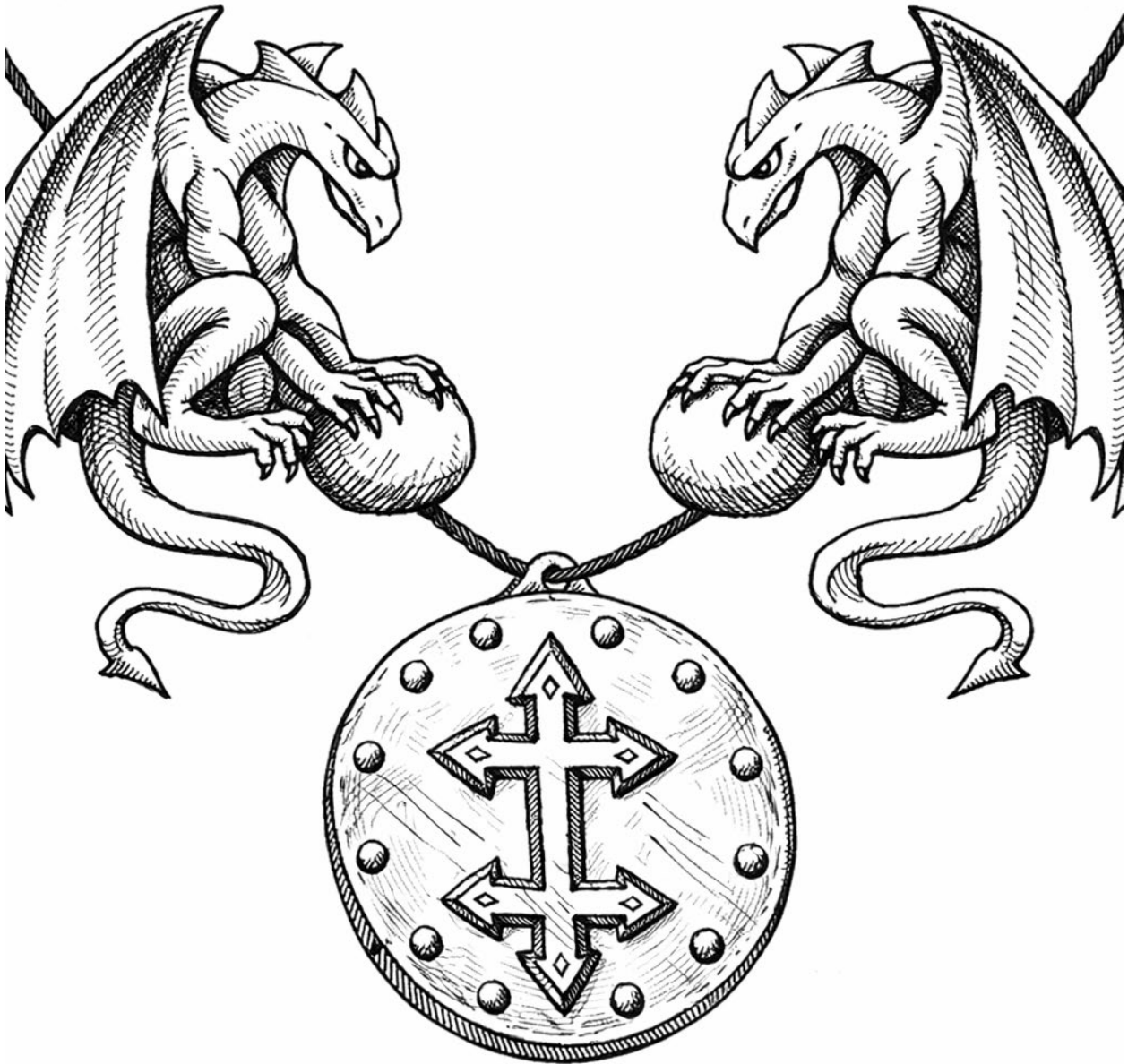


# Vampyr

## The Talisman of Invocation



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# Chapter 1

## Getting Started

Requirements:       EGA video adapter w/ 256K & 640x200x16 res.  
                              At least 256K of system memory.  
                              12 MHz for optimum performance (optional).

