DEATHLORD

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Emperor's Exhortation

Once, my kingdom knew peace. Now it only knows evil. Renegade forces have infested my realm, destroying Kodan's second largest city. Their provocations continue unabated, threatening the safety of my people and making travel unsafe in many parts of my kingdom.

They approach the seat of my power, lurking insolently in the catacombs under my castle. At the head of the devilry is an outcast wizard. Plans to dispatch him have failed, as he has set up magical barriers that have befuddled even my most experienced scouting parties.

As the ninth Emperor of the Kingdom of Kodan, I call upon you, brave adventurers, to seek out the source of this living malice and restore calm and civility to Kodan. For your success, I promise these riches: 100,000 pieces of gold and choice southern lands for each member of your party. Beyond these, you will bring honor to your family name, a name which will be repeated through the centuries with great reverence.

Whether you are driven by ancestral duty or adventurous desire, go forth with fortune in your future. Be diligent in your journey. Gird yourself for battle, recover from the setbacks that may befall you, and above all, pleasure in the nobility of your cause. Remember, he who fights and dies is honored, but he who fights and lives is honored *and* rewarded.

Emperor Nakamoto

Greetings from the Deathlord

Stupid adventurers! Your weak party is not enough to stop even my most slack-spined drone. I would encourage you to stay in the security of your little homes, but I thrive on misery and dread. Your futile quest to stop me is sure to yield just that. Even if you defeat my lowly pawn, you still must answer to me, face to face.

Should you insist on pursuing this fatal course, I offer these clues: seven words, six items, and your ineptitude prevent us from meeting.

Go now. And prepare to embrace your Emperor in my hell.

YOUR GOAL

Your goal in Deathlord is to identify and defeat the source of evil loose in the world of Lorn. If you succeed, you'll earn the gratitude of the Emperor of Kodan and his promised reward. To do this, you need to collect clues and articles. You also need to build up your party, gathering strength and knowledge to help you accomplish your aims.

DEATHLORD

GETTING STARTED

Follow the instructions on the Command Summary Card to start Deathlord. The card also includes keystroke commands and instructions for using disk utilities.

CREATING A PARTY

Assembling an effective party of adventurers is crucial for success. Each party can have from one to six members.

Preset Party

When you start Deathlord for the first time, six adventurers await your command. If you're an inexperienced player, you may want to use them to sample Deathlord before you send your newly-crafted characters into the lap of a demon. Once you're familiar with how Deathlord works and know the types of adventurers you want, you can replace them. Even if you're an experienced player, you can use this party to get an idea of the scope of the game.

CREATING NEW CHARACTERS

When you create new characters, you choose such things as race, class, alignment, and sex (See below for complete details). As you assemble your group of adventurers, be sure that each character complements the party. A proper mix of warriors and magic-bearers makes a well-rounded party that has the option of using muscles or magic. Add a thief to pick a lock or two, and the party could have the gratitude of the Emperor in no time.

Races

The first step in creating a character is to pick from one of the eight races.

Human — Humans are hardy and strong, which, incidentally, makes them the predominant race in Lorn. Of all the races, only Humans can be a member of any class.

Toshi — Toshis are intelligent, which makes them good magic users. They may be physically weak, but they've got long lives.

Nintoshi — The Nintoshi is a hybrid of Human and Toshi, being smarter than the stronger than the latter. They excel in almost any class.

Kobito — This dour, durable race has magnificent stamina. Although they aren't large, they are strong and tough. Kobitos prefer to avoid the magic arts since they have a tough time casting spells. They're best as fighters or thieves.

Gnome	The Gnome is like the Kobito but has a greater respect for nature and is more social. Gnomes also like to use magic, with Genkai high on class potential.
Obake	The Obake is a darker and dumber version of the Toshi. Tiny and nimble, they make fine thieves and assassins.
Troll	These homely humanoids are strong but fairly slow-witted for spell casting. Senshi is the best class for them, but if truly desired, you can make a Troll a Shisai.
Ogre	A hybrid species of Human and Troll, the Ogre is stronger than the Human and brighter than the Troll. They're usually fighters and thieves, but can also become decent Shisais.

Attributes

All characters have seven mental and physical attributes, each ranging from a value of 3 to 21. While values are distributed randomly, you have a measure of control over each character's values when you create your party. During the course of play, a character's attributes will rise and fall as events occur.

Strength (STR)	The amount of damage your character can inflict on an opponent during combat. You'll want to make your fighting character strong.
Constitution (CON)	Your character's health and, ultimately, his or her ability to survive. A character with a higher Constitution is tougher to kill.
Size (SIZ)	Fighters tend to be large while magic-users are small. Big characters are better at smashing down doors and doing other things where greater mass is an advantage.
Intelligence (INT)	A character's mental capacity. High Intelligence for magic users improves their spellcasting abilities and lets them recover Power faster.
Dexterity (DEX)	Agility and nimbleness. High Dexterity helps your character avoid hits and land the first blow during combat. Dexterity is also important to thieves for success in picking locks, avoiding traps, and stealing merchandise.
Charisma (CHA)	Your character's physical beauty and persuasive abilities, which can affect transactions or negotiations.

Power (POW) — A character's magical aptitude. It's important to spellcasters since Power determines the number of spells that they can cast. Power is consumed on a one-to-one ratio (i.e. a 4th level spell costs 4 power points).

Classes

The classes you get to choose from depend on the character's race and attributes, as shown on page 7.

