

# Escheron: Twilight over Ragnoth

## Reference Manual

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**Credits** — et al.

Concept and design by Zera

Program by Iambian and Geekboy1011

Sprite and tile rips from Squaresoft

Partial tileset by Clint Bellinger, with express permission

## — Setup and Controls —

This game is designed for compatibility with the Texas Instruments TI-84+ graphing calculator. A link cable will be necessary for transfer of the Flash app to the calculator's internal storage. Ensure that your calculator has sufficient capacity, then follow the instructions provided with your cable brand or model.

### Overview of Key Functions

#### **2ND**

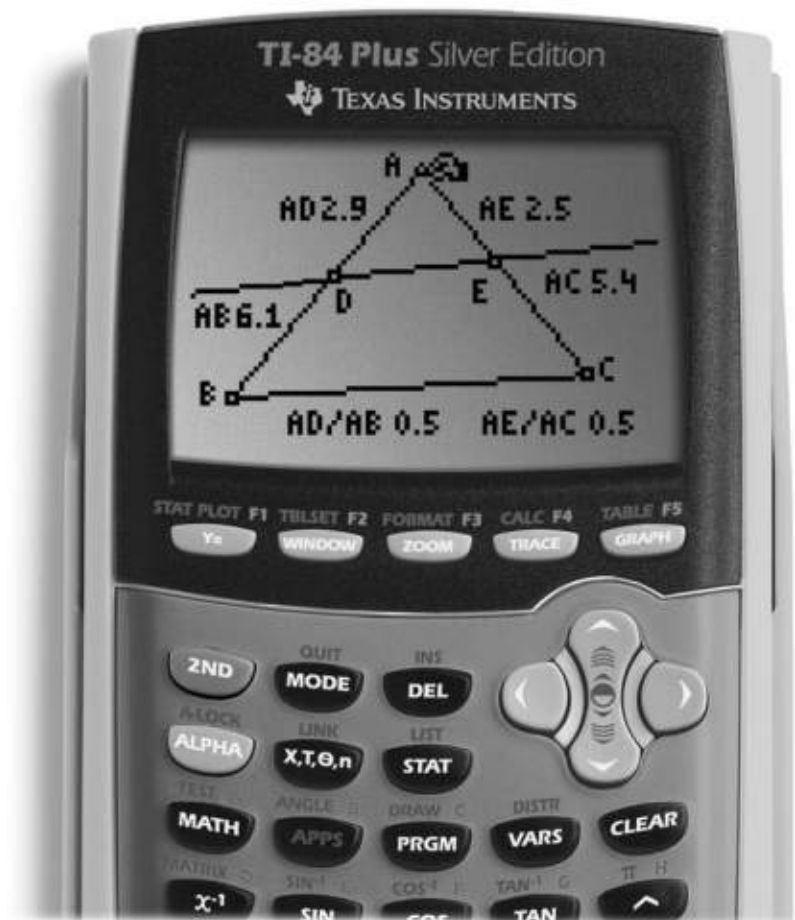
Interact with people and objects, or confirm menu selections

#### **MODE**

Open menu screen or cancel selection

#### **D-PAD**

Navigate maps or menu items



# — Characters and Setting —

## The Backstory

Centuries ago, at the dawn of the age of mortals...

A great war broke out in the heavens. The gods — jealous, embittered and in disagreement over the destiny of man — fell to their own decadence.

For many decades, mortal man tried to lay claim the lingering essence of the gods that had remained behind, and several devastating wars were borne from this ambition.

To rid the world of this source of conflict, a coven of benevolent mages known as the Arcanians finally seized the gods' power by their own hand and sealed it within a tower beyond the reach of other men.

Peace seemed to reign for a time...

Then a figure known as the Shadow Lord appeared. Under the Shadow Lord's counsel, the ruler of Asnoth grew suspicious of the people of Ragnoth, the direct descendents of the Arcanians.

Fearing the Arcanians' descendents might one day break their ancestors' seal and unleash another great conflict upon the world, Lord Leonis declared that Ragnoth's knowledge of arcana be destroyed, culminating in the kingdom's utter decimation.

Seven years hence, Ragnoth remains under the constant occupation of Asnothian forces. But the survivors of the Asnoth-Ragnoth conflict have risen up, and — clinging to the war-ravaged vestiges of their past — have forged an underground resistance faction determined to drive out the occupation once and for all.