Welcome to *Vampyr: The Talisman of Invocation*, an adventure game set in the world of Quilnor. Here, the monsters are very nasty, the merchants very stingy, and the citizens are just a bit crazy. You, as an adventurer, must travel throughout this world to save all these creatures from a certain destruction. It might appear to be a typical task on the surface, but be assured, it's not an easy one.

To start the game, run VAMPYR.EXE. There are two parameters that can be used on the command line:

S - No sound.

Q - Skip the opening screen entirely and go straight to the game.

For example, type "vampyr s q" at the DOS prompt to start *Vampyr* right away and without sound.

## Credits

Special thanks to everyone who has given Brian and Victor ideas, help, and support for the game. Couldn't have done it without ya!

Programmers: Brian Weston, Victor Shao

World Creation: Alex Moffett

Basic Design: Erik Naylor

Graphic Artist and Game Designer: Brian Weston

Music and Sound: Victor Shao

Documentation: Victor Shao

Beta-testing   Dana Krupa

## Chapter 2

### The Land

#### The Story Begins...

In the beginning of time, there was only darkness. Nothing exists, except for the gods, Brian and Victor, and a demigod, Unk, who resided in Heaven. On one particular day, Brian and Victor decided to build a world and populate it with living creatures for their own pleasure. This world, named Quilnor later on, was built to absolute perfection. All the creatures lived happily and peacefully on it. The intelligent races, the humans, elves, dwarves, and corantirs, built cities and towns to suit their needs. It was at this time that the demigod became jealous of the greater gods' creation, and decided that perhaps Quilnor should not be that perfect after all. He created evil beasts and monsters to ravage the land, to make it less peaceful and for the righteous creatures to suffer. In the First War, Good and Evil clashed for the first time. Masses of good and evil creatures were killed. When the two gods saw the chaos, they stripped Unk of all his power and banished him from Heaven. The gods turned him into a regular mortal; to make him feel the pain and suffering he inflicted on others. Unk did truly suffer. He felt what it was like to be a mortal, so powerless and so weak, and his hatred for the gods grew stronger every day. He began to absorb himself on the study of dark magic in hopes of avenging the gods. One day, his obsession finally consumed him. He became something sinister and wicked.

Nevertheless, he achieved his goal of becoming an immortal once again. With his newly-found power, Unk and his minions devastated Quilnor. Large forests were turned into clearings, cities turned into ruins, and naturally, people died in countless numbers. The survivors gave Unk a new name: Vampyr the Evil. The gods, upon seeing the cataclysm caused by Vampyr, fought him one on one in the Immortal War. For several days, Quilnor shook and shuddered under the power of the opposing forces. At the end, the gods triumphed. However, they were not able to completely destroy Vampyr, so therefore, they entrapped him in a catacomb buried somewhere deep under the soil of Quilnor. Time passed. Civilizations sprouted back to life once again.

Approximately two hundred years later, a group of evil clerics searched throughout Quilnor in hopes of finding their master and resurrecting him back to life. They succeeded. They located the tomb of Vampyr. A large castle was built around the area to serve as a temple and also to house the evil clerics who dedicated themselves for the summoning. Ultimately, the summoning took place. However, something went wrong during the ritual. A huge explosion bathed the castle in flames and killed all the evil clerics involved in the summoning. No one really knew what happened, but it was widely rumored that somehow Brian and Victor

interfered with the spell casting at the final crucial moment. Quilnor was thus spared from the wrath of Vampyr.

