

ZORBUS

"You only live once, or so it seems. One life for yourself, or one for your dreams."

"Ain't it fun when you know that you're gonna die young?"

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Introduction

A TRADITIONAL ROGUELIKE

Zorbus is a fantasy-themed, tile-based, turn-based, traditional roguelike game. Your goal is to delve deep into a dungeon, find a portal to a mythical place called the Zorbus, where a mere mortal can ascend to demigodhood. You can recruit other creatures along the way so you don't have to adventure alone.

Being a roguelike game, Zorbus creates the dungeon randomly so that every played game is slightly different. The game uses permadeath, meaning that when a character dies, it really is permanent, and the player must begin a new game. You can save the game, but the save file is deleted when loaded. Zorbus does not have item identification or a hunger mechanic.

A LIVING DUNGEON

Thematically Zorbus draws influence from the late 70s and early 80s tabletop D&D campaigns, adventures and lore.

The game tries to create a dungeon which feels alive, eventful, and rich in content. Something more than just empty rooms and corridors. Diversely shaped levels with themed content (throne rooms, prisons, hidden treasure caches, etc.) with good connectivity between the areas.

The dungeon denizens act intelligently, fight each other, flee when threatened, and try to gather their friends to overcome a threat. Most creatures can use items, and can also pick them up from the dungeon floor. Creatures are not silent either, but comment on things with speech bubbles.

The dungeon has dynamic lighting. There are light sources as dungeon furniture and in the hands of creatures, and these both can be lit and unlit. Some creatures have darkvision. Creatures react to light and sound.

RPG RULE SYSTEM

The rule system for the game is slightly influenced by the d20 system used in the 3rd edition of Dungeons & Dragons. Zorbus has races and experience levels but no character classes. On each level up, you point buy skills and talents (mostly combat maneuvers and spells).

Credits

Game design and programming by Joonas Hirvonen (joonas@zorbus.net).

[BASS audio library](#) by Un4seen developments.

Field of view [algorithm by Adam Milazzo](#).

Idea for the dungeon building algorithm from [an article by Mike Anderson](#).

Idea for the emotion / AI system from [an article by Björn Bergström](#).

Lore books (*Against the Giants*, *Blood War vol. II & III*, *Journal of an Astraloth Pathfinder*, *Manual of the Planes*, *Saga of Svartr Aska*) and lore suggestions by Helical Nightmares.

CREDITS FOR GRAPHICS

Tile graphics are from tilesets from various authors:

David E. Gervais, Henk Brouwer, Denzi, Alex Korol, Edger, Wan-ichi, So-Miya, Haruko Numata, Tatsuya, Kelly Youngblood, Paul Pliska, John Harris, Dainokata, Zmy, M. Itakura, Pixelhack, Nevanda

Part of the graphic tiles used in this game is the public domain roguelike tileset "RLTiles": <http://rltiles.sf.net/>.

I've created several tiles myself mostly by modifying existing ones.

I'm using icons from game-icons.net as symbols on the dungeon floors.

Ingame and manual art by [Zyalin](#) and [Tony Forsman](#).

Old book image ("Old Blank Journal") by [goRillA-iNK](#) / [DeviantArt](#).

CREDITS FOR MUSIC & SOUND EFFECTS

Music and sound effects are mostly from opengameart.org, freesound.org, audiojungle.net, and zapsplat.com by following people (I'm probably missing many):

adam-n, agaxly, alan mckinney, aldenroth, alineaudio, allen grey, ameangelofsin, artisticdude, audio alchemist, bananaboatman33, biawinter, bolkmarr, brand name audio, bsperan, cacti225, chairpepper, columbia23, cormi, cylon8472, daalvinz, daxter31, dheming, drminky, drkvixn91, evil mind, funzerker, gabor-toro, georgisound, ghetty, grubzyy, isteam, jaggedstone, jonrmohr, kamara creations, kenney, kinoton, kragdigital, litruv, littlerobotsoundfactory, lucafrancini, lucasduff, madamvicious, martysonic, mattiagreyfox, mattyharm, melvinjaepel, migueto, montblancandies, mountain audio, mrricken1, nanakisan, niittymaa, ohnobones, olivier girardot, onderwish, osiruswaltz, peter gunder, phlair, prosoundfx, reitanna, robinhood76, scott lawlor, silverillusionist, skyklad sound, smartsoundfx, sonic-boom, soundmorph, spookymodem, stephensaldanha, stormwave audio, suburbanwizard, sulainar, syna-max, theuncertainman, toiletrolltube, vigilante audio, vlatkoblazek, whizzkid productions, wintuh, worldmaxter, yurel, zagi2

Parts of songs whistled by [Schmelz Berger](#) are included.

Thanks

Big thanks for contributions, bug reports, suggestions, and promoting:

Adam Skinner, Aemar, Aoemica, Aeth, Another Dying / Jay, Anselmus, Bekhter, Benighted Alizar, Big Simple, Blind, Boomaye, Cadex Emu, Casey, Claudio, Combatereak, Cookedpoo, Cowslanlr, Darth Canoli, David Mortin, DaviddesJ, Decay, Del_Duio2, DirkB96, DJ Brian, Dr. Incompetent, Dynast, Elephantman, Emergent Mage, Estelle, Faeren, Felipepepe, FlyinJ, Freiling, FrigidRock, General_Jah, Getter77, Grey Lensman, Helical Nightmares, Henrique_FB, Herr Harold, Horthas, Horvatii, Hover_Puppy, iC0n Gaming, InfuriatedBrute, Isen, Kазzy, Kritical02, KurzedMetal, Kyzrati, Lagi, Lemon10, Lights, Lobotomist, Masterox, Maximum Break / Gidon, Mkok, Morphix_314, Mr. Delightful, MTF, Namsan, Nazguth, Nookrium, Nopenope, OldMan, Paulius, Pieter Kirkham, Pieceoftheuniverse, Pulshach, Random595, Rascal07, Renan, Robsoie, RPG Crawler, Shard1697, SleepyNarwhalz, Space Hamster Family, SplatterCat, Styx_45, Suejak, Synth, Szary, The Gamers Hotspot, The Red Knight, Tempe, Theo, Tone, Tony Forsman, Troubler, TT5074, Val_kryst, Vehementi, Vulkn, Vulpy, Wade the Scrapper, WindshieldViper, YARD, Zero, ZeroAffex, Zhuo, ZLogic, ZXC, Zyalin

Feedback

Bug reports, suggestions, and other feedback can be mailed to joonas@zorbus.net.

When you send feedback, please mention the release number (seen in the main menu). If you report a bug or other technical issue, also mention the operating system you're using.

If the game crashes, the game tries to save the state, and creates a crash report into the "*Crash*"-folder.

Screenshots ([F12]) or mapshots ([CTRL] + [F12]) might help when you report a bug.

Saving and loading

You can save your progress from the game menu which can be opened by pressing [ESC] in the normal game view. This also quits the game.

A game can be continued by loading the game from the main menu. When you load a game, the save file is also deleted!

Backing up save files is cheating!

Obituaries

An obituary is a text file reporting character's stats and milestone moments, created after a win or death into the "Obituary"-folder. Obituaries are not created by default, but this can be changed from the settings. An obituary is always created if you win the game.

An obituary file named "*Last character.txt*" is always created, but overwritten when the next character wins or dies. An obituary file named "*Best character.txt*" is created if the character's score or experience points are higher than the points of any previous character.

Online leaderboard

Obituaries are automatically uploaded to the online leaderboard by default. This can be disabled from the settings.

Character information after death is sent if the character's experience level is at least 3, and score or experience points are higher than the points of any previous character. Characters that reach the endgame are always sent.

The leaderboard is not updated in realtime.

The leaderboard can be accessed from the main menu, from the game's homepage, or going directly to wins.zorbus.net.

Tournaments

If there's an active tournament running, you'll see it as an option when you start a new game. During a tournament, the main menu of the game also has a *Tournament rules & leaderboard* button.

Saving the game is disabled in tournament mode. You have to play the game in one run, but it's ok to just leave the game running, and continue later. The game clock pauses in the game menu or after there is no user activity for 30 seconds.

Some of the character archetypes, playable races, or talents might be not available in tournament games. You can also not create a fully random character.

Menus, settings, keybindings

Keyboard vs mouse vs controller

The game is meant to be played with the keyboard, but you can use the mouse for most of the stuff as well. Using the mouse is probably most useful when first learning the game, as you can hover over things to get tooltips.

You can also play the game with a game controller. The default controls are set for the Microsoft Xbox Controller. Controller needs to be enabled from the settings.

Menus

Menu selector can be moved, and numerical values can be adjusted with [ARROW KEYS] or the movement keys. Press [ENTER] to select the highlighted item. Press [TAB] to jump to the next divided section of the menu.

Settings

The settings menu can be accessed from the main menu and game menu. You can filter items in the settings menu by writing a keyword.

Keybindings

Most of the keybindings mentioned in this manual can be changed from the keybindings settings which can be started from the main / game menu. You can set two different keybindings per action. List (inventory, quickslots, talents) or menu keybindings can not be changed.

In the keybindings menu there are presets for default, WASD-, VI-, and DCSS-keybindings.

You can filter items in the keybindings menu by writing a keyword.

Press [DEL] on a keybinding to remove it.

Press [CTRL] + [H] to display current keybindings on a keyboard image. On this screen press a binded key (on your keyboard) to see a longer decription of the command. Press [SHIFT], [ALT] or [CTRL] to show bindings that require one of those of keys to be pressed.

Game menu

Pressing [ESC] in the game view opens the game menu where you can adjust settings and keybindings, open the manual, save the game and quit.

Game menu can be entered with a controller by pressing [VIEW], then [MENU].

Fullscreen / Maximize screen

Press [ALT] + [ENTER] to switch between windowed and fullscreen modes.

Press [ALT] + [BACKSPACE] to switch between maximized and minimized game screen.

Screenshots / Mapshots

By pressing [F12] you can take screenshots which are saved to the "Screenshot"-folder.

[CTRL] + [F12] saves the dungeon map as a picture to the "Screenshot"-folder.

If you win the game, a screenshot is automatically created.

Help

Press [H] to display current keybindings on a keyboard image. On this screen press a binded key (on your keyboard) to see a longer decription of the command. Press [SHIFT], [ALT] or [CTRL] to show bindings that require one of those of keys to be pressed.

The keyboard help can be opened from the main game view and from the keybindings screen.

If you open the keyboard help from the main game view, you can press [H] again to open the tutorial.

Controller help screen can be opened from the game menu when you open it with a controller.

Tutorial

The tutorial can be opened from the game menu, or by pressing [H] twice from the main game view.

Tiles / ASCII

You can toggle between tile graphics and ASCII glyphs with [HOME].

ASCII glyphs are drawn with a system installed truetype font which can be changed from the settings.

Some fonts to try out:

- Ubuntu: <https://design.ubuntu.com/font>
- IBM Plex Mono: <https://fonts.google.com/specimen/IBM+Plex+Mono>
- C64 Pro: <https://style64.org/c64-truetype>

Sound effects

You can mute / unmute the sound effects with [END]. Volume levels and other sound related options can be configured from the settings.