Ansatsusha — These assassins are better fighters than the Yakuza and also have a greater selection of weapons. They possess limited thieving abilities.

Senshi — The ultimate mercenaries, Senshi hire out to any mission that pays well. The combat-hungry Senshi can wear any armor and use any weapon.

Genkai — The Genkai confuses and befuddles opponents with a variety of illusions. Their numbers are fewer than the Mahotsukai.

Kichigai — Come battle time, Kichigais go into a frenzy which gives them great strength, but leaves them prone to attacks from opponents. Like the Yabanjin, they avoid heavy, restrictive armor.

Kishi — These noble warriors are dedicated to the principles of honor, justice, and order. They also enjoy casting a Shisai spell or two.

Kosaku — The peasant Kosakus are the untouchables of the realm — mainly because nobody would care to touch them.

Mahotsukai — This rare class is highly respected. They may be weak fighters, but they have a variety of potent spells to neutralize and slay opponents.

Ninja — The Ninjas are specialists in hand-to-hand combat, as befits a secret order. They also aren't too bad with conventional weapons.

Ronin — Ronins are corrupt brutes who look out only for themselves. They enjoy a kicking, gouging fight where they can employ dirty tricks. A patron deity supplies the evil Ronin with a few Shisai spells.

Ryoshi — This solitary class of scouts and trackers is skilled with all types of weapons, although they favor bows and axes. For maximum

mobility, they should wear light armor. Ryoshi enjoy working with Shizen orders.

Samurai — Another honorable order, the Samurai takes pride in his or her fighting technique. Samurais reach their skill peak with special weapons of honor.

Shisai — Shisai of different lands share common rituals and spells. They use medium-weight armor and smooth weapons, and can cast many curative and protective spells.

Shizen — A secretive class, Shizens like the outdoors, drawing from nature to cast spells. Metal armor cuts their casting power, so they usually don leather armor.

Shukenja — These disciples of holiness resemble Ninjas in makeup, but train for enlightenment and not assassination. Less skilled than the Ninja in combat, the Shukenja compensates with some spell-casting abilities.

Yabanjin — Northern and primitive to the core, Yabanjin are instinctive survivalists and tough in a fight. What they lack in technique, they make up for in sheer meanness. Yabanjin shun heavy armor.

Yakuza — The cunning Yakuza is best at lockpicking and trap-neutralizing and not so good at fighting. For extracurricular activities, the Yakuza enjoys stealing from merchants.

Alignment

In most cases, there are three alignments to choose from: good, neutral or evil. Alignment has some bearing on what characters can be put together in a group. Characters who are innately good or evil will have their alignments assigned automatically.

Sex

The character's sex has little bearing on his or her abilities to carry out a task. Female fighters are just as capable of handing a dragon its head as male fighters.

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Options Charts

The following charts contain information that will help you create your characters.

Character Classes

CLASS	TYPE	ARMOR	MAX # OF WEAPONS*	HIT POINTS
Senshi	Fighter	3	3	10
Kishi	Fighter	3	3	8
Ryoshi	Fighter	2	3	9
Yabanjin	Fighter	1	3	12
Kichigai	Fighter	2	3	11
Samurai	Fighter	3	3	9
Ronin	Fighter	3	3	8
Yakuza	Thief	1	2	6
Ansatsusha	Thief	1	3	6
Ninja	Thief	0	2	7
Shukenja	Thief	0	2	5
Shisai	Priest	2	1	8
Shizen	Priest	2	1	8
Mahotsukai	Wizard	0	0	4
Genkai	Wizard	0	0	4
Kosaku	Peasant	1	2	6

* A character can have a maximum of three weapons: a missile weapon, a hand weapon, or open hands

Minimum Statistics Required

CLASS	STR	CON	SIZ	INT	DEX	CHA	POW
Senshi	11	–	–	–	–	9	–
Kishi	11	13	–	11	–	11	13
Ryoshi	11	13	–	11	–	11	–
Yabanjin	13	13	–	–	–	–	–
Kichigai	13	–	–	–	–	11	–
Samurai	11	11	–	–	–	13	–
Ronin	13	11	–	11	–	11	–
Yakuza	–	–	–	–	–	13	–
Ansatsusha	11	–	–	–	–	13	–
Ninja	11	13	–	–	–	15	–
Shukenja	11	13	–	11	–	13	–
Shisai	–	–	–	11	–	9	–
Shizen	–	–	–	11	–	9	11
Mahotsukai	–	–	–	11	–	9	–
Genkai	–	–	–	11	–	9	–
Kosaku	–	–	–	–	–	–	–

Class Availability

CLASS	HUMAN	TOSHI	NINTOSHI	KOBITO	GNOME	OBAKE	TROLL	OGRE
Senshi	yes	yes	yes	yes	yes	yes	yes	yes
Kishi	yes	yes	yes	no	no	no	no	no
Ryoshi	yes	yes	yes	no	no	no	no	no
Yabanjin	yes	no	yes	yes	yes	yes	yes	yes
Kichigai	yes	no	yes	yes	yes	yes	yes	yes
Samurai	yes	yes	yes	no	no	yes	no	yes
Ronin	yes	yes	yes	yes	yes	yes	yes	yes
Yakuza	yes	yes	yes	yes	yes	yes	yes	yes
Ansatsusha	yes	yes	yes	yes	yes	yes	yes	yes
Ninja	yes	yes	yes	no	no	yes	no	no
Shukenja	yes	yes	yes	no	no	no	no	no
Shisai	yes	yes	yes	yes	yes	yes	yes	yes
Shizen	yes	yes	yes	yes	yes	yes	no	yes
Mahotsukai	yes	yes	yes	no	no	no	no	no
Genkai	yes	yes	yes	no	yes	no	no	no
Kosaku	yes	yes	yes	yes	yes	yes	yes	yes