It is now a hundred and fifty years later. Quilnor is once again a prosperous world, even more so than before Vampyr ravaged the land. The six major cities of Quilnor, Balinar, Trocines, Maninox, Rendyr, Zachul, and Myron are again bustling with activities. The humans established a monarchy, with King Tevon currently sitting on the throne. King Tevon is a just and competent king, and Quilnor as a whole has much to thank him for its prosperity. One day, you, a beginning adventurer, saw a proclamation posted in Balinar saying that His Majesty needed an adventurer to perform a duty for him. After a brief period of consideration (10 seconds), you set off for the King's castles.



## Towns

There are many different towns and other structures in Quilnor. Some of them are described below:

- Balinar: Being the closest town to the King's castle, Balinar is perhaps the busiest city in Quilnor. This is the favorite spot for adventurers who wish to learn the latest happenings in the world.
- Maninox: Maninox is known to be a pirates' hangout. So naturally, it is famous for its pub. The transport shop in Maninox provides passage to Balinar on a daily basis.
- Myron: Being completely surrounded by water, Myron's survival depends solely on its trades with Rendyr and Balinar. As a result, Myron's transport shop is the most famous throughout the land.
- Rendyr: It is widely accepted that Rendyr's inn is the most lavish and luxurious in Quilnor. Its transport shop provided passage to the island city of Zachul.
- Trocines: Trocines has the biggest weapon shop in Quilnor. Its transport shop provides passage to Myron.
- Zachul: Being situated on a desolated island, Zachul's survival depends on its trade of armory with Rendyr. Consequently, Zachul became known to have the best armors in the world.

- King's castle: This is where His Majesty resides. The castle is situated right next to the town of Balinar.

There are other various structures in Vampyr. However, it is up to the player to locate them.

## Shops

For game purposes, there are six different shops in Vampyr. All six do not necessarily appear in all the towns, and each shop is essentially unique.

- Armory (ARM): An armory deals in the buys and sells of armors.
- Inn (INN): An inn provides the player with a night of sleep, a chance to recover from battle and fatigue without encountering any monsters. The player's life and magic are increased consequently.
- Pub (PUB): A pub is a place to talk to different people and gather information. The player's popularity with the people there would greatly increase if he buys them a round of drinks.
- Transport (TNP): A transport provides the player with transportation to other cities.
- Training (TRN): A training arena trains the player in different areas of expertise as he gains experience points. The player receives the following each time he trains:
  - 45 skill points to distribute among the nine skills (use +, -, and RETURN)
  - Life points (5-8 + constitution bonus)
  - Magic points (2-4 + mental strength bonus)
  - There is a slight chance that one of the player's abilities would be increased by one.
- Weaponry (WPN): A weaponry deals in the buys and sells of weapons.

## Monsters

Unk had much imagination when he created his abominations and, later, put evil into the minds of men. Below is a list of the depraved creatures who crave the taste of adventurers' blood. They are given a difficulty level, with 3 being the strongest and 1 the weakest.

- Banshee (3): Ghosts that just want to bother the living. Their ability to become

transparent at will can prove to be quite frustrating for adventurers who wish to hit them.

- Barbarian (2): These wild souls are unpredictable. Some of them are friendly and seasoned adventurers, while others, perhaps because of the influence of Unk, are murderous rogues.
- Bats (1): Bats are bats.
- Conqueror Worm (2): An oversized earthworm. They are hideous to look at. One may also find their eating habits thoroughly nauseating. However, their ability to regenerate is something to be fearful about.
- Cyclop (2): A cousin to the giants, cyclops are also big and stocky. Their main distinction is the fact that they only have one eye. However, in combat, that eye's aim is almost always true.
- Evil Cleric (3): The followers of Dalagash. They are highly trained in their priesthood, and so it takes much experience to overcome them. Their skill at casting magic missile can be quite deadly, too.
- Giant (3): Giants are very large and strong by nature. However, they are extremely dull-witted. In fact, their sparse population can be attributed by it.
- Giant Spider (1): Man-sized spiders that are black all-round.
- Goblin (1): These small creatures bear an amazing resemblance to a corantir. However, they are much uglier. They do not have much intelligence, and therefore, they are almost always in disorder during battles and wars.
- Green Slime (1): These creatures have an appearance of a thick green glue that has the ability to move. They only appear in dark and sullen places. They are easy to destroy, but their ability to dissolve metallic armors strike fear into the hearts of many brave adventurers.
- Minotaur (3): A very big and strong humanoid with a bull's head. These creatures are very fierce and cruel fighters.
- Orc (2): Orcs bear a resemblance to goblins. However, they are more intelligent and



therefore more organized in combat.

