furiously in order to relieve the irritation. The power level determines the duration and effectiveness.								
SLOW	SYSTEM	2				4	ENEMY	0 / 0	
	When a monster suffers the effects of this spell, they start to feel as if they are trapped in warm taffy. Their number of attacks is reduced and they become easier to hit because they cannot dodge to get out of the way. Just how slow they go is relative to the power level of the spell.								
VITALITY DRAIN	SYSTEM	6			5	14	ENEMY	0 / 0	
	An extremely cool spell which literally sucks the stamina out of an opponent through the fingertips of the caster and transfers it into his or her body. Success depends on the strength of the spell and resistance to aquatic attacks in the target. Plants can be killed								

	outright by this spell.								
HURRICANE	SYSTEM	14	8		12		22	ALL ENEMIES	6 / 0
	An elemental force of nature is invoked by this spell, a powerful storm which endures for 1-7 rounds over bodies of water. Any creature caught in the vicinity is buffeted around and smashed about, causing up to 4D6 damage for each power level. The storm declines in ferocity by 25% each successive round.								
WITHER	AQUA	5		2	3		10	ENEMY	0 / 0
	The gruesome effects of this spell cause a monster's internal fluids to dry up and disappear resulting in weakness, pain and reduced speed. Plants are particularly susceptible to these effects. Damage is incurred at 1D6 for each power level of the cast.								
HASTE		4	2			4	6	COMRADE	0 / 0
	Casting this spell upon a party member magically augments their speed for a limited duration of time determined by the power level of the spell.								
WATER WALKING		22	10				32	PERSIST	0 / 0
	Enables the party to walk on water. Persists until the party sets foot on dry land again or one step for each power level. The party cannot rest while under the effects of this magic.								
AQUAGENESIS					9		18	SUMMON	0 / 0
	Summons creatures from the aquatic plane of reality to fight in the party's behalf until they are killed or the battle ends. The level of the creatures summoned is directly relative to the power of the cast. This spell will only work on water.								
BLISTER	FIRE			3			6	ENEMY	0 / 0
	This spell causes large swelling blisters of fluid to emerge on the skin of any creature who fails to save against the spell, resulting in severe irritation and pain with 1D4 damage per power level.								

EARTH									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
ACID CLOUD	CAUSTIC				5		16	ALL ENEMIES	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	A scalding cloud of caustic fumes materializes over the heads of the monsters doing 2D8 per power level for up to 7 rounds. The intensity of the cloud declines by 50% each round.								
ARMOR ROT	SORCERY	7		7	10		14	ENEMY	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	When this spell is cast on a creature, it may destroy body armor or reduce the armor protection factor of the monster. Armor that is affected turns to rusty powder and fragments in seconds and cannot be repaired. Effectiveness is proportional to power of spell and saving throw of armor.								
FLESH TO STONE	EARTH		7				28	ENEMY	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION.							
	This spell creates lovely garden decorations out of opponents who fail their saving throw, turning them into solid rock. Creatures who fail to save versus the power level of the spell become permanent lawn gnomes for all eternity.								
EARTHQUAKE	EARTH	8	10				26	ENEMY ROW	0 / 0
	When this mighty elemental force is unleashed, the ground splits open and shakes in a massive cataclysm, possibly swallowing up combatants if they fail to save against the spell. Even creatures who survive can take 1D6 damage for each power level with which it is cast. It only works on solid ground.								
KNOCK KNOCK		3				5	6	SPECIAL	0 / 0
	Warps the wood within a chest or a door in an attempt to pop it open by magical means. Can set off a trap within a chest if cast with less than expert skill. Effectiveness is relative to on power level.								
POISON	TOXIN			1	1	1	2	ENEMY	0 / 0
	Monsters failing their saving throw versus toxins are wracked by poison for a duration relative to power level of spell.								
TOXIC VAPOURS	TOXIN			3	5		16	ALL ENEMIES	4 / 0
	A fog of toxic vapour billows overhead which persists for up to 7 rounds, waning in strength by 25% each round. Any creature who inhales these fumes after failing their saving throw versus toxins will be poisoned.								
SPIDERSCALE		16			14		10	PERSIST	0 / 0
	A persistent spell that contributes to the climbing skills of all characters in the party. Duration is determined by the power level of the spell.								
VIVOGENESIS			8		16		24	SUMMON	4 / 0
	This conjuration creates spontaneous manifestations of organic life from the earth itself to fight in the party's behalf until killed or the battle is over. It only works when cast on solid ground. The level of the creatures created is proportional to the power level of the spell.								
TRAP GLUE					36	42	28	PERSIST	0 / 0
	A persistent spell effect that attempts to prevent the components of a trap on a lock from being set off if a mistake is made. Duration is determined by the power level of the spell.								