Racial Statistic Ranges

CLASS	STR	CON	SIZ	INT	POW	DEX	CHA
Human	03-18	03-18	08-18	03-18	03-18	03-18	03-18
Toshi	03-13	03-13	03-12	08-19	08-19	07-18	08-19
Nintoshi	03-15	03-15	05-14	06-18	06-18	05-18	05-18
Kobito	08-19	08-19	03-08	03-16	03-16	03-16	03-16
Gnome	05-18	08-18	03-06	03-17	06-18	03-16	03-17
Obake	03-15	03-16	03-07	03-14	08-20	03-14	03-18
Troll	11-21	11-20	13-21	03-11	03-13	03-10	03-12
Ogre	08-19	08-19	11-19	03-13	03-13	03-12	03-14

ONSCREEN ACTIVITY

When you're done creating your characters and enter the world of Lorn, you'll see a screen full of information. The upper right box shows the time, and the sun and moon cycles. Underneath that box is your group's name.

The center right box lists the names of those in your party in their roster order. Beneath that is the nature of your location (i.e. indoor or outdoor). If you're engaged in combat, this area tells you what type of enemy your opponent is and how many there are.

The bottom right box shows information related to the commands you choose. If you're in the midst of a fight, it shows attacks made by you and your opponent. To change the speed at which the messages scroll by, use the ":" command to change the time lag.

The bottom left box displays the commands you choose. The remaining area of the screen is the arena of your adventure.

Statistics

During the course of play, you can examine your character's attributes and the items he or she possesses. Enter the number that represents the character's order in the party. (If you hit <Return> without selecting a number, you'll see the party leader's statistics.) First you'll see a general description of the character. Press <Return> (or the space bar) to see the seven attributes. Press <Return> again and you'll see the character's possessions. (If he or she has no possessions, you'll bypass this screen.) Press <Return> one last time to see the listing for armor, gold, torches, and food. The maximum values for these four items are: armor = 10, gold = 10,000, torches = 10, and food = 100.

Party Leader

To make playing a little easier, you designate a party leader who automatically performs all actions. The party leader is the one whose name is highlighted on the roster. You can change it by pressing "N" and then the number of the character you want to be the new leader. Having a party leader doesn't mean that the fate of the group lies in the hands of one, because you can override the party leader and have any character perform any action at any time.

Let's say you want a lock picked. There's two ways to do it. 1) Press "P" for Pick Lock and then enter a direction that the attempt will be made. The party leader automatically picks the lock since you didn't designate a character to do it. 2) Press "P," enter a character number from 1 to 6, and then enter the direction that the attempt will be made. The character you chose does the work in this case.

COMBAT

Combat is inevitable when you meet the monsters that ply the highways and byways of Deathlord. You needn't fear combat, provided your warriors are well-equipped with armor and weapons and your offensive spellcasters are ready.

Warriors are your best attackers and least vulnerable to monster-inflicted damage. Magic users, on the other hand, are most vulnerable but can protect themselves with defensive spells. Retreating is a good way to shield weaker party members. Negotiating is an

option with some monsters, though others will dismiss entreaties with carnivorous disdain. Sometimes it's wisest to have individuals retreat or have the entire party flee.

Getting bloodied a few times gives you insight about the strengths of different monsters. It's a general rule that the serious foe is neutralized by a combination of repeated warrior attacks and weighty magician's spells, while the lightweights may fall under the force of a single spell or a few solid hits. Successful combat has its benefits. You can reap much in money and armor. You can gain experience. You can live to see a new day. The bigger the kill, the bigger the reward.

Weapons and Armor

You can buy the following items in various weapons shop. When a character buys armor, he or she automatically wears it. If the character is already wearing armor, he or she is forced to drop it unless it's first given to someone else. The table shows what class of characters can use which weapons and armor. Magical items are not listed.

Weapons Table

CLASS	ARMOR	SHIELD	MISC ARMOR	WEAPONS*
Senshi	any	any	any	01
Kishi	any	any	any	01
Ryoshi	haramakido	any	any	01
Yabanjin	harame-do	any	any	01
Kichigai	haramakido	any	any	01
Samurai	harame-do	any	any	02
Ronin	any	any	any	01
Yakuza	harame-do	none	gloves	03
Ansatsusha	harame-do	none	gloves	03
Ninja	cloak	none	gloves	04
Shukenja	cloak	none	gloves	03
Shisai	ring mail	medium	jingasa	05
Shizen	harame-do	medium	jingasa	05
Mahotsukai	cloak	none	gloves	06
Genkai	cloak	none	gloves	06
Kosaku	harame-do	none	gloves	03

*Weapons:

01) Tanto, bo staff, jo stick, sai, masakari, glaive, naginata, sling, light bow, crossbow, heavy bow, great bow

02) Tanto, bo staff, jo stick, sai, masakari, glaive, naginata, wakizashi, katana, sling, light bow, crossbow, heavy bow, great bow

03) Tanto, bo staff, sai, light bow, crossbow

04) Tanto, bo staff, sai, nunchaku, light bow, crossbow, shuriken

05) Jo stick, sling

06) Tanto, bo staff

The shields come in small, medium, or large. Miscellaneous armor includes gloves, jingasa, gauntlet, and kabuto.