CHARACTER		ABILITIES						RESISTANCES							
HENPUK Male dwarf		Body		TOTAL	BASE	ITEMS	TEMP	MOD	Blunt		TOTAL	BASE	ITEMS	TEMP	
Level	1	Motion		14	=	14	+	0	+	0	1	=	0	+	0
Health	14	Mind		12	=	12	+	0	+	0	1	=	0	+	0
Regeneration	0.20	Spirit		12	=	12	+	0	+	0	1	=	0	+	0
Stamina	10								Energy		0	=	0	+	0
Restoration	0.20								Fire		0	=	0	+	0
Max Motion	-								Cold		0	=	0	+	0
Load mod	-								Lightning		0	=	0	+	0
Movement	1								Acid		0	=	0	+	0
Move cost	0.9								Sonic		0	=	0	+	0
Crit def mod	0								Poison		0	=	0	+	0
									Holy		0	=	0	+	0
									Necrotic		0	=	0	+	0

Character

The rule system

The rule system for the game is slightly influenced by the d20 system used in the 3rd edition of Dungeons & Dragons. Zorbus has races and experience levels but no character classes. On each level up, you point buy skills and talents (mostly combat maneuvers and spells).





Dice notation

The game uses tabletop RPG dice notation to represent numeric ranges for weapon damage, effect amounts, duration, and many other things. If you're not familiar with it, and want to know more, check this Wikipedia article: https://en.wikipedia.org/wiki/Dice_notation.

Character sheet

Pressing [C] in the main game view or during level up opens the character sheet. The ability-, skill- and resistance-values are your current values with all modifiers from equipment and temporary effects active.

Press movement keys up / down to switch between companions. Movement keys left / right switch between abilities / skills / resistances and talents / equipment screens.

ABILITIES										
		TOTAL		BASE		ITEMS		TEMP		MOD
	Body	16	=	14	+	0	+	2		3
	Motion	14	=	14	+	0	+	0		2
	Mind	14	=	14	+	0	+	0		2
	Spirit	12	=	10	+	0	+	2		1

Abilities

Your basic character is measured by four abilities, two physical (*Body*, *Motion*), and two mental (*Mind*, *Spirit*).

An ability modifier is calculated from each ability. These are modifiers to your *Health*, *Stamina* and skills. Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Ability checks

Following situations require an ability check (automatically handled by the game):

Body-check when trying to force a furniture (doors, chests) open.

Body-check when trying to move through a restraining map effect (web, slime).

Mind-check when trying to use magic devices (scrolls, wands etc.).

The formula for an ability check is:

d20 + ability modifier

vs

difficulty

If the result is equal or higher than the difficulty then the ability check was successful.



Body

Body describes your physical strength and fitness.

Your *Health*-points are modified with *Body*: for each level of the character, the character's *Body*-modifier is added.

When you make a melee attack, your *Body*-modifier is added to the damage. If you wield a weapon two-handed, 1.5 x *Body*-modifier is added. With thrown weapons, 0.5 x *Body*-modifier is added.

Note that while damage made in combat is modified by *Body*, the combat skills *Melee* and *Ranged* are modified with *Motion*. Most warriors need both to survive.

Body determines how much you can carry. Items like heavy armor may have *Body*-requirements.



Motion

Motion describes your speed, dexterity, agility, reflexes, and balance.

The higher your *Motion*-ability is, the faster you act: things take less time to do.

Key-ability in following skills: *Disable*, *Dodge*, *Melee*, *Ranged*, *Stealth*

Max Motion: Some armors might restrict your movement. This is listed as *Max Motion* in the item's description. *Max Motion* is the maximum *Motion* you can have with the armor equipped.

Load Motion modifier: a negative modifier to *Motion* if you're carrying too much stuff.



Mind

Mind describes your intelligence, reasoning, learning, memory, and observing.

With high *Mind*-ability you learn quickly: you gain more skill points and learn talents more often when you reach a new experience level. *Mind* of at least 6 is needed to be able to read books and scrolls.

Key-ability in following skills: *Magic*, *Search*



Spirit

Spirit describes your willpower, might, self-control, and charisma.

Your *Stamina*-points are modified with *Spirit*: for each level of the character, the character's *Spirit*-modifier is added.

Using talents consume *Stamina*.

You can have max *Spirit*-modifier (calculated from the base, unadjusted *Spirit*-value) + 1 recruits at a time (minimum is 1 even if *Spirit*-modifier is negative). Clones and constructs (golems, statues) are not counted as real recruits. High *Spirit*-value helps to control animated and summoned creatures, and also helps to succeed in animal taming.

Spirit is used when checked whether you can overcome someone in a battle of wills.

When casting spells, a positive *Spirit*-modifier helps to overcome skill check penalties from being surrounded by adjacent hostile creatures. A negative modifier further increases the penalties.

Spirit-modifier from the base ability value adjusts item prices in shops (+-10% per modifier, max +-30%).

Spirited learner

Spirited Learner is a talent that can be chosen only on the 1st experience level and only during ability adjustment. It costs 1 talent point.

You might not be the smartest but you sure are spirited. You learn new things by hard work and sheer determination. With this talent, *Spirit*-ability is used for skill and talent point progression instead of *Mind*.

Note that even with this talent, *Magic*- and *Search* -skills still retain *Mind* as their key ability, and all spell talents have a *Mind* requirement. *Mind* of at least 6 is needed to be able to read.

Health

When *Health* goes down to zero, your character dies. A random amount of *Health* is gained through level ups. For each level of the character, the character's *Body*-modifier is added. If a character's *Body*-modifier changes permanently or temporarily, *Health*-points are recalculated.

Health is regained automatically, but not when fighting or using talents, unless you have some means of *Health* regeneration. *Potion of Healing* restores *Health*.



The game has a low *Health* warning popup dialog that blocks all commands. The dialog is visible for the configured duration or until closed with [ESC], [SPACE], [ENTER], or left mouse click. The dialog can be configured from the settings.

You can disable the dialog when it's visible with [DEL] or [CTRL] + [W]. You can disable or re-enable the dialog with [CTRL] + [W] in normal game mode.

There are also options for flashing the *Health* bar and / or the UI frame when at low *Health* or poisoned.

Stamina

Using talents consume *Stamina*. A random amount of *Stamina* is gained through level ups. For each level of the character, the character's *Spirit*-modifier is added. If a character's *Spirit*-modifier changes permanently or temporarily, *Stamina*-points are recalculated.

Stamina is regained automatically, but not when fighting or using talents, unless you have some means of *Stamina* regeneration. *Potion of Endurance* restores *Stamina*.



Experience

You get experience from completely exploring the dungeon level, defeating monsters, finding secret doors, finding and disabling traps. After gaining enough experience points, you gain an experience level.








From defeating creatures you'll get experience points depending on how much damage you did to the creature compared to its full *Health*. If you defeat it completely by yourself, you'll get the full amount of experience. If someone else finishes a creature that you have previously damaged, you'll get part of the experience, even if the creature is not currently seen on the screen. A log entry is made if a creature dies outside of your view ("x dies elsewhere. (n XP)").

You'll get 50% of the experience points based on damage that your companions have made. You'll get 100% if you have the *Team Spirit* talent. Animated and summoned creatures are counted as companions.

You'll get 25% of the experience points based on damage made by your companions' followers, mostly animated or summoned creatures. You'll get 50% if you have the *Team Spirit* talent.

You don't get experience points from animated or summoned creatures that have a blue *Health* bar. These creatures are animated or summoned by other creatures, or created by some other source after the initial level generation.

You don't get experience points from locks or traps disabled by a companion.

SKILLS										
		TOTAL		BASE		MOD		ITEMS		TEMP
	Disable	-1	=	-2	+	1	+	0	+	0
	Dodge	1	=	0	+	1	+	0	+	0
	Magic	-2	=	-2	+	0	+	0	+	0
	Melee	3	=	2	+	1	+	0	+	0
	Ranged	2	=	1	+	1	+	0	+	0
	Search	-1	=	-1	+	0	+	0	+	0
	Stealth	1	=	0	+	1	+	0	+	0

Skills

Skills are automatically used according to the situation. Descriptions of skills can be seen when creating or leveling a character. You can also see a list of all skills and their descriptions from the Zorbupedia which can be accessed during character creation, level up, and from the game menu.

When you reach a new experience level you get skill points that you can divide as you wish, or save for later level ups. Skill points can only be used on level ups.

Raising a skill by one rank costs skill points equal of the new rank. E.g. it costs 4 points to raise your *Melee*-skill from 3 to 4.

Maximum rank of a skill is your current level + the key-ability modifier. Modifiers from your character's race might however initially set a skill above the maximum rank.

Skill checks

Many actions in the game require a skill check (automatically handled by the game).

Examples where skill checks are used:

combat (*Dodge*, *Melee*, *Ranged*), picking a lock (*Disable*), casting a spell (*Magic*)

A skill total value is calculated (can be seen on the character sheet):

skill total = skill base + key-ability modifier + equipment modifiers + temporary modifiers

The formula for a skill check is:

d20 + skill total

vs

difficulty

If the result is equal or higher than the difficulty then the skill check was successful.



Disable

Disable is used for disabling locks and traps. It is also used when setting up traps with trapkits.

If no hostile creatures are seen, you're trying to disable at your full skill level. There is no need to repeatedly try to disable something if your skill level hasn't improved even temporarily. If there are hostiles nearby, disabling is done with negative modifiers.

Disabling is hard in poor light, even if you have darkvision, so it's best to keep your lantern on when using this skill.

Key-ability: *Motion*



Dodge

Dodge is used for avoiding damage from melee attacks, ranged attacks, spells, and traps. *Dodge* is also used when a creature tries to move past other creature (swapping places with it).

If your *Dodge*-skill is higher than your *Melee*-skill, you try to dodge attacks instead of trying to parry them. If you don't have a melee-item or a shield equipped, *Dodge* is always used to determine if you can avoid an attack.

If you plan to emphasize melee combat then skill points are better spent in the *Melee*-skill.

If you plan to use ranged weapons even in close combat then *Dodge*-skill will be of use when avoiding attacks.

Key-ability: *Motion*



Magic

Magic is used for casting arcane spells. Spell-talents have *Magic*-skill requirements. You need at least 2 points in *Magic* to be able to select spells as talents.

When using the *Magic*-skill, every adjacent hostile creature increases the skill check difficulty by 1. A positive *Spirit*-modifier decreases the difficulty by one creature per modifier point. A negative *Spirit*-modifier further increases the difficulty by the modifier amount.

Key-ability: *Mind*



Melee

Melee is used for melee and unarmed combat.

Note that while damage made in combat is modified by the *Body*-ability, the key ability for the *Melee*-skill is *Motion*.

Key-ability: *Motion*



Ranged

Ranged is used for ranged combat, shooting and throwing projectiles.

Key-ability: *Motion*



Search

The dungeon is filled with secret doors and traps. *Search*-skill is used to detect these. *Search*-skill is also used in perception checks to detect creatures hiding in darkness.

There is no dedicated search-command, you automatically search around you in 2 step radius when you move or rest. If there are no hostile creatures seen, *Search*-skill operates at full level so there is no need to repeatedly try to detect something. If there are hostiles nearby, searching is done with negative modifiers.

Secret doors and traps get more difficult to detect as you get deeper into the dungeon. Most of the best treasure is either in the hands of powerful creatures or hidden in secret caches. Putting some skill points to *Search*-skill is recommended.

There is no need to manually walk around the dungeon to search for remaining hidden areas. Once autoexplore no longer finds anything to explore, it will check if your *Search*-skill is high enough to detect any of the possibly existing secret doors on the map. If something is found, autoexplore autopilots you to the found secret door. You may want to boost your *Search*-skill with items, potions, or talents, even temporarily, for better results.

