

PORTALIS: COMMANDS

INVENTORY & EQUIPMENT

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PORTALIS: GENERAL SKILLS

	Effects	Special Feats
FIGHTING	Extra dam = Base dam * Skill level Extra unarmed dam = (1d3) * Skill level +1 extra die & side to base unarmed damage / 40 points +1 unarmed blow / 20 points	Power Attack, level 1 (Active, 20 pt) Power Attack, level 2 (Active, 40 pt) Power Attack, level 3 (Active, 60 pt)
SPELLCRAFT	+10% to damage for magical attacks / point +1 to radius / 30 points	Enchanted Blood (Active, 10 pt) Mana Shield (Active, 40 pt) Mystic Blood (Passive, 80 pt)
SHOOTING	Extra dam = Base dam * Skill level	Sharpen Ammo (Active, 20 pt) Quick Shots (Passive, 40 pt) Returning Shots (Passive, 70 pt)
THROWING	Extra dam = Base dam * Skill level	Power Throw (Passive, 25 pt) Quick Throw (Passive, 50 pt) Shattering Throw (Passive, 70 pt)
DEFENSE	+20% to base AC for every equipped armor piece / point	- None -
AGILITY	+1 base AC multiplier / 6 points +3 to_ac / point +1 to speed / 5 points	Jump (Active, 1 pt) Quick Swap (Passive, 30 pt) Evade Magic (Passive, 70 pt)
STEALTH	Allows you to move unnoticed Improves your ability to avoid enemies while invisible Increases your thieving skills	Hide (Active, 10 pt) Shadowblink (Active, 20 pt) Backstab (Passive, 30 pt)
COMBAT FEATS	+20% chance to turn a normal blow into a special attack / point	- None -
DUAL WIELD (When dual wielding)	Increases your chances to hit Increases the number of blows	Ambidexterity (Passive, 20 pt) Dual Strike (Active, 40 pt) Dual Block (Passive, 70 pt)
LEADERSHIP	More powerful friendly monsters More accurate friendly monsters	Heal Troops (Active, 5 pt) Morale Boost (Active, 20 pt) Improved Recruiting (Passive, 50 pt)
ALCHEMY	Ability to create alchemical items More devastating explosive potions More effective healing potions	Decompose Item (Active, 1 pt)
CRAFTING	Ability to create various equipment Better quality of crafted equipment	Decompose Item (Active, 1 pt)

PORTALIS: SPECIALIZED SKILLS

	Effects	Special Feats
SWORDS	Extra dam = Base dam * 150% Skill lvl	Parry (Passive, 10 pt) Sword Spin (Active, 20 pt) Fencer's Spirit (Passive, 50 pt)
HAFTED	Extra dam = Base dam * 150% Skill lvl	Smash (Active, 15 pt) Dizzy Smash (Active, 40 pt) Shattering Blow (Active, 70 pt)
POLEARMS	Extra dam = Base dam * 150% Skill lvl	Thrust (Active, 5 pt) Parry (Passive, 25 pt) Impale (Passive, 90 pt)
DAGGERS	Extra dam = Base dam * 150% Skill lvl	Piercing Stab (Passive, 5 pt) Eye Stab (Active, 30 pt) Fatal Stab (Active, 80 pt)
AXES	Extra dam = Base dam * 150% Skill lvl	Chop (Active, 10 pt) Mutilate Legs (Active, 40 pt) Mutilate Arms (Active, 70 pt)
RODS	Extra dam = Base dam * 150% Skill lvl +1 to _dam / skill level / point for rod's magical attacks	Infinite Charges (Passive, 15 pt) Amplified Recovery (Passive, 30 pt) Improved Spellcasting (Passive, 70 pt)
MARTIAL ARTS (When barehanded)	Extra dam = (1d3) * 150% Skill level +2 to _hit / point (+1 with armor) +5 to _dam / point (+2 with armor) +1 blow / 10 points +2 to _ac / point (without armor) +1 extra die & side to base damage / 15 points	Power Punch (Active, 15 pt) Block & Dodge (Passive, 40 pt) Stunning Blow (Active, 60 pt)
BOW	Extra dam = Base dam * 150% Skill lvl	Sharpen Arrows (Active, 15 pt) Arc Shooting (Active, 30 pt) Rapid Shots (Passive, 80 pt)
CROSSBOW	Extra dam = Base dam * 150% Skill lvl	Sharpen Bolts (Active, 15 pt) Crossbow Accuracy (Passive, 30 pt) Crossbow Mastery (Passive, 60 pt)
SLING	Extra dam = Base dam * 150% Skill lvl	Sharpen Shots (Active, 15 pt) Stun Shots (Passive, 40 pt) Shattering Shots (Passive, 70 pt)
ELEMENTAL (For elemental spells)	+20% to _dam / point +1 to radius / 20 points	Elemental Adept (Passive, 25 pt) Elemental Expert (Passive, 50 pt) Elemental Master (Passive, 100 pt)
ALTERATION (For alteration spells)	+5% to spell power / point +1 to radius / 20 points Increases success rate vs. resistance	Alteration Adept (Passive, 25 pt) Alteration Expert (Passive, 50 pt) Alteration Master (Passive, 100 pt)
HEALING (For healing spells)	+10% to spell power / point +20% to heal-other spell power / point +10% to restore-mana spell power / point (wisdom casting only)	Healing Adept (Passive, 25 pt) Healing Expert (Passive, 50 pt) Healing Master (Passive, 100 pt)
CONJURATION (For conjur. spells)	+20% to field damage / point +5% more summoned creatures / point +10% to duration of summoned items / point	Conjuration Adept (Passive, 25 pt) Conjuration Expert (Passive, 50 pt) Conjuration Master (Passive, 100 pt)
DIVINATION (For divin. spells)	+20% to map-reveal spell power / point +20% to duration of telepathy / point -1 to spell creation cost / point	Divination Adept (Passive, 25 pt) Divination Expert (Passive, 50 pt) Divination Master (Passive, 100 pt)

