

Fig.7. Arzina

Fig.3. Salchard

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Fig.4. Melistofele

Fig.2. Mahomet

Fig.1. Asmodeus

A Manual of Instruction



DAEMONSGATE



HOW TO PLAY DAEMONSGATE THE EASY WAY

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WELCOME TO DAEMONSGATE

Six months ago all contact was lost with the ancient kingdom of Elsopea, not something that the rulers of the Civilised Kingdoms worried about too much, for the Elsopeans were a strange race. Since the fall of the Elsopean Empire nearly a thousand years ago the Elsopeans had shunned most contact with humans of the Civilised Kingdoms.

Then suddenly, two months ago, strange reports began to filter in from the small hamlets to the south of your home town, Tormis. It appeared that a large Daemonic army of unknown origin was moving through the Border Peaks from Elsopea, laying waste to everything in its path. The large and experienced army of Tormis threw everything they had against the advancing fiends, but to no avail. Outlying settlements were massacred and razed to the ground, and soon the foul army was stood at the gates of Tormis itself. Appeals to the other cities of the Civilised Kingdoms drew a blank, they wanted the time that the siege of Tormis gave to prepare their own defences.

Alone and without any hope of aide from their neighbours, the beleaguered inhabitants of Tormis were resigned to sit and wait for the inevitable.

It is now two weeks into the siege and you, Captain Gustavus of the Imperial Tormishan Guard, are summoned before the city council, who have hatched a desperate plan to save the city. The ageing elders look tired from long hours of deliberation, it is obvious that whatever they have lined up is their last hope. The chamberlain stands, clears his throat, and begins....



"No one knows why or how this Daemonic Horde appeared, why they have apparently laid waste to the lands of Elsopea or why they are now turning their attention to the Civilised Kingdoms. Your charge Captain Gustavus, is to discover the answers to these questions.

If rumours are to be correct an elderly Elsopean has recently been seen in the vicinity of the Attian City state. The first Elsopean to set foot in the Kingdoms for over a millennia. 'Tis quite likely that this is no coincidence, and that he may have some answers.

Your mission, Captain Gustavus, is to firstly gather a band of willing mercenaries with the intention of finding a way out of this besieged city, no easy task for the Daemons have their perimeter sealed tight. Secondly you are to seek out this Elsopean and find out what, if anything, he knows about this Horde. Thirdly you and your retinue are to act appropriately on upon this information. Speed is of the essence, for although this city can withstand a siege almost indefinitely, the hordes could attack at any time, and our defence cannot withstand a prolonged assault.

The survival of the Civilised Kingdoms is in your hands....."



INTRODUCTION

This manual serves to give you an introduction to playing Daemonsgate. The text is rather verbose, but I recommend you go through it at least once so as to become accustomed to playing the game and avoid needless frustration. There is a command summary guide at the back of this book in case you get stuck, but once you get into the swing of things you should have no trouble in handling the game systems.

INSTALLING THE GAME (PC & COMPATIBLE) INSTALLATION

Insert DISK 1 into your disk drive and run the INSTALL program on that disk.

If no errors occur then the install menu will appear, the options on this menu are -

1. BEGIN INSTALLATION.
2. CHANGE DRIVE. (This allows you to select the drive onto which the game is to be installed, you need a minimum of four megabytes of free space.)
3. CHANGE PATH. (this allows you to put the Daemonsgate directory within other existing directories. The default will put the daemonsgate directory in your root.



Once you have set your Drive and Path to your liking then select BEGIN INSTALLATION. Follow the on screen prompts from here.

CONFIGURATION

The file DGCONFIG should be run before you first play Daemonsgate, and should also be run each time to re-configure your hardware. The file allows selection of:

1. SOUND CARDS.

- 1.1 SOUND BLASTER.
- 1.2 ADLIB.
- 1.3 ROLAND.
- 1.4 INTERNAL BEEPER.

2 SOUND LEVEL.

- 2.1 NONE (recommended in 1.4 selected above!!)
- 2.2 MUSIC ONLY.
- 2.3 SOUND FX.
- 2.4 MUSIC AND SOUND FX.

3 ESCAPE CONFLICTS

This toggles between ON and OFF, when on the player can escape from unimportant conflicts by pressing the ESCAPE key. (Note: This does not work during some important combats.)

4 CONTROL DEVICE.

4.1 KEYBOARD.

4.2 MOUSE.

4.3 JOYSTICK.

USEFUL INFORMATION

The information in this section was put here because it didn't seem to fit anywhere else, it's just random bits of essential information strung together. It may seem a little confusing, especially if you have not read the rest of the manual, but don't worry, it will all make sense.

To exit a screen in DaemonsGate you click on the 'EXIT' menu heading, found in the top left-hand corner of all screens. This takes you to a menu where you can either select another screen to go to, or return to a previous screen you have visited.

All faded commands or menu entries that cannot be highlighted are currently unavailable. This applies both to pull down menus and menus that are permanent on some screens.

Example. you try to enter trading mode while not in a shop, or in a shop that is closed etc.

Any relevant information from the current screen will be displayed in the message box, which sits along the bottom left-hand side of the screen. If a screen does not have a message box then no important information is needed.

The blurb in this manual assumes that you are using a mouse. Keyboard commands are summarised at the back of this booklet, but if you have not got a mouse, you have my sympathies.

At times the text will refer to the 'CURRENT' character. This is the person whose cameo is shown at the bottom right of the land travel or town travel screen. When you perform an action it is the current character who is assumed to be attempting the task.

The game is over if Gustavus dies. He is the leader of the group and the driving motivation behind the quest, without him the adventuring band splits and everyone goes their separate ways. You can recruit up to seven more characters besides Gustavus. These companions can be dismissed from the group at any time.

THE CHARACTER AND THE CHARACTER SHEET

At the start of the game you should take a while to get accustomed to Gustavus' character sheet. This screen is reached via the 'EXIT' menu at the top of the current screen. The character sheet shows a picture of the adventurer (in this case Gustavus), along with various personal details that define his or her abilities



within the game environment of Daemonsgate. First among these abilities, and the most important, are the characteristics that define that person's mental and physical capabilities. These characteristics, and their functions, are:-

STRENGTH: Strength is a representation of a character's raw physical power. Some weapons require a high strength before they can be used. A character with a high strength can inflict more damage with hand to hand weapons.

DEXTERITY: This is a representation of the character's ability to use his or her hands. A high dexterity is useful for dodging and delicate operations, such as lock-picking.

ENDURANCE: Endurance represents a character's reserves of energy. Characters with high endurance tire more slowly than those with a low endurance. A character's maximum fatigue points are equal to a character's endurance.

WOUNDS: Wounds show how much physical punishment a character's body can take. The hit points of a character are based upon the wounds statistic.

IQ : This is a measure of a character's intelligence. IQ influences how many skills a character can possess.

MANA: A character's mana is the amount of magikal energy that the person can channel through his or her body. A character's magik points are based upon mana.



CHARISMA: Charisma represents a character's charm, good looks and how well he or she gets on with other people. A character with a high charisma will have many friends and can make people listen to the things he or she has to say.

REACTIONS: Reactions are a character's speed. People with high reactions can run faster, hit sooner and notice things quicker than those with low reactions.

These statistics never change, unless under the influence of potions that can temporarily enhance the faculties of a character.

Statistics that do change are shown on the three bars next to the cameo box, these show your characters current magik points, fatigue points and hit points.

MAGIK POINTS: Magik points are based upon your character's mana, the higher the mana, the more magik points he or she has. The more magik points a character has, the greater his chances of success when performing a Magikal Ritual.

HIT POINTS: Hit points measure the current state of health of your characters. Hit points are derived from a character's wound statistic. Every time your adventurers receive damage from weapons, magik etc. they lose hit points. When hit points reach zero then the character is dead. Don't worry though, there is a way of resurrecting dead characters in the game, exactly how to do this is up to you to find out. If any of your characters have lost most of

their hit points you will find their effectiveness in combat will be severely reduced. Hit points are regained through medical attention (which is performed at the end of a battle by characters with the appropriate skills and equipment), with potions (which can be administered any time) or through natural healing while resting or sleeping. These last two functions are performed while in the camping screen and are explained in that chapter.

FATIGUE: Fatigue is a measure of how tired your characters are and is derived from their endurance statistic. Fatigue is accumulated during strenuous activities such as combat and travel, the amount depends upon the physical exertion required to do the task. When a significant amount of fatigue is lost your characters becomes tired. If your character reaches zero **FATIGUE** points he or she becomes exhausted, and will be incapable of performing even the simplest action. While travelling you will find that as your party's fatigue is sapped their movement slows. The speed of the movement is tailored to the most fatigued person in your group. Fatigue is regained in the camping section of the game through sleep or rest, again this is explained in the chapter on **CAMPING**.

SKILLS

Lastly on the character sheet are the character's various skills. Skills show expertise in specific fields such as fighting with a sword etc. When recruiting party members from around the land try to get a well-balanced range of skills, you will need a wide selection of talents to crack the secrets of Daemonsgate.

A character in Daemonsgate can possess the following skills:-

THROWN WEAPON : This is the art of throwing offensive weapons such as throwing knives, spears, javelins etc.

FIRST AID : First aid is the skill of patching up wounds quickly. It is similar to the physician skill, but is quicker and heals fewer hit points.

BRAWLING : Brawling is the art of the pugilist, the ability to mess someone up with your bare fists, feet and any other instrument of blunt trauma that comes to hand such as bottles, chair legs, small children etc.

MISSILE WEAPON : Missile weapon skill is the ability to use various types of bows, whether the longbow, short-bow or the powerful Elsopean bow.

ONE HANDED EDGED : One handed edged skill covers the use of all one handed slashing weapons with a sharp edge. This includes weapons from the simple shortsword to the large Bastard Sword, which is about the heaviest weapon a person can wield in one hand.

ONE HANDED CRUSHING : One handed crushing covers weapons that do not have a sharp edge, and rely on heavy mashing capabilities to inconvenience your enemy. This category includes weapons such as Maces, Flails and clubs.

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FORAGING : Foraging is the ability to search for and find various edible herbs and plants in the wilderness.

HUNTING : Hunting is the skill of tracking and trapping animals in the wilderness to provide food.

SURVIVAL : Survival is a measure of a character's 'Wilderness Savvy', a character with a high survival skill knows how to look after him or herself in the great outdoors. Characters with high survival skill know how to pick good routes and pace themselves when travelling and tire slower than 'city folk'.

TWO HANDED EDGED : Two handed edged is the skill of using large bladed weapons that must be held in two hands to be effectively used. Such weapons include the Greataxe, the Claymore and the deadly Flamberge. These things really mess people up, but due to their size and weight can only be used by characters with a high strength.

POLEARMS : Polearms is the skill of using large hafted weapons such as spears, halberds and naginata.

TWO HANDED CRUSHING : This skill covers the use of large blunt weapons that are wielded in two hands. Weapons in this category include things like the great club, the war maul and the morning star. Like two handed edged weapons these are nasty pieces of work, requiring a high strength to effectively use them.

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HAGGLE : Hagggle is the ability to bargain with a merchant to receive a good price in the purchase of goods. A good haggler in your party will save you much money.

PICK LOCKS : Combined with a set of thieves tools this skill gives your characters the ability to open locks, without the use of a key.

PHYSICIAN : This is the ability to patch up a character that has been heavily wounded. Unlike first aid it covers things such as long term care.

TACTICS : Tactics represents a character's ability to plan winning strategies in small unit conflicts such as those found in Daemonsgate. When in computer controlled mode, your characters will use their tactics skill to coordinate the battle.

DAEMON LORE : This is the ability to summon and control Daemons. Characters with this skill can use Daemonology, see the Daemonology chapter.

ELEMENTAL LORE : This is the ability to summon and control elementals. Characters with this skill can use Elementalism, see the Elementalism chapter.

HERB LORE : This is the ability to mix magik herbs into potions. Characters with this skill can use hedge wizardry, see the Hedge wizardry chapter.

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All characters have a rating for each of their skills. This reflects the capabilities of the character in that field. From worst to best these ratings are as follows:-

INEPT
NOVICE.
POOR.
MEDIocre.
AVERAGE.
TRAINED.
GOOD.
EXCELLENT.
ADEPT.
MASTER.

Only a master in a skill can train others, thus characters with this level of expertise can be very useful in your party. Characters skill levels can be improved, albeit slowly, through training and practice. This is done while camped down, and is explained in depth in that chapter.