ARMORPLATE		4				4	PERSIST	0 / 0	
	MODIFIERS								
	This persistent spell enhances the armor protection factor of all party members for as long as it endures, up to 28 rounds.								
DIRECTION		1			1	1	4	PERSIST	0 / 0
	Creates a magical compass floating before the party that tells them the current direction they are facing. The power level determines how long the compass persists.								
CREATE GOLEM					8		28	SUMMON	0 / 0
	Requires a stone as a component. This spell constructs a living golem from surrounding matter that will fight for the party until it is destroyed. The strength and level of the golem is determined by the power level.								
WEAPON ROT							22	ENEMY	0 / 0
	Any combatant caught by the effects of this magic can have their weapons crumble into dust right in their hands, leaving them defenseless. The result is determinate on the power of the spell and the saving throw of the weapons involved.								
S P I R I T									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
BLESS			1				2	COMRADE	0 / 0
	Bestows a divine prayer on the target that enhances their fighting attributes and makes them more likely to succeed in combat both in offensive and defensive action. Relative to power level.								
CURE DISEASE			4		5	4	8	COMRADE	0 / 0
	This spell is meant to purge the body of disease. The result is dependent on the power level of the spell and the extent of the affliction when it is cast.								
CURE HEAVY WOUNDS			3		4	5	8	COMRADE	0 / 0
	Heals 1D12 hitpoints of damage to a party member per power level. This spell will not resurrect the dead or cure any conditions the target may suffer from.								
CURE LIGHT COND			1		1	1	4	COMRADE	0 / 0
	Attempts to cure a character of lesser maladies such as blindness, irritation, nausea and silence. The result is dependent on the power level of the spell.								
CURE LIGHT WOUNDS			1		1	2	2	COMRADE	0 / 0
	Heals 1D6 hitpoints of damage to a party member per power level. This spell will not resurrect the dead or cure any conditions the target may suffer from.								
STONE TO FLESH			7				16	COMRADE	0 / 0
	This spell attempts to return a character who has been petrified from rock back into living flesh. Success is dependent on the degree to which the character has been stoned and the power level of the spell.								
HEALING CLOUD			16				36	PARTY	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Conjures up a glowing cloud of mystical energy that heals all party members for 3D8 hitpoints of damage per power level. This cloud diminishes by 50% each round until it dissipates.								
NEUTRALIZE			4		7	4	10	COMRADE	0 / 0

POISON											
	Attempts to purge the body of a character of toxins and poisonous agents. Success is relative to the power level of the spell when cast and the extent of the poisoning.										
RESURRECTION		10	6			8	14	COMRADE	0 / 0		
	MODIFIERS	TARGETS DEAD.									
	Attempts to raise a party member from the dead. Each time a character is resurrected, they will return with a lower constitution than they had before. Success of the spell is relative to the power level and a character's constitution when they died. Vampires and necromancers cannot be resurrected by this means. Any character dead longer than seven days will not be affected.										
SOUND MIND			3			4	6	COMRADE	0 / 0		
	This spell tries to restore tranquillity and sanity to a character. It will decrease or cure the extent of conditions like insanity, charm, berserk, fear, sleep, unconsciousness and confusion. The success is dependent on the power level of the spell.										
HOLY WORD	DEATH		26				44	ENEMY ROW	5 / 0		
	A single holy word is spoken aloud to cast out ghosts, noncorporeal, infernal and undead creatures who fear the presence of a representative of the divine.										
CURE PARALYSIS			12				14	COMRADE	0 / 0		
	This spell can restore freedom of movement to characters that are immobile or who have been paralyzed by magic or organic agents. The result is directly dependent on the power level of the spell.										
CREATE LIGHT		2	1				2	PERSIST	0 / 0		
	A ball of light appears at the tips of the fingers of the caster, illuminating the surrounding area brightly for a duration determined by the power level of the spell. This spell is useful wherever a light source is needed for any length of time.										
MIRACLE			14				36	PARTY	6 / 0		
	By pronouncing this word aloud, the caster renews the morale and courage of the entire party to allow them to fight on bravely without retreating. The degree to which morale is bolstered is proportional to the power level with which the spell is cast and the fellowship of the caster.										