So begins the final twilight of the two kingdoms.

## Central Characters



**Maya Anson**  
**Age 17**

**Protagonist, and a high-ranking officer of the resistance**

A young girl orphaned into the ranks of a civil resistance faction after her family was killed by Asnothian forces seven years prior. Believed to be the last surviving member of the Arcanian bloodline. Now grown up, Maya has set out to avenge her loved ones.



**Edmund Giovane**  
**Age 32**

**Ex-Captain of the Royal Guard**

Edmund was stripped of his title and forced into exile after it came to light that he and the prince were planning to elope. Edmund petitions to join Ragnoth's resistance faction in hopes of ousting his previous lord and stealing the prince's hand in marriage.

**"The Shadow Lord"**  
**Antagonist, and counsel to Lord Leonis**



A powerful knight and skilled mage who serves as Lord Leonis' right-hand man. Exceedingly cruel and merciless. The Shadow Lord personally led Asnoth's troops into Ragnoth, inflicting much of the kingdom's destruction himself. Many suspect the Shadow Lord may be manipulating Leonis to fulfill a personal agenda.

## **Other Characters**

### **The Matriarch**

The figurehead of Ragnoth's underground resistance, located within the root cellar beneath Ragnoth's pub. The matriarch will provide the player with information about the resistance's current objectives, as well as offering the player a commission between jobs.

*Be sure to return to the resistance base and speak with the matriarch on a regular basis!*

### **Lord Leonis**

Leader of Asnoth. Once considered a just and benevolent ruler, Leonis spiraled into madness following the passing of his wife, Catherine. Under the counsel of the Shadow Lord, Leonis became increasingly distrustful of Ragnoth and the arcane knowledge it guarded.

### **Princess Rose**

Eldest child to Lord Leonis. The princess was presumably driven to suicide in a desperate outcry against Asnoth's occupation of Ragnoth; although some people have been circulating the rumor that the princess merely adopted a new identity.

### **The Dwarves**

The dwarves are the native people inhabiting the Badlands, a civilization situated below the surface world. Dwarves possess a flair for ingenuity, and regularly supply the kingdoms of the surface world with highly advanced technologies.


# — How to Play —

Escheron is a role-playing game, or "RPG." This classification of games can be broken down into two primary game-play modes: Exploration and combat. During the exploration phase, the player will venture through villages, wilderness areas and dungeons. The player may gather vital information from friendly villagers, or may conduct transactions with shopkeepers, such as upgrading or selling equipment.

While exploring the wilderness territories beyond villages, the player will randomly encounter hostile groups of enemies. This begins the battle phase, where the player inputs commands for each character to act out in a deterministic order, such as attacking enemies or casting magic spells. Once combat is resolved, the game returns the player to the exploration phase.

## Character Status Screen

The status screen provides the player with an overview of the selected character's basic attributes. To view a character's status, open the main menu and select the "Status" option from the right panel.

	HP	590/590H
	MP	100/255M
Attack	71	Hit Rate 74%
Defense	70	Evasion 10%
Magic	105	— Resist —
Agility	62	⚔ ⚔ ⚔ ⚔ ⚔

HIT POINTS and MAGIC POINTS represent a character's physical and mental fatigue. When a character's hit points are reduced to 0, they'll no longer be able to participate in battle, and must be resurrected by curative spells or items. Magic points are depleted when a character casts spells.

ATTACK POWER indicates how much damage is inflicted by the character's physical attacks. Attack power is the combined factor of both the character's own physical strength, and how much damage is inflicted by the character's equipped weapon(s).

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DEFENSE POWER is a measure of much damage the character absorbs from enemy attacks, both physical and magical. Defense power is the combined factor of both the character's own physical stamina, and the degree of protection afforded by the character's equipped armor.


MAGIC POWER is a representation of the character's ability to cast spells effectively. Offensive spells such as **Fire** or **Thunder** will begin to cause additional damage to enemies as the character's magic power is increased, while curative spells will heal additional hit points.

*Note that — unlike physical attacks — magic spells never miss their intended targets, thus hit rate and evasion have no bearing on spell-casting.*

AGILITY influences many things, from how quickly the character acts in battle, to how accurate their aim is. Heavy equipment such as suits of armor can encumber a character, imposing penalties on the character's agility value.