Weapons and Armor Glossary:

ITEM	DESCRIPTION
Bo staff	Walking staff
Do-maru	Full body armor
Glaive	Staff with long, curved blade
Hara-ate	Chest plate
Haramakido	Near full body armor
Harame-do	Studded leather
Jingasa	Open helm
Jo stick	Short fighting staff
Kabuto	Great helm
Katana	Long Samurai sword
Masakari	Heavy battle ax
Naginata	Staff with cleaver
Nunchaku	Two chain-connected blunt clubs
Sai	Long prong flanked by two shorter prongs (a pair)
Shuriken	Throwing stars
Tanto	Dagger
Wakizashi	Short Samurai sword
Yoroi	Full body armor over chain mail

Healing

Your characters can expect to be injured in combat or from trying to force entry into certain areas. Time usually heals these wounds, but certain spellcasters can hurry the process along with curative spells. If spellcasters lose too much power, they may temporarily lose their ability to use certain spells.

The more exotic forms of damage, like poison and disease, require more than rest to overcome. Sometimes it takes a spell. Other times a drink from a magical spring is the cure. There also are a number of temples throughout Lorn offering healing services — with a proper donation, of course.

Life after Death

Death is not necessarily the end. For those unfortunate ones who die in the early stages of the game, resurrections are offered in a number of temples and religious establishments for a fee. For those more experienced, there are high level spells which restore life. There are also rumors of items which possess great magical power that can bring back the dead.

Should the same deadly fate befall the entire party, the game stops. Remove the scenario disk, insert the boot disk, and reboot the computer. You can then disband the characters using the *Character Options* and use another character (who's alive) to resurrect them.

Another option, although not the most honorable, is to copy the characters from the last backup disk you made of your group. A final alternative is to assemble an entirely new group of characters and head out anew.

Experience

Gold and armor have their material charms, but experience is just as valuable to your character. The more combats you enter and the more monsters you attack, the more experience you'll gain. And as you gain more experience, you become more capable of handling the next mess you get into. Sorry, but fleeing from combat or negotiating with monsters won't give you experience.

Another important aspect of experience is that the more you acquire, the closer you get to advancing another level. The higher your level, the more powerful and effective you are in your role. Fighters fight better, thieves thieve better, and spellcasters cast more powerful spells. When a character has amassed enough experience points to advance a level, you'll see a plus (+) next to the character's name. All the character has to do is find a training center and pay a fee to advance a level. (This fee is necessary to cover expenses such as supplies, training costs, spell books, religious articles, etc.)

GETTING AROUND

Money

The monetary system in Lorn is based on the gold piece, or GP. You can buy the goods, services, and information that you need with gold pieces.

Equipment

You'll come across many pieces of equipment, some mundane, some magical. A few items are relics of exceptional power which the character must accumulate in order to solve the game. Some equipment can't be used by certain individuals. A character can carry only one each of the following items: a hand weapon (like a sword), a missile weapon (like a bow), armor, a shield, miscellaneous armor, miscellaneous item (like a lock pick or holy symbol), jewelry, and a scroll.

Time

Time passes at about one Deathlord hour for every five real minutes. The more actions you perform, the faster time passes. (You can expedite matters by pressing the *space bar* repeatedly.) At about 6:00 p.m. the sun begins to set. When the sun goes down and darkness dims your way, you can either camp out for the night or light a torch and keep going. Sunrise begins at about 4:00 a.m.

Maps

As your party moves through the many dungeons, caverns, and labyrinths, you can map their movements so your characters don't have this nagging sense of deja vu. Dungeons are laid out one screen block per one graph paper block, with each dungeon layer fitting on a single sheet of standard 8x11 sheet of graph paper. Look at your maps with a critical

adventurer's eye. You may notice an unmarked area in an otherwise packed map. Could that be the stairs to a lower level? Or you'll notice something unusual about a corridor. A hidden room, perhaps?

A word about teleporters. A quick blink of the screen combined with the fact that you're somewhere entirely different or not getting anywhere at all suggests that you've been teleported. For instance, you may be walking down a corridor that never seems to end. In fact, you may be getting repeatedly teleported a few steps back in the corridor, so you're trekking the same path over and over. As soon as you catch on to the fact you've been teleported, correct your map, if necessary.

Areas

The world of Lorn possesses a variety of climatic zones. The temperate regions have forests, plains, and swamps. The arid regions are made up of desert sands and scrub. The frozen regions to the north have tundra, frozen marshes, and some forests.

To travel between these varied continents, you'll need to sail the great seas. You'll find ports where you can engage the services of a friendly ship in exchange for some gold. An alternative is to forcibly engage the services of an unfriendly ship by attacking it. Seafarers be advised — oceans are especially dangerous places.

Buildings and Places

Certain buildings and places in Lorn hold clues and items vital to your quest. The more you investigate, the more you'll find.

Castles	The only known castle belongs to Emperor Nakamoto in Kodan. Rumor is that another strongly fortified castle exists on an uncharted island east of Kodan.
Cities	Most commerce happens in the cities and the prices are usually lower here than in other areas.
Dungeons	These labyrinthed caverns and natural catacombs can be found in any region. Look for a cave mouth or grotto, take a deep breath, and enter.
Fortresses	These fortified strongholds guard mountain passes from invasion.
Pyramids	These buildings in the great southern deserts house long-dead kings and are protected by powerful curses on the living.

