

# 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 effectives 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

**!** 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





## Magican Spells

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



## Wizard Spells

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

## Archmage Spells

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

## Fairy Spells

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





### Witch Spells

| NAME                            | MPt | Range | *  | Power | o | !       | Type |
|---------------------------------|-----|-------|----|-------|---|---------|------|
| throws a storm punch            |     |       |    |       |   |         |      |
| <b>STORMFIST</b>                | 4   | 16yds | O  | 45    | a | 75-100  | B    |
| creates the potion              |     |       |    |       |   |         |      |
| <b>"STRGHT 1"</b>               | 5   | -     | A  | -     | a | -       | E    |
| prevents a battle at a distance |     |       |    |       |   |         |      |
| <b>ANTIHURL</b>                 | 6   | long  | O  | 179   | p | -       | B    |
| makes an opponent insane        |     |       |    |       |   |         |      |
| <b>INSANITY</b>                 | 8   | 18yds | O  | 155   | p | 50-60   | B    |
| causes an attack of weakness    |     |       |    |       |   |         |      |
| <b>FAINT!</b>                   | 14  | long  | AO | 85    | p | -       | B    |
| creates the potion              |     |       |    |       |   |         |      |
| <b>"WC PLUS 1"</b>              | 12  | -     | A  | -     | a | -       | E    |
| incinerates an opponent         |     |       |    |       |   |         |      |
| <b>FIREBALL</b>                 | 14  | 12yds | OG | 70    | a | 50-180  | B    |
| guides arrows to a target       |     |       |    |       |   |         |      |
| <b>NEVERMISS</b>                | 10  | -     | PM | -     | m | -       | A    |
| draws an opponent close         |     |       |    |       |   |         |      |
| <b>PULLNEAR</b>                 | 14  | long  | OG | 555   | a | -       | B    |
| turns unprotected opponents     |     |       |    |       |   |         |      |
| <b>STONEFIRE</b>                | 22  | 14yds | OG | 97    | a | 110-175 | B    |



### Enchanter Spells

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



## Valkyrie Spells

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



## Cleric Spells

| NAME   | MPt | Range | *  | Power | o | l | Type |
|--|-----|-------|----|-------|---|---|------|
| heals wounds of up to 7 Hitpoints                |     |       |    |       |   |   |      |
| <b>HEAL 7</b>                                    | 3   | -     | PM | -     | a | - | A    |
| zaps a small sin committed by a character        |     |       |    |       |   |   |      |
| <b>ZAPSIN</b>                                    | 13  | -     | PM | -     | a | - | E    |
| removes all poison from a character              |     |       |    |       |   |   |      |
| <b>CLEANSE</b>                                   | 11  | -     | PM | -     | a | - | A    |
| zaps several small sins committed by a character |     |       |    |       |   |   |      |
| <b>ZAPSIN!</b>                                   | 24  | -     | PM | -     | a | - | E    |
| cures vitamin deficiency of a character          |     |       |    |       |   |   |      |
| <b>VITAMINS</b>                                  | 16  | -     | PM | -     | a | - | E    |
| heals wounds of up to 100 Hitpoints              |     |       |    |       |   |   |      |
| <b>HEAL 100</b>                                  | 16  | -     | PM | -     | a | - | A    |
| zaps a mortal sin committed by a character       |     |       |    |       |   |   |      |
| <b>ZAPSIN!!</b>                                  | 31  | -     | PM | -     | a | - | E    |
| return youth and power                           |     |       |    |       |   |   |      |
| <b>REJUVENATE</b>                                | 21  | -     | PM | -     | a | - | A    |
| heals all wounds of a party                      |     |       |    |       |   |   |      |
| <b>HEALALL</b>                                   | 36  | -     | P  | -     | a | - | A    |
| increases the loyalty of a character             |     |       |    |       |   |   |      |
| <b>SOULBIND</b>                                  | 75  | -     | PM | -     | p | - | E    |



### Priest Spells

| NAME                                    | MPt | Range | *  | Power | o | ! | 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 60 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 | ! | 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 |     |       |    |       |   |   |      |
| MAGICWALL                                | 13  | -     | PM | -     | s | - | B    |
| heals all wounds and mental illness      |     |       |    |       |   |   |      |
| 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 mental illness      |     |       |    |       |   |   |      |
| RESTORE!                                 | 45  | -     | P  | -     | a | - | A    |