Resistances are bestowed by armor. If a character resists a particular element, then spells and attacks that are based on that elemental property will no longer affect the character. Conversely, it is possible for some pieces of equipment to impose elemental weaknesses, which will enable enemies to bypass the character's defense power entirely.

## Managing Equipment

	Mana	590/590H
	Gold	100/255M
⚔ Zeus	ATK	86
🛡 Sacri	DEF	108
⚡ Gaia	HIT	63%
🔮 Rune	EVA	25%

Each character possesses four equipment slots with which to be outfitted with weapons, shields, body armor and armlets.

New equipment can be purchased from vendors found in most villages, although the most potent equipment is usually found within dungeons or dropped by defeated foes.

Any character can equip and use any type of item, but there are penalties to magic power or agility imposed by heavier items.

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In addition to pairing a shield with the equipped weapon, a character can also *dual-wield*, or wield two weapons at once. To dual-wield, simply place a weapon in the equipment slot normally reserved for shields. Note that the character's agility score must be equal to or higher than the base attack power of the weapon they wish to dual-wield.

The weapon placed in the character's shield slot will function at half efficiency, but will allow the character to perform two successive attacks against foes.

Alternatively, leaving a character's shield slot empty will allow them to double-grip their equipped weapon, increasing the weapon's efficiency by x1.5

## Character Skills

Aside from attacking or casting spells, characters have a variety of commands that can be unleashed during battle. Some commands (such as fleeing) are available to all characters, while others are more character-specific. The table below outlines some of these commands and their basic functions.

Effect	
Parry	Halves damage, and allows the character to counterattack
Focus	Slightly bolsters magic power and restores some MP
Rouse	Slightly bolster's the party's attack power and agility
Blitz	Attempts to score a critical hit, but at a low success rate
Sweep	Attacks all enemies at once, but with decreased power
Pray	Restores a little HP to the entire party

## Critical Hits and Second Wind

Characters (and foes) have a small chance to score critical hits on occasion. A critical hit ignores its target's defense power, causing the attack to deal additional damage. Critical hit chance is determined by the weapon(s) equipped.

When an enemy attack reduces a character to critical HP, there's a chance that character will immediately retaliate with a "second wind" attack. Second wind attacks are similar to critical hits in that they ignore their targets' defense power, but a second wind also bolsters the character's agility to help them react more quickly for the duration of that battle.



## **Character Ranks**

Each surviving character gains a small amount of experience from each battle they participate in, eventually culminating in an event known as "rank up."

When a character's rank goes up, they receive a series of status boosts such as attack power +1 or hit points +4. The exact bonuses received are determined by the type of equipment the character has most proactively used:

- Training with swords results in increases to attack power
- Training with staves results in increases to magic power and magic points
- Training with claws, or wearing clothing, results in increases to agility
- Wearing heavy armor and using shields results in increases to defense power
- Both clothing and heavy armor will result in increases to hit points

As characters grow stronger, they will no longer be able to train by battling weaker foes, and will have to begin exploring more dangerous regions in order to continue advancing in ranks.

## **Managing Spells**

Like equipment, there are no necessary restrictions on which characters can learn to use magic, provided the character possesses enough magic points to cast the spell they wish to learn.

Each character holds a small spell book that will allow them to scribe (i.e. memorize) as many as twelve unique spells. If the player wishes to make room for new spells, old spells can be forgotten by first selecting them, then choosing the "Forget" option.

New spells can be purchased from any of the magic guilds scattered throughout various villages.

## — Equipment and Magic —

The following tables outline some of the equipment that can be purchased or found throughout the world of Escheron.

### SWORDS

	Power	Accuracy	Value	Notes
Broad	12	60%	200	...
Mythril	18	70%	2200	Very lightweight
Coral	20	60%	3800	Thunder power
Ice	22	60%	4400	Ice power
Flame	28	60%	4800	Flame power
Vorpal	36	40%	9800	Deadly edge
Defense	48	60%	12000	Bolsters evasion
Runic	**	60%	11000	Magic-based attack
Revenge	**	50%	12000	Power based on own HP
Blood	10	40%	20000	Drains HP from foes

At rank up, swords increase their wielder's attack power

### STAVES

	Magic	Accuracy	Value	Notes
Staff	5	50%	160	...
Serpent	12	50%	1800	Exudes poison
Hades	18	50%	4400	Fire power
Healing	22	50%	6000	Contains curative magic
Lilith	28	40%	8800	Renders foes unconscious
Zeus	36	50%	11000	Thunder power