DISMISSING CHARACTERS

Above the character sheet there is a menu giving you access to commands that allow you to dismiss that character. If he or she is still alive it is assumed that the characters part on good terms. If the character is dead it is assumed that the rest of the group dump his or her body in a ditch.

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TOWN TRAVEL

Town travel is the core section of the game, where most of the interaction with the population of Hestor takes place. It is also your means from getting from A to B

THE TOWN TRAVEL SCREEN

The centre of the town travel screen is dominated by the window onto the game world. Here your group of heroes is represented by the character that stands in the middle of the screen. Other characters in the game world can be seen wandering about you, going about their daily business.

Directly below this screen is the message box, which supplies important information on the game world, characters and events. Next to this is the cameo box which shows your currently selected player character. At the top of the screen is a scrolling bar that displays the approximate time of day. When the moon is in the centre of this indicator it is midnight, and when the sun is in the centre it is midday.

Besides the exit menu that takes you to the other screens of the game there are two special menus specific to town travel.

The first of these menus is 'OBJECTS'. From here you can pick up objects from around the screen, this command is fully explained in the Objects chapter.

The other menu is titled 'DOORS'. Here you have various options with which you can manipulate doors (predictably). Doors that are not locked automatically open when your characters get near

them, others need either keys or must be picked by a skilled thief. The first command on this menu is 'PICK LOCKS'. To pick a lock you need to have a character who has both the skill and possess a set of lock picks.

Locks vary in their difficulty, and occasionally your character may break his or her picks while trying to open a really complex door.

Next on the doors menu is the 'UNLOCK' command. The current character must have the correct key to fit the door.

Last on the menu is the 'LOCK DOOR' command, useful if you have the key to the door and wish to deter snoopers. It is also useful in some of the puzzles later in the game. Note though that you need the correct key to the door you are locking.

MOVING AROUND

Through the use of either the joystick, mouse or cursor keys you can move your characters around the towns, fortresses, villages, and dungeons of Hestor.

THE TIME OF DAY

The time of day is quite important in Daemonsgate. People will be found at different places around town during the day, and shops are generally only open during daylight hours. You can tell the approximate time of day by looking at the scrolling picture of

night and day at the top of the screen.

You can also get a reasonably accurate idea of the time of day by asking people in conversation, but that is covered in the appropriate chapter.

BUILDINGS

To enter or exit a building in Daemonsgate just walk through a door, although some doors may be locked (either for security as with vaults and secret hide outs, or because the owners are absent, as with shops in the middle of the night). Entry to some of these places is still possible but you can either need the right key for the place, or someone skilled in the arts of lock picking.

Doors that will not open and are not described as being locked usually belong to private residences, into which you have no reason to intrude, so entry is not possible.

To go up or down stairs just move onto the staircase and you will be taken to the next floor.

Some locations also have lifts. If there is only one direction (UP or DOWN) that the lift can take you will be automatically transported to the next floor. If the lift has two different directions of travel (UP and DOWN, difficult stuff eh ?) to choose from you will be required to select the direction.

SHOPS

There are many shops to be found around the various settlements of Daemonsgate. From them you can purchase a wide variety of goods, some of which are essential to your quest, some useful, and

others completely useless.

To buy something you first need to be stood either in a shop during opening hours, or by a market stall, again during opening hours, or in a Tavern. Then gently lead your mouse to the EXIT menu, and select the BUY/SELL option. If this is un-selectable then you are not satisfying the conditions mentioned above, so either wait around until some reasonable hour, or find somewhere that is more obviously a shop.

Where to buy and sell will generally be obvious from the description you get when entering a building.

What the shop or market stall buys and sells depends upon its function, with most you will have some idea of this function by the description of the building. With market places the goods on sale depends upon what is on the stall your characters is stood next to.

Some shops are more expensive than others, thus they tend to keep more obscure and dearer items in stock.

Once you have selected BUY/SELL the screen will fade out and is replaced with the trading screen, described below.

At the top of this screen you will find the name and cameo of your currently selected character. Anything he or she buys goes into that characters inventory, and he or she can only sell things from his or her inventory.

Below this is a scrolling box which displays either what is for sale or what your character has to sell to the shopkeeper. Which of these is displayed depends on whether you select BUY or SELL from the menu next to the characters name.

The bottom right hand corner of the screen shows how much gold

and copper your character has available.

Below the cameo is another menu with 'ACCEPT', 'REJECT' and 'HAGGLE' available to the player. At the bottom of the screen is the message box. When buying or selling you first choose the relevant object and then the shopkeeper names a price. Three commands now become available to you, 'ACCEPT', 'REJECT' or 'HAGGLE'. Accept and Reject are self explanatory. If you wish to Haggle then the shopkeeper will either offer a new price or make a stand at the current one. The ability to haggle on prices depends upon your current character's CHARISMA and HAGGLING skill. A failure at haggling sometimes means that the shopkeeper becomes offended, and you will not be able to haggle in that shop for the rest of the day.

When an item is bought, it is placed in the current character's backpack. See the chapter on objects for more information about this.

RESTING IN TOWNS

In towns and the wilderness, your party cannot just camp anywhere and rest. Instead you must first purchase lodgings at an inn. This is done by buying them as you would any object from the trading screen. Once purchased lodgings entitle you to six hours of camp activities in the current inn or hostel. Just return to the town travel screen and select the 'CAMP' option from the EXIT menu. (If you are unable to select camping then it may be because you are not in the inn or hostel where you bought the lodgings, they are not transferable.)



LEAVING TOWN

Once you reach the edge of a settlement or location you will be asked if you wish to leave town, answering yes usually takes you onto the land travel screen, unless the exit leads to an adjoining settlement or location. Sometimes you may be asked this when you are nowhere near the edge of town, do not panic, you have found a way into one of the many secret locations in the game!

OBJECTS, THEIR USE ABUSE AND FUNCTION

There are many objects to find in Daemonsgate. Most of these are useful for one thing or another. Objects can be distinguished from town travel background scenery by their black border, but if you are unsure then try using the 'PICK UP' command from the object menu. If you are unable to pick up an object, try getting closer to it. If there is more than one object in the vicinity then you need to select PICK UP for each individual item.

Once in a character's possession an object is transferred into his or her backpack, this is shown on the INVENTORY SCREEN:-

THE INVENTORY SCREEN

To enter the Inventory screen of the current character go to the EXIT menu and choose 'INVENTORY', obvious really.



Once in the inventory screen, you can click with your left mouse button on one of the body locations on the picture of the warrior. This brings up the inventory for that area in the top inventory box. Likewise clicking on a location with the right mouse button brings up the inventory of that location in the bottom box. Two inventory boxes are needed when performing functions like 'USE'.

The areas that can be pulled up into the menu are as follows:-

BACKPACK: The Backpack can store up to thirty-two items.

RIGHT HAND: This hand is usually used to hold your weapons, as all characters are assumed to be right-handed.

BELT: The character can tuck one item here.

BELT POUCH: This is the character's money bag. Clicking on this area will show how many gold pieces and how many copper pieces he or she is carrying.

QUIVER: This is where the character stores ammunition for his or her missile weapon.

HEAD: The head is merely an armour location, objects other than head armour cannot be placed here.

CHEST: As for head but only chest armour can be placed here.

ARMS: As for head but only arm armour can be placed here.

LEGS: As for head but only leg armour can be placed here.

The cameo box near the centre of the screen does not show the character whose inventory is being examined. (This is shown by the name above the picture of the warrior) Rather this box is used for people whom you wish to use items on or give items to. The



cameos are cycled through by clicking the right mouse button on them. You can also select important non-player-characters that are in sight of your characters in this box. This allows objects to be given to these people.

Finally there are the commands, six of them, each performing an important function which is summarised below :-

1) **USE** - This command is an order from your character to perform a specific function with an object. This depends upon the object but will be fairly obvious. ie. using a potion will cause the character to drink it. An object can be used in one of four ways, these are:-

a) They are necessary for some game function such as hitting things, spell components etc. and cannot be directly used in the inventory screen. This constitutes a large part of the game objects.

b) The object can simply be used without a target, for example a Daemon amulet, which when used will release a Daemon. (Only if there is one bound in there in the first place).

c) The object has to be used on a person. This includes things like potions. Select use, select the object to be used and then cycle through the cameos with the right mouse button until the required persons face is there, and then select that face with the left mouse button. The object will be used on that person.

d) The object can be used on another object. This is quite rare, but is used in some of the game puzzles.

2) **GET COMMAND** - Selecting this command and then selecting an object will put that object in your character's right hand. If there is already an object in his or her right hand then it will be dropped at



your current location. This is faster than swapping and is mainly of use in combat where speed is essential.

3) **SWAP COMMAND** - Swaps two objects between locations in your characters inventory.

4) **DROP COMMAND** - Drops object selected onto the characters location. **BEWARE** - If performed in land travel or combat then the object you drop will be lost.

5) **GIVE** - This is used to pass an object onto another character. Use in the same way as if the object was being used on a person. The object is placed in the backpack of the target character.

6) **WEAR COMMAND** - Used to put on armour. Old armour will automatically be removed.

EXAMPLE OBJECTS

Here are some of the more common objects found in Daemonsgate as well as their uses. You will have to figure out the uses of other items for yourself:-

KNIFE: A knife is a small edged blade approximately six to twelve inches in length. It is fast but inflicts little damage. Knives require one handed edged skill to be effectively used.

STILETTO: Similar to a dagger, but with a thin blade and a sharp point, it is easily concealed and is the favourite weapon of thieves and assassins. It requires one handed edged skill.

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SHORTSWORD: This sword is usually between one and two feet in length. It is the standard weapon for those who do not possess the strength to use any of the larger sword types.

BROADSWORD: This double edged weapon is about three or four feet in length, and is the standard weapon for most warriors throughout the civilised kingdoms. It requires one handed edged skill to be used effectively.

BASTARD SWORD: This is a larger version of the broadsword, designed to be used in either one or two hands. It is much heavier than the broadsword and requires someone with above average strength to be wielded effectively. The use of a bastard sword falls under the one handed edged skill.

RAPIER: Rapiers are long thin one handed swords that are very fast in use, but they are quite fragile and thus almost useless to parry really heavy weapons such as two handed swords. Rapiers are preferred by fighters who prefer to rely on their agility rather than armour in combat. Use of rapiers falls under the one handed edged skill.

MAIN-GAUCHE: A main-Gauche is a large dagger with extended quillons so that it can be used to parry incoming blows. Use of the main gauche falls under the one handed edged skill.

HANDAXE: A handaxe, also called a hatchet is a small hafted weapon that doubles as a tool. It is usually about the same length

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as a short sword, but can potentially inflict more damage at the expense of speed. The handaxe is the preferred secondary weapon of the Clansmen. Its use falls under the one handed edged skill.

SCIMITAR: A scimitar is a curved broadsword with only the outside edge sharpened. It is a popular weapon in the Eastlands. It's use has been adopted by the Anchorian marines and is now their standard weapon. To be used effectively it requires the one handed edged skill.

CLAYMORE: A Claymore is a large, heavy sword that can only really be used in two hands by someone with a great deal of strength. The Claymore is the weapon of Clansman nobles, and is renowned for inflicting terrible wounds. It has been known to slice a man in half with one blow. The use of Claymores falls under the two handed edged skill.

FLAMBERGE: The Flamberge is yet another two handed weapon but is generally longer and slightly thinner than a claymore and also has a serrated edge. The flamberge is primarily used by the renowned mercenaries of Eloran. The Flamberge requires the two handed edged skill for effective use.

GREATAXE: The cumbersome but fearsome greataxe is the common weapon of the clansman warrior and berserks. Although slow in use it can cause horrific injuries when it connects with an opponent. To use a greataxe it is necessary to possess the two handed edged skill.

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MACE: A mace is basically a metal club wielded in one hand, and can be anything from a crude iron bar to a highly decorated ceremonial piece. The use of a mace falls under the one handed crushing skill.

MORNING STAR: The morning star consists of one or more spiked metal balls which are connected to a wooden haft by a length of rope or chain. It is a brutal and effective weapon that is difficult to parry. Use of the morning star requires the one handed crushing skill.

CLUB: The club is a simple wooden cudgel used by primitive people. It is usually just taken straight from a tree, but it is sometimes found carved with intricate patterns.

HAMMER: The hammer is more commonly used as a tool but when necessary its use can be turned to hurting people. It needs little strength to wield, and one can be found to hand almost anywhere. Its use falls under the one handed crushing skill.