## Warlock Spells

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



## Nymph Spells

| NAME   | MPt | Range | *  | Power | o | ! | Type |
|--|-----|-------|----|-------|---|---|------|
| heals wounds of up to 5 Hitpoints<br><b>HEAL 5</b>       | 2   | -     | PM | -     | a | - | A    |
| calms down an opponent<br><b>CALM 1</b>                  | 6   | 8yds  | O  | 175   | p | - | B    |
| heals wounds of up to 24 Hitpoints<br><b>HEAL 24</b>     | 6   | -     | PM | -     | a | - | A    |
| returns the youth to a character<br><b>YOUTH</b>         | 9   | -     | PM | -     | a | - | A    |
| calms down a group of opponents<br><b>CALM 2</b>         | 11  | 8yds  | OG | 175   | p | - | B    |
| creates a regeneration sphere<br><b>R-SPHERE</b>         | 28  | -     | P  | -     | s | - | A    |
| makes a tired party alert<br><b>AWAKE</b>                | 11  | -     | P  | -     | a | - | A    |
| heals wounds of up to 24 Hitpoints<br><b>HEALALL 24</b>  | 16  | -     | P  | -     | a | - | A    |
| removes disease and poisons<br><b>CURE!</b>              | 30  | -     | PM | -     | a | - | A    |
| creates an<br>invulnerability sphere<br><b>R-SPHERE!</b> | 50  | -     | P  | -     | l | - | A    |



## Druid Spells

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



## Alchemist Spells

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



### Monk Spells

| NAME  | MPt | Range | *  | Power | o | !    | 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 and arrows     |     |       |    |       |   |      |      |
| 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    |
| slimes the opponents                        |     |       |    |       |   |      |      |
| SLIMEFIST                                   | 15  | 8yds  | OG | 135   | a | 5-20 | B    |



### Banshee Spells

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

## Master Spells

| NAME  | MPt | Range | *  | Power | o | !         | Type |
|---|-----|-------|----|-------|---|-----------|------|
| destroys all protection<br><b>DEARMOR</b>               | 30  | long  | AO | 199   | p | -         | B    |
| creates a life-stone<br><b>LIFESTONE</b>                | 35  | -     | A  | -     | a | -         | A    |
| creates a magical light<br><b>PRIMEFLARE</b>            | 40  | -     | A  | -     | p | -         | A    |
| makes an opponent go mad<br><b>MINDWARP</b>             | 45  | long  | AO | 199   | p | 400-900   | B    |
| heals wounds, disease and poisoning<br><b>GREATHEAL</b> | 45  | -     | P  | -     | a | -         | A    |
| improve characters values<br><b>IMPROVE</b>             | 50  | -     | PM | -     | m | -         | A    |
| increases the battle class<br><b>SKILL</b>              | 60  | -     | P  | -     | m | -         | A    |
| strengthens the magical spheres<br><b>SPHERES</b>       | 60  | -     | P  | -     | m | -         | A    |
| unleashes hell fire<br><b>PURGATORY</b>                 | 70  | long  | AO | 199   | a | 5000-9000 | B    |
| heals all<br><b>MASTERHEAL</b>                          | 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:

- |                  |                       |
|------------------|-----------------------|
| <b>HP PLUS 1</b> | increase by 1 point   |
| <b>HP PLUS 2</b> | increase by 13 points |
| <b>HP PLUS 3</b> | increase by 25 points |

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

- |                  |  |
|------------------|--|
| <b>YOUTH</b>     | heals an artificially aged character                   |
| <b>REFRESH</b>   | relieves a character from hunger, thirst or exhaustion |
| <b>SPELL</b>     | enables a Mage to learn a new spell                    |
| <b>BERSERKER</b> | see the Warlock Spell of the same name                 |
| <b>CANDOR</b>    | see the Warlock Spell of the same name                 |
| <b>RESTORE</b>   | 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:

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

## Item Overview

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

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

## Index

**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, Conjuress** 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

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.

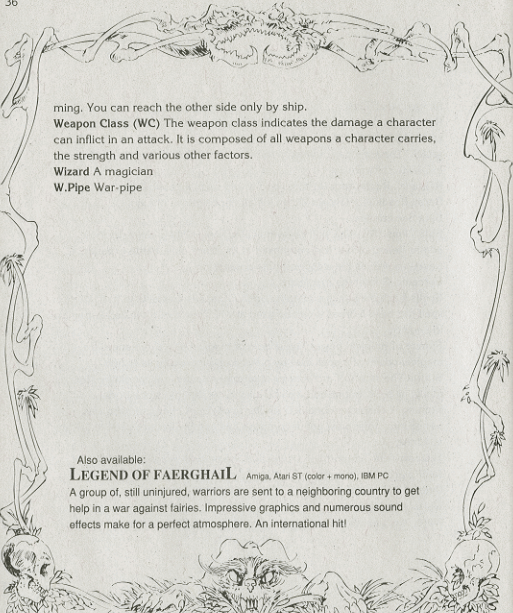
**Teleport field** Teleport fields transport the party in trouble to a different, safer place.

**Undead** See possessed.

**Warlock** Amagician

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





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!