Ruins	The remnants of a town, city or village may house ferocious monsters or precious treasures and valuable clues.
Temples	Found in remotes areas, these places are set up by non-human cults. Caution is advised around temples.
Towers	Towers are inhabited by Wizards and Necromancers of ill repute who chose to remove themselves from society in order to perform ghastly experiments and rituals.
Towns	These are smaller settlements than cities. While mostly residential, there are shops for the wandering traveler to restock his or her dwindling supplies. Be sure to talk to the townsfolk for the latest kingdom gossip.
Village	These peasant communities can offer food and lodging to the weary adventurer. Some are rumored to offer much more...

Objects

Knowing the following common items can help you in your quest.

OBJECT	QUALITIES
Acid	Burns living characters
Arkhan's Wall	Magic wall that saps strength of those who try to pass through
Boat	Water transportation
Bush/Tree	Hides party
Chest	Store coins and equipment
Chute	Drops characters into a lower level of the dungeon
Coffer	Holds valuable treasures
Coffin/Sarcophagus	Holds rare treasures and undead terrors
Darkness	Light-consuming void
Door	Must open or smash to pass through
False Door	Does not open
Fire	Provides light or deters intruders
Illusory Wall	Looks like normal wall but can be passed through
Illusory Object	Deceives characters
Mausoleum	Houses the dead (and maybe undead)
Pit Trap	Concealed pit possibly spiked; can be climbed out of
Pool	May contain good or bad magic

Portcullis	Iron gates preventing passage; can be raised with force
Rakhammon's Curtain	Magic curtain of force that gives powerful electrical jolt to those who pass through. May be passed through only with a special item.
Secret Door	Hides doorways
Sign	Warns adventurers or offers a clue
Signpost	Advertises something
Sinkhole	Dumps adventurers to lower level of dungeon
Stairway	Allows ascent and descent
Swamp	Contains unsavory predators; may be contaminated
Teleporter	Transports adventurers to other part or level of dungeon
Urn	Holds money and treasures
Water	Most safe to drink

COMMANDS

You can use the following commands almost anywhere. In most commands, the program assumes that the party leader is performing the action unless you indicate that another character will act by entering his or her roster number.

A	*Attack*	Press this key and a direction to initiate combat. During combat, just press "A" to return attack.
B	*Board/ Disembark*	This command either helps your party leave land for a waiting (and friendly) ship or disembarks them onto dry land. Follow up the command with a direction.
B	*Break camp*	This removes your party from a pitched camp.
C	*Cast*	This puts your character into a spell-casting mode. You'll be queried for a character number and then a spell name, which you must type in full. You can also press <Shift>and"?"simultaneously to get a list of the spells that character can use. Next to the word "cast" you'll see a value for Power. The more spells you cast, the lower it gets. You can't cast certain spells unless you have enough Power.

D	*Drop E/F/G/T*	Enter "D" and then the letter of the type of item you want dropped (E = equipment, F = food, G = gold, T = torches). Once you drop something, it's gone for good; you can't change your mind and pick it back up.
E	*Enter*	Press "E" and a direction key to pass through something. An area doesn't have to be visible to be enterable.
F	*Search*	Press "F" and then enter a direction to search the area for traps, secret doors, or anything unusual.
F	*Flee*	Use this if you'd like your party to make a run for it. The sooner you use this command during combat, the better your chances are that you'll get to flee.
G	*Get item*	This command opens chests, coffins, and coffers, removes money from urns, and steals from a merchant's counter. Press "G" and then a direction.
H	*Hide*	Hide may (or may not) successfully hide the party from monsters. While hiding, any new actions will reveal the party and their position.
I	*North*	Use this to move your party up one space.
J	*West*	Moves your party one space left.
K	*East*	Moves your party one space right.
L	*Light Torch*	Type "L" and any character's roster number. If the character you choose has a torch, he or she will light it.
M	*South*	This moves the party one space down.
N	*New Leader*	Type "N" followed by a character's roster number to establish a new party leader. His or her shape now represents the party.
N	*Negotiate*	Lets a character negotiate with a monster. Can range from offering food to unabashed pleading. The monster may leave, ask for money and then leave, or ask for money and still attack.
O	*Orate*	To communicate with a character outside the party, press "O" and a direction key. (This is a great way to pick up clues for play.) At the prompt "Type", enter one of the following options.

B) *Buy* purchases merchandise in a shop.
S) *Sell* sells excess or unwanted items in a shop.
C) *Chat* stimulates casual conversation with someone.
T) *Talk* attempts to get information from someone.
I) *Inquire* causes "Re" (short for "regarding") to appear; type in the subject of interest to get specific information.
OG) *Offer Gold* offers a sum of money to someone who says "Pay up".
OI) *Offer Item* offers a piece of equipment or an item to someone.

A character stays in the oratory mode until your press Return without entering information or press Esc.

P *Pick Lock* — Enter "P" and then a direction to have a character (with the right tools) try to pick a lock.

Ctrl-P *Pitch Camp* — This lets you camp for 1 to 24 hours. Time goes faster when you pitch camp, enabling your characters to recover Hit points and Power quicker. Use this also to wait out the night hours. But don't sleep too soundly — you can still be attacked while you camp.

Q *Saving Game* — Use this to save your game at any time except during combat (You should stick out your battles for experience, anyway).