P S Y C H E									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
CHARM	MESMERIC	1				1	2	ENEMY	0 / 0
	MODIFIERS	REFLECTION. PROTECTION.							
	Causes a enemy to turn into an ally by enchanting their mind with a confusing array of benevolent and chummy sensations. If they are unable to overcome the effects of this spell the former enemy will gleefully embark on a campaign to destroy his own companions until the effects wear off. Duration relative to power level.								
MINDREAD		8				4	32	SPECIAL	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	A psychic scan of the consciousness of an NPC that the party is interacting with to retrieve any interesting hints or clues about what may be on their mind. This spell can often be invaluable in discerning the motives of an NPC or extracting useful information. The power of the spell determines how deeply the recesses of the mind are penetrated.								
CONFUSION	MENTAL	3				2	6	ALL ENEMIES	0 / 0
	Jumbles the minds of one's foes with nonsense encouraging them to stagger about idiotically swinging at thin air. Smarter opponents may be able keep their heads clear depending on the power of the spell and their susceptibility to mental attacks.								
DETECT SECRET		1				1	4	PERSIST	0 / 0
	After casting this spell, a floating mystic eye appears overhead that will flash a question mark whenever something concealed or secret is nearby. An indispensable tool for detecting items, secret walls, doors and others hidden features. Duration is relative to power level.								
IMPROVED IDENTIFY						4	12	PERSIST	0 / 0
	Useful magical incantation that can reveal the true identity of both items and monsters. Lasts until it is successful. It's accuracy is affected by the power level it is cast at. Can enlighten the caster not only of the properties of an item but also of it's real nature and history.								
IDENTIFY		1				1	4	PERSIST	0 / 0
	Useful magical incantation that can reveal the true identity of both items and monsters. Lasts until it is successful. It's accuracy is affected by the power level it is cast at.								
LOCATE ITEM		6				5	16	SPECIAL	0 / 0
	The caster enters into a meditative trance in which they can detect objects in the vicinity of the party even if they are concealed or buried. The size of the area revealed by the spell is relative to power level of the cast.								
SAFE HAVEN		2	1	3	4	1	8	SPECIAL	0 / 0
	This spell expands the consciousness of the caster to enable them to detect places nearby where the party can rest safely without being attacked by monsters while they are sleeping. At the highest power level it also reveals the map cells in the current location.								
TRUE SEEING		7	7			4	16	PERSIST	0 / 0
	Dispels the appearance of solidity in illusionary walls and objects, allowing the party to see past them to possible hidden passages or features. Duration is directly proportional to power level.								
LOCATE		10				7	24	SPECIAL	0 / 0

	penetrate. Duration and strength relative to power level.							
WIZARD EYE	5				16	SPECIAL	0 / 0	
	Useful mental projection allows a caster to concentrate to see all surrounding terrain features in his mind's eye. Circumference of area viewed is relative to power of the cast.							
DETECT MAGIC	1				2	12	PERSIST	0 / 0
	Causes all magical items in inventory to glow with a purple halo. Useful in determining if certain weapons are magical, for use against those monsters which can only be hit by enchanted weapons.							
ANTIMAGIC	SORCERY	13		7		28	SPECIAL	0 / 0
	An energy field appears around up to 6 monsters that dampers their magic powers and causes many of their spells to fizzle or backfire. Duration and strength dependent on power level.							
DANGER SENSE					3	12	SPECIAL	0 / 0
	Enables psychic vision of all monsters lurking in ambush in the current region. Circumference of area viewed is proportional to the power level of the spell.							
READ MAGIC	2				1	4	COMRADE	0 / 0
	Temporarily increases the scribe skill of a character in order to assist them in scribing a difficult new spell into their spellbook. Amount by which the skill is increased relative to power level of spell.							

