



APPENDICES



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Spells Overview

In order to best explain the spell functions they are sorted by magic classes. In addition, each spell is also explained in more detail on a small function template:

NAME The name of the spell as it appears in the spell menu.

MPT The number of required Magepoints before a spell can be cast.

Range The range of a battle spell in yards or "long" for long range spells.

* Specifies who the spell can be used against. The characters mean the following:

PM the member of a party

P the whole party

O an opponent

OG a group of opponents

AO all group of opponents

A all (universal)

Power This is the magic power of all spell. For the total effects add this value to the magical power of Mage.

o Specifies the duration of a spell. The characters mean the following:

vs very short

s short

m medium

l long

vl very long

p permanent

a one-time action

l In case of destructive spells this indicates the approximate damage caused. For extremely strong or weak opponents this value may vary.

Type The type of spell is specified here. The characters mean the following:

B a spell which is only available in battle

A a spell which can always be cast

E can only be cast without a threat

Magician Spells

NAME	MPT	Range	*	Power	o	l	Type
entangles an opponent ENTANGLE	2	14yds	O	30	p	-	B
strengthens the armor ARMOR	3	-	PM	-	s	-	A
paralyzes an opponent PARALYSE	4	12yds	O	35	vs	-	B
confuses and injures an opponent FOG	4	12yds	O	25	p	3-6	B
slows down an opponent LAME	5	12yds	OG	65	p	-	B
increases the strength of a character STRENGTH	4	-	PM	-	m	-	A
blinds an opponent LIGHTBALL	7	12yds	OG	22	a	4-11	B
removes opponent's armor ARMORZOT	6	10yds	O	63	p	-	B
creates a hate field around an opponent HATE	4	14yds	AO	55	p	-	B
beats up an opponent JABFIST	10	14yds	OG	19	a	23-54	B

Conjurer Spells

NAME	MPT	Range	*	Power	o	l	Type
creates a very short magic light LIGHT (very short)	3	-	-	-	vs	-	A
makes ugly and stupid NUTS	3	long	O	65	p	-	B
makes very greedy for money GREED	4	long	OG	86	p	-	B
weakens the abilities of a Mage MAGEWEAK	6	12yds	O	125	p	-	B
causes an attack of weakness WEAKEN	3	long	O	155	p	-	B
creates a short magic light LIGHT (short)	4	-	-	-	s	-	A
creates magic vortex VORTEX	7	8yds	O	20	a	7-14	B
entangles a group of opponents ENTANGLE!	9	8yds	OG	70	p	-	B
causes an overpowering feeling of fear SCARE	12	10yds	OG	85	p	-	B
weakens the abilities of a Mage MAGEWEAK	14	16yds	OG	185	p	-	B

Sorcerers Spells

NAME	MPT	Range	*	Power	o	l	Type
strengthens the weapons of a character WEAPON	4	-	PM	-	s	-	A
creates a cold field around an opponent FREEZE	5	14yds	O	50	a	50-81	B
forces an opponent to jump around like mad TICKLE	7	long	O	85	vs	-	B
makes a tired character alert AWAKE	8	-	PM	-	a	-	E
speeds up the movements of a character FASTER	7	-	PM	-	m	-	A
causes an opponent to have a seizure attack SNEEZE	9	long	O	80	vs	-	B
starts a vortex of stones STONEFALL	11	12yds	OG	31	a	40-83	B
strengthens the throwing power of character THROW	16	-	PM	-	m	-	A
turns an opponent into stone STONING	13	18yds	O	60	p	-	B
increases the magic powers of a party MAGEPOWER	22	-	P	-	s	-	A

Wizard Spells

NAME	MPT	Range	*	Power	o	l	Type
poisons an opponent POISON	6	16yds	O	87	a	15-48	B
causes an attack of weakness FAINT	8	14yds	OG	75	p	-	B
turns an opponent into ice ICECLOUD	7	long	O	70	vs	-	B
throws an magical ice ball ICEBALL	9	12yds	OG	59	a	15-64	B
makes the opponent's armor disappear ARMORWHAM	11	10yds	OG	83	p	-	B
turns an opponent into ice ICEFIST	11	long	O	120	m	-	B
makes a group of opponents fall into a deep sleep SLEEP	15	10yds	OG	75	s	-	B
sets off anxiety and fear HORROR	17	14yds	AO	65	p	7-15	B
sets off a brain shock SHOCK	15	10yds	O	355	a	-	B
being very cruel to an opponent EVILSONG	30	8yds	AO	120	p	39-70	B