WARHAMMER: The warhammer is similar to the hammer, but has a longer haft and instead of a flat head it has a spiked one. It is a favourite weapon among those who need something that is effective against heavy armour. Its use falls under the one handed crushing skill.

FLAIL: The flail is basically a two handed version of the morning star. It requires great skill and strength to use properly without

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endangering the user, but when in the hands of the expert it is a deadly weapon. Its use is categorised under the two handed crushing skill.

WAR MAUL: The war maul is a large version of the mace, basically a large metal ball connected to a long wooden haft. It is wielded in two hands and requires a high strength to use properly. It is a crude but effective weapon and falls under the two handed crushing skill.

GREAT CLUB: The Great club is basically a large lump of wood wielded in two hands. It is a very crude weapon but in the hands of someone or something with a great deal of strength it can be very deadly. It uses the two handed crushing skill.

QUARTER STAFF: The quarter staff is a six foot wooden pole, sometimes banded in metal. It is a favourite weapon of those who wish to seem harmless, as a quarterstaff can easily pass as a simple walking stick. It is also favourite weapon of the peasantry as it is easy to construct and the material are within arms reach. The use of the quarter staff requires the two handed crushing skill.

SPEAR: The spear is primarily a hunting weapon for use on boar and such like, but it is also one of the oldest types of weapon in the civilised kingdoms. The crudest form of spear is basically a sharpened staff with a fire hardened tip, but most now have iron tips. Spears are commonly found among levy soldiers as they are cheap and easy to use. Its use requires the pole arms skill.

NAGINATA: The naginata is a long staff with a large sword blade mounted at the tip. It is a light weapon but requires great skill to be used effectively. It is a popular weapon in the Attiean military.

THROWING DAGGER: This specially weighted dagger is designed so that when thrown it will hit point first. It is useful as a backup missile weapon. Its use falls under the thrown skill.

SCHURIKEN: These are small steel 'stars' with sharpened points that can be thrown to inflict a reasonable amount of damage. They can be easily concealed and need next to no strength to use. They require the thrown weapon skill to be used effectively.

ROCK: A rock, nothing more, nothing less, you pick it up, you throw it, that's it. Rocks predictably falls in the thrown weapon skill category.

JAVELIN: This is basically a spear adapted to be used as a throwing weapon. Most commonly used by primitive people it is still an effective missile weapon. It uses the thrown weapon skill.

SHORTBOW: The shortbow is the everyday missile weapon of the hunter. With a fairly light draw, and made from cheap wood it is effective for taking down game animals, but it stands up poorly against heavily armoured warriors. Its use falls under the missile skill.

LONGBOW: Almost six feet in length this yew bow has a very heavy

pull and requires a surprising amount of strength to draw. Non the less the longbow is a magnificent weapon with a long range and excellent penetrating power against even the heaviest armour. Its use comes under the missile weapon skill.

ELSOPEAN BOW: Since the fall of the Elsopean empire these sought after weapons have become quite scarce. Made from composites of whale bone and wood Elsopean Bows have a severe recurve which gives them their unusual appearance. Elsopean bows are the most powerful weapon available to the soldiers of the civilised kingdoms. The Missile weapon skill governs its use.

SLING: The sling is a simple piece of leather used to accelerate stones or steel bullets so that they can be thrown harder and further than if by hand. The use of slings is covered by the missile weapon skill.

ENCHANTING SWORD: An enchanting sword is a particularly fine weapon which has been special forged so that Daemons or elementals can be easily bound into them.

POT HELM: The pot helm is the most effective piece of head armour available. It is basically a steel shell which fits over the head.

PLATE CUIRASS: A plate cuirass consists of a steel breast and back plates as well as special guards which protect the upper thighs and groin. It is the most effect, expensive and heavy chest armour available in the civilised kingdoms.

PLATE GREAVES: These are articulated steel armour plates that cover the upper and lower legs. They are very heavy but offer a great deal of protection.

PLATE VAMBRACES: Similar to Plate greaves but these cover the arms.

SOFT LEATHER JACK: A soft leather jack is basically a sleeveless padded leather coat which offers some protection in battle. Its major advantage is its light weight and relatively low cost.

HARD LEATHER JACK: Similar to a soft leather jack, but the leather has first been boiled in wax to make it much tougher. This adds to the expense, but gives better protection than soft leather.

RING MAIL SHIRT: This is a hard leather jack that has been reinforced with steel rings sewn onto important areas. It is quite heavy, but offers reasonable protection. Ringmail is one step up in order of effectiveness from hard leather.

CHAINMAIL SHIRT: Chainmail is made from many small rings of steel rivetted together to make a kind of mesh. It offers good protection but is quite heavy. Chainmail is the second best armour after platemail.

CHAIN COIF: A chain coif is a headpiece manufactured from chainmail.

CHAIN LEGGINGS: Chain leggings are, predictably, made from

chainmail and cover the legs down to the ankles.

SCALE SHIRT: Scale mail is the next step on from ringmail, with metal plates rivetted onto the leather as opposed to rings. It is quite heavy, but reasonably cheap for the protection it provides. Scale mail is better than ringmail, but not quite as effective as the all metal chainmail.

PADDED CLOTH JACK: This is the simplest form of armour, made from heavy quilted cloth. The jack covers the torso and back.

PADDED CLOTH LEGGINGS : As for the padded cloth jack, but the leggings cover the upper and lower legs as well as the groin.

LEATHER VAMBRACES : These stiff leather arm pieces are made in the same way as hard leather jacks, but they are shaped and articulated so that the fit comfortably onto the arms.

SOFT LEATHER CAP: This is a simple hat of leather which offers some protection from light weapons.

HARD LEATHER CAP: This is a more rigid version of the above.

CLOTH VAMBRACES: These padded cloth sleeves can be strapped onto a cloth jack or other body armour and provide a small amount of protection to the arms.

RINGMAIL CAP: This is a hard leather cap reinforced by steel rings.

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SCALE LEGGINGS: These are basically leather breeches that have been reinforced with steel plates.

RING LEGGINGS: Similar to scale leggings

FOOD: Characters need to eat, and there are many different types of food in Daemonsgate, ranging from the bland to the exotic. If in need characters can hunt for their own food, this is covered in the camping chapter.

DRINK: No inn would be complete without its alcoholic beverages, the standard ones being wine and beer, the best of which are brewed in Tormis and Essam.

FIRST AID KIT: A first aid kit is needed to patch up light wounds after a battle. It consists of an assortment of bandages, ointments and poultices. First aid skill is needed to make the best use of a first aid kit.

THIEVES TOOLS: Thieves tools are used to pick open locks without using a key. To be used correctly the character must have the lock-pick skill.

DOCTORS KIT: A doctor's kit is a more comprehensive version of the first aid kit. As well as the items that can also be found in the first aid kit the doctor's kit contains cauterising irons, scalpels and other surgical instruments. The physician's skill is necessary to use the doctor's kit properly without harming the patient.

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POTION BOTTLES: Potion bottles are needed to store potions once they have been manufactured.

INCENSE BURNER: An incense burner is needed to burn incense when summoning Daemons.

INCENSE: Incense is used when summoning Daemons. Some of the many different types of incense are readily available, other are rare and expensive. A more detailed description of the incense needed for demonology is given in the Magik chapter.

SACRIFICES: Sacrifices, like incense, are essential ingredients in demonological summoning. Sacrifices are usually rare preparations, often quite expensive. See the Magik chapter for more information.

HERBS: There are over twenty different herbs used in Hedge Wizardry, some of which are very hard to find. You can either buy herbs from specialist shops or forage for them in the wilderness. More detail of the hedge wizardry herbs is given in the Magik chapter.

BOOKS: There are many books to be found around the land. Some of these provide vital clues, others are merely texts on various subjects that you can utilise to increase the skills of your adventurers. This is detailed more in the camping section, where all the different forms of training take place.

KEYS: As well as opening locks by picking them, you can use the more obvious approach and use keys.

ELEMENTAL SWORDS: This is a blade that has had an elemental bound into it. The specific effects of these weapons are described in the chapter on elementalism.

COMBAT

At some point or another you are going to get into a scrap. Although Gustavus is under order to avoid combat whenever possible, sometimes it will be inevitable, and groups of bad guys (And sometimes even good guys!?) will attempt to thwart your heroes at every opportunity.

When this happens you are taken to the combat screen, which shows the manoeuvres and butchery of you and your opponents, and allows you to access the various combat options.

Down the right-hand side of the combat screen is the cameo of each character in your party. Accompanying each cameo are two yellow bars, the left-hand one shows your character's current hit points and the right one shows current fatigue. If a character's cameo is replaced by that of a skull then he or she has sadly expired.

Clicking on any character in the map area or one of the cameos with the right mouse button gives a description of that persons abilities and state of health.

NOTE : If you click on one of the bad guys then you are only given the obvious state of health and abilities.

Clicking on a cameo of an adventurer with the left mouse button gives the command list, left to right, top to bottom these commands are:-

- a) **WAIT** - Your character hangs around a while, this is used to regain fatigue.
- b) **ATTACK** - Select this command and then click on an opponent with the right mouse button for your character to attack him. If anyone gets in the way your character will try to fight his or her way through to the target.
- c) **MOVE TO** - Select this command and then select an area on the play area for your character to move to with the right mouse button.
- d) **COVER** - Your character provides covering fire for his or her companions that are in hand to hand combat or who are advancing towards the enemy.
- e) **USE** - This command enables the player to use an object, such as potions. Use works in the same way as the function on the inventory screen.
- f) **SHOOT** - Select command then select the target to shoot at, the character will shoot at that opponent till he or she runs out of ammo, the target goes out of range or the target goes out of line of sight.

g) FLEE - A character who is fleeing attempts to make his or her way to the edge of the combat area by the quickest and safest route. If an opponent gets in the way the character will defend him/herself.

h) CANCEL - This command cancels the menu.

THE MENUS ON THE COMBAT SYSTEM

MODE MENU

COMPUTER- This puts the computer in charge of your adventurer's combat strategies. Useful in low powered confrontations, but beware, the computer is not as cautious as you, and this function can lead to bloody massacres when fighting tough bad guys.

ROUT- Acts like giving every party member the flee option.

REFORM- Allows the player to reform the group around Gustavus in various offensive and defensive positions.

OFFENSIVE MENU

Gives a number of possible offensive tactics to use while under computer control. These tactics are all reasonably self explanatory.

DEFENSIVE MENU

Gives a number of possible defensive tactics to use while under computer control, such as a fighting withdrawal. Again, quite easy to suss out for yourself.

"RADAR" BOX

This box shows the complete combat area and all the combatants within it. Those shown in blue are your good guys, those shown in red are the baddies. Clicking the left mouse button on any part of the box centres the main play area around that point.

START / STOP ICON

This begins or pauses combat, allowing you to stop at any time and re-assign orders to your troops.

ESCAPE OPTION

If you don't really go in for all out gung ho action then during the setup of the game you can choose to turn on the combat escape flag. This means that if you are drawn into a combat that is not essential to the advancement of the plot then you can quit that conflict by selecting EXIT from the controls menu.

COMBAT TERMINATION

If your party survives combat then you are given the chance to loot the bodies of your dead opponents. Sometimes non player opponents can carry interesting objects that will prove essential to your quest.

If one or more of your heroes has died, then during the post combat phase it may be a good idea to go to his or her character



sheet and transfer any valuable objects to a healthy party member. Anything that is left on the bodies it will be lost forever once town/land travel resumes. If at this point you happen to have any potions of resurrection then now would be an ideal time to use them, for it is the only opportunity you will get to bring deceased characters back.

THE INHABITANTS OF DAEMONSGATE

Daemonsgate is populated by literally hundreds of intelligent non player characters, each going about his or her daily business independent of your actions. (Although certain characters in the game world will tailor their actions to yours).

All of these people can be talked to and interacted with. To talk to a character simply select the CONVERSATION command from the EXIT menu in town travel and you are taken to the conversation screen.

THE CONVERSATION SCREEN

In the left-hand corner of the screen is the cameo of the non-player character you are having a conversation with. By clicking on this cameo with the left mouse button you can cycle through the various folk that were near your characters when you entered conversation.

At the bottom right-hand corner of the screen is a cameo of your current character.

Next to this cameo is the message box where all responses from



the characters you are talking to appear.

Just above this is the temporary word box, more of this later.

Down the right-hand side of the screen is the keyword box. Keywords are words or phrases that you can ask the characters in Daemonsgate about. At the beginning you only have a few keywords to choose from, but these will increase as you progress.