- Rust Monster (3): These magical creatures somewhat resemble a cross between a cockroach and a scorpion. However, they are much deadlier. Their ability to disintegrate, or "rust" metallic armor for food has left many adventurers defenseless.
- Skeleton (1): A typical set of bones from a humanoid that have been magically enchanted to come back to life.
- Thief (2): Depraved souls who make a living by stealing off others. They are usually adequately trained in their work.
- Treant (2): Treants resemble big trees. However, their clawed limbs give away their true nature.
- Troll (2): These are large and very hideous humanoids. Their ability to regenerate lost body-parts can cause adventurers some frustrating moments.
- Vampire (3): Incredibly dangerous undead creatures. Their touch can chill the souls of the hardiest adventurers.
- Wolf (1): Wolves are simply wolves. With the help of Unk, their appetite for adventurers have increased.
- Zombie (1): These undead creatures are somewhat more powerful than skeletons, since they have a bit of flesh clinging to their bones.

# Chapter 3

## The Player

### Ability Scores

Each character has six ability scores that range from 3 to 20. These scores describe the physical prowess of a character.

- **Strength:** This ability measures how strong a character is physically. It affects how well a character can fight and climb walls and fences.
- **Mental Strength:** This ability measures the intelligence and wisdom of a character. A character with higher mental strength has better perception and is able to cast spells more successfully. Bonus magic points are also given to a character with high mental strength.
- **Dexterity:** This ability measures the manual dexterity of a character. It is widely used. A character with high dexterity can perform better at fighting, parrying, picking lock, and picking pockets.
- **Constitution:** This ability measures the overall health of a character. A character with high constitution gains additional life during training.
- **Charisma:** Charisma measures how well a character look physically and how well he interacts with others. This ability affects many things indirectly, for example, merchants tend to go easier on characters with greater charisma. However, it affects the player's expertise at picking pockets directly.
- **Luck:** Luck is an all-around ability. Almost all the game functions are affected by luck. A lucky character can generally do everything better.

### Skills

Skill is a relative term to describe how well trained a character is in certain fields. It ranges from 1 to 100. There are nine skills in *Vampyr*, each belonging to one of the three basic categories: fighting, magic, and thieving. When a character is first created, he gets 180 points to distribute among the nine skills. For every level the character gains, he gets 45 more points to distribute. All the skills are described below:

- **Fighting Attack:** This skill determines how well a character fights. In other words, as this skill increases, the character has a greater chance of hitting his enemies in combat.
- **Fighting Defense:** This skill measures the ability of a character to defend himself in combat. As the character gains points in this skill, he can avoid more of his enemies' mundane attacks.

- **Magical Offensive:** This skill determines the aptness in which a character can cast an offensive spell during combat. As this skill increases, the character's concentration while casting a spell is less easily broken by his enemies and the casting speed is also improved. As a result, the character's spell has a greater chance of functioning.
- **Magical Defensive:** This skill serves two functions. First, it determines a character's resistance to magic. The higher the skill, the harder it is for an enemy spell to harm the character. Second, it determines how well the character can cast defensive spells. Defensive spells generally have a greater chance of working since they are cast on the player, instead of his enemies.
- **Magical Miscellaneous:** This skill determines how well a character can cast miscellaneous spells. These spells are non-combat related.
- **Thief Lock Picking:** This skill determines the ability of a character to pick locks. Proficiency in this skill gives the character a greater chance of succeeding in picking locks and not being discovered.
- **Thief Climbing:** This skill determines the ability of a character to climb city walls and fences. The character has a greater chance of succeeding and not breaking his back as he gains this skill.
- **Thief Stealing:** This skill determines how well a character can pick pockets in towns. Proficiency in this skill gives the character a greater chance of picking the townspeople's pockets and not being caught by the guards.
- **Thief Perception:** This skill serves two functions. First, it gives the character the ability to notice monsters coming on the land before they actually appear. This can be very useful for beginning adventurers who wish to run from powerful monsters. Second, it gives the character the ability to notice secret doors as they pass them. The higher the skill, the more proficient the character is in those abilities.