Archmage Spells

NAME	MPT	Range	*	Power	o	!	Type
burns an opponent							
ACID	6	10yds	O	86	a	40-150	B
prevents an opponent from casting spells							
SPELLZAP	9	long	O	125	p	-	B
makes an opponent stop							
WITHER	12	12yds	OG	110	p	15-30	B
speeds up the movements of a party							
SPEED	11	-	P	-	m	-	A
blows an opponent 12 yds away							
BLOWAWAY	8	2yds	OG	240	a	-	B
sometimes turns an opponent into stone							
STONEIST	15	long	O	62	a	90-200	B
makes an opponent ugly and mad							
NUITS	8	long	AO	115	p	-	B
poisons an opponent							
POISONI	25	16yds	AO	135	a	400-800	B
enormously increases the battle power of a party							
POWER	22	-	P	-	m	-	A
hits an opponent very critically							
EVILHAMMER	45	long	AO	110	a	3000-5000	B

Witch Spells

NAME	MPT	Range	*	Power	o	!	Type
throws a storm punch							
STORMPUSH	4	16yds	O	45	a	75-100	B
creates the potion "STRIGHT 1"							
STRIGHT 1	5	-	A	-	a	-	E
prevents a battle at a distance							
ANTHURL	6	long	O	179	p	-	B
makes an opponent insane							
INSANTY	8	18yds	O	155	p	50-60	B
causes an attack of weakness							
FAINTI	14	long	AO	85	p	-	B
creates the potion "WC PLUS 1"							
WC PLUS 1	12	-	A	-	a	-	E
incinerates an opponent							
FIREBALL	14	12yds	OG	70	a	50-180	B
guides arrows to a target							
NEVERMISS	10	-	PM	-	m	-	A
draws an opponent to the party							
PULLINER	14	long	OG	555	a	-	B
turns unprotected opponents to stone							
STONEFIRE	22	14yds	OG	97	a	110-175	B

Valkyrie Spells

NAME	MPT	Range	*	Power	o	!	Type
creates a strong shock wave							
BLAST	6	12yds	O	145	a	100-220	B
destroys armor and defensive powers							
DEPROTECT	8	10yds	OG	138	p	-	B
enhances the throwing power of a character							
LONGTHROW	8	-	PM	-	s	-	A
guides direct attacks always to their targets							
SUREHIT	8	-	PM	-	s	-	A
creates a fear sphere							
FEAR	11	14yds	OG	151	p	40-160	B
returns thrown weapons							
RETURN	9	-	PM	-	s	-	A
prevents a battle at a distance							
ANTHURL	12	long	AO	149	p	-	B
weakens an opponent in every regard							
WEAKSPERE	24	long	AO	136	p	5-40	B
strengthens the power of a party							
WEAPONI	29	-	P	-	m	-	A
reverts magic and strikes all Mages critically							
REVMAGIC	65	long	AO	185	a	-	B

Fairy Spells

NAME	MPT	Range	*	Power	o	!	Type
returns up to 6 hitpoints to a character							
HEAL 6	3	-	PM	-	a	-	A
calms down and makes less aggressive							
CALM 1	4	8yds	O	155	p	-	B
weakens opponent's resistance							
PROTECT	5	-	PM	-	s	-	A
returns up to 6 hitpoints to all characters							
HEALALL 6	13	-	P	-	a	-	A
calms down and makes less aggressive							
CALM 2	9	8yds	OG	145	p	-	B
returns up to 15 hitpoints to all characters							
HEAL 15	6	-	PM	-	a	-	A
creates a calming field around an opponent							
CALM 3	14	10yds	AO	190	p	-	B
makes a character immune to poison attacks							
ANTIDOTE	7	-	PM	-	m	-	A
protects from opponent's spells							
ANTIMAGIC	12	-	PM	-	m	-	A
makes a dead character come to life again							
REVIVE	40	-	PM	-	a	-	E