R *Read* — Press "R" followed by a direction key to read a sign.

R *Retreat* — Moves the character whose turn it is to the back of the group on the next round. Good for injured characters.

S *Smash* — Press "S" and a direction to have your character try to smash against a surface (like a door). There's a damage penalty for failure.

S *Skip* — Causes the current character, and those after him or her, to skip their attacks. Handy if your spellcasters (grouped together at the end of the roster) need a rest but the fighters want to keep battling. In this case, press "S" when you get to the spellcasters.

T *Give E/F/G/T* — This lets you pass an item. Type "T" and then the letter of the kind of item you want to pass (E = equipment, F = food, G = gold, T = torch). You're then asked who's getting the item and who's giving it. Remember, you can only hold so much, so if you transfer something to someone who already carries a full load, he or she will automatically drop an item.

U	*Use*	Press "U" and return. Then type in the number of the character whom you want to use something. Next, you'll get a list of items that are available for use. Choose a piece of equipment with the arrow keys. A number after an item name indicates the number of charges it has. Double asterisks (**) after a name mean that its use is unlimited.
V	*View*	Follow view with a direction to get information on the adjacent object or character.
W	*Ready Weapons*	Select "W" and then the letter of the type of weapon you want to ready (O for open hands, H for hand weapon, and M for missile
X	*Exchange*	Exchange lets characters swap equipment with each other. Press "X", indicate who's getting and who's giving, and then choose a piece of equipment to exchange.
Y	*Yell*	Enter "Y" and then any word that the character wants to say. During your journey, you'll find specials words that the characters will want to yell, sometimes in relation to a spell.
Z	*Drink*	Press "Z", a character number, and a direction to slake a thirst in a dungeon waterhole.
1		Displays statistics for character 1.
2		Displays statistics for character 2.
3		Displays statistics for character 3.
4		Displays statistics for character 4.
5		Displays statistics for character 5.
6		Displays statistics for character 6.
Return		Shows statistics for the party leader.
Esc		Aborts any action started but not completed.
Ctrl-A		Use this to assign macros (up to four). A macro is a string of commands that can be executed by a single key stroke. Type "Ctrl-A" and then assign the macro a number from 1 to 4. Next, enter

the commands you want executed in succession. The comma (,) works as a <Return> within a macro command. For example: "C,NASU," would cause whoever was the party leader to cast a Nasu spell. It would execute as follows: "Cast-1" appears followed by "Name:" and then "NASU". "C3NASU," is the same except that only the third character on the roster will cast the spell. You can have up to 15 characters in a macro string.

Ctrl-S — Toggles the sound on and off.

& — Executes macro 1.

' — Executes macro 2.

(— Executes macro 3.

) — Executes macro 4.

*Reorder* — Use this to change the order of the party characters. Enter "#" followed by a number from 1 to 6. The character is moved to wherever the highlighted box is.

$ *Pool Gold* — This lets you take the gold from other members of the party and add it to the sum of the character indicated (up to his maximum carrying capacity). Any excess remains in the possession of the original character. The character whose name is highlighted will give the gold. Enter "$" followed by the number of the character who will get the gold.

: *Time Lag* — Lets you set the length of the delay between the displaying of information in combat. Enter any value from 0 to 255; the higher the slower.

Space Bar — This key causes the party to wait and do nothing for one move, or forfeit a move in combat.

^ — This helps a character climb out of a pit after he or she has had the misfortune of falling into one.

SPELLS

Each of the four character classes of magic users has a large repertoire of spells. The spells that a magic user can cast depend on his or her level. The following chart shows what level a magic user must be in order to cast any spells at that level or lower.

MAGIC USER'S LEVEL	HIGHEST ACCESSIBLE SPELL LEVEL
1	1
3	2
6	3
10	4
14	5
19	6
24	7

Power is an extremely important aspect of spellcasting. You'll notice that when you press "C", Power appears in brackets next to the word "cast." The more spells you cast, the lower this number gets. Be sure to keep an eye on it; you may need to cast a healing spell worth four Power points, but to your surprise find you only have three points left. Remember, power regenerates with time and rest.

Shisai Spells

The Shisai spells are mostly protective and curative in nature.

Level	Spell	Description
1	*Nasu*	Calls on power of patron diety to repair 1 to 8 hit points of damage on a character, including the caster. Does not cure the dead or petrified, nor will it cure diseases.
	Akari	Causes the air around the caster to give off a pale blue glow. Allows players to see more than a torch would show. Only effective in the still air of dungeons.
	Katai	Provides selected character with protective aura during combat, making him or her harder to hit. Effects are cumulative.
2	*Motu*	Paralyzes 1 to 3 opponents for a time dependent on the caster. Each monster gets a chance to resist the spell.
	Dosoi	Slows effects of poison. Halves hit point loss until poison is neutralized or character dies.
	Tsuiho	Causes undead (ghouls, zombies, skeletons, etc.) in vicinity to flee. Creatures may try to resist the spell's influence. One of the few offensive Shisai spells.
3	*Moakari*	Lights up a larger area than the Akari spell. Works only in still air of dungeons.
	Motunasu	Helps paralysis victim recover limb use. A Shisai who is paralyzed will not be able to cast this spell.