PORTALIS: STATS

	Effects
STRENGTH	+5 to_dam for melee attacks / point +1% to_dam for melee attacks / point +1 to_hit / 2 points Increases carrying capacity Increases number of blows, along with Dexterity
INTELLIGENCE	+10 mana / point 1 extra skill point / 12 points on the average between Intelligence and Wisdom
WISDOM	Increases resistance to hazardous effects 1 extra skill point / 12 points on the average between Intelligence and Wisdom Allows Wisdom casting (higher Wisdom levels yield better casting results)
DEXTERITY	+5 to_dam for ranged attacks / point +1% to_dam for ranged attacks / point +10 to_hit / point +1 to_ac / 2 points Increases number of blows, along with Strength
CONSTITUTION	+15 hit points / point +1% chance to recover from stun and paralyze / point
CHARISMA	+5 to_hit for friendly monsters / point (above 5 points only) Enhances monster's melee and magical attacks Reduces prices in stores

PORTRALIS: RACES

	Bonuses	Penalties
HUMAN	+1 skill point / 3 experience levels +25% to Intelligence +25% to Charisma +25% to Alchemy, Crafting and Leadership skills	- None -
HALF-ELF	+10% to Wisdom +10% to Dexterity +10% to Bow, Agility and Spellcraft skills +25% to Martial Arts skill	-10% to Strength -10% to Constitution
ELF	+25% to Wisdom +25% to Dexterity +25% to Bow, Agility and Spellcraft skills	-25% to Strength -25% to Constitution
DWARF	+25% to Strength +33% to Constitution +25% to Axe and Defense skills +50% to Crafting skill	-25% to Wisdom -25% to Charisma -25% to Agility and Spellcraft skills -1 to speed
GNOME	+25% to Intelligence +10% to Constitution +25% to Spellcraft skill +50% to Alchemy skill	-25% to Strength -25% to Dexterity -25% to Agility skill
KOBOLD	+25% to Dexterity +25% to Crossbow, Agility, Stealth and Leadership skills +50% to Poison-based attacks 75% resistance to Poison	-33% to Strength -33% to Constitution -33% to Charisma
DEVLING	+25% to Dexterity +25% to Polearms and Leadership skills +100% to Agility skill 25% resistance to Fire and Darkness	-33% to Strength -33% to Constitution 25% weakness to Light
CELESTIAL	+25% to Wisdom +25% to Charisma +25% to Light-based attacks 25% resistance to Electricity and Wind 100% resistance to Light Already knows the "Light" effect	100% weakness to Darkness
DEMON	+25% to Intelligence +25% to Charisma +25% to Darkness-based attacks 25% resistance to Fire and Cold 100% resistance to Darkness Already knows the "Darkness" effect	100% weakness to Light
ZULGOR	+100% to Strength +25% to Chaos-based attacks 100% resistance to Chaos Already knows the "Chaos" effect	Weapons lose durability quickly Every non-physical attack (brands, rods, spells, etc.) turns into Chaos
MONSTER	(Depends on monster type) Access to three passive abilities: Improved Attack, Defense, and Magic	(Depends on monster type)