Keywords are divided up into four different categories, these are People, Places, Objects and Miscellaneous. These categories are, I hope, self explanatory. They are separated merely for ease of reference, as there are many keywords in the game.

To ask a non-player character about a subject just click on a keyword, either from the four keyword categories as described above, or from the temporary word box.

The character will, to the best of his or her abilities try to answer your question. Do not be downhearted if he or she cannot answer, just try asking someone else. Quite often though the character will drift into a monologue about your query. If any interesting potential keywords crop up in the text (they will be obvious as the keywords are highlighted), you can add these words to your temporary word box by clicking on them with the left mouse button.

If the text is larger than the message box you can scroll through it by using the right mouse button.

Once any interesting words have been dumped in the temporary word list you can then go on and ask the non-player character about these. This is done by simply clicking on the keyword in the temporary word list. If he or she knows something about this

subject then a response is given. Also the keyword will be taken from the temporary keyword list and dumped into your permanent word list, thus the available subjects that you can ask other characters about grows as the game progresses.

If the character you are talking to knows nothing about the subject then the keyword will be dumped from the temporary keyword list and lost.

Keywords do not have to be individual words, they can also be phrases that are several words long. For example place names like "PESTURS WAKE" and pub names like the "PIGGE AND BALLBEARING" are keywords.

This all may sound very confusing, so try this. When the game begins you stand in the Pigge and Ballbearing Inn. Go directly to the conversation screen and you should be talking to a regular or one of the bar staff. Go to the 'PLACES' keyword list and ask about 'INNS'. The character should give you a brief list of all the taverns in the Tormis area. Try clicking on the names of some of these taverns with the left mouse button. These will be added to the temporary word box. Then try asking the character about some of these keywords in your temporary list. You will notice that after the character has given you a reply, the keyword is added to your permanent word list. It's as easy as that.

Finally at the top of the screen, next to the cameo of the person the player is talking to is the command box. These commands are:-

ASK TO JOIN : Some folks around the land may express an interest in joining your band of adventurers, others may express an interest if you are willing to perform small tasks for them. Asking a

character will be added your group roster. You cannot ask a person to join the party if there are already eight people in the group, you must first dismiss someone.

GOSSIP : Much useful information about the goings on in a settlement can be gleaned from simply gossiping to people. Selecting keywords from the character's response is done in the same way as ASK ABOUT, see the section on that command for more information.

TIME?: This will prompt the non-player character to give you a rough indication of the time of day. While this is more accurate than the day and night box on the town travel screen, bear in mind that they are still guessing.

YOURSELF: This prompts the character you are talking to say a little about him or herself. This can be anything from a curt, blunt response to a full length life story.

Conversation is not the only place in the game to get keywords from. If an interesting word crops up during a special storytelling sequence, or when you examine an object, then it is automatically added to your list. These keywords are highlighted for ease of recognition.

RECAPPING ON EVENTS.

From the EXIT menu both while in LAND TRAVEL and TOWN TRAVEL you can reach the 'KNOWLEDGE' screen. This is similar to

conversation screen, but instead of asking non player characters about keywords you can review the keywords that you have obtained. You can also recall particularly noteworthy responses about those keywords. It works the same way as the conversation screen, and so needs little explaining.

TRAVELLING THE LAND

When you exit the current settlement you will go straight into the section of the game known as LAND TRAVEL. This screen is quite different from TOWN TRAVEL. First the scale of the map is larger, showing whole settlements, cities and other locations, as well as the geography surrounding your group for several miles in each direction. Some of these features, such as hamlets and solitary towers are very small, so keep your eyes peeled so you don't miss anything.

Your adventurers are illustrated as a small shield on this map, the scale being too large to show individual people. Other groups travelling the land are also shown as shields. You are able to interact with these groups, this is described in detail in the section entitled ENCOUNTERS.

You can move around the land the same as in town travel, by using mouse, joystick or the cursor keys.

When you come across a settlement that you wish to enter, you should move right up to the settlement until the prompt asking 'Do you wish to enter town?' appears. Clicking on YES will take your adventurers into the location, clicking on NO will leave you on land travel.

Besides the main game window there are two other important areas on this screen. First there is the weather box, showing you what mother nature is currently throwing against your party, and secondly there is the time box, working in a similar fashion to the one in town travel. The type of weather heavily influences your party's ability to move in the land. Bad weather coupled with rough terrain can make progress through the land both travel slow and difficult. The time box shows the cycling of days from day to night, the faster it is moving, the slower your adventurers are moving. Slow movement over land travel could mean one, or a combination, of several things:

- a) You are travelling over rough terrain such as hills, mountains or forest, which take longer to traverse than normal terrain.
- b) The weather is bad.
- c) The adventurers are tired and need to rest. Travel expends their fatigue, especially over inhospitable terrain.

ENCOUNTERS.

As mentioned in the previous section, you will see other travellers in the land, who are also represented by shields. By moving up to these groups you will encounter whoever or whatever they are. Some are just innocent travellers who will hang around a chat, others could be dangerous raiders, monsters or even Daemons, after all these are dangerous times. The type of encounter and

their hostility depends upon where you are in the land. The closer you are to civilisation, the less likely an encounter will be hostile.

TRAVELLING BY SHIP

By talking to various ships captains, and sometimes having to cough up money, you can arrange sea voyages that will take you to the islands surrounding Hestor. When a voyage has been arranged, you will find that a small ship will be waiting for you on the land travel map just outside the current settlement. By moving your shield onto the ship your adventurers are transported to whatever destination was arranged.

MAKING CAMP

You can set camp anywhere when travelling in the land, but must purchase lodgings if you wish to rest while in settlements. Camping is based around a period of six hours known as a 'WATCH'. During a watch you can assign one of several tasks to each of your characters. These tasks range from sleeping to recuperate lost fatigue to the gathering of food and training. There are three menus on the camping screen. The left menu contains activities that your characters can undertake to develop themselves, these are:-

PRACTICE
READ
TEACH

HERBALISM
ELEMENTALISM
DAEMONOLGY

The middle menu shows other activities that can be performed while in camp, these are:-

HUNT
FORAGE
REST
SLEEP
GUARD

The last menu shows what tasks you have assigned to each of your adventurers.

To assign a task to a character you should firstly select the task, and then click on the appropriate character. Clicking the right mouse button on a task will assign it to all characters who are currently doing nothing.

The effects and use of these tasks are as follows:-

PRACTICE

You can improve a large number of a character's skills through practice. This is an easy, but slow, way to improve his or her capabilities. After selecting a character to perform this task you should then select a skill in which to train. Some skills cannot be learned simply by practice on your own. Other can be practised alone, but can be much more fun when there are two of you.

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Characters cannot practice skills they do not possess. Several practice sessions are needed for a character to rise significantly in an ability.

READ

Your characters can learn new skills or improve old ones by reading text books on relevant subjects. After selecting the character to perform this command you should then select a book from his or her inventory that you wish them to read. It takes many watches to improve a skill significantly by reading books. (A character must posses the READING skill before he or she can learn from a book.)

TEACH

Characters who have achieved the level of MASTER in a skill can teach their companions in that field. When a character is selected to teach, you should then select a skill to teach and a subject he or she will be teaching for the watch. Teaching is the quickest method of improvement in Daemonsgate, but it still takes several six hour sessions to improve by any significant amount.

HERBALISM

A character with the appropriate skill and equipment can manufacture a potion in the six hours of a watch. See the Magik chapter for more details.

ELEMENTALISM

A character with the appropriate skill and equipment can summon

DAEMONSGATE

and bind an elemental in the six hours of a watch. See the magik chapter for more details.

DEMONOLOGY

Characters with the appropriate skill and equipment can summon and bind a Daemon in the six hours of a watch. See the Magik chapter for more details.

HUNT

For the next six hours the character will wander out into the wilderness and search for game animals to sustain the adventurers. The success of the hunt depends partly upon luck and partly upon the character's hunting ability. This command is not selectable when camped in a settlement.

FORAGE

A character assigned to foraging wanders off in the wilderness to look for herbs. These can either be edible plants or magikal herbs that can be used in the manufacture of potions by hedge Wizards. The type of herbs that may, or may not be found depends upon the terrain your adventurers are currently camping in. The success of a forage over the six hours of a watch depends upon the character's Foraging skill. Your characters can not forage if they are camping in a settlement.

REST

Resting means lying around and doing nothing for six hours. This is a good way to recover some fatigue, but it is not as refreshing as

sleep. On the other hand, unlike sleeping, the characters you set to rest will not be at a disadvantage if there is an ambush.

SLEEP

Six hours of sleep will restore a character's fatigue to full. Unfortunately though the character is at a severe disadvantage in an ambush.

GUARD

Posting guards during a watch is a good idea while in hostile territory, they can forewarn their companions about an ambush. If your group is attacked resting characters cannot awaken sleeping character, whereas guards can.

Once all your characters have been assigned their tasks you can click on the START WATCH icon. This will start the six hours of game time, during which each character performs his or her assigned tasks. (Unless there is an interruption) This takes only a short while in real time.

Every time you start a watch it is assumed that your characters will eat, and food is automatically deducted from their backpacks. Failure to eat has no effect the first time, but if it happens two watches in a row then your characters will be unable to perform the tasks assigned to them. Further starvation means a severe deterioration in your party's health which eventually, after some time, leading to death.

Your party is not always safe while camped, especially while in unfriendly territory, and it is quite likely that the group will be

ambushed. It is important that your main priority while resting deep in the wilderness is the security of the campsite, and don't expect a quiet night!

MAGIK

Magik in the land of Daemonsgate is not an instantaneous thing. There are no powerful and impressive jets of magical flame that can frazzle your opponent in an instant, turn people into frogs etc. Man does not have the capacity to directly manipulate magical forces of the world, but he can harness the energies contained within other things and bind them into objects. Predominantly there are three major ways of doing this. First there is HERBALISM, which binds the magick resident in certain plants together to produce Potions. ELEMENTALISM binds the powers of the elements in to various items such as swords and amulets. Finally DaemonOLOGY binds the powers of Daemons into finely crafted objects such as silver weapons and jewel encrusted amulets. Characters can make magical items during the camping section of the game (if they have the appropriate skills), or you can buy and sometimes find them around the game world.

HEDGE WIZARDRY

This is the simplest and safest form of Magik known to man. It involves mixing various herbs in differing quantities to produce a magical drink known as a potion. The potion takes effect as soon as it is drunk, and lasts, depending upon the specific potion,

anywhere from two hours to several days.

Making potions costs the character magikal energy to bind the ingredients together. Drinking a potion returns this power back to the potions creators.

There are twenty-two magikal herbs that can be used in Hedge Wizardry, these are:-

MOONFLOWER: This herb is used in mind affecting potions.

TRUEFOIL : Truefoil leaves are used to enhance the effect of other herbs.

CROW'S HOOD: In large doses crow's hood is a lethal poison, but it has uses in small quantities in potions that heal.

LOVER'S SORROW : This is a mild poison that is sometimes used in potions that effect the body.

WINTERFOIL : This herb thrives at high altitude, so much so that it is rarely found below the snow line. A Hedge wizard can harness the numbing essence of the cold within this plant.

FROSTFIRE : Frostfire grows only where it can obtain the maximum amount of sunlight, as it stores the heat of the sun within its leaves. It is useful in fire based potions as well as potions that enhance the manual dexterity or speed of your characters.

SPARKWEED : Sparkweed is a carnivorous plant that stings its victims before devouring them. It is used in preparations that create energy.

WINDBERRY : The windberry is almost translucent in colour and is used in potions that involve camouflage or disguise.

DRAGON'S EYE : This extremely rare fruit is used in potions that make the drinker ethereal.

ANTALIS : Antalis is a herb that enhances the body's natural defense against the elements.

PIRINS MANTLE : This flower is used in potions that bestow active defense against physical attacks.

BLOODROSE : The bloodrose, when prepared properly, is noted for its ability to speed up the bodies natural healing processes.

MANROOT : Manroot is used in many potions, as it binds the enchantments contained within a potion to the human form, giving them an extended effect.

BLACKROOT : Blackroot is a herb used in some of the more potent healing preparations.

DEADLY GRAVEROOT : Deadly graveroot is reputed only to grow of the graves of pure and virtuous people. It is good in potions that

deal with protection from undead.

FOLLYWEED : Follyweed is used in potions where the mind needs to be manipulated in some way.

STONELEAF : Stoneleaf is used in potions that protect the body from physical attack.