	Onkei	Blesses entire party during combat and endows adventurers with better fighting ability.
4	*Donasu*	Eradicates toxins from recipient's body. Subdues strongest poisons but doesn't restore hit points lost to the venom strike.
	Monasu	Restores from 17 to 32 hits points of damage. Monasu works like Nasu, only better.
	Makatai	Casts a globe of defensive aura around the party, affording them some protection from attack for the duration of the melee.
5	*Hinagu*	Shoots tower of flames into air and burns offending monsters. Potency of spell depends on caster's level.
	Inochi	Restores life — but not vitality — in a slain character. Those restored permanently lose a point of constitution and are restored to one hit point. Success of spell depends on character's Constitution. Try Moinochi if this fails.
	Honasu	Restores from 33 to 64 points to a character. A stronger version of Monasu.
6	*Alnasu*	Most powerful curative spell available. Heals all damage a character has sustained. Top of the Shisai line.
	Kurenza	Blasts all enemies to pieces at the very intonation of the word. Damage inflicted depends on the level of the caster.
	Kaeru	Choose a place that the party can later be transported to in case of danger. Cast the spell and enter any secret word. At any time, use the "Yell" command, type in the secret word, and the party will immediately be transported to the location you previously staked out.
7	*Shinseigo*	Causes enemies to be swallowed by the ground and delivered to Hell's chambers to suffer eternal torment.
	Moinochi	Restores life and vitality to a character, except in cases of petrification. Causes no loss in constitution. Can be repeated if it fails at first.
	Yawarishi	Last chance for a character turned to stone to be turned back to flesh.

Shizen Spells

Like those of the Shisai, the spells available to the Shizen are mainly of a curative or protective nature, but they tend towards the outdoors. The Shizen also have a few more offensive spells they like to use.

Level	Spell	Description
1	*Kusamotsu*	Uses plant life to entwine enemy, holding 1 to 4 monsters fast for warriors to finish off. Works only on grass, bushes or trees.
	Hikakomu	Bathes the opponent in flickering flames for the duration of the melee and gives a character a bonus on his chance to strike the monster.

	Ichihan	Lets Shizen question the stones of the dungeon to determine how far underground the party is. Useful after being teleported.
2	*Kino*	Causes the skin of the recipient to stiffen and become as hard as tree root. This cumulative spell can be cast on anyone.
	Dunasu	Cures 1 to 8 points of damage on any character, including the caster. Does not cure dead or petrified players and does not cure diseases.
	Moya	Raises a thick mist around the party, shielding them while they try to escape combat unscathed. Chance of escaping depends on level of opposing monsters.
3	*Byokinasu*	Cures most illnesses and diseases, including the foul touch of the dreaded mummy. Does not restore lost hit points.
	Konpasu	Helps you find land when you're at sea. "Below" is used only when land is *very* close or if the water below is extremely shallow.
	Yobuzuma	Bolt of lightning streaks down from the heavens and smites enemies. Nasty offensive spell.
4	*Hitate*	Causes the group to become impervious to regular fire and heat. Does not work on magical sources of fire.
	Santate	Protects party from most common types of corrosive liquids. While it doesn't protect against all types of acids, it will reduce damage inflicted.
	Tabemono	Changes vegetation into edible food (a synthetic bread that lasts and lasts). The amount of food created depends on the vegetation the spell's casted on.
5	*Hikabe*	Creates a wall of indigo flames around offending monsters. Damage depends on the caster's level.
	Drunasu	Similar to the lower-level Dunasu spell, except that it heals from 17 to 32 points of damage.
	Jishin	Causes the ground beneath monsters to buckle and split, dropping the less agile ones into the earth, where they will perish.
6	*Hiarashi*	Rolls a giant, billowing cloud of flames from the hands of the caster, scorching any monsters in its path.
	Kyoki	Causes monsters to go insane. Most will wander aimlessly and die, but some, spurred by the madness, fight with greater ferocity.
	Tsukakusu	Lets the party take on the form of the terrain around them so they can walk unseen through the wilds. Creatures are oblivious to their presence.
7	*Konran*	Monsters who fail to resist this spell will stand still and gape stupidly until they are slain.

	Komaru	Point at foe, intone spell, and foe dies instantly. A single-digit assault with an excellent success rate.
	Druinochi	Restores life — and possibly vitality — to a slain character. Those raised will have one Hit point and Constitution will be lowered permanently by one.

Mahotsukai Spells

Mahotsukai are the fighters of the spellcasting bunch. Their spells are wickedly offensive.

Level	Spell	Description
1	*Todo*	Pelts one opponent with small, fiery, red bolts. The number of missiles depend on the caster's level, with four being the maximum.
	Neru	Puts opposing creatures with relatively low levels into deep sleep. Length of sleep depends on caster's level.
	Tate	Shields recipient of spell against enemy blows during combat. Effects are cumulative.
2	*Chikara*	Fills party with a surge of strength to better inflict damage on foes. Effects are cumulative.
	Yowameru	Weakens monsters and reduces the damage that they can inflict on your party during combat. Has cumulative effects.
	Kowa	Strikes fear into the heart of one opponent. If that creature fails to resist, it will flee in blind panic.
3	*Zuma*	Intone spell to cause a sheet of lightning to spread from the caster's outstretched hands, cutting down the opposing ranks.
	Isogu	Living members of the party will have their movements accelerated, enabling them to get in an extra attack in every round of combat.
	Kumo	Creates strands of thick, sticky webs from air and entangles monsters in the area. Holds them fast until they manage to break free.
4	*Hitama*	Ball of rosy flames rise upon casting and then explodes among monsters. Damage depends on the experience level of the caster.
	Ugoku	Sends adventurers fleeing randomly from danger, moving them 1 to 8 squares away. Fails if wall or object is in the square to be landed on.
	Mokowa	Wave of fear sweeps the ranks of the opposing creatures. Those who fail to resist flee in panic, dropping anything that they are carrying.
5	*Dokumo*	Thick, black smoke forms a suffocating cloud around the enemy. Kills all but the strongest.
	Koori	Pummels monster with fist-sized chunks of ice. The severity of the spell depends on the level of the caster.