Enchanter Spells

NAME	MPT	Range	*	Power	o	!	Type
sets off anxiety and fear							
FEARWORD	4	long	O	155	p	-	B
creates a strong magical light							
LIGHT (medium)	10	-	A	-	m	-	A
shows the current position of a party							
LOCATION	1	-	A	-	a	-	E
causes a strong greed for money							
GREEDI	13	long	AO	166	p	-	B
reduces the power of weapons							
WEAKEN	10	12yds	OG	153	p	-	B
sucks the opponents into a vortex							
TORNADO	10	8yds	OG	68	vs	-	B
exposes opponent's treasure							
REVEAL	30	long	AO	60	p	-	B
shows hidden doors							
FLARE	40	-	A	-	l	-	A
creates an illusion of a map of the surrounding area							
SHOWMAP	23	-	A	-	a	-	E
blocks various attacks							
BLOCK	20	-	A	-	m	-	A

Cleric Spells

NAME	MPT	Range	*	Power	o	!	Type
heals wounds of up to 7 hitpoints							
HEAL 7	3	-	PM	-	a	-	A
zaps a small sin committed by a character							
ZAPSIN	13	-	PM	-	a	-	E
removes all poison from a character							
CLEANSE	11	-	PM	-	a	-	A
zaps several small sins committed by a character							
ZAPSINI	24	-	PM	-	a	-	E
cures villainous delinquency of a character							
VITAMINS	16	-	PM	-	a	-	E
heals wounds of up to 100 hitpoints							
HEAL 100	16	-	PM	-	a	-	A
zaps a mortal sin committed by a character							
ZAPSINI!	31	-	PM	-	a	-	E
return youth and power							
REJUVENATE	21	-	PM	-	a	-	A
heals all wounds of a party							
HEALALL	36	-	P	-	a	-	A
increases the loyalty of a character							
SOULBIND	75	-	PM	-	p	-	E



Priest Spells

NAME	MPt	Range	*	Power	o	l	Type
heals wounds of up to 5 Hitpoints HEAL 5	3	-	PM	-	a	-	A
alleviates the poisoning somewhat CLEANSE	6	-	PM	-	a	-	A
alleviates the illness somewhat CURE	9	-	PM	-	a	-	A
sobers up a drunk character SOBER	7	-	PM	-	a	-	A
makes a character content and satisfied ZAPHUNGER	6	-	PM	-	a	-	A
heals wounds of up to 5 Hitpoints HEALALL 5	12	-	P	-	a	-	A
puts an opponent to sleep SLEEP	10	10yds	O	145	s	-	B
heals wounds of up to 10 Hitpoints HEAL 80	15	-	PM	-	a	-	A
petrifies an opponent with fear PETRIFY	22	14yds	O	52	s	-	B
creates the potion "CURE"	30	-	A	-	a	-	E



Angel Spells

NAME	MPt	Range	*	Power	o	l	Type
heals wounds of up to 8 Hitpoints HEAL 8	4	-	PM	-	a	-	A
heals the illness of a character CURE	10	-	PM	-	a	-	A
weakens opponent's attacks PROTECT	14	-	P	-	s	-	A
heals all wounds of a character HEAL A	14	-	PM	-	a	-	A
creates a strong magical protection wall MAGICALWALL	13	-	PM	-	s	-	B
heals all wounds and great Cures RESTORE	22	-	PM	-	a	-	A
makes immune to poison attacks ANTIDOTE	20	-	P	-	m	-	A
heals all wounds of up to 100 Hitpoints HEALALL 100	21	-	P	-	a	-	A
creates a strong magical protection wall MAGEWALL	28	-	P	-	s	-	B
heals all wounds and RESTORE!	45	-	P	-	a	-	A



Warlock Spells

NAME	MPt	Range	*	Power	o	l	Type
hurts a magic club MAGECLUB	6	12yds	O	135	a	55-180	B
enhances the battle power WARPOWER	6	-	PM	-	s	-	A
returns thrown weapons GETBACK	13	-	PM	-	l	-	A
make an opponent lose all reason MINDFIRE	12	14yds	OG	85	p	12-140	B
vinciferates an opponent FIREWALL	18	6yds	AO	83	a	70-130	B
destroys the magical defense ZAPPOWER	23	long	AO	135	p	-	B
hurts a stone club STONECLOUD	21	long	O	76	a	2000-4000	B
creates a critical shock field BRAINSHOCK	29	14yds	OG	116	a	-	B
changes a berserker back CANDOR	34	-	PM	-	a	-	A
turns a character into a berserker BERSERKER	41	-	PM	-	a	-	A