Key-ability: *Mind*



Stealth

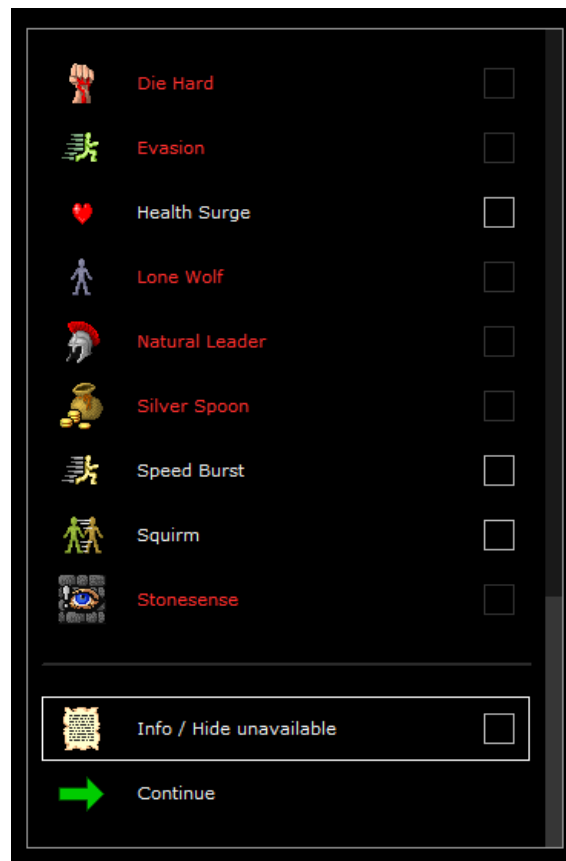
Stealth is used for determining how silently and unseen a creature can act.

Moving, opening a door, fighting, and almost every other action causes noise that may attract nearby creatures. *Stealth*-skill is used to check how silently these actions are performed.

Stealth can also be used for hiding in dark areas, preferably near corners, or among plants and fungi. Hiding is ruined if some lightsource casts light to these map tiles so no lightsource can be equipped.

After an attack made from a neighboring tile, an unseen attacker is always marked visible to the defender. For attacks made from distant tiles, a *Search* vs *Stealth* skill check is made to determine if an unseen attacker is seen. A spotted creature can move to a new position to try to gain stealth again.

Key-ability: *Motion*



Talents

Talents are your special features.

Talents have requirements that must be filled before they can be gained. When your skills are compared against talent's skill-requirements the base skill values are always used (without ability modifiers or effects from equipment).

Most talents scale according to your abilities and skills, so they usually remain useful as your character gets more powerful.

Your *Mind*-modifier determines how fast you gain talents.

Descriptions of talents can be seen when creating or leveling a character. Normally only talents whose requirements are filled are shown, but by unchecking the option *Info / Hide unavailable* all the talents and their requirements can be seen. You can also see a list of all talents and their descriptions from the Zorbupedia which can be accessed during character creation, level up, and from the game menu.

You can save talent points for later use, but the points can only be used on level ups.

Combat talents



Bloodlust

Required abilities: Body 12, Spirit 12

When you kill a creature with a melee or a ranged attack, your Stamina gets restored by 10% of your max Stamina, and you gain a temporary 1d4 point boost to your Body-ability for 11-20 rounds. The ability effect does not stack with other temporary ability effects.



Charge

Required skills: Melee 3

Action cost: 1.2 rounds

Stamina-cost: 8

Skill-check: Melee: 1

You take one step towards a target creature, and make a melee attack with +3 modifier. You'll cause 50% more damage on hit if you're using a polearm or a spear. The talent's action cost is used instead of the weapon's action cost.



Close Combat Ranged

Required abilities: Motion 14

Required skills: Ranged 2

Allows you to make ranged attacks against close creatures.



Dualshot

Required abilities: Motion 12

Required skills: Ranged 3

Action cost: 1.2 rounds

Stamina-cost: 8

Skill-check: Ranged: 1

Range: Weapon range (max 8)

You make two shooting attacks against a single target with -4 / -2 modifiers to hit. The talent's action cost is used instead of the weapon's action cost.



Dualstrike

Required skills: Melee 3

Action cost: 1.2 rounds

Stamina-cost: 8

Skill-check: Melee: 1

You make two attacks against a single target with -4 / -2 modifiers to hit. The talent's action cost is used instead of the weapon's action cost.



Dualwield

Required abilities: Motion 14

Required skills: Melee 3

Allows you to wield a weapon in both hand. Main attack is made with -2 modifier to-hit, off-hand attack with -4 modifier to-hit. Same modifiers are also used for defense. The first weapon gets the Body-modifier added normally to the damage, but the second gets only half if the modifier is positive.



Great Reach

Required abilities: Body 12, Motion 12
Required skills: Melee 2

Allows you to make reach attacks with two-handed weapons that have the great-property (falchion, greataxe, greatclub, greatflail, greatmace, greatsword, maul, urgrosh).



Holy Warrior

Can be chosen only on the 1st experience level
Required abilities: Spirit 12
Disallowed talents: Morbid Fascination of Undeath

Spiritual upbringing enables you to channel holiness to attacks against evil-aligned creatures. 1 point of holy-damage is added to melee and ranged attacks made with weapons. The damage is increased to 1d2 once you reach experience level 12 and your adjusted Spirit-ability is at least 16. Only evil-aligned creatures are affected. Holy damage is doubled against most undead creatures. Stacks with holy damage from weapons and from temporary effects.



Improved Melee Criticals

Required abilities: Body 12, Motion 12
Required skills: Melee 3

You gain a +4 critical attack modifier to melee attacks. When you score a critical hit, you do 25% extra damage (stacks with the base 50% extra from critical hits and extras from other sources).



Improved Ranged Criticals

Required abilities: Motion 12
Required skills: Ranged 3

You gain a +4 critical attack modifier to ranged attacks. When you score a critical hit, you do 25% extra damage (stacks with the base 50% extra from critical hits and extras from other sources).



Melee Elemental Damage

Required skills: Magic 2, Melee 3

Adds 1 point of random (acid, cold, fire, or lightning) elemental damage to melee attacks. Damage is increased to 2 points at experience level 11, to 3 points at level 16, and to 4 points at level 21. Stacks with elemental damage from weapons and from temporary effects.



Multishot

Required skills: Ranged 3
Required talents: Dualshot

Action cost: 2 rounds
Stamina-cost: 8
Range: Weapon range (max 8)
Max targets: 1 + 1 per 4 Ranged

You make shooting attacks against multiple enemies (1 attack + 1 per every 4 points of Ranged-skill). There's a cumulative -2 modifier to hit starting from the second attack. Targets are chosen automatically. The talent's action cost is used instead of the weapon's action cost.

In gameplay, the talent is enabled when your current Ranged-skill is high enough for at least 2 targets, and there are at least 2 hostile targets that can be shot at (the lines of fire to them must be clear).



Multistrike

Required skills: Melee 3
Required talents: Dualstrike

Action cost: 2 rounds
Stamina-cost: 8
Max targets: 1 + 1 per 4 Melee

You make melee attacks against multiple surrounding enemies (1 attack + 1 per every 4 points of Melee-skill). Targets are chosen automatically. The talent's action cost is used instead of the weapon's action cost.



Ranged Elemental Damage

Required skills: Magic 2, Ranged 3

Adds 1 point of random (acid, cold, fire, or lightning) elemental damage to ranged attacks. Damage is increased to 2 points at experience level 11, to 3 points at level 16, and to 4 points at level 21. Stacks with elemental damage from weapons and from temporary effects.



Retreat Strike

Required skills: Melee 3

Action cost: 1 rounds
Stamina-cost: 8
Skill-check: Melee: 1

You make a melee attack against an opponent, and retreat in the opposite direction.



Seeker Shots

Required abilities: Motion 15
Required skills: Magic 3, Ranged 5

With this talent you can target anything that you see within your shooting weapon's range. There's a -3 modifier to attack per each obstacle in the line of fire. Can not be used with Dualshot or Multishot.



Shield Bash

Required abilities: Body 13, Motion 13
Required skills: Melee 3

With this talent you automatically make an extra attack with an equipped shield when making a melee attack.

Also allows you to make throw attacks with a shield that has the returning-property.



Strengthened Shots

Required abilities: Body 12, Motion 14

Required skills: Ranged 3

Your Body-modifier is automatically added to damage with shooting attacks.

Spell talents



Acid Cloud

Required abilities: Mind 12
Required skills: Magic 6

Action cost: 2 rounds
Stamina-cost: 20
Skill-check: Magic: 12
Area of effect: Cloud
Range: 3 + 1 per 6 Magic, max 8
Duration in rounds: 3 + 1 per 10 Magic
Amount: Acid: 2d6+2

Conjures forth a cloud of acid that deals acid-damage to creatures in the area.



Animate Dead

Required abilities: Mind 12
Required skills: Magic 3
Disallowed talents: Soothing Solitude

Action cost: 2.5 rounds
Stamina-cost: 8
Skill-check: Magic: 10
Range: 3 + 1 per 3 Magic, max 8
Max targets: 1 + 1 per 5 Magic

Bones and corpses around the spellcaster rise up as living dead and follow the spellcaster until destroyed. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated and summoned creatures. Animated skeletons can be equipped.



Animate Greater Dead

Required abilities: Mind 14
Required skills: Magic 8
Required talents: Animate Dead, Morbid
Fascination of Undeath
Disallowed talents: Soothing Solitude

Action cost: 2.5 rounds
Stamina-cost: 15
Skill-check: Magic: 15
Range: 3 + 1 per 3 Magic, max 8
Max targets: 1 + 1 per 7 Magic

Bones and corpses around the spellcaster rise up as living dead and follow the spellcaster until destroyed. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated and summoned creatures. Animated skeletons can be equipped.



Banishment

Required abilities: Mind 12
Required skills: Magic 7

Action cost: 2.5 rounds
Stamina-cost: 15
Skill-check: Magic: 14
Range: 4 + 1 per 3 Magic, max 8
Max targets: 2 + 1 per 7 Magic

Banishes hostile summoned creatures.



Blink

Required abilities: Mind 12
Required skills: Magic 2

Action cost: 1.7 rounds
Stamina-cost: 3
Skill-check: Magic: 7

Teleports the spellcaster to a random nearby location. Your companions are also teleported near to you.



Camouflage

Required abilities: Mind 12
Required skills: Magic 2

Action cost: 2 rounds
Stamina-cost: 8
Skill-check: Magic: 7
Duration in rounds: 20 + 2 per Magic
Amount: 10 + 1 per 2 Magic

Increases the spellcaster's Stealth-skill.



Chain Lightning

Required abilities: Mind 12
Required skills: Magic 8

Action cost: 1.5 rounds
Stamina-cost: 15
Skill-check: Magic: 15
Area of effect: Chain
Range: 4 + 1 per 4 Magic, max 8
Max targets: 2 + 1 per 7 Magic
Amount: Lightning: 2d8 + 1 per Magic

Launches damaging lightning bolts to multiple enemies. Does not damage friendly creatures.



Charm

Required abilities: Mind 12
Required skills: Magic 3
Disallowed talents: Morbid Fascination of Undeath, Soothing Solitude

Action cost: 2 rounds
Stamina-cost: 8
Skill-check: Magic: 10
Area of effect: Single
Range: 3 + 1 per 3 Magic, max 8
Duration in rounds: 1d30+70 + 10 per Magic

This spell tries to charm a single creature. A charmed creature is friendly towards the spellcaster, and follows him for the duration of the spell. A charmed creature's Health-bar changes slowly from green to red as the charm starts to wear off.