I N F E R N A L									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
COSMIC GATE	DEATH	9	8	6			22	ALL ENEMIES	5 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Opens a gateway into another plane of reality which exerts a powerful pull on creatures from other planes like demons and astral entities. Failing their saving throw, they are sucked through the gate as it closes. Success relative to power level of spell.								
CRUSHING HAND	SYSTEM	5	6	4			12	ENEMY	2 / 2
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	A colossal spectral hand materializes out of thin air under the control of the caster, smashing down on a single monster it is directed at doing 6D8 damage per power lever.								
DEVIL WIND	DEATH			6			20	ALL ENEMIES	1 / 0
	MODIFIERS	REFLECTION. PROTECTION.							
	A howling wind whips up out of nowhere around a group of up to 6 monsters, lashing them with stones and debris causing 1D6 damage per power level. Some monsters may become afraid or confused.								
DREAD	MENTAL			1		2	12	ALL ENEMIES	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	Causes creatures affected by spell to become filled with feelings of terror and a sense of foreboding doom. Success and duration relative to power at which spell is cast.								
INSECT SWARM	CAUSTIC		3	1	4		6	ALL ENEMIES	1 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Swarming cloud of insects issues from caster's mouth that hovers over a single group of up to 6 monsters doing 1D4 damage per power level. These insects can also cause irritation and confusion. Swarm persists for up to 6 rounds declining in ferocity by 50% each round.								
REMOVE CURSE			4				20	COMRADE	0 / 0
	Attempts to remove both a physical curse on a player as well as freeing up any accursed items equipped to the body. Success relative to power level of spell when cast.								
SUMMON HELLSPAWN				10			36	SUMMON	6 / 0
	This spell attempts to summon creatures from the infernal regions to fight on the party's behalf. The strength of the creatures summoned is relative to the power level.								
WITCHHEX	DEATH			1	1		2	ENEMY	1 / 0
	Casts a curse on the target that causes them to fight, react and save very poorly. Strength of curse is relative to the power level of the spell.								
BLIGHT	SYSTEM			3			8	ENEMY	2 / 0
	Causes large diseased boils to erupt from the unfortunate creature it is cast upon. Success of spell and total effect is relative to power level.								
PENTAGRAM			9		14		16	PARTY	6 / 0
	The caster draws a large circular pentagram around the party that repels demonic creatures and their magical attacks. Strength and duration of spell dependent on power level at which the spell is cast. This spell can only be used on solid land.								
NIGHTMARE	MENTAL			4			14	ILLUSION	7 / 0

	Creates the illusion of a bizarre and terrible creature to fight in the party's behalf. A majority of the monsters must believe in the illusion in order for it to take effect. Level of the illusionary monster is dependent on power level.								
DEMON WARD				3			10	COMRADE	0 / 0
	The caster makes an unholy sign on the forehead of a single character that repels demonic creatures and their magical attacks. Strength and duration of spell dependent on power level at which the spell is cast.								
NECROMANTIC									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
BRAIN ROT	MENTAL			1		2	4	ENEMY	0 / 0
	MODIFIERS	PROTECTION.							
	A devastating spell that causes serious insanity and confusion in a single monster. Success and effectiveness is dependent on the power level.								
DEATH GAZE	DEATH			12	16		28	ALL ENEMIES	5 / 6
	MODIFIERS	REFLECTION. MAGIC SHIELD. PROTECTION.							
	A harrowing gaze by the caster on a group of up to six monsters. Any creature that can meet the caster's gaze must save versus death magic or be killed instantly. Success depends on the skill of the caster and the power level.								
CRYPT CLARION	MENTAL			9			14	ENEMY ROW	0 / 0
	A horrid trumpet sounds with a piercingly loud screech that strikes terror into the hearts of those who hear it in the opposition. The spell can severely demoralize the monsters and may cause some of them to bolt and run away in fear. Effectiveness dependent on power level.								
BANISH UNDEAD	DEATH		7	5			16	ALL ENEMIES	1 / 0
	Attempts to deanimate a group of up to 6 undead creatures to return them to their lifeless state. Success is relative to the strength of the cast.								
FINGER OF DEATH	DEATH			8	12		18	ENEMY	4 / 4
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	The caster extends a finger at a single monster sentencing him to extinction if he cannot save versus death magic. Success depends on the power level and skill of the caster.								
LIFE DRAIN	SYSTEM			13			32	ENEMY	8 / 0
	Attempts to drain a single monster of all their hitpoints of life force and transfer it into the caster. Success is dependent on the power level and skill of the caster.								
UNDEAD WARD			4	2	7		26	COMRADE	4 / 0
	The caster makes an glyph of warding over a character's head that will repel the undead and their magical attacks as long as it lasts. duration and strength are dependent on the power level.								
SUMMON UNDEAD				4			12	SUMMON	0 / 0
	Summons forth an army of the undead from the earth below to fight on behalf of the party if successful. Level and number of monsters summoned is relative to the power level used.								
HOLD UNDEAD	PARALYTIC		3	2			8	ALL ENEMIES	1 / 0
	Immobilizes any undead creature in a group of up to six if they fail their saving throw. Duration the undead are held is directly proportional to the power level of the spell.								