Nymph Spells

NAME	MPt	Range	*	Power	o	l	Type
heals wounds of up to 5 Hitpoints HEAL 5	2	-	PM	-	a	-	A
calms down an opponent CALM1	6	8yds	O	175	p	-	B
heals wounds of up to 24 Hitpoints HEAL 24	6	-	PM	-	a	-	A
returns the youth to a character YOUTH	9	-	PM	-	a	-	A
calms down a group of opponents CALM 2	11	8yds	OG	175	p	-	B
creates a regressive sphere R-SPHERE	28	-	P	-	s	-	A
makes a tired party alert AWAKE	11	-	P	-	a	-	A
heals wounds of up to 24 Hitpoints HEALALL 24	16	-	P	-	a	-	A
removes disease and poisons CURE!	30	-	PM	-	a	-	A
creates an invulnerability sphere R-SPHERE!	50	-	P	-	l	-	A



Druid Spells

NAME	MPt	Range	*	Power	o	l	Type
creates the potion "DXYTY 1"	4	-	A	-	a	-	E
creates a protection field against poison attacks POISONWALL	7	-	P	-	s	-	E
makes all opponents unable to speak SILENCE	11	long	AO	145	p	-	B
makes an opponent pass out PASSOUT	10	8yds	OG	45	s	-	B
creates the potion "HEAL 15"	11	-	A	-	a	-	E
increases defence against magic ANTIMAGICI	15	-	P	-	m	-	A
creates the potion "REFRESH"	17	-	A	-	a	-	E
turns an opponent into ice FREEZE	21	8yds	OG	95	s	-	B
prevents a corpse from decaying MUMMY	22	-	PM	-	m	-	A
creates the potion "HEALALL"	31	-	A	-	a	-	E



Alchemist Spells

NAME	MPt	Range	*	Power	o	l	Type
creates the potion "HEAL 4"	2	-	A	-	a	-	E
creates the potion "SKILL 2"	6	-	A	-	a	-	E
envelops an opponent in a cloud of itching powder ITCH 1	7	long	O	160	s	-	B
creates the potion "DC PLUS 1"	14	-	A	-	a	-	E
creates the potion "SC PLUS 1"	17	-	A	-	a	-	E
makes gold coins rain from the enemy GOLDRAIN	12	-	A	-	a	-	E
causes a coughing fit COUGH	14	10yds	OG	150	s	-	B
creates the potion "AC PLUS 1"	16	-	A	-	a	-	E
creates the potion "INVUL"	21	-	A	-	a	-	E
envelops all opponents in a cloud of itching powder ITCH 2	29	14yds	AO	155	s	-	B



Monk Spells

NAME	MPt	Range	*	Power	o	l	Type
heals wounds of up to 6 Hitpoints							
HEAL 6	2	-	PM	-	a	-	A
envelops an opponent in a cloud of heat							
BURN	4	8yds	O	130	a	2-17	B
protects from "turn to stone" attacks							
ANTISTONE	6	-	PM	-	s	-	A
increases the strength and the battle power							
WARPOWER	10	-	PM	-	s	-	A
weakens and ages an opponent							
WITHER	8	16yds	O	160	p	-	B
heals wounds of up to 3 Hitpoints							
HEALALL 3	14	-	P	-	a	-	A
protects from thrown weapons							
HURLSHIELD	10	-	PM	-	s	-	A
makes an opponent go crazy							
CURSE	14	16yds	O	150	p	-	B
alleviates illness and poisoning							
SOOTHE	20	-	PM	-	a	-	A
stuns the opponents							
SLIMEFIST	15	8yds	OG	135	a	5-20	B