Clairvoyance

Required abilities: Mind 12
Required skills: Magic 2

Action cost: 2 rounds
Stamina-cost: 5
Skill-check: Magic: 7

Reveals creature locations in explored areas of the current dungeon level.



Confusion

Required abilities: Mind 12
Required skills: Magic 4

Action cost: 2 rounds
Stamina-cost: 10
Skill-check: Magic: 11
Range: 3 + 1 per 3 Magic, max 8
Duration in rounds: 1d10+10 + 2 per Magic
Max targets: 2 + 1 per 5 Magic

This spell confuses seen hostile creatures. They won't recognise friend from foe, and usually end up fighting each other.



Disrupt Undead

Required abilities: Mind 12
Required skills: Magic 4
Required talents: Morbid Fascination of Undeath

Action cost: 2 rounds
Stamina-cost: 10
Skill-check: Magic: 11
Range: 3 + 1 per 3 Magic, max 8
Duration in rounds: 1d10+10 + 2 per Magic
Max targets: 2 + 1 per 5 Magic

This spell confuses seen hostile undead. They won't recognise friend from foe, and usually end up fighting each other. Unique undead, liches, dracoliches, and nightwalkers are immune to this effect.



Energy Bolt

Required abilities: Mind 12
Required skills: Magic 2

Action cost: 1.5 rounds
Stamina-cost: 3
Skill-check: Magic: 7
Area of effect: Bolt
Range: 4 + 1 per 2 Magic, max 8
Amount: Energy: 2d4 + 2 per 3 Magic

Launches a damaging bolt of energy to a single target.



Fire Ball

Required abilities: Mind 12
Required skills: Magic 6

Action cost: 2 rounds
Stamina-cost: 15
Skill-check: Magic: 12
Area of effect: Ball
Range: 5 + 1 per 3 Magic, max 8
Amount: Fire: 3d8 + 1 per Magic

Target area explodes into a 3x3-sized damaging ball of fire.



Fire Wall

Required abilities: Mind 12
Required skills: Magic 4

Action cost: 1.7 rounds
Stamina-cost: 10
Skill-check: Magic: 12
Area of effect: Wall
Range: 4 + 1 per 3 Magic, max 8
Duration in rounds: 10 + 1 per Magic
Amount: Fire: 2d6

Conjures forth a wall of fire that damages creatures in the area.



Frost Ray

Required abilities: Mind 12
Required skills: Magic 4

Action cost: 1.7 rounds
Stamina-cost: 10
Skill-check: Magic: 7
Area of effect: Ray
Range: 3 + 1 per 2 Magic, max 8
Amount: Pierce: 2d5 + 1 per 2 Magic,
Cold: 2d5 + 1 per 2 Magic

Conjures forth a sharp tipped ray of ice which deals both piercing- and cold-damage to all creatures in its area.



Holy Burst

Required abilities: Mind 12
Required skills: Magic 5
Disallowed talents: Morbid Fascination of Undeath

Action cost: 1.5 rounds
Stamina-cost: 12
Skill-check: Magic: 11
Area of effect: Seen hostiles
Range: 5 + 1 per 4 Magic, max 8
Max targets: 2 + 1 per 6 Magic
Amount: Holy: 2d6 + 2 per 3 Magic

Launches bolts to multiple enemies, dealing holy-damage meaning that only evil-aligned creatures are damaged. Most undead creatures take double damage from this spell. This spell is disabled in quickslots and talents list when there are no evil creatures seen.



Ice Storm

Required abilities: Mind 12
Required skills: Magic 6

Action cost: 2 rounds
Stamina-cost: 15
Skill-check: Magic: 13
Area of effect: Ball
Range: 5 + 1 per 3 Magic, max 8
Amount: Blunt: 1d8 + 1 per 2 Magic,
Cold: 1d8 + 1 per 2 Magic

The 3x3-sized target area is bombarded with an ice storm, dealing both blunt- and cold-damage.



Knock

Required abilities: Mind 12
Required skills: Magic 3

Action cost: 2 rounds
Stamina-cost: 10
Skill-check: Magic: 10

This spell can open locked doors and containers. It is automatically used by selecting the dialog option when facing a locked furniture.



Lightning Bolt

Required abilities: Mind 12
Required skills: Magic 5

Action cost: 1.5 rounds
Stamina-cost: 12
Skill-check: Magic: 12
Area of effect: Bolt
Range: 4 + 1 per 4 Magic, max 8
Amount: Lightning: 3d6 + 1 per Magic

Launches a lightning bolt that deals lightning-damage to a single target.



Mass Charm

Required abilities: Mind 12
Required skills: Magic 6
Disallowed talents: Morbid Fascination of Undeath, Soothing Solitude

Action cost: 2 rounds
Stamina-cost: 12
Skill-check: Magic: 13
Area of effect: Seen hostiles
Range: 3 + 1 per 3 Magic, max 8
Duration in rounds: 1d20+30 + 3 per Magic
Max targets: 2 + 1 per 6 Magic

This spell tries to charm several creatures. A charmed creature is friendly towards the spellcaster, and follows him for the duration of the spell. A charmed creature's Health-bar changes slowly from green to red as the charm starts to wear off.



Poison Cloud

Required abilities: Mind 12
Required skills: Magic 4

Action cost: 1.7 rounds
Stamina-cost: 10
Skill-check: Magic: 11
Area of effect: Cloud
Range: 4 + 1 per 3 Magic, max 8
Duration in rounds: 3d4 + 1 per Magic

Conjures forth a cloud which inflicts poison to creatures in the area.



Possession

Required abilities: Mind 12
Required skills: Magic 6

Action cost: 2 rounds
Stamina-cost: 20
Skill-check: Magic: 13
Area of effect: Single
Range: 3 + 1 per 3 Magic, max 8
Duration in rounds: 1d50+80 + 2 per Magic

This spell tries to take control of a single creature for the duration of the spell. If the controller is hurt, the control is broken. Use the Break Possession talent from the quickslots to end the possession.



Rapid Regroup

Required abilities: Mind 12
Required skills: Magic 3
Required talents: Blink, Natural Leader

Action cost: 1.5 rounds
Stamina-cost: 25
Skill-check: Magic: 9

This spell teleports your companions from the current level near to you.



Simulacrum

Required abilities: Mind 12
Required skills: Magic 10

Action cost: 2 rounds
Stamina-cost: 30
Skill-check: Magic: 17

This powerful spell conjures forth a clone of the spellcaster. This comes with a price as the spell permanently consumes 5% of the spellcaster's Health and Stamina. The clone is born without any items, but it can pick and equip items from the ground. You can access the clone's inventory and equipment through the creature interaction dialog. A cloned creature will not advance in experience levels. You can have only one clone at a time, a second clone will turn against you. Clones are not counted as real recruits.



Stoneskin

Required abilities: Mind 12
Required skills: Magic 5

Action cost: 2 rounds
Stamina-cost: 12
Skill-check: Magic: 11
Duration in rounds: 20 + 2 per Magic
Amount: 3 + 1 per 7 Magic

Stoneskin turns the spellcaster's flesh as hard as stone granting resistance against blunt-, pierce- and slash-damage. This stacks with armor and other items that grant resistance.



Summon Animals

Required abilities: Mind 12
Required skills: Magic 2
Disallowed talents: Morbid Fascination of
Undeath, Soothing Solitude

Action cost: 2.5 rounds
Stamina-cost: 6
Skill-check: Magic: 7
Duration in rounds: 1d20+30 + 2 per
Magic
Max targets: 1d2+1

Summons forth 1d2+1 animals that follow the spellcaster for the duration of the spell. The type of the summoned animal depends of the spellcaster's Magic-skill. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated / summoned creatures.



Summon Celestial

Required abilities: Mind 12
Required skills: Magic 10
Disallowed talents: Morbid Fascination of
Undeath, Soothing Solitude

Action cost: 2.5 rounds
Stamina-cost: 25
Skill-check: Magic: 17
Duration in rounds: 1d20+30 + 2 per
Magic

Summons forth a celestial that follows the spellcaster for the duration of the spell. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated / summoned creatures.



Summon Elemental

Required abilities: Mind 12
Required skills: Magic 8
Disallowed talents: Soothing Solitude

Action cost: 2.5 rounds
Stamina-cost: 15
Skill-check: Magic: 15
Duration in rounds: 1d20+30 + 2 per
Magic

Summons forth a random elemental that follows the spellcaster for the duration of the spell. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated / summoned creatures.



Summon Spiders

Required abilities: Mind 12
 Required skills: Magic 5
 Disallowed talents: Morbid Fascination of
 Undeath, Soothing Solitude

Action cost: 2.5 rounds
 Stamina-cost: 12
 Skill-check: Magic: 12
 Duration in rounds: 1d20+30 + 2 per
 Magic
 Max targets: 1d2

Summons forth 1d2 spiders that follow the spellcaster for the duration of the spell. If a spellcaster tries to animate or summon too many creatures he may lose control of them, and they may turn against him. High Spirit-value helps controlling animated / summoned creatures.



Teleport to Tracked

Required abilities: Mind 12
 Required skills: Magic 3
 Required talents: Tracking

Action cost: 1.5 rounds
 Stamina-cost: 15
 Skill-check: Magic: 8

Teleports the spellcaster next to a tracked creature.



Tracking

Required abilities: Mind 13, Spirit 13
 Required skills: Magic 2

Action cost: 1.5 rounds
 Stamina-cost: 10
 Skill-check: Magic: 7
 Area of effect: Single
 Range: 6
 Duration in rounds: 100 + 10 per
 Magic

This spell forms a mental link between the spellcaster and the target. The spellcaster knows exactly where the target is for the duration of the spell (the target is marked on the navi- and autopilot maps). The target also glows as if wielding a lightsource, making hiding in darkness impossible. Only one creature can be tracked at a time. The latest targeted creature always becomes the target. The tracking link to a creature breaks if the spellcaster enters another dungeon level or Carillo.



True Seeing

Required abilities: Mind 12
 Required skills: Magic 4

Action cost: 2 rounds
 Stamina-cost: 10
 Skill-check: Magic: 11
 Duration in rounds: 50 + 3 per Magic
 Amount: 5 + 1 per 4 Magic

Increases the spellcaster's Search-skill by 5 + 1 point for every 4 points of Magic-skill.



Wail of the Banshee

Required abilities: Mind 12
 Required skills: Magic 9

Action cost: 1.5 rounds
 Stamina-cost: 30
 Skill-check: Magic: 16
 Area of effect: Seen hostiles
 Range: 4 + 1 per 4 Magic, max 8
 Max targets: 2 + 1 per 7 Magic
 Amount: Sonic: 3d8+10 + 1 per Magic

The spellcaster emits a terrible scream that deals sonic-damage to seen hostiles.



Web

Required abilities: Mind 12
Required skills: Magic 3

Action cost: 1.7 rounds
Stamina-cost: 6
Skill-check: Magic: 7
Area of effect: Cloud
Range:
Duration in rounds: 6 + 1 per 3 Magic

Conjures forth a 3x3-sized area filled with a sticky web that restrains movement.

Boost talents



Great Body I

Required abilities: Body 1

Permanently increases Body-ability by 1 point.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Body-score is listed in parentheses after the ability requirement.



Great Body II

Required minimum level: 6

Required abilities: Body 1

Required talents: Great Body I

Permanently increases Body-ability by 1 point. Stacks with Great Body I.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Body-score is listed in parentheses after the ability requirement.



Great Motion I

Required abilities: Motion 1

Permanently increases Motion-ability by 1 point.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Motion-score is listed in parentheses after the ability requirement.