SILVERFOIL : The stem of the silverfoil plant is used in preparations that enhance the physical prowess of the human body.

DAEMONSbane : Daemonsbane is a rare plant that is used in preparations that protect against Daemons.

XANADUS HORN : This addictive sedative is often used in small doses in potions that require the user to have a great deal of concentration.

YOUNG FLOWER : Young flower is used in preparations that either cause grows of give the appearance of growth.

YELLOW CAP : Yellow cap is used in potions that enhance the reactions and speed of a person.

The hedge wizardry screen consists of two menus. The left-hand menu shows all the herbs that your character currently possesses. Clicking on any of these herbs adds them to the right-hand menu, which shows all the herbs you are mixing into the current potion.

You can remove wrong entries from the mixing menu by clicking on the herb you wish to get rid of. Only the correct combination of herbs can produce potions. Mixing random ingredients is not only a waste, it can be dangerous as it is quite easy to make a poison by mistake.

When you are satisfied that you have the correct mixture then click the mouse on the large pestle and mortar at the bottom of the screen. You are then returned to the camping screen. Because it takes six hours to manufacture a potion, you will not know the results until a full, undisturbed watch has been executed.

The character making the potion must have a potion bottle in which to put the finished concoction.

Here are a few example potion mixtures for you to try:-

LESSER LIFE

A potion of lesser life requires One dose of Manroot, one dose of Bloodrose and a Winterfoil.

This potion will quickly cure most minor injuries. It is useful to have around when going into fights, although it is nowhere near as potent as its big brother, Greater Life.

SHARPSHOT

A potion of sharpshot is made from a Xanadus horn, two doses of the Follyweed and a dose of Manroot.

Sharpshot increases the drinker's concentration and allows him to

see further making the use of missile weapons more effective.

VIGOUR

A potion of Vigour is made from two doses of Manroot, one dose of Moonflower, a Truefoil and a dose of Winterfoil.

This potion replenishes lost fatigue.

You can learn the recipes to other potions by talking to various people in the game world, but potion recipes do not come cheap, especially the more powerful ones!

ELEMENTALISM

Elementalism is another socially acceptable form of magik. It entails the summoning of creatures made wholly from one of the six elements. These elements are EARTH, AIR, FIRE, WATER, LIGHT and DARKNESS.

These creatures vary in their size and the larger the elemental, the more powerful it is. This is tempered by the fact that large Daemons are harder to summon and bind. Sizes of elementals can be categorised, from the smallest to the largest, as MINOR, SMALL, WEAK, AVERAGE, POWERFUL, and GARGANTUAN.

Elementals can be bound into various kinds of melee weapons for various different effects.

Different elemental produce different effects when bound into objects, this is summarised below:-

ELEMENTAL WEAPONS

Again the effect produced by elementals bound into weapons depends upon the type of elemental and the size of elemental.

LIGHT WEAPONS : Light weapons are highly effective against undead creatures.

DARKNESS WEAPONS : Darkness weapons, as well as inflicting damage to an opponent also drain fatigue points. The amount of fatigue points drained depends upon the size of the elemental within the weapon.

AIR WEAPONS : The larger the air elemental bound within a weapon, the less chance that weapon has of being fumbled.

FIRE WEAPONS : fire weapons inflict more damage. The amount of damage depends upon the size of the elemental within the weapon.

WATER WEAPONS : Water elementals within weapons have a chance of corroding opponents armour. This chance increases with the size of the elemental.

SUMMONING ELEMENTALS

Elemental summoning is done through the camping screen. When you wish to bind an elemental, choose the ELEMENTALISM command from the menu and then select the character who will perform the ceremony. Characters cannot summon elementals if ;

- a) That character does not possess the Elemental lore skill.
- b) That character does not have an Adamantine Sword into which elementals can be bound.

Assuming you get to the summoning screen, you should first select the type of elemental to be summoned. Then choose the binding object into which the elemental is to be stored and finally select the size of the elemental.

Once this is done click the mouse button on the ceremonial symbol at the feet of the summoner. You will then return to the camping screen. At the end of the six-hour watch you will learn whether the summoning was successful or not. Do not try to summon powerful elementals if your elementalists is not well versed in Elemental lore. It will certainly end in catastrophe.

Elementals are released when the weapon they are bound into is broken.

DAEMONOLOGY.

Daemonology is the most feared form of magik known to man. It involves the summoning of malignant entities from other planes known as Daemons. There are two different types of Daemons that you can summon, BATTLE Daemons, which can be bound into enchanting swords, and WARRIOR Daemons, that can be bound into BLOODSTONE AMULETS.

You can release WARRIOR Daemons bound into BLOODSTONE AMULETS any time during combat. The Daemon will then appear and fight on the side of your adventurers. Once combat has concluded the Daemon is then released. The amulet can be re-used.

Daemons bound into swords are released when their binding object is broken.

Each of these categories of Daemons can be further divided into groups that categorise their power. From the least to the most powerful these are Daemonic SERVANTS, FIRST ORDER Daemons, SECOND ORDER Daemons, THIRD ORDER Daemons, Daemon LORDS and Daemon PRINCES.

Each Daemon bestows its own particular power to the object in which it is bound. Some powerful Daemons have more than one power. Some powers you may find are summarised below:-

BATTLE DAEMONS

- Increases the damage of a weapon.
- Leeches fatigue from your foes.
- Drains hit points.
- Increases character's weapon skill.
- Destroys the foe's armour.

WARRIOR DAEMONS

- Poisoned Claws.
- Natural Armour.
- Very Strong.
- Corrodes your foe's armour.

Weapon master.

THE ART OF SUMMONING DAEMONS.

Daemon summoning is performed through the camping screen. When you wish to bind a Daemon, choose the DAEMONOLOGY command from the menu and then select the character who will perform the ceremony. Characters cannot summon Daemons if :

- a) That character does not possess the Daemon lore skill. NOTE: To find someone who is well disposed to the party who possesses this skill is very difficult.
- b) That character does not have an appropriate object into which Daemons can be bound.
- c) The character has no incense.
- d) The character has no sacrifice.
- e) The character does not have an incense burner.

Assuming you get to the summoning screen you will be presented with four boxes where you combine the various components of the ritual. The first box is entitled 'PENTOGRAM'. There are six different pentagrams to choose from, each corresponding to the particular

power of a Daemon. This is summarised below:-

DAEMON CLASS

Daemonic servants.
1st Order Daemons.
2nd Order Daemons.
3rd Order Daemons.
Daemonic Lords.
Daemonic Princes.

PENTOGRAM

Jethre
Tala Jethre.
Vagnt Jethre.
Tala Kadriel.
Sadrian.
Ea.

The next category is the binding object, this will either be an enchanting sword, or a bloodstone amulet or silver armour. The last two boxes are where the player selects the Sacrifice and the incense. Certain combinations of incense and Sacrifices will summon different types of Daemons. The sacrifices and the incense needed for these will become obvious to you as the game progresses.

Once all the values are set then you should click on the pentagram at the summoners feet. At the end of the next watch you will find out how successful the summoning was. Daemon summoning is dangerous, more so than Elementalism. Screwing up can be really bad, and may end with a huge Daemon rampaging around the campsite tearing your characters apart.

LOADING AND SAVING THE GAME

At any point during land travel or town travel you can load or save a game. You reach the load & save screen through the 'EXIT' menu in the town or land travelling screens.

SAVING A GAME

Click on SAVE. Type a file name in the message box. Click on the save icon next to the message box. The file name will then be added to the list of other saved game files.

LOADING A GAME

Click on the load icon on the left-hand side of the screen. Select the desired file name then click on the load icon next to the message box.

DELETING A SAVED GAME

Click on the DELETE icon at the left-hand side of the screen. Select the filename to delete and then click on the delete icon next to the message box.

HINTS AND TIPS WHEN PLAYING DAEMONSGATE

1. GOSSIP! You will usually find much useful information just by gossiping to various people.
2. MAGIK! Whenever the opportunity arises to get your hands on something magikal or recruit a spellcaster, go for it.
3. COMBAT! Avoid wherever possible, if your foe is non too observant, and you are careful when you move, it is possible to sneak past many potential assailants.
4. MESSAGES! If a non-player character says something to you before you enter conversation it is usually important, make a note of it.

GETTING OUT OF TORMIS

Do not read this section unless your sanity is severely threatened by your inability to get started in DaemonsGate.

THE GENTLE POINTER

There is a secret way out of the city, but very few people know about it. Who would need to use secret passages?

THE SUBTLE NUDGE

The Thieves Guild knows all about the way out, but you have to do a favour for them first. Hanri the Knife is scum, but you must trust him, for now.

THE 'SIX FOOT HIGH NEON LETTERS' SOLUTION

Gossip till you find out about the SEWERS.

Ask about SEWERS.

Ask about THIEVES GUILD.

Go to Militia Headquarters and ask the Sergeant about THIEVES GUILD.

Go to the Harvester of Sorrow and find MOLL, ask her about the THIEVES GUILD. The rest is fairly obvious, honest.

HOTKEY REFERENCE GUIDE MOVING AROUND

Use the cursor keys to steer you character around the screen.
SCREEN SWITCHING

ALT FN 1 = Conversation.

ALT FN 2 = Knowledge.

ALT FN 3 = Camping.

ALT FN 4 = Character Sheet.

ALT FN 5 = Inventory.

ALT FN 6 = Buy / Sell.

ALT FN 7 = Load / Save

ESCAPE KEY = Returns toy to previous screen.

ALT X = Quit to DOS.

CHARACTER SELECTION

1-8 selects a party member.

KEYBOARD MODE

TAB = Toggles between cursor keys moving character on screen and moving the cursor.

ENTER = Same as left mouse button.

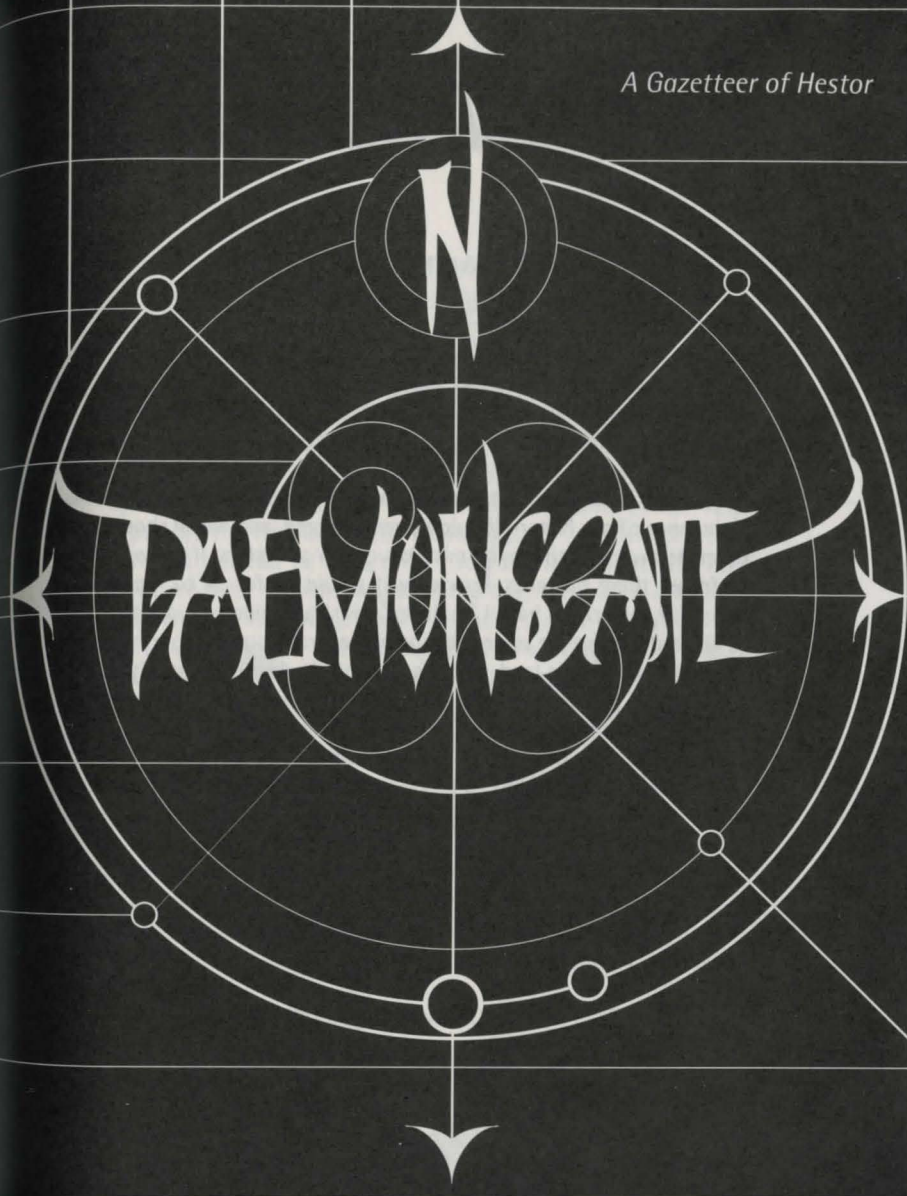
RIGHT SHIFT = Same as right mouse button.