Banshee Spells

NAME	MPt	Range	*	Power	o	l	Type
makes the brain of an opponent fly							
MINDZAP	6	4yds	O	112	a	-	B
deteriorates the defence							
WEAKEN	8	10yds	OG	138	p	-	B
creates a nerve shock							
MADNESS	11	18yds	OG	155	p	20-80	B
leaves an opponent totally unprotected							
ZAPSHIELD	9	14yds	O	192	p	-	B
kills an opponent							
HAMMER	17	long	O	180	a	-	B
unleashes a firestorm							
FIRESTORM	19	10yds	OG	46	a	150-320	B
makes the defenses collapse							
UNPROTECT	22	10yds	AO	138	p	-	B
turns an opponent into ice							
FREEZE!	31	10yds	AO	95	s	-	B
creates a critical ball of fire							
HELLFIRE	29	long	OG	157	a	400-900	B
destroys the brains of all opponents							
MINDCRACK	40	12yds	AO	142	a	-	B



Elementary Spells

NAME	MPt	Range	*	Power	o	l	Type
creates a long and strong magical light							
LIGHT (long)	15	-	A	-	l	-	A
makes it rain for a while							
RAIN	15	-	A	-	m	-	E
deactivates all traps							
ZAPTRAPS	15	-	A	-	m	-	E
makes the sun shine							
ZAPRAIN	22	-	A	-	m	-	E
stops the time, short							
TIME (short)	20	-	A	-	s	-	A
makes a party invulnerable							
INVISIBLE	18	-	P	-	m	-	E
speeds up the movements							
DOUBLEHIT	22	-	P	-	m	-	A
deactivates all teleport fields							
TELEPORTS	39	-	A	-	m	-	E
stops the time, long							
TIME (long)	45	-	A	-	l	-	A
unleashes a storm							
STORM	50	-	A	-	l	-	E



Master Spells

NAME	MPt	Range	*	Power	o	l	Type
destroys all protections							
DEARMOR	30	long	AO	199	p	-	B
creates a life stone							
LIFESTONE	35	-	A	-	a	-	A
creates a magical light							
PRIMEFLARE	40	-	A	-	p	-	A
makes an opponent go mad							
MINDWARP	45	long	AO	199	p	400-900	B
heals wounds, diseases and poisoning							
GREATHEAL	45	-	P	-	a	-	A
improves character values							
IMPROVE	50	-	PM	-	m	-	A
increases the battle class							
SKILL	60	-	P	-	m	-	A
strengthens the magical spheres							
SPHERES	60	-	P	-	m	-	A
unleashes hell fire							
PURGATORY	70	long	AO	199	a	5000-9000	B
heals all							
MASTERHEAL	85	-	P	-	a	-	A

Magic Potions

There is an abundance of various magic potions which can make the life of an adventurer easier. Magic potions are sort of like spells that even the non-Mages can use. You can either buy them in stores, create them using spells or quite simply find them. Due to space constraints we cannot list all the potions. A few remarks first to make the abbreviations and information easier to understand:

As a rule, the names of potions are composed of a description which indicates what the potion does, and a number which specifies how strong the effect is:

- 1 weak for a short time
- 2 strong for a short time
- 3 permanent improvement by 1 point
- 4 permanent improvement by 2 points
- 5 permanent improvement by 4 points

A few examples:

WC PLUS 2 enhances the weapon class briefly (by about 12 points).
 DXRTY 3 performs a permanent improvement of defensive fate by 1 point.
 ASHOT 1 will briefly enhance the Anti-shot sphere (by about 4 points).

The healing potions are the exception since the number of Hitpoints to regenerate is specified explicitly e.g., "Heal 15" heals by 15 Hitpoints.

The HP PLUS ... potion increases the Hitpoints permanently. Here are a few examples:

HP PLUS 1 increase by 1 point
 HP PLUS 2 increase by 13 points
 HP PLUS 3 increase by 25 points

Furthermore, there are some potions with special effects. Here is a short selection:

YOUTH heals an artificially aged character
 REFRESH relieves a character from hunger, thirst or exhaustion
 SPELL enables a Mage to learn a new spell
 BERSERKER see the Warlock Spell of the same name
 CANDOR see the Warlock Spell of the same name
 RESTORE restores the character's values and Magepoints

POTION ABBREVIATIONS

A lot of abbreviations, sometimes not very obvious, are used in potion names. The most important ones are as follows:

DXRTY	Dexterity
SKILL	Skill
AMAGIC	Anti-magic sphere
ASTON	Anti-stone sphere
ASHOT	Anti-shot sphere
AFIRE	Anti-fire sphere
AINFCT	Anti-infection sphere
MPOWER	A sphere of magical power
INVUL	Invulnerability sphere
ACRIT	Anti-critical sphere
ACHARM	Anti-charm sphere
MEYE	Magic eyes
APOISN	Anti-poison sphere

Item Overview

Since the exact effects and meanings of some items are not immediate apparent, here's a brief summary of the most important ones:

Pearls	gives the coordinate position of the party.
Whistle	deteriorates many of opponent's values.
Clover	eliminates hunger, thirst, tiredness and vitamin deficiency, heals some things and improves the defences.
Oakleaf	improves the defences and heals by up to 3 Hitpoints.
Lifestone	makes a dead character come to life again.
Deathstone	releases a character who was turned into stone.
Crystalwand	permanently increases the strength by 1 point and the Hitpoints by 3. It also heals poisoning and illness.
Curestaff	cures disease and returns 3 Hitpoints.
Grailwand	permanently increases the wisdom by 1 point and the Hitpoints by 3.
Plunger	A plunger with a piece of string attached. Draws a group of opponents to the party.
Repowand	cures poisoning.
Siarwand	heals poisoning and illness.
Goldeye	creates a magical light that makes the secret doors visible.
Locstaff	gives the position of the party.
Fracwand	stops the time briefly.
Stonering	protects against being turned into stone

The following items are simply weapons. Their effects manifest themselves on the opponent to whom they're applied:

Mirror	causes damage
Sling	causes damage
Fluff	makes an opponent possessed
Holy Mortar	causes damage
Eviltowel	makes insane
Magic Sack	causes damage
Warpipe	causes damage
Flamewand	causes damage
Dragonwand	turns into stone
Jaggalak	poisons
Stonewand	turns into stone
Masterwand	strikes a decisive blow
Bogwand	makes mad
Deathwand	strikes a decisive blow
Froststaff	lames
Witherwand	makes old

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Anti-charm sphere The Anti-charm sphere protects the character from being enchanted.

Anti-critical sphere The Anti-critical sphere can protect the weak points from being hit in battle.

Anti-fire sphere The Anti-fire sphere protects against burns of all types.

Anti-infection sphere The Anti-infection sphere can prevent a character from getting sick.

Anti-magic sphere The Anti-magic sphere protects the characters against opponent's spells.

Anti-poison sphere The Anti-poison sphere protects the characters from being poisoned.

Anti-shot sphere The Anti-shot sphere blocks arrows and thrown weapons.

Anti-stone sphere The Anti-stone sphere protects the characters from being turned into stone.

Armor Class (AC) The armor class specifies how well a character is protected against attacks. It is composed of the clothing and armor the character wears as well as the physical constitution of the character.

Attributes see character values.

Broadside weapon A weapon which can be used to attack a whole group of opponents or even all opponents simultaneously.

Character A character is a figure controlled by the player during a role playing game. A character has particular character values and various characteristics and abilities.

Character value A character value determines the abilities of a character. It can be improved during the game.

Class Each character has a predefined class. This is similar to a professi-

on, but cannot be changed during a game. The class determines the development of a character.

Conjurer Conjurers magicians.

Crimes The crimes are killing or injuring of friendly persons. Friendly persons are decent citizens in the towns as well as fairies and nymphs in the wilderness.

Critical hit A critical hit is always fatal. It hits the miracle spot of the opponent.

Damage points Damage points indicate the amount of injury caused by a blow or spell. They are subtracted from the Hitpoints.

Death As in all role playing games the death is not final. Dead people can be brought back to life at any time using proper measures. Only when a character remains dead for too long he cannot be revived.

Dexterity Class (DC) The dexterity class indicates how well a character can deflect opponent's attacks. It is composed of defence abilities, battle experience (level) as well as the armor in its possession.

Disease The effects of disease are similar, but stronger, to those of poisons.

Door There are many different types of doors. Some are visible, others are not. A few are only passable in one direction.

Dungeon A dungeon or a vault, usually underground, swarming with dangerous monsters and valuable treasures.

Enchanter Enchantress magicians.