Great Motion II

Required minimum level: 6

Required abilities: Motion 1

Required talents: Great Motion I

Permanently increases Motion-ability by 1 point. Stacks with Great Motion I.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Motion-score is listed in parentheses after the ability requirement.



Great Mind I

Required abilities: Mind 1

Permanently increases Mind-ability by 1 point. This does not affect previously gained skill or talent points.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Mind-score is listed in parentheses after the ability requirement.



Great Mind II

Required minimum level: 6

Required abilities: Mind 1

Required talents: Great Mind I

Permanently increases Mind-ability by 1 point. Stacks with Great Mind I. This does not affect previously gained skill or talent points.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Mind-score is listed in parentheses after the ability requirement.



Great Spirit I

Required abilities: Spirit 1

Permanently increases Spirit-ability by 1 point.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Spirit-score is listed in parentheses after the ability requirement.



Great Spirit II

Required minimum level: 6

Required abilities: Spirit 1

Required talents: Great Spirit I

Permanently increases Spirit-ability by 1 point. Stacks with Great Spirit I.

Even ability scores starting from 12 result in positive ability modifiers (12: +1, 14: +2, 16: +3, and so on).

Your current Spirit-score is listed in parentheses after the ability requirement.

Utility talents



Animal Friend

Can be chosen only on the 1st experience level
Required abilities: Spirit 12
Disallowed talents: Morbid Fascination of Undeath, Soothing Solitude

You have an extraordinary connection with animals. Wild animals mostly leave you alone, and you can try to tame them as pets. In addition to normal animals also direphants, griffons, owlbears, treants, and unicorns can be tamed. High Spirit value helps to succeed in animal taming. Taming can be attempted from the interaction dialog. Animal companions get their Health, Stamina, and natural attacks boosted when you level up.



Die Hard

Required abilities: Body 13, Spirit 13
Required talents: Health Surge

When your Health goes down to zero, all of your remaining Stamina-points are automatically converted to some Health to prevent you from dying.



Evasion

Required abilities: Motion 12
Required skills: Dodge 4

A creature with this talent can avoid all damage from damaging effects targeted on him if he passes a Dodge-skill check.



Expert Enchanter

Required abilities: Mind 13
Required skills: Magic 2

Normally you can safely enchant a weapon with 4 enchantments, and every enchantment point above 4 decreases the enchantment chance by 15 percentage points. Plusses, extra elemental damage points, holy-/returning-/vampiric-properties, and on-hit effects count as enchantments.

When enchanting an armor, every enchantment point decreases the enchantment chance by 15 percentage points.

With this talent you can safely enchant weapons with 9 enchantments. Every enchantment point above 9 decreases the enchantment chance by 15 percentage points. This talent enables armor enchanting without any restrictions.



Expert Trapper

Required abilities: Motion 12, Mind 12
Required skills: Disable 2

Normally you can set traps to nearby tiles only, but with this talent you can set traps on tiles up to distance 3. Setting a trap never fails and takes only half the time it would normally take to set. Traps set by you are harder to avoid, and possible damage or duration is increased by 50%. You will also gain a +4 bonus to Disable-checks when disabling traps.



Health Surge

Required abilities: Body 12, Spirit 12

Action cost: 1.5 rounds

When activated, all of your remaining Stamina-points are converted to some Health-points. The amount that the talent will heal is listed after its name in the quickslots panel and in the talent list.



Lone Wolf

Can be chosen only on the 1st experience level
Required abilities: Spirit 12
Disallowed talents: Natural Leader, Soothing Solitude

You have always acted alone, and that is your strength.

You get a +1 bonus to all abilities, but can never recruit or tame other creatures.

You can animate, summon, and charm creatures, activate golems and statues, and have a clone of yourself.



Morbid Fascination of Undeath

Can be chosen only on the 1st experience level
Required abilities: Mind 12, Spirit 12
Required skills: Magic 1
Disallowed talents: Holy Warrior, Animal Friend, Natural Leader, Soothing Solitude

You feel at home among the dead and the living dead. Your demeanor and affinity to the dead can be off-putting to others.

You gain a +3 bonus to necrotic resistance.

You are later able to learn the Animate Greater Dead and Disrupt Undead talents.

Skeletons and skeleton warriors animated by you are equally good in both melee and ranged combat, and their tactics can be adjusted.

Normally you'll get 50% of the experience points based on damage that your undead companions have made, but with this talent you'll get 100%.

You can not recruit, tame, summon, or charm living creatures. You can animate, summon elementals, activate golems and statues, and have a clone of yourself.

You can not learn talents or use items that summon living creatures or deal holy-damage.

Positive Spirit-modifier does not adjust prices in shops.



Natural Leader

Can be chosen only on the 1st experience level
Required abilities: Spirit 10
Disallowed talents: Lone Wolf, Morbid Fascination of Undeath, Soothing Solitude

Normally you can have max Spirit-modifier (calculated from the base, unadjusted Spirit-value) + 1 recruits at a time (minimum is 1 even if Spirit-modifier is negative). This talent increases that amount by 2. Clones and golems are not counted as real recruits. This does not affect animated or summoned creatures.



One with Darkness

Can be chosen only on the 1st experience level
Required skills: Search 1, Stealth 1

You have an extraordinary knack to be fully functional in complete darkness. You gain darkvision of 8 tiles, +3 to Stealth-checks when trying to remain unseen in darkness, +5 to perception checks to detect creatures in darkness, +5 to attack rolls against creatures that don't see you (stacks with the normal +10 bonus, also a bonus to score critical hits). When you score a critical hit, you do 25% extra damage (stacks with the base 50% extra from critical hits and extras from other sources).



Silver Spoon

Can be chosen only on the 1st experience level

Wealthy family provides better starting equipment:

Family Blade
2 x Potion of Blink
2 x Potion of Healing
Wand of Energy Bolt
Wand of Summon Animals
Carillo Express card
200-300 zorbits

You will also receive item deliveries from your family. These will be placed in the Silver Spoon chest in the main area of Carillo. A new delivery is available each time after you have descended to an even-numbered dungeon level (2, 4, 6, 8, 10). After you have descended to dungeon level 6, a recruitable butler golem will be delivered to Carillo.



Soothing Solitude

Can be chosen only on the 1st experience level
Required abilities: Spirit 12
Disallowed talents: Lone Wolf, Morbid
Fascination of Undeath, Natural Leader

You are a hermit, a true loner. You want to do everything stubbornly by yourself, trust no one, and can't stand the company of others.

You get a +2 bonus to all abilities, but can only have a clone of yourself in your company.

You can not recruit, tame, animate, summon, or charm creatures, and can not activate golems or statues.

You can use trapkits that animate or summon creatures as the created creatures are not added to your party.



Speed Burst

Required abilities: Body 12, Motion 12, Spirit 12
Stamina-cost: 10
Duration in rounds: 2d6+10

This talent boosts movement speed by 4 for the duration. Using this talent is a free action (doesn't take time).



Spirited Learner

Can be chosen only on the 1st experience level
and only during ability adjustment
Required abilities: Spirit 12

You might not be the smartest but you sure are spirited. You learn new things by hard work and sheer determination. With this talent, Spirit-ability is used for skill and talent point progression instead of Mind.

Note that even with this talent, Magic and Search skills still retain Mind as their key ability, and all spell talents have a Mind requirement. Mind of at least 6 is needed to be able to read.



Squirm

Required abilities: Motion 14

A creature with this talent can squirm past other creatures more easily. It also gives a bonus when trying to squirm through a restraining map effect (web, slime).



Stonesense

Can be chosen only on the 1st experience level

You have an extraordinary sense about the dungeon layout. A progress bar is added under the experience bar showing how much you have explored of the current dungeon level. The bar will turn green when you have completely explored the level. The green bar will appear even if you don't have this talent.

You'll get +1 to Search-checks when trying to detect secret doors, +2 to Search-checks when trying to detect living statues. Rogue saints (recruitable living statues) are stronger when you have this talent.



Team Spirit

Required abilities: Mind 12, Spirit 13
Required talents: Natural Leader

Normally you'll get 50% of the experience points based on damage that your companions have made, but with this talent you'll get 100%.

Normally you'll get 25% of the experience points based on damage made by your companions' followers, mostly animated or summoned creatures, but with this talent you'll get 50%.












Veil of Darkness

Required skills: Magic 2
Required talents: One with Darkness

Action cost: 1.5 rounds
Stamina-cost: 9

When activated, you emit a burst of darkness which extinguishes seen lightsources within 15 tile radius. Environment lightsources (torches, braziers, etc.) and lightsources carried by creatures are affected. Creatures whose lightsources are extinguished won't be able to relight them for a small duration.

		RESISTANCES						
		TOTAL		BASE		ITEMS		TEMP
	Blunt	4	=	0	+	4	+	0
	Pierce	3	=	0	+	3	+	0
	Slash	4	=	0	+	4	+	0
	Mental	7	=	0	+	7	+	0
	Energy	7	=	0	+	7	+	0
	Fire	7	=	0	+	7	+	0
	Cold	7	=	0	+	7	+	0
	Lightning	7	=	0	+	7	+	0
	Acid	7	=	0	+	7	+	0
	Sonic	0	=	0	+	0	+	0
	Poison	0	=	0	+	0	+	0
	Holy	0	=	0	+	0	+	0
	Necrotic	0	=	0	+	0	+	0

Resistances

Creatures have several resistance values against different kinds of damage.

Blunt-, pierce-, and slash-resistances protect against physical attacks. Wearing armor boosts these resistances.

Elemental resistances protect against acid, cold, fire, and lightning. These can be boosted mostly by wearing special equipment.

When a creature is damaged, the resistance value is subtracted from the damage amount.

Some creatures might be very resistant or even immune to certain damage types.



Movement

Movement describes a creature's movement speed.

Creature's race determines the base value to which *Motion*-modifier is added. Equipment or temporary effects might further adjust it.

Action queue

Each action has a duration in time units. Action durations are in the range of 15-40.

Moving, melee attacks, ranged attacks, and picking items take 15 time units.

Equipping or unequipping an item takes 30 time units.

Motion affects all actions.

Starting from game release 47, item / talent speeds are hidden from the player, replaced with *Action cost* and *APR*.

Moving

Next possible time to act = Current time + Action duration - *Movement*

Interacting with map elements

Next possible time to act = Current time + Action duration - *Motion*-modifier

Combat

Next possible time to act = Current time + Action duration + Item speed - *Motion*-modifier

Talents (talent speeds already include the action duration)

Next possible time to act = Current time + Talent speed - *Motion*-modifier

Playable races

Aasimar

Aasimars are humans with a significant amount of celestial blood in their ancestry.

- Health per level: 1d8
- Stamina per level: 1d8
- Ability modifiers: *Spirit* +2
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Natural Leader*

Centaur

Centaur's have the upper body of a human and the lower body and legs of a horse.

- Health per level: 1d8
- Stamina per level: 1d8
- Skill modifiers: *Disable* -1, *Ranged* +1, *Stealth* -3
- Darkvision: 5 tiles
- Movement modifier: 2
- Odour: Strong (hostile creatures can track by scent)
- Talents: *Charge*, *Animal Friend*

Dwarf

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. Though they stand head shorter than an average human, dwarves are so broad and compact that they can weigh as much or more. Their courage and endurance are also easily a match for any of the larger folk.

- Health per level: 1d8
- Stamina per level: 1d9
- Ability modifiers: *Body* +2, *Motion* -1, *Mind* -1, *Spirit* +1
- Skill modifiers: *Disable* -1, *Magic* -1, *Melee* +1, *Search* +2
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Shield Bash*, *Stonesense*

Elf

With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They are slightly shorter and more slender than humans on average.