## The Rest

**Name :** The player's name. It must be 15 characters or less.

**Race:** A character can belong to either one of the four civilized races in Quilnor.

- **Corantirs:** Corantirs are a race of short and skinny thieves. They are known for their stealth, and for their ability to create trouble. Their survival depends on how many pockets they pick each day.
- **Dwarves:** Dwarves are a race of stocky but short people. They know their crafts and their cunning fighting abilities.
- **Elves:** Elves are a race of Human-like people who generally live in the forests. They are scrawny and long-lived, and have blonde hair and blue eyes.

- **Humans:** Humans are the dominant race in Quilnor. Other than that, they are just like you and me.

Because each race is different, their abilities also vary. Below is a table which lists the ability modifiers for each race:

RACE	MODIFIERS
Corantirs	+2 Dexterity, +1 Luck, -2 Strength, -1 Mental Strength
Dwarves	+2 Strength, +1 Constitution, -1 Dexterity, -1 Charisma
Elves	+2 Mental Strength, +1 Charisma, -2 Constitution, -1 Strength
Humans	None

Race Modifiers

**Level:** A relative measure of how powerful a character is. The highest level a character can reach is 15. Below is a table listing the amount of experience points needed to reach each level:

LEVELS	XP	LEVELS
1	0	6
2	300	7
3	900	8
4	1,800	9
5	2,900	10
4,200	11	13,500
5,600	12	16,500
7,200	13	20,000
9,000	14	24,000
11,000	15	28,000

Experience Per Level

**Life:** The amount of damage a character can sustain before dying.

**Gold:** The amount of gold pieces the character is carrying. A maximum of 9999 gold pieces can be carried at one time.

**Experience (XP):** A relative measure of how experienced a character is.

**Magic:** The amount of spell points that a character has.

**Weapon:** The current weapon that the character is using.

**Armor:** The current armor that the character is wearing.

**Backpack:** For game purposes, it is assumed that the backpack contains all the essential survival items like rations and water. The backpack can also hold up to five weapons. However, the backpack does not have room for an extra suit of armor.

## Creating a Character

To create a new character:

- Use the [C]reate a New Player option from the main menu.
- Enter the character's name.
- Enter the character's race (Corantir, Dwarf, Elf, or Human).
- The new character's ability scores, life, magic, and starting gold pieces will be automatically determined.

If the character is kept at this point, the skills distribution screen would come up. Distribute the 180 starting skill points in the nine different skill areas. Use the plus (+) to increase the skill, or the minus (-) to decrease it, use the enter key to move to the next skill. This will continue until all the starting skill points are used.

## Chapter 4

### Game Play

This chapter is a guide to all the information necessary for playing *Vampyr*.

#### Main Commands

**(A)ttack:** Attack a living creature that is adjacent to the character. A direction must be indicated with the cursor keys after pressing A.

**(C)limb:** Climb fences or scale over outer walls of certain structures. The outer wall is defined as the wall that is keeping the player from exiting a structure. Fences are the wooden obstacles in towns. Notice that climbing fences is much easier to do than scaling walls. After pressing C, a direction must be indicated. A successful attempt would allow the player to overcome the obstacle, while a failed attempt means that the player fell and from one to four life points are taken away. There are a couple of limitations to the climb command.

- Notice that not all of the outer walls are climbable. For example, a shop might be set up in the corner of a certain town and its walls would block access to the city wall.
- Dungeon walls cannot be climbed.
- A player may climb castles, but only on the top level and only on one of the four towers at each corner of the castle.