DEATH CLOUD	DEATH		12		34	ALL ENEMIES	6 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.					
	Conjures up a black cloud of death overhead that hovers above a group of 1-6 monsters attempting to kill them outright each round they do not save versus death magic. The cloud persists for up to 6 rounds depending on the power level and declines in strength by 50% each round.						
DEATH WISH	DEATH		22		36	ENEMY ROW	10 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.					
	This awesome magic is the ultimate power that can be unleashed on one's opponents. By merely concentrating on the idea, the caster can kill all the party's enemies instantly if they fail to save versus death magic. Success is relative to the power level and skill with which the spell is cast.						
RAISE DEAD		10			36	SPECIAL	0 / 0
	This spell can return to life many races that might be otherwise impossible to resurrect with ordinary magic, or characters that have been dead more than 7 days. It can also resurrect old bones to summon forth an ally from the ancient past. Success is relative to power level.						

A R C A N U M									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
HERMETIC GAG	SORCERY						18	ALL ENEMIES	2 / 1
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Causes a bubble of sound absorbing energy to form around a group of up to 6 monsters preventing them from making incantations. Duration and strength relative to power level.								
MATTER CLONE							32	SPECIAL	0 / 0
	Clones perfect duplicates of a selected item, the quantity created being dependent on the skill and power level at which the spell is cast.								
POWER NIMBUS							20	PARTY	4 / 0
	This spell restores hitpoints, vitality and morale to the entire party. Total effectiveness is proportional to the level at which the spell is cast.								
INVISIBILITY							22	CASTER	2 / 0
	Causes a character in party to vanish from sight until the spell wears off or they attack another creature. This makes the party member virtually immune to attacks because none of the enemies can see the character. Duration is relative to power level.								
RAINBOW RAYS	MESMERIC						16	ALL ENEMIES	5 / 1
	A powerful scintillating rainbow appears over the heads of a group of up to 6 opponents, producing a variety of effects including 3D6 damage per power level.								
RECHARGE							18	SPECIAL	0 / 0
	Restores magical charges to an item so that it can be used again if it has been depleted. Number of charges restored is dependent on the power level of the spell when it is cast.								
DIMENSION DOOR							32	SPECIAL	0 / 0
	This spell establishes a portal to be used as an exit when traveling through the astral plane via a teleport spell. Can sometimes malfunction and deliver the party into solid rock or earth, killing everyone instantly.								
ILLUSION							14	ILLUSION	2 / 0
	Creates a very convincing illusion of a powerful entity to fight on the party's behalf. A majority of the monsters must believe in the illusion in order for it to take effect. Level and strength of the illusion is dependent on power level.								
TELEPORT							32	SPECIAL	0 / 0
	MODIFIERS	ANTIMAGIC.							
	This spell teleports the party through the astral plane to a previous gate that has been set with the complementary spell Dimension Door. Can sometimes malfunction and deliver the party into solid rock or earth, killing everyone instantly. Has been known to leave party stranded in astral plane on occasion.								
MIRROR MIRAGE							24	PERSIST	0 / 0
	Upon casting this spell, a glittering golden mirror appears floating in the air in front of the party, lasting for up to 60 rounds. This mirror can absorb and even reflect gaze attacks and other forms of magic requiring line-of-sight between caster and castee.								
ASTRAL TRAVEL							26	SPECIAL	0 / 0
	This spell can transport the party to any one of several planes in								