- Health per level: 1d8
- Stamina per level: 1d8
- Ability modifiers: *Body* -2, *Motion* +2
- Skill modifiers: *Ranged* +1, *Search* +1, *Stealth* +1
- Darkvision: 5 tiles
- Odour: Strong (hostile creatures can track by scent)
- Talents: *Close Combat Ranged*, *Animal Friend*

Gnome

Gnomes resemble small humans, and usually have the same proportions as the typical human adult.

- Health per level: 1d8
- Stamina per level: 1d8
- Ability modifiers: *Body* -2, *Mind* +2
- Skill modifiers: *Disable* +2, *Magic* +1
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Squirm*

Half-orc

Half-orcs are as tall as humans but more muscular. They can be little slow-minded.

- Health per level: 1d9
- Stamina per level: 1d9
- Ability modifiers: *Body* +3, *Motion* -1, *Mind* -2, *Spirit* +1
- Skill modifiers: *Disable* -2, *Magic* -2, *Melee* +1, *Search* -1
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Bloodlust*, *Great Reach*

Half-troll

Half-trolls are the result of genetic mingling between a humanoid, usually human and a troll. Half-trolls regenerate Health faster than other races.

- Health per level: 1d9
- Stamina per level: 1d9
- Ability modifiers: *Body* +4, *Mind* -4
- Skill modifiers: *Disable* -3, *Magic* -5, *Search* -3
- Resistances: *Poison* +3
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Die Hard*, *Health Surge*

Halfling

Halflings resemble small humans, and usually have the same proportions as the typical human adult.

- Health per level: 1d8
- Stamina per level: 1d8
- Ability modifiers: *Body* -3, *Motion* +3, *Spirit* +1
- Skill modifiers: *Disable* +1, *Dodge* +2, *Stealth* +2
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Evasion*, *Expert Trapper*, *Squirm*

Human

Humans are the most adaptable and ambitious people among the common races.

- Health per level: 1d8
- Stamina per level: 1d8
- Extra skill points per level: 1
- Extra talent points at 1st level: 1
- Odour: Moderate (hostile creatures can track by scent)

Minotaur

Minotaurs are tall, muscled humanoids with the head of a bull.

- Health per level: 1d9
- Stamina per level: 1d9
- Ability modifiers: *Body* +3, *Mind* -3, *Spirit* +1
- Skill modifiers: *Disable* -2, *Magic* -2
- Darkvision: 5 tiles
- Odour: Strong (hostile creatures can track by scent)
- Talents: *Charge*, *Great Reach*, *Gore*

Saurial

Saurials are intelligent bipedal lizards descended from creatures similar to dinosaurs.

- Health per level: 1d8
- Stamina per level: 1d8
- Ability modifiers: *Body* +2, *Motion* -2, *Mind* -2, *Spirit* +2
- Skill modifiers: *Disable* -2
- Resistances: *Blunt* +1, *Pierce* +1, *Slash* +1, *Poison* +3
- Darkvision: 5 tiles
- Odour: Mild (hostile creatures can track by scent)
- Talents: *Camouflage*














Tiefling

Tieflings are humans with a significant amount of fiendish blood in their ancestry.

- Health per level: 1d8
- Stamina per level: 1d8
- Skill modifiers: *Magic* +1
- Resistances: *Fire* +5
- Darkvision: 5 tiles
- Odour: Moderate (hostile creatures can track by scent)
- Talents: *Expert Enchanter*, *Fire Ray*

Gameplay



OBJECTS	CREATURES
 Bump into a closed door or a closed container to open it. Doors can be closed with ALT + direction key.	 A creature with a red Health bar is hostile. Bump against it to attack it. You can try to swap places with it by bumping against it with CONTROL pressed.
 Furniture containers (chests, tables etc.) can be looted by bumping into them. Containers are marked with green corners if you haven't yet checked their contents.	 A creature with a green Health bar is friendly. Bump against it to swap places with it. Interact with it by bumping against it with CONTROL pressed.
 Torches and other lightsources can be lit and unlit by bumping into them.	 A creature with a blue Health bar is animated or summoned by another creature, or created by some other source. You don't get experience points from killing these creatures.
 Stairs and teleporters can be used by bumping into them.	 A question mark ("?") on a creature means that it can not currently see you.
 Thrones and wells can be interacted with by bumping into them.	 A letter "Z" on a creature means that it is sleeping.
 Detected traps (a red "T" on the dungeon floor or on an object) can be interacted with by bumping into them.	 A letter "R" on a creature means that it is wielding a ranged weapon.
	 A letter "r" on a creature means that it is wielding a reach weapon (can attack from distance 2, one step away).

Stonesense

If your character has the *Stonesense* talent then there's a fourth bar on the upper left corner showing how much of the current level has been explored. The bar will turn green when you have completely explored the level. The green bar will appear even if you don't have the talent.

Friend or foe

Creatures with a green *Health* bar are friendly, ones with red are hostile. Creatures with a blue *Health* bar are hostile, summoned creatures. Some creatures get gradually more aggressive towards you, and their *Health* bar color slowly changes from green to red.

A question mark ("?",) on a creature means that it can not currently see you.

A letter "Z" on a creature means that it is sleeping.

A letter "R" on a creature means that it is wielding a ranged weapon. "r" means that it is wielding a reach weapon (can attack from distance 2, one step away).

Other markers

Traps are marked on the map with a red "T".

Furniture containers are marked with green corners if you haven't yet checked their contents.

Creature names and challenge rating

When you see a creature type for the first time, its name is shown on top of it for a few game rounds. The color of the name indicates its challenge rating, ranging from "harmless" (yellow) to "deadly" (red). A creature's rating is updated when its or your stats change.

Just remember that while there are quite a lot of calculations behind the rating, it still is just a rough estimate.

Examine mode [TAB] and fire mode [F] show the ratings of all seen creatures.

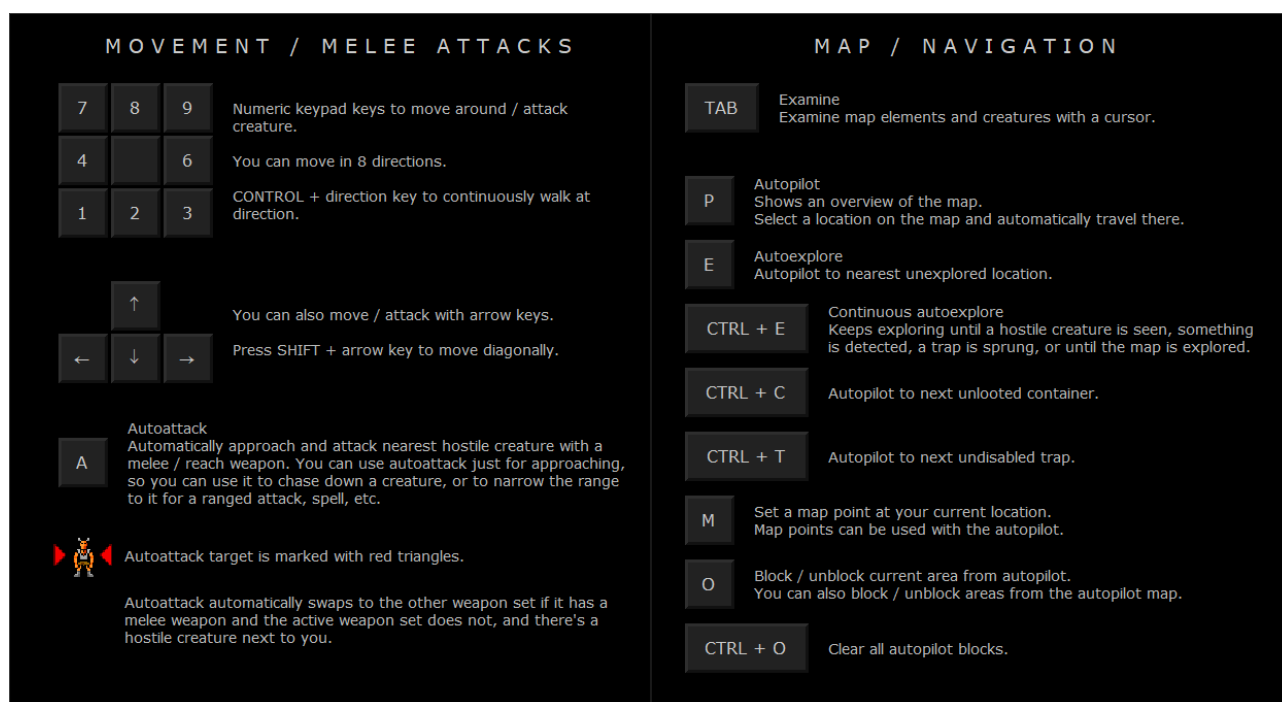
Log

Last messages are shown on the top of the log (this can be changed from the settings). Messages that happened after your last move are shown in color, older messages are greyed.

Press [L] to display the log in a viewer.

Press [CTRL] + [C] in the log viewer screen to copy the text to clipboard.

You can write a keyword in the log viewer screen to filter lines containing that keyword.



Moving around

Use [ARROW KEYS] or [NUMPAD] to move the character around. Note that you can move in 8 directions. If you use [ARROW KEYS], you can move diagonally by pressing [SHIFT] plus the [ARROW KEY].

You can walk continuously at direction by pressing [CTRL] plus the movement key. The walk is interrupted by walls, furniture, items, found secret doors, traps, and hostile creatures.

Examine mode

Press [TAB] to enter examine mode where you can examine map elements and creatures with a cursor. Pressing [TAB] again cycles between seen creatures. With [C] you can toggle the view centering around the target cursor. You can press [F] in examine mode to enter ranged attack mode or [P] to enter autopilot mode.

Bump actions

Most interaction in Zorbus is done by bumping (moving) into things like creatures or furniture.

Hostile creatures

Bumping into a hostile creature makes a melee attack against it. You can try to displace (swap places with) a hostile creature by bumping into them with [CTRL] pressed.

Friendly creatures

Bumping into a friendly creature swaps places with it. Friendly creatures can be interacted with by bumping into them with [CTRL] pressed. A dialog of possible actions is shown. This way you can recruit creatures, remove recruited from the party, or attack friendly creatures.

If you want to attack a friendly creature this way, you need to have a melee weapon in your active weapon set. Otherwise the option to attack is not available in the dialog.

Closed doors and closed containers

Bumping into closed doors or closed containers opens them. If a door or a chest is locked, and you don't have a proper key, a dialog of possible actions is shown.

Looting furniture containers

Furniture containers (open chests, tables, weapon racks, bookcases, altars etc.) can be looted by bumping into them. Containers are marked with green corners if you haven't yet checked their contents.

Closing doors

You can close doors by bumping diagonally to the wall right of the door looking from where your character is standing. So if you're facing a door from the south of it then you bump to northeast, but if you're facing it from the north then you bump southwest (the wall right of the door looking from where you're standing). This can be disabled from the settings. Alternatively you can use [ALT] + direction.

Lightsources

Torches and other lightsources can be lit and unlit by bumping into them.

Stairs and teleporters

Stairs and teleporters can be used by bumping into them.

Thrones and wells

These can be interacted with by bumping into them. This can result in a harmful or beneficial effect.

Traps

If you have found a trap (marked on the map with a red "T"), bump into it to get a dialog of possible actions.