**(E)nter:** Enter a structure. The player must be standing on top of a structure.

**(G)et:** Get the contents of a chest that is adjacent to the character.

**(I)nspect:** Inspect the character's weapons and armor to see what condition they are in. There are seven levels of conditions. Ranging from best to worst, they are Super, Excellent, Good, Average, Fair, Poor, Very bad.

**(K)limb:** Climb up or down staircases.

**(L)ook:** This command serves two functions. First, signs that are adjacent to the character can be read. Second, the player can look at other creatures and receive the following information:

- Name of the creature.
- The number of creatures.
- Type of weapon and armor each one is using.

**(M)agic:** Cast a miscellaneous magical spell. Refer to the chapter Magic for more information.

**(O)ld Game:** Reload the old saved game.

**(P)ick Pockets:** This function only works in towns and the King's castle. In other places, the player would be too busy just surviving. From 1 to 72 gold pieces are rewarded to the player for each successful attempt. However, use this command with caution. A secession of failures might attract attention to the player and cause the guards to chase him.

**(Q)uit:** Quit Vampyr.

**(R)est:** Make camp and rest. Notice that this command only works on land. With each rest, the player gains more Life and Magic. Be warned that monsters can still move or attack while the player sleeps.

**(S)ave:** Save the game. This function only works on land.

**(T)alk:** Talk to other living creatures. It is advised that the player go around Quilinor and talk to different people. This is the best way to gather information. Notice that some creatures would reply, while others would ignore the player in their battle rage or in daydreaming about what a nice meal he would make.

**(U)nlock:** Pick a locked door. A successful attempt would turn the locked door into an open door, to allow passage for the player. However, use this command with caution. Someone just might see the player trying to pick a lock and call the guards.

**(Z)tats:** This command serves two functions. First, a list would come up showing the player's skills and the equipment in this backpack. Second, the player can switch the weapon that he is currently using with one from the backpack or simply drop something from it.

**Cursor Keys:** Moving the character around and indicating a direction in many of the commands.

**Enter/Return:** Skip a turn.

**Ctrl-C:** Clear the text window.

**Ctrl-P:** Turn on/off perception check. This command turns on/off the player's ability to detect oncoming monsters on land. It is not recommended for beginning adventurers to set this to off.

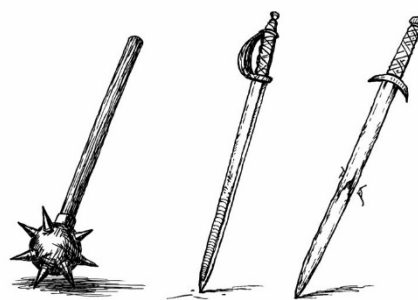
**Ctrl-S:** Turn on/off sound.

## Weapons

Weapons are divided into two categories. Melee weapons are used exclusively for hand-to-hand combat. Only the creatures adjacent to the player are affected by them. Missile weapons, on the other hand, can harm creatures far away from the player. However, missile weapons can

generally deal less damage than melee weapons. For game purposes, missile weapons could only be fired horizontally or vertically.

Weapons have their own lifespans. They can only be used in so many battles before crumbling away. The duration is determined by the weapon itself (e.g. 2H swords last longer than daggers) and what type of armor the character's enemies are wearing. As a rule, Magical weapons last much longer than their mundane counterparts.



The character's weapons are sold for different prices depending on their conditions.

WEAPON	DAMAGE
Hands	1-2
Dagger	1-4
Staff	1-5
Club	2-5
Axe	1-6
Mace	2-6
Morning Star	2-8
Long Sword	2-10
2-Handed Sword	3-15
Sling	1-4
Bow	1-6

Weapons

Any weapons marked with a plus sign (+) means that it is magical. A magical weapon can find its target more easily and cause more damage.