	other dimensions, including the astral plane or the planes of fire or water. It can sometimes malfunction and deliver the party into solid rock. Results vary according to the power level and skill of the caster.								
ELDRITCH									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
ETHERWARP	SYSTEM						28	ENEMY	4 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Warp the physical body of astral creatures causing them up to 4D8 damage per power level. Success depends on skill of caster.								
DESTROYER VORTEX	SORCERY						36	ENEMY ROW	5 / 4
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Incredible whirlpool of cosmic energy appears spewing volcanic streamers of gas that can do up to 6D8 damage per power level to monsters and produce a variety of ill effects in them. Success depends on the spellcaster's skill and the strength of the spell.								
DETECT INVISIBLE	MESMERIC						20	ENEMY ROW	0 / 0
	Disperses the veil of invisibility around opponents so they can be seen and struck in combat. Effectiveness is related directly to the level spell is case at.								
DEADLY BLADES	SYSTEM						26	ALL ENEMIES	6 / 2
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION.							
	Apocalyptic maelstrom of seething barbed wire rips through the ranks of the monsters doing 10D8 per power level. Monsters may be wrapped up and immobilized by this wire even if they save against the damage.								
DISINTEGRATE	SYSTEM						32	ENEMY	10 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	If it succeeds this spell will cause a targeted creature to explode in a blast of dust spontaneously with a mere wave of the caster's hand. Success is dependent on the power level and skill of the caster.								
MOONBEAM	MESMERIC						24	ENEMY ROW	4 / 0
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION.							
	This horrible spell conjures up an enchanted image of the moon which can cause mass insanity in animals or werewolves who fail to save versus hypno. Lycanthropes seeing this illusion may become beholden to the spellcaster and begin to fight savagely amongst themselves.								
SUMMONING I							16	SUMMON	4 / 0
	Summons minor set of monsters to fight for party with excellent chances of success relative to power level.								
SUMMONING II							22	SUMMON	8 / 0
	Summons major set of powerful monsters to fight for party with excellent chances of success relative to level at which it is cast.								
TIME STOP							36	PERSIST	0 / 0
	MODIFIERS	REFLECTION.							
	Literally halts the flow of time around the vicinity of the party, permitting them to attack their enemies while time is halted. Duration is determined by the power level of the spell.								

Multiclassing

Part of the fun of progressing in your profession in Grimoire is the option of switching classes when you achieve higher levels in order to try out a new career. As long as you qualify for the new class and it is in the list of eligible professions to migrate to for your current class, you can switch any time you want after level 4. **NPCs** cannot multiclass and are stuck at the profession they had when you recruited them.

Class changes are limited to three career paths, according to the current profession. You can never return to a profession you have already had before so choose wisely. Eventually you will discover that a character has to choose a retirement class as he has run out of careers he can legally migrate into.

Statistics are reset to the minimum for the race and profession upon changing to the new class. You keep all existing skills and spells you have acquired previously. Your level is reset to one and your experience tables will come from the new profession to determine when your character advances next.

Careful multiclassing can produce very powerful and very experienced characters if it is done shrewdly and when you think you have pretty much topped out in that job. Around level 10, advancement becomes very difficult in Grimoire because of the experience points required to make the next level and many players choose instead to try another career for that character altogether.

PROFESSIONS	CAREER CHANGES
Warrior	Ranger, Berserker, Pirate
Wizard	Thaumaturge, Necromancer, Sage
Cleric	Templar, Bard, Sage
Thaumaturge	Wizard, Necromancer, Sage
Necromancer	Wizard, Thaumaturge, Sage
Ranger	Warrior, Thief, Assassin
Thief	Bard, Pirate, Assassin
Templar	Warrior, Cleric, Bard
Berserker	Warrior, Ranger, Pirate
Jester	Thief, Bard, Assassin
Bard	Cleric, Jester, Sage
Metalsmith	Warrior, Berserker, Pirate
Pirate	Thief, Berserker, Assassin
Assassin	Warrior, Thief, Berserker
Sage	Wizard, Cleric, Thaumaturge

Experience Table

EXPERIENCE POINTS REQUIRED TO ACHIEVE NEXT LEVEL

PROFESSION	L1	L2	L3	L4	L5	L6	L7	L8	L9
Warrior	1000	1000	1000	2250	5062	11389	25625	57656	115312
Wizard	1200	1200	1200	2820	6627	15573	36597	86003	172006
Cleric	1250	1250	1250	2937	6902	16220	38117	89575	179150
Thaumaturge	1150	1150	1150	2702	6350	14922	35067	82407	193656
Necromancer	1800	1800	1800	4320	10368	24883	59719	143326	286652
Ranger	900	900	900	2160	5184	12442	29861	71666	143332
Thief	850	850	850	1955	4496	10341	23784	54703	109406
Templar	1350	1350	1350	3240	7776	18662	44789	107494	214988
Berserker	1000	1000	1000	2300	5290	12167	27984	64363	128726
Jester	2400	2400	2400	5640	13254	31147	73195	172008	344016
Bard	1250	1250	1250	3000	7200	17280	41472	99533	199066
Metalsmith	850	850	850	2040	4896	11750	28200	67680	135360
Pirate	1400	1400	1400	3290	7731	18168	42695	100333	200666
Assassin	2100	2100	2100	5145	12605	30882	75661	151322	302644
Sage	750	750	750	1837	4501	11027	27016	66189	132378