Autopilot / Level map

Pressing [P] shows an overview of the map. Select a destination and press [ENTER] to autopilot there.

Movement keys can be used to move the target cursor. Move the target cursor by 10 tiles with [CTRL] + arrows / numpad.

Map point keys [1] - [9] quickly select a destination point.

[D] autopilots straight to the nearest stairs down.

[S] autopilots straight to the teleporter to *Carillo* (shop hub level).

[C] cycles through locked doors and unlooted furniture containers. You can autopilot to next unlooted container directly from the main game mode with [CTRL] + [C].

[W] cycles through wells, thrones, and switches.

[T] cycles through discovered traps. You can autopilot to next unlooted trap directly from the main game mode with [CTRL] + [T].

[X] sets the target cursor at the currently tracked creature.

[F1] - [F4] to filter portals / notes / map points / companions.

[F5] to toggle all / none.

[INS] or [F11] to toggle the companion list.

[CTRL] + [INS] or [CTRL] + [F11] to toggle the viewing of expendable companions (constructs / animated / summoned / charmed companions).

[CTRL] + [1] - [CTRL] + [F10] to order companion 1 - 20 to travel to the location marked by the cursor.

[DEL] or [NUMPAD 0] to order a command to all companions.

[CTRL] + [DEL] or [CTRL] + [NUMPAD 0] to order a command to all expendables (constructs / animated / summoned / charmed companions).

Autopilot is interrupted if a hostile creature is seen, a secret door is found or a trap is sprung.

Autopilot remembers the last target location so if it gets interrupted then you can just press [P] and [ENTER] to continue towards the destination.

Autopilot shows the taken path with green dots if the autopilot was successful, in red dots if it was interrupted (creature seen, trap or secret door found, etc.).

Autoexplore to nearest unexplored location

Press [E] to autoexplore to nearest unexplored location directly without entering the autopilot mode. Autoexplore tries first to completely explore the current room you're in.

Autoexplore takes you just to the nearest unexplored tile and not further. As your line of sight and possible lightsource reveals new areas you can use the command again to explore further.

Autoexplore shows the taken path with green dots if the autopilot was successful, in red dots if it was interrupted (creature seen, trap or secret door found, etc.).

Autoexplore picks up items that you would normally autopick, first from the current area that you're in, then after nothing to explore is found on the dungeon level, any remaining items from the whole level.

Press [CTRL] + [E] to continuously autoexplore. This mode keeps exploring until a hostile creature is seen, something is detected, a trap is sprung, or until the whole dungeon level is explored.

Autopilot to next unlooted container

Press [CTRL] + [C] to autopilot to next unlooted container directly from the main game mode.

Autopilot to next undisable trap

Press [CTRL] + [T] to autopilot to next undisable trap directly from the main game mode.

Map points

By pressing [M] you can set a map point. Map points are automatically set by default. This can be changed from the settings. If you have set all 9 map points then the next set map point replaces the closest map point.

Blocking areas from autopilot

Autopilot, especially autoexplore, can lead to dangerous situations. You might end up surrounded in an area with creatures that get gradually more hostile towards you. Therefore there's a command to block an area from autopilot.

Autoexplore will ignore blocked areas, and autopilot will not try to find paths through them. Continuous walk will not work on blocked areas.

Press [O] to toggle your current area as blocked / unblocked.

You can also use the key from the examine mode [TAB], where pressing [O] toggles the block of the area under the target cursor. Press [F5] to show / hide blocked areas.

In the map view [V], blocked areas are shown in red. In this view you can point an area with the mouse, then press [O] to toggle the block. The autopilot view [P] functions similarly, but here you can also move the target cursor with the movement keys. The autopilot view is not usable when hostile creatures are seen.

Press [CTRL] + [O] to clear blocks from all areas.

Automated blocked areas

If the setting *"Auto block dangerous areas from autopilot"* (under *Autopilot* in the settings) is on, the game automatically blocks an area from autopilot if there are creatures in the area that get gradually more hostile towards you.

If the setting *"Auto clear blocks from cleared areas"* is on, automated blocks are removed from areas that are clear of the original creatures that caused the block. Note that the creatures might still be alive, not just in the blocked area. A block is removed only if it's set automatically. Blocks set by the player need to be cleared manually.

Both of these settings are on by default.

Searching

The dungeon is filled with secret doors and traps. The *Search*-skill is used to detect these.

There is no dedicated search-command, you automatically search around you in 2 step radius when you move or rest.

If there are no hostile creatures seen, *Search*-skill operates at full level so there is no need to repeatedly try to detect something. If there are hostiles nearby, searching is done with negative modifiers.

Most of the best treasure is either in the hands of powerful creatures or hidden in secret caches.

Secret doors and traps get more difficult to detect as you get deeper into the dungeon. Putting some skill points to *Search*-skill is recommended.

Finding secret doors with autoexplore

There is no need to manually walk around the dungeon to search for remaining hidden areas. Once autoexplore [E] no longer finds anything to explore, it will check if your *Search*-skill is high enough to detect any of the possibly existing secret doors on the map. If something is found, autoexplore autopilots you to the found secret door. You may want to boost your *Search*-skill with items, potions, or talents, even temporarily, for better results.

Negative modifiers from equipment or poor light to *Search*-skill are not taken into account when autoexplore is used to detect secret doors. So you don't have to unequip your helmet even if it has a negative *Search*-modifier. This only applies to searching with autoexplore.

If one of your companions has a higher *Search*-skill than you then it is used with autoexplore to detect secret doors. You can give equipment to companions to boost their *Search*.

Disabling and setting traps

If you have found a trap (a red "T" on the map), you can try to disable it by bumping into it. If a *Disable*-skill check is successful then the trap is disabled. If you fail badly then the trap may spring.

You might gain a trapkit after successfully disabling a trap. Trapkits can also be found.

Trapkits can be used to set traps on the dungeon floor or on closed doors. Use trapkits like any other devices from the inventory screen. You can also quickslot trapkits. *Disable*-skill check is made to see if you're successful. You can safely walk over floor traps set by you, and can also disable them and regain the trapkit automatically without a *Disable*-skill check.

Traps can not be set if an unfriendly creature can see you.

In some situations you may want to intentionally spring a known trap, for example *Animate*, *Confusion*, *Dismiss*, or *Summon* traps. If you spring your own *Animate* or *Summon* trap, then the created creatures will be friendly towards you, and attack creatures that are hostile towards you. Animated creatures without a master will eventually turn hostile against everyone.

Resting

By pressing [Z] or [NUMPAD 5] you rest for one round.

By pressing [S] or [NUMPAD DIVIDE] you rest until fully healed or until interrupted by hostile creatures. If you already are at full *Health* you rest for 100 rounds, until one of your companions reaches full *Health*, or until interrupted. Resting can be stopped by pressing any key.

By pressing [D] or [NUMPAD MULTIPLY] you rest until *Stamina* is fully restored or until interrupted by hostile creatures. If you already are at full *Stamina* you rest for 100 rounds, until one of your companions reaches full *Stamina*, or until interrupted. Resting can be stopped by pressing any key.

By pressing [V] or [NUMPAD SUBTRACT] you rest until both you and your companions are fully healed and restored.

Shoot / reach / throw attacks

Press [F] to make a shoot, reach, or throw attack depending on the current weapon and distance to target. Pressing [F] again cycles between hostile targets. Press [ENTER] to proceed.

Using talents

Pressing [X] opens the talent list. Select the wanted talent with [ENTER]. You might need to select a target. In most cases it is easier to use quickslots for fast talent use.

Creatures with yellow cornes lines can be targeted with the last used talent by pressing [T].

Marked creatures

Creatures marked with red cornes can be attacked with a shoot or a reach attack by pressing [R].

The command automatically swaps to the other weapon set if it has a shooting weapon and the active weapon set does not, and the nearest hostile creature is at least minimum distance away. Minimum distance can be adjusted from the settings.

Throw attacks are also possible if the weapon has the *returning*-property.

Creatures marked with yellow cornes lines can be targeted with the last used talent by pressing [T].

Yelling

You can try to attract creatures towards you with the yell-command [Y].

Getting items from the ground

Pick up items from the ground with [G]. If there's more than one item, the inventory screen is popped up.

Loot items from level

By pressing [SPACE], a loot list is opened with all items from the explored areas on the level. Items on the floor and items from opened / checked furniture containers are included. Select an item on the list with [SPACE] or [ENTER], you will be autopiloted to the item, and the item will be picked up.

Press [CTRL] + [ENTER] on an item to mass pick up all items of same type, for example ammunition, coins, or potions. Mass pick up is not available for all item types.

If you press [CTRL] + [ENTER] when the selector is on top position, you will mass pick up all items from the dungeon level that would normally be autopicked.

If the autopiloting gets interrupted, you can restart it with [P] and then accepting the target location with [ENTER].

Note that if you haven't checked the contents of a furniture container, then the items from it are not included in the list.

When the loot list is opened, it is sorted by distance to the item. You can press [F10] to switch between distance sorted / grouped list.

You can filter items by a keyword by holding down [SHIFT], and writing the wanted search word. You can for example write "armor" to filter all armor or "+1" to show all items with +1 enchantment. Type "0" to filter coins, special or unique items, and devices (potions, wands etc.).

This command can also be used instead of [G] if there's just one item under you, and you want to check the description of the item before picking it up.

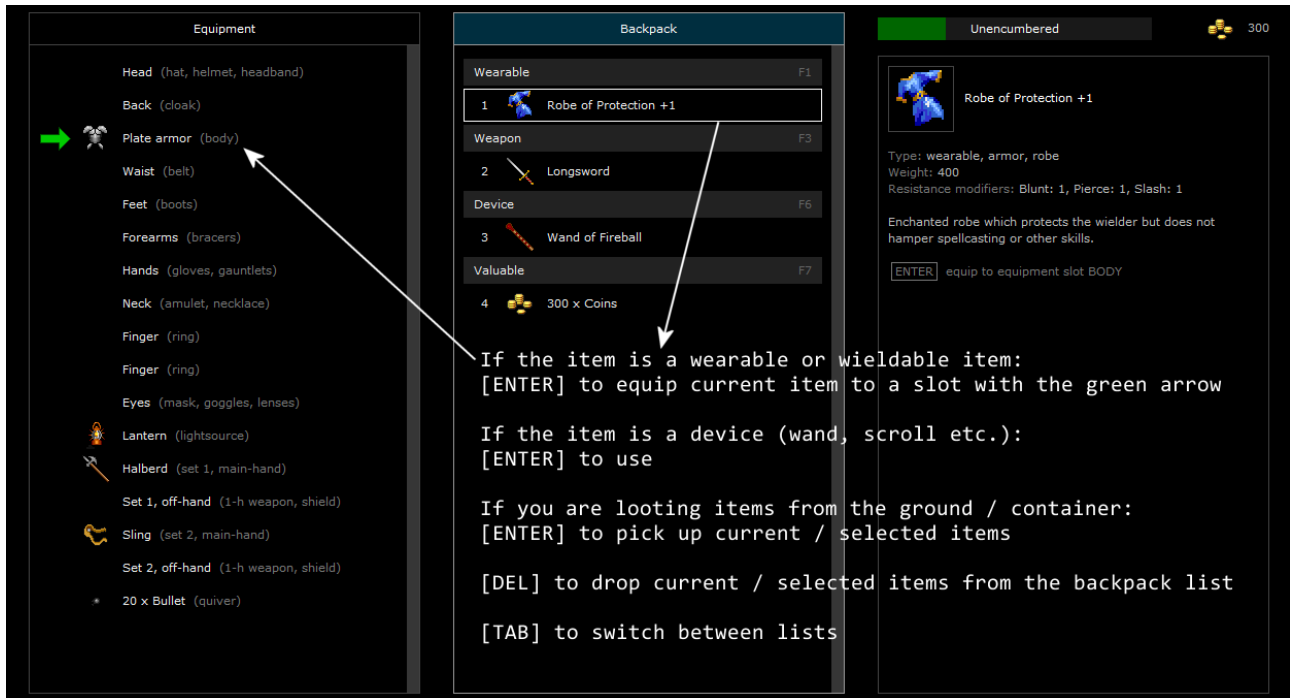
Items on ground

If you are standing on a floor tile which has items then the right sidepanel lists them. You can switch between the items view and the quickslots view with [BACKSPACE].