Plus	To-Hit Bonus	Damage Bonus
+1	+3%	+4
+2	+6%	+7
+3	+9%	+10

Magical Weapon Bonus

"To-Hit Bonus" indicates the bonus to-hit in percentage. For example, a character using a +3 weapon has a 9 percent better chance of hitting a foe than with a normal weapon.

"Damage Bonus" indicates the additional damage that the magical weapon will be inflicted.

## Armors

Armors are the player's primary defense against physical damage. They keep the player's limbs intact.

Armor can only be dented so many times before falling apart. The duration is determined by the armor itself (e.g. full plates last longer than clothes) and the foes' weapons and the damage they deal. Magical armors last much longer than non-magical ones.

The character's armor is sold for different prices depending on its condition.

ARMOR	PROTECTION
Nude	0%
Cloth	3%
Padded	6%
Leather	10%
Studded	13%
Ring Mail	17%
Scale Mail	20%
Chain Mail	25%
Splint Mail	30%
Plate Mail	33%
Full Plate	35%

Armors

"Protection" is measured in percentage. For example, a character wearing full plate is 35% less likely to be hit than a nude character.

Any armor marked with a plus sign (+) means that it is magical. A magical armor can provide more protection for the wearer than its counterparts.

PLUS	PROTECTION BONUS
+1	+4%
+2	+8%
+3	+12%

Magical Armor Bonus

"Protection Bonus" is the addition protection the wearer receives on top of the normal protection that type of armor will give. (e.g. A full plate mail + 3 has a protection value of  $35\%+12\%=48\%$ )

# Chapter 5

## Combat

Combat plays a very big part in *Vampyr*. It allows the character to gain experience, and as a result, the character becomes more and more powerful. This chapter describes the combat system.

### Combat Commands

**(C)ast:** Cast an offensive or defensive magic spell. Refer to the chapter Magic for more information.

**(F)ire:** Fire a missile from a bow or sling weapon. The player will then be asked to indicate a direction with the cursor keys. Afterwards, a missile will be discharged in the direction given until it hits something or until it flies off the battlefield.



**(S)wap:** Swap the weapon currently keys serve two functions. First, they let the character move around on the battlefield. Second, if the character, equipped with a melee weapon, moves in the direction of a monster that is adjacent to him, an attack is made on the monster.

**Enter/Return:** Skip a turn.

**Ctrl-C:** Clear the text window.

### The System

The combat is consisted of three windows. The biggest window, the one on the left, is called the battlefield. All the fighting takes place there. The window on the top right portion of the screen is called the status window. It shows the vital statistics of the character such as life and magic. The last window is called the message window. It displays what is happening as the battle goes on.

The time system in combat is measured by turns. Using a command or moving the character once with the cursor keys uses up one turn. The player's adversaries can likewise do the same within a turn.

The player's opponents in combat can either be attacking or fleeing at one time. Attacking is much more common, where all the monsters are trying to overcome the player. Fleeing occurs only if a scare spell is successfully cast on the foes or the monsters are already fleeing when the

player attacks them. In the fleeing mode, the player's enemies would scatter themselves all over the battlefield in an attempt to escape.

Anytime during combat, the character can run from his foes by moving off the battlefield. A message would appear, asking if running from combat is desired. If so, then combat is exited and the main screen returns. Notice that if the monsters are in attacking mode, they would chase the character.

If all the player's adversaries are killed, the player can loot the bodies of the dead for treasure. Three types of items could be picked up:

Gold pieces.

Weapons. The player can put all the weapons that he finds in his backpack, providing that there is room. The quality of the weapons is listed.

Armors. The players can take off the suit of armor that he is currently wearing and put on one of his dead foe's. The quality of the armor is listed.

Notice that monsters with very low intelligence, such as bats and wolves, do not carry any type of treasure whatsoever.

## Chapter 6

### Magic

The magic system in *Vampyr* is unique. There are three types of magic: offensive, defensive, and miscellaneous. Each requires a different skill and talent to cast. Offensive spells have that sole purpose of harming others. Defensive spells protect the spell-caster from his enemies by various means. Miscellaneous spells are the ones that don't belong to either of the first two categories. Offensive and defensive spells are combat-only, while miscellaneous spells are non-combat only.