DAEMONSGATE

CREDITS

Game Design. Nigel Kershaw
Programming. Lee Garnett
Graphic Art. Colin Jackson, Steve Lodge, Julian Holtom, Steve Noake, Andy Walker
Music & Sound FX. Ian Howe, Barry Leitch, Alastair Lindsay
Design Assistance. Martin Cowan, Alex Armstrong
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Manual Cover. Roger Coe
Manual Layout. Nick Phillips
Play Testing. Martin Cowan, Steve Noake, Testing 123, Bugbusters
Play Testing Co-ordination. Rick Scott
Box Cover Art. Kevin Walker
Box Cover Graphics. Roger Coe
Thanx To. Martin & Liz Hooley (for being the boss), Beer, Vinny (for his storyboards many moons ago), Higgy & The Helens (Sanity Supervisors), Millions of other folk who had something to do with the game...
...and to those of you who laughed and said it would never be finished...HA!

Remember, Daemonsgate is a portrayal of a fantasy world. Daemons, Magik and the Undead are part and parcel of this world. We do not in any way condone or accept the relationship between these fictitious creations and any such similar beings or practices associated with, in real life or current religious mythology. Its only a game, don't take it too seriously.





EXTRACTS FROM A HISTORY OF HESTOR

Introduction

This document is the result of many years of research and study carried out primarily in the extensive libraries here at Joruli Point, backed up by practical field studies wherever possible.

I believe that even in these calm and peaceful times, the turbulence of our history should be remembered, and we all should be made aware of the many mistakes of our ancestors. If we were to forget these mistakes, how easy it would be for us to repeat them. For this reason have I produced this short volume. It is aimed at all readers who are interested in the general history of our now calm and prosperous land. There is much to be learned from these work, and if just once a consideration of this history allows us to prevent a mistake, then my efforts have not been in vain.

This book is not, however, the total sum of my research. This volume can be considered as a popular condensation of the most salient points of my research. I have written a fuller and much more detailed account, running to twelve volumes, which is housed here at Joruli Point. This complete history will obviously be of chief interest to fellow historians and researchers, and should you wish to examine these volumes, then contact Joruli Point, and a convenient viewing time can be agreed.

Dean Juliene, 35th Master of Joruli Point.



PART ONE THE EARLIEST HISTORY OF HESTOR

Any visitors to the Skull Mountains will doubtless have marvelled at their remarkable beauty. These amazing and immense statues, visible from many many miles around, are to be found throughout the more remote regions of our land. A fine and relatively intact example of which lies upon the island of Scaith. These wonders are considered to be the only architectural remains of the Kzzir, reputedly the first intelligent inhabitants of Tarra Hestor. Little information can be ascertained for definite about this race, however most scholars would agree that they were intelligent reptilian bipeds, who possessed scientific and arcane knowledge that outshone even that of Elsopea at the height of its empire. Even though little evidence has survived through the aeons to give us a deep insight into this ancient civilization, few scholars doubt the might of a race capable of constructing the skull mountains.

One argument much more open to contention is the assertion that human beings were created by the Kzzir to be used as slaves. Not surprisingly, this argument is considered ridiculous and even heretical, in some quarters. I will merely state that no hard evidence has yet been discovered to substantiate such a theory.



THE COMING OF THE GODS

Certainly the single most important event in the history of Hestor was the coming of the Great Old Lords. These beings, possessed of immense arcane power, fled to this plane from some unknown foe. Their leader Alkat, was a mighty creature of Daemonic origin. Accompanying Alkat were Kell, Alkats chosen, Joras, the brother of Alkat, and Tashesh, the sister of Kell.

Their arrival prompted an almighty battle between the amassed power of the Kzzir, and the Daemonic ones. In the early stages of this battle, the Kzzir were, through their use of technology and arcane knowledge, able to contain the Daemonics in a small area of the lands of Hestor. Over time, however, the strength of the Kzzir was no match for the combined might of the four Old Lords who overcame and destroyed the Kzzir and the Old Lords were the sole occupants of Hestor.

THE BIRTH OF TOMAS

Now that no sentient race but themselves inhabited the lands of Hestor, the Old Lords settled down to their new lives. All was not peaceful however. Unknown to Alkat, Kell and Joras were lovers, and Kell eventually gave birth to a child named Tomas. Much in fear of the wrath of Alkat, whose powers were far greater than that of the others, Joras hid Tomas in a distant part of the land where he nurtured and cared for the child. Being the spawn of mighty beings, Tomas was no ordinary infant. In laymans terms it



could be said that the child was as much the offspring of Hestor as of Kell and Joras, for the transition from one plane to another affected the Old Lords in ways we mortals cannot begin to understand. As a consequence, Tomas was a hermaphrodite, of neither sex, but both. And, in it's tenth year of life, Tomas produced offspring, six male and six female. These twelve were to be the progenitors of the Elsopeans.

THE BANISHMENT OF JORAS

The love between Joras and Kell did not go unnoticed, however for Tashesh possessed a magik that was sensitive to the spirit of such things. She was filled with jealousy, for she felt that by right Joras should be hers. By gaining the ear of Alkat she told him of the infidelity of Kell and Joras, and of Tomas and the twelve offspring. Alkat was greatly angered by this, his rage shkeing the very roots of the Earth. Thus aroused he traveled to the lands where Tomas dwelt, striking it a mighty blow, killing the hemaphrodyte instantly. Then summoning his brother, Joras Alkat prepared the same fate, but could not find it within himself to kill one of his own blood. Instead Alkat banished him from the physical world, condemning Joras to spend all of eternity on the spiritual plane.

THE BIRTH OF THE ZORANITHI

In his anger Alkat went to the chamber of Kell and took her against her will. Afterwards, filled with remorse and regret he chose to leave his citadel and never to set eyes on his once beloved

spouse again. Soon, Kell gave birth to twins, one male and one female. Both of the twins were stunted and malformed, as Alkats anger had shaped them. The disgusted Kell wove a spell and transported the twins to a remote island on Hestor known as Soramuth, where she abandoned the pair.

Because of the power of the magik that was required to weave such a spell Alkat became aware of the birth and the banishment of his offspring. Searching the lands he came across the twisted pair, and despite their twisted forms he took pity on his progeny, imparting much of his knowledge and magicks to them so that they would not perish as Kell had intended.

THE DEATH OF TASHESH

Tashesh, now pleased that she had broken the bond between Kell and Joras, went to the chamber of her sister to gloat and feed on Kell's fear and hatred. But Kell was aware of the involvement of Tashesh, as her powers were of seeing and scrying. She was also aware that Tashesh planned to visit her, and prepared for her arrival. Taking a glass dagger, she cast many spells and enchantments of imprisonment over it, and when Tashesh arrived, she plunged the dagger into the throat of her deceitful sister, trapping her soul within its magical coils.

THE FOUNDATION OF ELSOPEA

The orphaned offspring of Tomas were now lost, and forced to fend for themselves. They argued and fought over how best to survive, slowly descending into factionalised barbarism. They would probably have regressed further were it not for the intervention of Joras. Using what little magical powers he possessed, Alkat's brother was able to reach out from the spiritual plane and teach his grand-children as much of his knowledge as he was able. He named the twelve offspring 'the Elsopeans', and helped them to grow in strength and numbers. Over time they constructed a huge citadel, and named it Tan-Eldorith.

Many decades of peace ensued, in which the Elsopeans were able to expand further in territory and knowledge, the results of which were three more great citadels. The first to be built, second only to Tan-Eldorith in size was Helladi, known as the City of the Wise. The third citadel was named Ast, the city of the merchant, and finally Dooranekan, the City of the Craftsman. Content with this, the Elsopeans settled into their existence.

THE CHRONICLES OF LASADA

Many of the later generations of Elsopeans were not content with life in their home cities. They looked to the vast unexplored lands of Hestor, and considered the many opportunities that these lands could offer. So, over time, many of the younger inhabitants began to venture into the wilder, unexplored regions of Hestor.

One such restless soul was named Lasada, son of Lasada the Lord of Helladi. He built a mighty boat with which to sail the

uncharted oceans of the land and returned with much new land and glory for his father. His journeys took him far afield, often for months at a time, and on his return he would recount tales of strange lands and primitive peoples, many of which he brought as slaves. (It has been said that these 'primitive people were perhaps our ancestors'). Lasada's journeys became the stuff of legends, and the 'Ballad of Lasada' will doubtless be familiar to many scholars of ancient literature. Of course, it is now impossible to tell which of the six hundred and ninety two verses find their basis in fact, and which are the results of much re-telling and exaggeration by overacting bards. However one subject covered in the ballad which most definitely has its basis in fact is the story of Lasada's journey to Soramuth.

It was by sheer chance that Lasada and his companions landed upon the island of Soramuth, upon which the citadel of the Zoranith lay. According to Elsopean sources Lasada and his followers were brutally ambushed by the Zoranith and the majority, unprepared for such a surprise attack, were brutally murdered, many being beheaded. Zoranithi records, however, indicate that the Elsopeans landed on the island and made preparations to besiege and conquer the citadel of Zoranith. Whichever of the two is correct, it is beyond dispute that the Elsopean expeditionaries were slaughtered, and the heads of the slain were impaled upon spikes outside the Zoranithi citadel to ward off others of their kind who may choose to violate the land of Alkat's people.

THE ZORANITHI WAR

After fifteen months with not a word from his son Lasada, his father the ruler of Helladi dispatched twenty of his best men to search the lands for signs of his heir. Two more months passed until one of these men returned, bringing news of a strange race on a far island who had slain his son and mutilated his body. Lasada was grief stricken, for he loved his son dearly, and yet again the fires of revenge were to drastically shape the history of this land.

Lasada summoned a council from the four cities of Elsopea, and here it was deemed the killing to be an act of un-provoked aggression, thus there could be only one way to avenge the misdeed, the warriors of Elsopea were assembled.

This untested army met the Zoranithi at the gates of their citadel in probably the first, the greatest and the bloodiest war ever seen on Hestor. Many champions of both sides were slaughtered, including Lasada, Joras and Gallan, the last surviving member of the twelve first-born. But despite the grief of such losses the Elsopeans showed great skill in battle, and at the end of six days and six nights of constant fighting they emerged victorious, every last one of the Zoranithi, man, woman and child, were put to the sword.

THE WRATH OF ALKAT

The armies of Elsopea returned to their homelands triumphant in victory despite the terrible losses they had sustained. Their trials

were not over, however, for the death of the Zoranith had not gone unnoticed, Alkat always kept a watchful eye upon his children. For the second time in his existence Alkat wracked with anger, but not this time would the torment of regret taint his lust for revenge.

Working enchantments of great power Alkat broke the barrier with which he banished Joras and came down to the lands of Elsopea to punish its people for the death of his children. First came the city of, Tan-Eldorith, the jewel of Elsopea. Its defense was spirited, but many of the best warriors had already fallen against the Zoranith, and the inevitable destruction was swift and merciless. Nothing could face up to the powers of Alkat.

THE BANISHMENT OF ALKAT

Alkat's second target was Helladi, also been weakened by the Zoranith War, but prepared for the onslaught and hardened by the death of their kin in Tan-Eldorith.

Notable among the defenders of the city were six warriors who became known as the Heroes of Helladi. They were led by possibly the finest warrior these lands have ever seen, Karadrith, brother of Lasada.

When it seemed that victory was certain for Alkat, the five other nameless heroes sacrificed their lives so that Karadrith, armed with a powerful enchanted blade, could advance upon Alkat and deal a blow, that even Alkat could not withstand. The enchantments of the blade destroyed Alkat's mortal form, and banished his spirit beyond the sight of even the Loremasters. It is doubtful that the

spirit of Alkat was destroyed outright, but with no mortal or ethereal form on this plane, we can be certain that Alkat is gone for good.