PORTRALIS: BASIC CLASSES

	Effects	Special Abilities
WARRIOR	+25% to Strength +25% to Constitution -20% to maximum mana	Spin Attack, Strength, Increased Life, Battle Skill, Accurate Strike, Hardiness, War Cry, Counter Attack, Leaping Spin, Weapon Mastery
FIGHTER	+33% to Strength -25% to Wisdom +25% to Constitution -50% to maximum mana	Sheer Power, Defensive Fighting, Taunt, Critical Hits, Unarmed Fighting, Fighter's Accuracy, Defensive Power, Throw, Extreme Strike, Fighting Mastery
MAGE	-25% to Strength +25% to Intelligence	Mana Boost, Force Field, Magic Missile, Spell Absorption, Slow Down, Mirror Images, Damage Curse, Drain Object, Stone To Gold, Animated Knight
PRIEST	+25% to Wisdom	Heal, Turn Undead, Divine Blood, Mace Of Heaven, Dark Prayer, Holy Might, Harm, Improved Wisdom Casting, Divine Armor, Godly Wrath
ROGUE	+25% to Dexterity +25% to Agility skill +25% to Stealth skill	Hide In Shadows, Backstabbing, Dexterity, Thievery, Evasion, Poison Weapon, Gas Trap, Poison Trap, Spike Trap, Rogue Mastery
RANGER	+17% to Strength +25% to Dexterity +17% to Constitution	Wilderness Lore, Forestry, Entangle, Animal Empathy, Call Animal, Warp On Trees, Weapon Finesse, Thorned Vines, Sleep Pollen, Force Of Nature
PALADIN	+20% to Strength +20% to Wisdom +20% to Constitution +25% to Charisma Resistant to Fear	Divine Strength, Holy Bolt, Aura Of Life, Smite Evil, Blade Of Purity, Resist Impure, Feat Of Faith, Retrograde Darkness, Shining Armor, Word Of Peace
MONK	+25% to Strength +25% to Wisdom +25% to Constitution +25% to Agility skill +25% to Martial Arts skill -25% to all melee weapon skills Immune to Paralysis	Unarmored Combat, Spin Kick, Hard Kick, Grappling Throw, Wisdom, Ki Punch, One With Body And Mind, Monk Speed, High Somersault, Martial Arts Mastery
ARCHER	+25% to Dexterity	Accurate Shots, Called Shot, Piercing Shots, Chain Shot, Burning Shots, Venomous Shots, Multiple Arrows, Charged Bolt, Knocking Pebbles, Marksmanship

PORTALIS: ADVANCED CLASSES

	Effects	Special Abilities
HIGH MAGE Mage level 5 Intelligence: 40	-25% to Strength +50% to Intelligence	Increased Mana, Magic Blood, Return Magic, Archmage Spirit, Counter Spell, Empower Spells, School Focus (Elemental, Alteration, Conjunction), Spell Mastery
ELEMENTAL LORD Warrior level 3 Strength: 20 Intelligence: 10	+25% Strength +25% Intelligence +25% Constitution	<Element> Ball, <Element> Strike, Shield Of <Element>, Fist Of <Element>, Piercing Spells: <Element>, Aura Of <Element>, Explosive Throw, Wave Of <Element>, Absorb Elemental Energy, Mastery Of <Element>
MONSTER MAGE Intelligence: 10 Constitution: 10	+25% to Intelligence +25% to Constitution	Monster Magic, Morphing Abilities, Constitution, Monstrous Leadership, Monstrous Martial Arts, Dominate Monster, Monstrous Defense, Monstrous Wave, Monstrous Brutality, Monstrous Life Force
DEFENDER Warrior level 3 Strength: 20 Constitution: 20	+33% to Strength +33% to Constitution Bonus to_ac = 2 * experience level Resistant to Fear and Confusion Immune to Paralysis	Heavy Armored Defense, Iron Skin, Shield Bash, Shield Fighting, Block Magic, Great Guard, Armored Health, Defensive Strike, Boomerang Shield, Murderous Defense
JUSTICE WARRIOR Paladin level 5 Strength: 20 Wisdom: 20 Charisma: 20	+25% to Strength +25% to Wisdom +25% to Constitution +33% to Charisma Resistant to Light, Experience Draining and Fear Sustained Wisdom and Charisma Emits light	Shatter Evil, Angelic Voice, Aura Of Evil Repulsing, Bless Weapon, School Focus: Healing, Sacred Light, Slay Evil, Angelic Call, Protection From Evil, Light Of Life
HIGH MONK Monk level 10 Strength: 40 Wisdom: 40 Constitution: 40	+33% to Strength +33% to Wisdom +33% to Constitution +33% to Agility skill +33% to Martial Arts skill -33% to all melee weapon skills + 1 to speed / 10 experience levels Resistant to Confusion and Fear Sustained Strength, Wisdom and Constitution	Energy Spin, Ki Blast, Arms Crush, Energy Punch, Legs Breaking Throw, Disabling Blows, Energize Self, Dual Wave Fist, Gather Power, Legendary Agility
SOUL GUARDIAN Wisdom: 20 Charisma: 10	-33% to Strength +33% to Wisdom -25% to Constitution +33% to Charisma Resistant to Confusion and Fear Immune to Experience Draining Sustained Wisdom and Charisma	Soul Power, Simulacrum, Soul Bind, Sealing Light, Soul Energize, Soul Guide, Soul Strike, Soul Shield, Soul Guard, Wrath Of Souls
SHADOW STALKER Rogue level 3 Dexterity: 30 Stealth skill: 40	+33% to Dexterity +33% to Agility skill +33% to Stealth skill Sustained Dexterity	Stealth Attack, Displacement, Shadow Cloak, Shadow Ball, Shadow Run, Shadow Phase, Dark Mist, One With Shadows, Shadow Magic, Storm Of Shadow Edges