The effectiveness of the spells cast by the character is determined by different factors, depending on the magic category.

**Offensive:** The character's offensive magic skill, mental strength, and the monster's magic resistance and fighting ability.

**Defensive:** The character's defensive magic skill, mental strength, and the monster's fighting ability.

**Miscellaneous:** The character's miscellaneous magic skill and mental strength.

The monster's fighting is involved in the first two categories because a smart, if not powerful, adversary would not just stand there while a spell is being cast to harm them.

The player does not receive the full experience points for killing creatures with an offensive spell.

Any active spells (refer to the tables below) would fade as soon as another spell is cast.

#### Offensive Spells

If an enemy makes its saving throw against an offensive spell, he takes 1/3 the normal damage. In the case of Enemy Disintegration, nothing would happen.

**Burning Hands:** The spell-caster's hands become burning hot. They can sear one creature that is adjacent to the player for 4-7 points of damage.

OFFENSIVE SPELL	MAGIC
Burning Hands	3
Enemy Disintegration	16
Fireball	10
Lightning Bolt	13
Magic Missile	6

**Enemy Disintegration:** The most powerful of all offensive spells, it has the ability to simply wipe out the spell-caster's foes. The number of enemies that can be disintegrated at the same time depends on how many hit points they have and how powerful the character is.

**Fireball:** A blast of scorching hot fire becomes available for the spell-caster to direct at one of his enemies. It causes 24-33 points of damage. Notice that fireballs can only be fired horizontally or vertically, and they detonate upon the first foe they hit.

**Lightning Bolt:** A streak of lightning goes in a direction the spell-caster indicates. It causes 14-24 points of damage to any number of creatures within its path.

**Magic Missile:** A streak of dancing light is delivered in an indicated direction. Upon striking an enemy, it causes 6-12 points of damage.

## Defensive Spells

Defensive active spells can still remain active even after combat.

**Confusion:** After this spell is cast on the spell-caster, any monster that looks at him would become confused. They would become berserk, attacking or running at random. This spell lasts for 15 turns.

DEFENSIVE SPELL	MAGIC
Confusion*	8
Iron Skin*	10
Scare	3
Shield*	6
Spell Protection*	4
Time Delay*	15

**Iron Skin:** This spell is a more powerful form of Shield. It turns the spell-caster's skin into iron-hard for 40 turns. His defensive fighting skill is increased dramatically as a result.

**Scare:** This spell changes the spell-caster's appearance to make him look like his enemies' worse nightmare. Any creature who doesn't see through this illusion would run for its life.

**Shield:** This spell materializes a magical shield in front of the spell-caster. As a result, his defensive fighting skill is increased. It lasts for 80 turns.

**Spell Protection:** Upon uttering the last syllables of this spell, the spell-caster's defensive magic skill is increased, so he could protect himself against magical attacks better. This spell lasts for 80 turns.

**Time Delay:** Time ceases to have meaning for the spell-caster for eight turns. He can do whatever he wishes on the battlefield while his enemies remain motionless.



## Miscellaneous Spells

**Cure Critical Wound:** The spell-caster is healed for 25-40 life points.

**Cure Light Wound:** The spell-caster is healed for 10-20 life points.

**Exit to Land:** This spell transports the character from the depths of a dungeon back to the surface world of Quilnor.

**Heroism:** Great physical prowess is temporarily bestowed upon the character. He can fight with his enemies much more efficiently and effectively. This spell lasts for 100 turns.

**Mystical Boost:** The character's ability to cast spells is improved after this spell is cast. It lasts for 100 turns.

**Wizard Eye:** After this spell is cast, obstacles such as mountains and brick walls no longer obstruct the spell-caster's view. It lasts for 100 turns.

MISCELLANEOUS SPELL
Exit to Land
Heroism*
Mystical Boost*
Wizard Eye*