These are the events which formed the basis of our world. Following this period of great turmoil, a period of peace ensued, which allowed the establishment of a great empire.

PART TWO: THE ELSOPEAN EMPIRE

THE EVOLUTION OF MAN

There is much argument as to where mankind came from, some say that like the great old gods we are refugees from another dimension. Others speculate that we are descended from a slave species created by the Kzzir. Wherever man came from we were nothing but a simple ape like creature when the Elsopean race was first founded, but by the time the Elsopean nation began to expand its borders after the banishment of Alkat, man had evolved into a primitive, un-civilised equivalent of what we are today, not unakin to the wildmen tribes that exist still in the remoter parts of the Stumps.

THE RISE OF THE EMPIRE

Now with no enemies, an advanced technology and a secure, prosperous homeland, the Elsopean nation spread its empire across the land and enveloped the area now known as the Civilised Kingdoms, enslaving its human population along the way.

The first city to be constructed by the Elsopeans outside Elsopea was built on a strategic estuary on the west coast of the land and was named Tormis. The city soon prospered for reserves of gold and other minerals were plentiful in the nearby mountains, and Tormis became the focus for the shipping of these raw materials back to Elsopea.

Other settlements began to spring up around the newly 'conquered' land, spring waters were found in the East of the land and a spa was built for wealthy Elsopeans on the site which has now grown into the sprawling city of Anchor. A scientific community was established upon the secluded island of Barchetta, and it is the ruins of this settlement that Mashan's foundations rest upon. As the empire slowly extended its boundaries north, crushing any hostility and enslaving the primitive human tribes in its wake, more and more settlements were constructed. Many of these newly established settlements are now nothing more than abandoned ruins, but the likes of Attiea, Eldoran and Dryleaf are still thriving communities to this day.

THE BUILDING OF THE WALL

The further North the Elsopean Empire stretched, the more its communications and logistical capacity became strained,

culminating in the massacre of an Elsopean Legion north of the lands now known as the Stumps by a band of savage tribesmen from the frozen Northlands.

As a result of this incident the Emperor realised that his realm had grown too extensive to be ruled effectively and it was decided that a manageable area would be established which could be protected from raids and wars. A solution to this problem was eventually put forward by a renowned Elsopean architect named Aya Drin, who formulated a plan to build a huge wall from coast to coast. A mammoth undertaking by today's standards, but this was Elsopea in its heyday, with almost limitless resources and thousands of human slaves to do the work.

The emperor of the time, Tendrith, agreed to the plan, and work began on the wall. Utilising the labor of enslaved humanity, work progressed swiftly, and the entire construction was completed in twenty five years, ten years ahead of schedule. Elsopea was now isolated from the rest of Hestor.

THE YEARS OF PEACE

Once the wall had been constructed the Elsopean Empire turned inwards in an attempt to consolidate the self imposed, finite boundaries. The age old seat of the emperor was moved from Tan-Eldorith to Tormis, and slowly the balance of Elsopean population moved from the old lands to the new.

With a limitless supply of human slaves at their disposal to take care of their every need, the majority of the Elsopean race grew decadent and complacent, more interested in the pleasure of life

than the furthering of their society. Thus science and technology all but stagnated and society, under its thin veneer of luxury, was slowly crumbling in on itself. The rapidly learning humans became responsible for nearly all aspects of the empire in all but word.

THE FOUNDING OF JORULI POINT

Not all humans in the Elsopeans Empire were used as laborers and soldiers, for those who showed great aptitude in both the magical and physical sciences were trained as servants and apprentices for the Elsopean Scholars. These educated few soon realised that although they were more knowledgeable than most average Elsopeans, they were still slaves and many of them grew restless with their lot. It was under the initiative of a slave in the Tormis libraries, Jagat Baudha, that the slow and almost unnoticed exodus of the human educated elite began when he lead a number of his comrades to a small island off the coast of the civilised kingdoms. Here they founded a settlement which was ruled exclusively by humans for humans.

It is astonishing that the Elsopeans did not notice or chose not to notice the growth of a purely human settlement on their borders, but it is a fact that over the course of the next seven decades many human scholars were smuggled out of the Empire.

Seventy two years after the initial foundation of the settlement, now named Joruli Point (Joruli is an Elsopean word roughly meaning a group of intellectuals or scholars) no more people were admitted within it's walls. This can be attributed to two reasons, firstly the more people that lived in the town, the more likely it

would be that they would be noticed by the Elsopeans, and secondly the island could only support a limited amount of people and its resources were already strained. Thus Joruli Point dropped into the background of history, but was to play a major part in the events to come.

THE FALL OF THE EMPIRE

One hundred and fifty years after the first human scholars founded their refuge on Joruli Point the Elsopean Empire began it's inevitable collapse. The collapse had been due for centuries, all that was needed was something to push the empire over the edge. This push turned out to be the assassination of the aged Emperor Tendrith by a group of Elsopean 'Traditionalists' who believed that the capital of the empire should never have left Tan-Eldorith, and who were disgusted by the way their brethren had grown decadent. Tendrith's son, Njaral was placed on the throne as a puppet of the Traditionalists and through him they instigated the de-stabalisation and eventual collapse of the Empire. This forced the Elsopean inhabitants to return to their ancient homeland of Elsopea, leaving the leaderless human population to their own devices.

THE CIVILISED LANDS

With the departure of the Elsopean rulers the human population of what is now known as the Civilised Kingdoms sunk into anarchy. Numerous petty battles were fought through the streets of the

cities as various factions vied for power. With no one to guide and order them the human workers on the farms and workshops threw down the tools and joined the fight for power, causing widespread famine and a shortage of almost everything essential. Just as it seemed that human civilisation was about to obliterate itself before it had really even established itself, a guiding light appeared to steer mankind away from the edge. This light was Joruli Point, which had been keeping itself to itself for the past one hundred and fifty years. Now, seeing it's chance to create what had been speculated upon for many years, it sent out scholars and diplomats to the major centres of human population in an attempt to guide the populations towards an organised way of life.

This organisation did not work overnight, but slowly the cities of the civilised kingdoms became ordered and the beginnings of governments began to grow. The first major city on the mainland to develop its own political regime was Tormis, the old Elsopean capital. It was also the only city to continue trade with their old rulers in Elsopea. Attempts by other cities since to break this monopoly have been fiercely resisted by Tormis.

Slowly the other cities of the civilised kingdoms developed governing bodies, some following Tormis' pattern of a benign dictatorship, others developed a democracy and others were controlled by impersonal bureaucracies. Most of these regimes remain almost intact in their original forms to this day, a tribute to our ancestors here at Joruli point who established these governments in accordance with what they thought would suit the populace.

RECENT YEARS

THE DISCOVERY OF THE EASTLANDS

In comparison to the events prior to the fall of the Elsopean Empire the events of recent times seem insignificant, but they are still very important in the shaping of the civilised kingdoms as we know them today.

Prominent among the events which have moulded the land of today are those which saw Anchor rise from a small Elsopean spa town to the sprawling wealthy sea port that it is today. Most of this wealth can be attributed to one man, Carlos Pestur, a great seafaring explorer and navigator, originally from Tormis, who after being exiled from his city made his home in Anchor. At the beginning of his exile, Anchor had deteriorated into little more than a fishing village. It was in the ruins of an old spa building (now lost in the cities expansion) that Pestur discovered a batch of old Elsopean maps which seemed to indicate the existence of a large continent to the East. Armed with this scant information Pestur crewed a ship and set sail.

He was not seen for thirteen years, but when he did return he had a cargo hold full of fabulous minerals, spices and cloth. He had discovered what was called the Eastlands, and Anchor began a monopoly of trade with this new and wealthy land.

CARLOS PESTUR AND THE CLANS

Seventeen years later, with the trade routes to the Eastlands firmly established, Pestur's exploratory urges re-awoke. This time his

interest was focussed on a closer but more dangerous goal; the lands north of the wall. For in addition to creating an almost impenetrable barrier on land, the Elsopeans also worked subtle magiks into the seas on either side, thus transforming an already dangerous reef infested ocean into a terrible challenge of both navigation and seamanship. It took Pestur two years of successive cartography expeditions to finally break through to the lands north of the wall, where he found a primitive land of extended barbarian families known as 'The Clans'. In this expedition and the four that followed it Pestur concentrated in bringing back slaves, the Clans having little else to offer in the way of trade. These slaves he set to work on constructing a city in the honour of himself, which was to be named Pestur's Glory.

Alas, on his sixth voyage Pestur's fleet was hit by a terrible storm, and six of the fleets' seven ships, including Pestur's own were lost within sight of Pestur's Glory, which was subsequently renamed Pestur's Wake.

The secret of the passage to the Clans was lost with Pestur's ship, and no man or ship has survived the voyage since. A distant repercussion of Pestur's escapades were the forming of the Camps, a series of settlements that freed descendants of the Clansmen slaves had built in the shadow of the wall, the closest they would ever come to their homelands.

That then brings us to the present day, and should indicate the origin of all the great cities that ever were in the Empire. Before I conclude, however, I will make the following points.

On Bias

Much of what is contained herein has been compiled from many varied sources both ancient and modern. When reading the chapters on the early history of the world you must understand that history is written by the victors, in this case the Elsopeans, and so Alkat and the Zoranith are depicted in a very bad light. I have tried to edit out much of the obvious blatant bias, but it is still quite evident in a number of the tales as they are presented. If any surviving Zoranith documents are ever found then perhaps we will be able to contradict the stories, but until then Alkat and the Zoranith must remain the antagonists of history.

On the Recent History

Of course, the escapades of Carlos Pestur are not the only events responsible for the shaping of the civilised kingdoms, but space constraints in this introductory document prevents us from going into the details of countless other people and actions that made our land as it is today. We chose the Pestur history above the others for the simple reason that it is both a straightforward history (as opposed to the events which have shaped Attica into the paranoid and xenophobic city state that it is today, which would fill a volume on their own), and also the fact that they were very important to the current balance of the civilised kingdoms.

On Further Reading

Any reader who found this short resume of the history of our world is quite welcome to browse through the entire twelve volume set here at Joruli Point. Reading fees are charged at a reasonable rate, and time must be booked no less than a week in advance.



EXTRACTS FROM A ROUGH GUIDE TO HESTOR

INTRODUCTION

Few people these days take the trouble to explore the many beautiful cities and sights of our magnificent land. This is a shame, for an exploration of Hestor is in many respects a journey through our history. There are vast artefacts reputedly built by the first inhabitants of the land, old cities, and many monuments to those who have gone before us. Moreover, as anyone at Joruli Point will tell you, a knowledge of history is a knowledge of self. This document was compiled over a six year period which I spent travelling this vast land. My aim is, of course, just to whet the appetite of the potential traveller and extensive documentation is available to help the more adventurous traveller benefit the most from his or her travels. In the compilation of this documentation I consider myself lucky that I had the opportunity to travel throughout Hestor and I would be satisfied if just one person was prompted to explore our magnificent country after reading this short work.

Bookmaster Andre Fiveshanks, Master of modern lore, Joruli Point.

THE LIE OF THE LAND

We live upon the continent of Hestor which is just a small part of our world known as "Tarra-Hestor". Both words are Elsopean in origin and mean the world and the whole world respectively.



Although Hestor is a minor part of Tarra-Hestor, it is the meeting point of all minds and can be considered to be the cultural and industrial heart of our world. What is done in Hestor today will be replicated by other continents in the future. We lead the world and, given that civilisation began here, all roads throughout the world start here, and undoubtedly find their way back here.

This continent can be split up into five major regions, two of which will be the major concern of this text. The others we know little about for they lie north of the great wall, where few civilised explorers have set foot.

In the far north of Hestor is a land that we know only from the tales of the Clansmen. Known as Kalothea, it is supposedly populated by huge hairy beasts who protect their lands with the spirits of their ancestors, and live in caves of ice and snow. Below Kalothea are the Wastelands, vast planes of semi frozen grasslands, dotted with thick forests of fir and pine. It is in these lands that the savage Horse Riders live, a race of short hardy men whose entire culture is based around warfare and the horse. They prey constantly upon the keeps and holds of the most civilised men that live above the wall, known to us as the Clansmen.

The land of the Clansmen lies directly north of the wall, and although I was unable to visit it, thankfully we at Joruli Point have a wealth of information on its geography and culture due solely to the great explorations of Carlos Pestur. He was only man to successfully negotiate a sea passage past the wall and captured hundreds of Clansmen slaves. It is the descendents of these slaves that populate the Campps even to this day, but more of that later. From the original slaves captured in these raids we learn that their

homeland was a fine nation, covered in deep forest and fertile farmland, but which was prone to harsh winters and the ravages of the Horse Riders from the north. This made the Clansmen a hardy breed, who were both warriors and farmers.