Experience point Each character gets experience points for each successful action. When a certain number of points is reached the character is promoted to a higher level.

Figure See character.

Forty-two A very famous number which, in contrast to many other com-

puter games, has absolutely no meaning in FATE.

Group of opponents Opponents basically attack in an orderly formation. They can be organized in up to 5 groups each with up to 8 members.

Guilds In contrast to other buildings guilds have a completely different meaning to the one in reality. In role playing games guilds are magical places where new abilities are negotiated and the art of magic is learned.

Hitpoints The Hitpoints indicate the health of a character. A few Hitpoints are lost with each hostile encounter. Once they are down to zero the character dies.

Incantations Invoking of demons to support the party

Indulgence Get a pardon for one's sins.

Invulnerability sphere The invulnerability sphere protects the characters from injury or limits the damage.

Jewel By using a jewel a map of the surrounding area can be looked at.

Law The law in FATE is set and maintained by druids and guards.

Legend of Faerghall Another neat role playing game by reLINE.

Level A level is an experience plane which a character reaches during game play. The higher the level the easier it is for the character to master difficult situations.

Level also describes the floors in a dungeon. The various levels are on top of each other and are connected by stairs.

Magepoints Each Mage has a certain number of Magepoints. After each spell a fixed number of points is subtracted. When all Magepoints have been used up the Mage must rest before being able to cast spells again.

Magic classes The spells are divided into various magic classes. When a Mage learns all spells in a magic class he can be granted a new magic class in a guild.

Magic Eye The magic eye protects the character from falling into traps.

Menu All options available to a player at any given time are listed in a menu.

Non-player character (NPC) An NPC is a character figure which cannot be controlled by the player. They proceed at their own discretion.

Old Old is a special condition of a character. This does not mean the natural process of aging but an artificially caused condition. The character is robbed of all of his abilities.

Option Options are all possible courses of action available to a character in a certain situation.

Outlaws If a character commits more than 9 crimes he is considered an outlaw and may be killed by the custodians of the law without warning.

Party A party is a group of characters which have joined forces and roam the world together.

Party Switching Party Switching is changing from one party to another.

Permit The characters can get a permit to learn spells and to increase their character value. They are educated in the guilds.

Plaster The monetary unit in the world of FATE.

Player A strange being sitting in front of a computer in a tense posture and with a strained expression on his face.

Poison If a character is poisoned his defensive powers decrease considerably. If this condition persists he starts losing Hitpoints and eventually character values.

Possessed A possessed character cannot be controlled by the player anymore. He's neither dead nor alive and is dominated by a diabolical power.

Promotion From time to time the characters are rewarded for their efforts. They are promoted to a higher level and receive a number of bonus points

ming. You can reach the other side only by ship.

Weapon Class (WC) The weapon class indicates the damage a character can inflict in an attack. It is composed of all weapons a character carries, the strength and various other factors.

Wizard A magician

W.Pipe War-pipe

Also available:

LEGEND OF FAERGHAIL Amiga, Atari ST (color + mono), IBM PC

A group of, still uninjured, warriors are sent to a neighboring country to get help in a war against fairies. Impressive graphics and numerous sound effects make for a perfect atmosphere. An international hit!

for special abilities.

Race Each character has a predefined race to which he belongs and which affects his abilities.

reLINE The legendary software company which basically only produces exquisite software.

Restaur., Restaurant Restores bodily and mental capabilities.

Scroll Reading a holy scroll can kill all opponents in one go.

Sins See crimes.

Skill Class (SC) The skill class indicates how skilful a character is at administering blows. It is composed of its attack skill, battle experience (level) as well as the weapons in its possession.

Sorcerer, Sorceress magicians

Spells Each Mage has a certain number of spells available to him. Once a spell has been learned it can be used at will. New spells can be learned in the guilds.

Sphere of magical power The sphere of magical power enhances the magical power of a spell cast by a Mage and increases its punch.

Status The status of a character determines its general condition. Normally, he's OK but he can also be insane, turned into stone or dead.

Stoning A character condition similar to death. A character who was turned into stone does not decompose and can be brought back to life at any time.

Teleport field Teleport fields transport the party in trouble to a different, safer place.

Undead See possessed.

Warlock Amagician

Water You cannot normally go across water surfaces on foot or by swim-