At rank up, staves increase their wielder's magic power and MP

### CLAWS

	Power	Accuracy	Value	Notes
Steel	8	70%	400	High critical rate
Venom	18	70%	1600	Exudes poison
Catclaw	28	70%	8000	High critical rate

At rank up, claws increase their wielder's agility

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## SHIELDS

	Defense	Evasion	Value	Notes
Buckler	2	16%	80	...
Large	8	20%	400	...
Magic	4	16%	3000	Bolsters magic power
Mythril	8	30%	2800	Very lightweight
Kaiser	8	20%	9600	Bolsters attack power
Aegis	12	50%	24000	Resists lethal strikes

At rank up, shields increase their wielder's defense power and HP

## HEAVY ARMOR

	Defense	Value	Notes
Plate	16	800	...
Mythril	22	4000	Very lightweight
Flame	24	5800	Nullifies fire damage
Ice	24	5800	Nullifies ice damage
Gaia	36	24000	Automatically recovers HP
Diamond	52	64000	Nullifies thunder damage
Dragon	40	32000	Nullifies damage from all elements
Mirror	48	56000	Nullifies thunder and gravity attacks

At rank up, heavy armor increases its wearer's defense power and HP

## CLOTHING

	Defense	Value	Notes
Clothes	5	60	...
Wizard	8	600	Bolsters magic power
Blaze	10	900	Nullifies fire damage
Power	10	4000	Bolsters attack power
Mirage	12	12000	Bolsters agility
Minerva	16	19600	Nullifies ice and sleep status
Spartan	20	19600	Nullifies fire and poison status

At rank up, clothing increases its wearer's agility and HP

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## ARMILETS

	Value	Effect
Bracer	120	Bolsters attack power
Mythril	600	Bolsters defense power and agility
Fairy	1200	Nullifies poison and sleep statuses
Thief	1800	Greatly bolsters agility
Titan	8000	Greatly bolsters attack power
Rune	10000	Bolsters magic power
Protect	20000	Resists lethal strikes
Cursed	n/a	???

## CONSUMABLES

	Effect
Tonic	Restores a little HP to an ally
Potion	Restores a lot of HP to an ally
Ether	Restores a moderate amount of MP to an ally
Elixir	Fully restores all HP and MP to an ally
Remedy	Reverses negative status effects such as poison **
Life	Resuscitates a fallen ally
Health	Permanent: hit points +10
Mana	Permanent: magic points +10
Strength	Permanent: attack power +1
Vitality	Permanent: defense power +1
Wisdom	Permanent: magic power +1
Speed	Permanent: agility +1

\*\* There are two types of status effects: **Sleep** and **Poison**

When afflicted with **Sleep**, the character or enemy will lose their turn for the duration of the effect.

**Poison** status inflicts continuous damage against its target for each round of combat. The effect can also persist after battle, inflicting damage for each step the character takes until the affliction is healed.

## Magic Tables

	MP cost	Effects
Cure	6	Restores HP to an ally
Esuna	10	Reverses negative status effects in an ally
Heal	12	Restores HP to the entire party
Life	20	Resuscitates a fallen ally
Protect	8	Bolsters an ally's defense power and resistance
Shield	12	Bolsters the party's defense power
Berserk	12	Bolsters an ally's attack power
Haste	16	Bolsters an ally's agility
Aura	20	Bolster's the party's attack power and agility
Teleport	1	Escapes the current battle or dungeon
Fire	8	Fire-elemental damage to a single foe
Blizzard	8	Ice-elemental damage to a single foe
Thunder	8	Thunder-elemental damage to a single foe
Scourge	10	Damages and poisons all foes
Sleep	8	Renders all foes unconcious
Doom	12	Attempts a lethal strike against a foe
Flare	16	Fire-elemental damage against all foes
Freeze	16	Ice-elemental damage against all foes
Storm	16	Thunder-elemental damage against all foes
Gravity	24	Crushes foes, reducing their HP to a single digit
Dispel	20	Reverses a foe's status enhancements
Quake	32	Attempts to destroy all foes outright
Holy	40	Attacks with holy energy that can't be resisted
Meteor	60	Bombards foes with powerful meteorites