Below the wall lie the Civilised Kingdoms, our homeland, which is the main focus of the majority of the text below. To the south, over the near- uncrossable Border Peaks lie the mysterious lands of Elsopea. Here the once great rulers of a mighty empire have withdrew into themselves, concentrating on the higher spiritual and scientific thoughts of the mind.

Few men of the civilised kingdoms travel here, and even fewer Elsopeans travel into the civilised kingdoms, so little can be said about these lands other than that they are covered in thick, steamy forest, and the capital city, Tan-Eldorith is reputedly the most beautiful architectural masterpiece ever constructed.

THE CIVILISED KINGDOMS

The Civilised Kingdoms is the name given to the lands populated by humans that were once part of the Elsopean Empire. The Kingdoms are a collection of petty city states and villages with no centralised control and much inter-city rivalry which occasionally breaks out into hostilities. More recently however, the major states are making peace with each other and there has not been a major war for over five years.

Geographically the land is varied, ranging from the fertile farmland of the Veld to the harsh moorland of the Stumps. Generally speaking, the further north one travels, the wilder the terrain becomes.

Ten major cities make up the major population centres of the Civilised Kingdoms, I have dedicated an individual section to each below.

TORMIS

Tormis can probably be regarded as the most important city in the Civilised Kingdoms, although an Anchorian would undoubtedly argue otherwise. Tormis has long been the cultural, economic and commercial centre for the land, its importance stemming back to the days of the Elsopean Empire. It was the first city the Elsopeans built outside of their own lands, and as such is considered to be the first outpost of the Elsopean Empire. It was also the last, remaining under the control of the Elsopeans long after the other cities of the kingdoms had reverted to human control. So even after the departure of the Elsopeans, Tormis had a monopoly of arcane knowledge and Elsopean technology and has remained the only city with a continued productive link with Elsopea. Given its unique status, it is thus well qualified to consider itself the major city state outside of Elsopea.

Like all cities today, the Tormishans have become perhaps a little too relaxed in their general attitudes. The extended period of peace which we are currently enjoying appears to have lulled the general populace into a relaxed and complacent state and the Tormishan Guard in particular seems to be maintained more as a quaint tradition than as a necessity. Perhaps all cities should examine their history and learn that they have a guard for a reason, not merely to occupy the more loutish elements of the menfolk of a particular city.

ANCHOR

Anchor has risen to power as a major force in Civilised Kingdom politics only comparatively recently, for it was the machinations of Carlos Pestur and his various trade expeditions to both the Clans and to the Eastlands that brought the city such prosperity. Anchor is probably the most cosmopolitan of the cities, for it is the only place that views all people as possible equals, and money, rather than rank or title, is the most respected voice. This, coupled with Anchor's rigorously enforced monopolies on its trade routes allows Anchor few allies, but the city enjoys the most enlightened and forward thinking populace in the land.

ATTIEA

The last decade has been a troubled one for Attiea. For over the course of seven years, the once proud people of this large city have seen their wealth reduced drastically through the petty land rights wars that they have fought with Tormis. Attiea did not win a single battle in these wars, mainly down to the incompetence of the Attiean generals, who, it was revealed, took bribes from Tormishan agents. Again this is an indication of the state of combat units in Hestor, where money dominates even the battles of the city states, and being a mercenary is possibly the most lucrative profession to pursue.

Dissatisfaction with defeat during these wars, coupled with crippling tax rates enforced by Karlos the Second caused the Attieans to revolt, placing a new governor in his place. This man, named Hellast, has brought the city of Attiea out of the gutter and

whipped up fanatical support amongst his people. A support which is regarded with suspicion and wariness among the rulers of the neighbouring cities, for he targets the blame of all Attieans ills upon outsiders and foreigners, even going so far as to declare the Attiean the only pure stock example of the human race. This xenophobia may benefit Hellast in the short term, but can only do his city and Hestor in general a disservice in the long run.

JORULI POINT

Joruli Point was originally one of the most significant cities of the Civilised Kingdoms, for it was here that a group of exiles from the Elsopean empire founded the first solely human governed settlement. When the Elsopean empire collapsed it was the Scholars of Joruli Point that helped turn the chaos of the Civilised Kingdoms into organized nations. Since those early days we at Joruli have guided and advised the rulers of the Civilised Kingdoms, steering them towards a combined democracy, free and fair for all men.

PESTURS WAKE

Pesturs Wake was founded to honor the success of the famous explorer-prince Carlos Pestur and was originally named Pesturs Honor. Alas before the city was complete Pestur died at sea and in his honor the city was renamed Pesturs Wake. Besides being a monument to a long dead sailor, Pesturs Wake is an important outpost of the city of Anchor, for it is here that the gold mined in

the Stumps is processed and shipped to the great sea port, ready to be either shipped to the Eastlands, or to be transported to Eloran and struck into coinage. Pesturs Wake is also an important sea port in its own right and plies trade to the city of Essam as well as to the northern reaches of the Eastlands.

MASHAN

Mashan is a relatively new and small city which lies upon the ruins of an old Elsopean outpost on Barchetta, a large island to the west of Tormis. Mashan is known as the 'city of pirates', not surprising given that piracy appears to be the primary function and reason for existence of Mashan. Through the years, the pirates of Mashan have reached an un-written agreement with the other sea faring cities of the Kingdoms, in that they will only take a certain percentage of non humanoid goods from a ship in return for giving that ship safe passage through its waters.

This agreement has worked well until recently when a small group of ruthless rebel pirates have begun operating from a secret base on Barchetta. As yet the pirates of Mashan have no idea of who and where these rebels are, but what is certain is that if they are allowed to continue their raiding for much longer, then the honorable name of piracy will be ruined.

ESSAM

Essam lies on the island of Scaeth, off the east coast of the Civilised Kingdoms. It is an odd city, for it has no government, no

militia and non of the central governing bodies one comes to expect from a settlement of its size. Rather, it is run by various street gangs who earn the right to rule a certain part of the city by possessing one quarter of a broken stone table, known as the Wheel of Essam. Where this tradition came from is buried in the mists of time, but it seems to work in a fashion, although Essam does have the highest crime rates of any city in the Civilized Kingdoms.

DRYLEAF

To class Dryleaf as a city is perhaps allowing it a status which it has not yet earned, but that in no way reduces the importance of this settlement. Dryleaf is a settlement that is in the ascendant. It already supplies fifty percent of the Civilised Kingdoms building timber, and its passenger ships transporting folk and goods to Mashan and Joruli Point are a competitive rival to Tormis.

At this point I will add a brief note for those who enjoy bizarre speculation. It seems that Dryleaf's importance as a port may dramatically increase in the near future provided that the theories of one of our scholars here at Joruli Point prove to be correct. He is currently making sure that his calculations are accurate. No one here is sure whether to take his assertions seriously, due to their profoundly amazing nature, however if he is proved true, and the world is round, the implications will be enormous, and could shift the balance of power within, or even away from, Hestor.

At the time of writing there is already an expedition in the piplined to prove these theories, led by the famed sea captain Ragnar.

VORSAI

Vorsai is a small intellectual community near Eloran, founded by various scholars who were dissatisfied with what they viewed as an introverted and anti-progressive attitude of Joruli Point. As yet its libraries are much less impressive than ours at Joruli Point, and the scholars it attracts are the sort of cranks that are not welcome here in the true city of Scholars.

ELORAN

Eloran is the city of culture and art, a highly refined place where being rich means everything. The greatest exponent of this is the towns prince, who spends his days in endless rounds of parties and social occasions, having little time for running a city. Underneath this facade of revelry and decadence lies a city with problems, for it is rife with organized crime and racketeering which is slowly bringing Eloran to it's knees. Other cities should take note and observe that what is happening in Eloran now could well be their future also unless they take steps to prevent it now.

OTHER PLACES OF INTEREST

THE VILLAGES OF THE CIVILISED KINGDOMS

Besides the large cities and towns of the Civilised Kingdoms there are also many small villages scattered through the land. Most of which, such as Greybrooke are farming and fishing communities, which serve the large cities. Described below are some of the more unusual small settlements that deserve attention within these pages, for it would be a shame for a traveller to overlook them.

TRADE TOWN

Trade Town is noteworthy as the northern-most bastion of civilisation. North of here lie only the Campps and the Wall. Trade Town exists primarily to trade with the Campps and to service the many trappers and hunters that traverse the area.

Trade Town also holds the headquarters of the Northern Rangers, an informal organisation who try to keep some sort of law and order in the wild regions between the city states. At the moment the Rangers primarily operate in the north and have yet to be recognised as an official policing force by the cities in the south.

THE CAMPPS

The Campps are a collection of three villages and several other tiny hamlets in which the freed descendants of the Clansmen taken in the slaving raids of Carlos Pestur scratch out a meager existence. Unable to return to their ancestral homeland in the Clans, they have built their homes as close to it as possible, and consequently the Campps sit right up against the wall.

COOLTAGS REST

Cooltags Rest is a small village tucked away in the Stumps, a range of rolling hills in the middle of the Civilised Kingdoms. Cooltags Rest is probably the biggest source of wealth upon the entire continent, for it is here that most of the lands gold is mined.

THE SKULL MOUNTAINS

Dotted around in several of the more obscure areas of the land there stand strange stone hills whose shape seems to be carved into that of a non human skull. No one knows who created these great monoliths, or what function they perform, and as such they serve as one of Hestor's great mysteries. Speculation abounds that these were constructions of the Kzzir, but there is no real evidence available to substantiate this theory.

SORAMUTH

To the west of the Civilised Kingdoms lies the great island of Soramuth. Once, many thousands of years ago it was the homeland of the Zoranithi, until they were wiped out in a bloody war with the Elsopeans. Since then Soramuth has been a blasted and hunted land upon which men fear to tread. Sailors give the island a wide berth, for ships that sail too near vanish without a trace, some say they are swallowed up by great sea beasts, others insist that strange lights from the island guide ships onto treacherous rocks. Whatever caused the ships to wreck, it has left few survivors, and none able to fully explain what happened.

THE MAGIKS, FROM 'THE NATURE OF MAGIK'

Extract from the Introduction to 'The Nature of Magik'

This text is a much abridged and simplified version of the introduction to a technical thesis on the nature of the various forms of Magik and its origins. For the sake of simplicity much of the technical information has been omitted, but even as it stands I feel it is one of the most comprehensive basic introduction to the forms of magik that we possess here in Joruli Point.

Bookmaster Alster Crows-Leg, Master of Magik, Joruli Point.

MAGIK

Everything upon the land of Hestor has an aura, a magical presence which binds it together. This aura is known as Mana, and can be tapped by a person who knows the correct procedure. This enables that person to produce various miraculous effects which would not be possible under the normal rules of Physics.

Mana can be tapped in four different ways, each requiring a different method, thus knowledge of one form of Magik does not necessarily mean that one has the ability to perform the other forms of magik. The four magical forms are known as Hedge Wizardry, Elementalism, Daemonology and True Magik, each is described individually in it's own section below.

HEDGE WIZARDRY

Hedge Wizardry is the simplest and most commonly found form of Magik, for it is less mentally intensive than other forms. It involves the manufacture of Potions, which are made from the mixing of

DAEMONSGATE

magical herbs and roots. A potions effects depend upon which herbs are used in the preparation, for each type of herb holds a different property which can be harnessed by the Hedge Wizard.

ELEMENTALISM

Elementalism is the art of summoning and binding entities from the six elemental planes, namely Light, Darkness, Fire, Earth, Air and Water.

DAEMONOLOGY

Daemonology is the art of summoning and binding malignant otherworldly entities known as Daemons. A difficult and dangerous art, Daemonology is practised by very few people, and those who do have earned a bad reputation, thus this form of Magik is frowned upon in most societies, and the few existing Daemonologists usually live a reclusive existence.

TRUE MAGIK

Practitioners of True Magik, known as Lore Masters, truly understand the nature and source of Magic to such an extent that they can produce enchanted affects from natural, non-magical elements. Their lore allows them to enchant almost any object into producing some enhanced effect, from gems which provide magical power, to swords whose edge is forever razor sharp. Lore masters are rare among human society, but most magicians of Elsopea study True Magik.



Fig.4 Sevenaries

Fig.5 Baal