	Hohyo	Causes the caster and those with him to become transparent for the duration of the melee, making them harder to hit.
6	*Korosu*	When this spell is intoned, those of an unfriendly disposition must resist or are slain instantly.
	Unmei	Lets the caster point a finger at the opponent and speak a word of power to destroy that enemy.
	Arashi	Sweeps the monsters with sheets of blazing blue fire that burns like the fires of hell. Provides a thorough roasting.
7	*Toki*	Freezes opponents in time, rendering them helpless while you escape or move around unhindered.
	Unpan	Escape spell that teleports a party directly up or down in a dungeon, up to four levels.
	Taiyohi	Opens a gate between the sun and offending monsters, raking them with mortifying flames. Most damning.

Genkai Spells

Genkais have a batch of spells that create illusions and are predominately defensive.

Level	Spell	Description
1	*Kiri*	Places a sphere of darkness around the party, helping them to escape unnoticed from enemies.
	Hibana	Showers of scintillating sparks shoot forth from the caster's hand, damaging all those in its path.
	Shoten	Enhances a character's vision during combat, making it easier for the fighter to hit opponents.
2	*Nikko*	Creates brilliant silvery light about caster so party can see better in dungeons. Only works indoors, where the air is calm.
	Nijin	Makes a character blurry and translucent, and harder for creatures to hit during combat.
	Mekura	Fills opponent's mind with roaring sounds and dancing motes of lights. Those who can't resist the spell are impaired and can't effectively fight.
3	*Kawa*	Strikes overwhelming terror into the hearts of 1 to 3 monsters, causing them to flee.
	Nigeru	Pours thick fog around party, obscuring them from view and giving the party a chance to escape.
	Mamotu	Paralyzes any number of creatures and offers a good target for a fighter's solid thrust.
4	*Manijin*	Makes all living members in the party invisible, reducing their chances of getting hit.
	Kakusu	Blends the party in with the environment so they become undetectable. Lasts as long as characters do not move or make noise.

	Geneitodo	Pelts opponent with sheets of phantom missiles. Those who resist suffer less damage.
5	*Meiro*	Spins a ball of colored lights before the monsters, leaving them mesmerized and vulnerable.
	Manigeru	Covers opponent with nausea-inducing grey smoke and loud booming sounds, enabling the party to escape.
	Yujo	Beguiles creatures into seeing adventurers as their friends. Instant enemy impotence.
6	*Uku*	Causes party to enter an "unreal" state that allows them to pass over water as if it were solid ground.
	Makawa	Strikes terror into the hearts and bowels of all opposing monsters. A refined version of Kawa.
	Kotoba	Intone this word of power to blast the life from creatures that the party is fighting. Some opponents may suffer little effect from this spell.
7	*Honigeru*	Creates an illusory duplicate of the party so adventurers can slip away unnoticed. Most monsters are fooled by this spell.
	Yurei	Sends party into dimension of shadows and illusion; creatures see them as acquaintances or cousins.
	Tsukihi	Creates a cascade of blinding silvery fire that engulfs the nemeses with its hungry flames.

CLUES

As you journey from place to place, be sure to collect clues. Mingle with the various individuals you meet in cities and towns: guards, warriors, fellow travellers — even mayors and sultans. Talking and inquiring are your best bets for eliciting clues, though a nice chat never hurt anyone. Some of the folks with key information are really shy; be sure to look in odd corners for these wallflowers.

Signs scattered throughout inhabited and uninhabited areas also provide clues. If you encounter a valuable lead, take out pencil and paper to make a note of it. Try committing it to memory and you may soon forget the game-completing clue.

Clues can give you insight into certain problems, provide a part of a complex phonetic riddle, or even tell you where you can find someone or something.

EMPEROR'S TIPS

- Explore an area thoroughly before moving on to another or you may miss important clues. Search walls for doors and passages.

- If you are first-level, avoid going into the second or third level of the dungeon. Make short forays into the dungeons — and keep the stairway close by.

- When you are low on spell power or hit points, get out of or avoid combat situations. If you assault "one more monster", you may assault your very last monster.

- Diversify your party. Do not encumber yourself with six fighters who are unable to get out of a situation that one magic user could have swiftly resolved with a spell.

- Distribute yourselves strategically within the group. You will not want your Shisai in the front line being disemboweled by a cyclops while the Samurai in the back row is spectating. Only the first three characters can attack or be attacked.

- Conserve your spells. There is no point in wasting a sleep spell on two gremlins when a dozen demons lay in wait around the corner.

- Save the game whenever something good happens to the party. Should you meet an untimely demise, you can recall your hard-earned spoils.

- Do not worry about equipping the entire party right away. Just make sure your fighting front line (first three characters) have weapons at the outset.

- The inhabitants of my kingdom dislike those who initiate attack for the sheer joy of fighting. Avoid killing for fun unless you want to make your questsubstantially harder.

- Return any documents that you find to me. You must also return to me a *very* special object acquired from an important battle if you wish to collect your reward.

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