Automatic item pick up

The character automatically picks up gold, keys, potions, wands, scrolls, and ammunition for the currently equipped shooting weapon, if there are no hostile creatures seen, and the character is not encumbered. Same rules apply when looting containers.

Inventory



Equipment / inventory can be opened by pressing [ENTER] or [I].

Encumbrance is shown in the right upper corner of the inventory screen. If you carry too much you get a penalty to *Motion* (also shown on the character sheet as *Load Motion mod*).

You can filter items in the inventory with a keyword by holding down [SHIFT], and typing the wanted search word. In addition to letters, you can for example type "+2" to filter items with +2 enchantment, or "+3+" to filter items with at least +3 enchantment. Type "0" to filter coins, special or unique items, and devices (potions, wands etc.).

You can disable inventory letter selection (the letter shown before each item) from the settings, if the letters interfere with custom movement keybindings (like VI-keys), or if you want to filter items just by typing a keyword without holding down [SHIFT].

Equipping an item quickly from the backpack

Press [ENTER] to open backpack, move to a wanted item. You should see a green arrow pointing to the equipment slot where the item would fit. Press [ENTER] to equip. [ESC] closes the inventory.

Dropping items

Press [DEL] on an item to drop it.

Sorting the items by time acquired

[F10] to sort the items by time acquired. Newest items are displayed first.

Switching ammunition is a free action

Switching equipment takes time, but switching ammunition does not. In most cases it is easier to switch ammunition with [Q] in the main game view / when choosing a target in ranged attack mode.

Comparing item properties

Press [INS], [NUMPAD DIVIDE], or [CTRL] + [BACKSPACE] to toggle the compare mode. Move the selector to a backpack item to compare it against a similar equipped item.

Adjusting stack size

Movement keys left / right to adjust the amount of the current item. [CTRL] pressed to adjust the amount by 10, [ALT] pressed to adjust the amount by 50.

With the mouse, use [SHIFT] pressed + mouse wheel up / down, [CTRL] pressed to adjust the amount by 10, [ALT] pressed to adjust the amount by 50.

Switching between companions in inventory

Press [CTRL] + up / down or [NUMPAD MINUS] / [NUMPAD PLUS] to switch between companions. [CTRL] + left / right can be used when the selector is at top position (not shown).

Exchanging items with companions

[CTRL] + [TAB] or [NUMPAD 0] switches between equipment & backpack- and item exchanging -modes.

All inventory commands

The item selector is moved with the movement keys. [HOME] / [END] moves the selector to top / bottom of the list. [PAGE UP] / [PAGE DOWN] moves the selector to top / bottom of the current page of items or to previous / next page if already at top / bottom of the current page.

[ESC] closes the inventory. You can also close with [ENTER] when the selector is at the top position (not visible).

[TAB] to switch between the lists. You can also switch between lists with movement keys left / right when the selector is at the top position (not visible).

[SPACE] to select / unselect the current item.

[0] - [9], [A] - [Z] to select / unselect items in the backpack or when looting.

[0] - [9], [A] - [G] in the equipment list jumps to a wanted slot (if there is an item equipped) / unequips it (if selector is already on the slot, and there is an item equipped) / equips an item (if the slot is empty). When equipping to a slot, the right side list shows proper items for that slot. Select wanted item with [ENTER].

[CTRL] + [A] to select all. [CTRL] + [C] to clear selection.

Movement keys left / right to adjust the amount of the current item. [CTRL] pressed to adjust the amount by 10, [ALT] pressed to adjust the amount by 50.

[ENTER] on a wearable or wieldable item equips it to a slot with the green arrow.

[ENTER] on a device (potion, wand, book, trapkit etc.) uses it.

[ENTER] when looting items from the ground or from a container picks up current or selected items.

[ENTER] when in shop buys / sells selects the current item if not selected.

[DEL] in the backpack drops items to ground. In the equipment list in unequips the item.

[F1] - [F9] to filter item types (armor, weapons, devices etc.).

[F10] or [NUMPAD MULTIPLY] to sort the items by time acquired.

[CTRL] + up / down or [NUMPAD MINUS] / [NUMPAD PLUS] to switch between companions.

[CTRL] + left / right can be used when the selector is at top position (not shown).

[INS], [NUMPAD DIVIDE], or [CTRL] + [BACKSPACE] to toggle the compare mode which makes it easier to compare an equipped item and a backpack / shop item.

[CTRL] + [TAB] or [NUMPAD 0] to switch between equipment & backpack- and item exchanging -modes.

[CTRL] + [ENTER] to directly equip an item when looting. Some item types can not be equipped when hostiles creatures are seen.

Reading books

If you find a book, you can press [CTRL] + [ENTER] to read it without picking it up.

Press [CTRL] + [C] in the book reading screen to copy the text to clipboard.

You can write a keyword in the book reading screen to filter lines containing that keyword.

Press [TAB] in the book mode to switch between configured book font and plain text font.

Quickslots

Quickslots are listed in the right sidepanel in the main game view.

Press the key shown on the left of the assigned item to use it. If a quickslot is not listed you can press the key to assign something to that slot.

If the quickslotted talent or device requires a target, you can keep pressing the same key to cycle between creatures.

Items (devices), equipment, and talents can be assigned to quickslots. You can for example assign your lantern to a quickslot so that you can easily lit or unlit it. The lantern must first be equipped, and then assigned to a quickslot.

Press [CTRL] + [ENTER] or [DEL] in the main game view to open the quickslot manager. Pressing [ENTER] on the items or talents on the right list sets them to empty quickslots on the list on the left. You can also press [ENTER] on a quickslot to empty it or to assign something to it. [CTRL] + [C] clears all quickslots. [CTRL] + [D] clears quickslots, but preserves those set by player. [DEL] to disallow / allow auto-quickslotting of selected type. [CTRL] + [A] to toggle auto-quickslotting of all listed usable items and talents.

By default, devices and talents are automatically assigned to free quickslots. This can be changed from the settings.

If you are standing on a floor tile which has items then the right sidepanel lists them. You can switch between the items view and the quickslots view with [BACKSPACE].

You can automatically rearrange the quickslots if you open the quickslot manager, press [CTRL] + [C] or [CTRL] + [D] to clear the quickslots, and then exit the manager [ESC]. *Auto set quickslots* setting must be on.

Combat

RANGED ATTACKS

W Switch between the two weapon sets.
The weapon sets are set in the equipment / inventory screen.

You start the game with a melee / reach weapon in set 1 and a ranged weapon in set 2.

F Fire
Shoot, reach or throw attack depending on the current weapon and distance to the target.

R Shoot or reach attack marked target.
A creature with red corners can be attacked with this command without having to select a target.

Automatically swaps to the other weapon set if it has a shooting weapon and the active weapon set does not, and the distance to nearest hostile creature is at least 5 steps.

Q Quick switch ammunition for the current shooting weapon.
This is a free action (doesn't take time).

CTRL + Q Toggle autoammo
Automatically select the best ammunition against the target creature.

TALENTS

X Use talent
Open the talent list for browsing or selecting a talent.
In most cases it is easier to use quickslots for fast talent use.

T Talent marked
Use the last used talent on a creature marked with yellow corners.

7 / 14

6 / 9

Sling

28 x Bullet

Energy Bolt

Body-ability increased

R Shoot or reach attack marked target
A creature marked with red corners can be attacked with this command without having to select a target.

Q Quick switch ammunition for the current shooting weapon
This is a free action (doesn't take time).

T Talent marked
Use the last used talent on a creature marked with yellow corners.

CTRL + Q Toggle autoammo
Automatically select the best ammunition against the target creature.

C+1 3 follow 22

C+2 11 target

1 Energy Bolt

F1 Lantern

F2 Potion of Blink

F3 Potion of Healing

Switching between weapon sets

By pressing [W] you can switch between the two weapon sets. The weapon sets are set in the equipment / inventory screen.

Melee attacks

Bumping into a hostile creature makes a melee attack against it.

Autoattack

By pressing [A] you automatically approach and attack nearest seen hostile creature with a melee weapon or a reach weapon. You can use autoattack just for approaching, so you can use it to chase down a creature, or to narrow the range to it for a ranged attack, spell, etc.

Autoattack automatically swaps to the other weapon set if it has a melee weapon and the active weapon set does not, and there's a hostile creature next to you. This can be disabled from the settings.

If no openly hostile creature is seen, a target creature is selected from those who get gradually more hostile against you.

Autoattack ignores creatures in areas blocked from autopilot.

Autoattack is disabled if your current Health is under 30% of max Health (the percentage can be changed from the settings).

Shoot / reach / throw attacks

Press [F] to make a shoot, reach, or throw attack depending on the current weapon. Pressing [F] again cycles between hostile targets. Press [ENTER] to proceed.

Marked creatures

Creatures with red corners can be attacked with a ranged or reach attack by pressing [R].

The command automatically swaps to the other weapon set if it has a shooting weapon and the active weapon set does not, and the nearest hostile creature is at least minimum distance away. Minimum distance can be adjusted from the settings.

Throw attacks are also possible if the weapon has the *returning*-property.

Switching ammunition

You can quick switch ammunition for the current shooting weapon with [Q]. This is a free action (doesn't take time).

Autoammo

When autoammo is enabled, the best ammunition against a target is automatically selected. Autoammo tries to restrain, poison, or otherwise select an ammunition that the creature is most vulnerable to. Ammunition of *Dismiss* or *Explosion* are not used, but ammunition of *Slime* and *Poison* are. Setting "Autoammo uses anchoring & withering" controls the use of ammunition of *Anchoring* and *Withering*. Autoammo automatically selects *extinguish* ammunition if the target cursor in the ranged attack mode is on a furniture lightsource.

You can toggle autoammo with [CTRL] + [Q] from the main game mode or from the ranged attack mode.

A green "AA" text is shown in the weapon set box when a shooting weapon and autoammo is active.

Automatic weapon / ammunition equip

After you have thrown a weapon, a similar item from the backpack is automatically equipped to the same equipment slot. Thrown weapons are automatically picked up (if no hostile creatures are seen), and re-equipped if you're still unarmed.

After you have shot your last ammunition from your quiver equipment slot, a similar type of ammunition from the backpack is equipped to the quiver slot.

Weapon properties

- *Great* is a property on some big *two-handed* weapons. A creature can make reach attacks (see below) with such weapon if it has the *Great Reach* talent or some item that grants the talent.
- *Reach* means that you can make a reach attack against a creature standing at distance 2, one step away. All shafted weapons (polearms, spears, staves) have this property.
- *Returning* means that the weapon magically returns to the wielder's hand after thrown.
- *Two-handed* means that you need two hands to use a weapon, can not wield a shield or a second weapon in that weapon set. A weapon wielded two-handed in melee gets 1.5 x *Body*-modifier added to the damage.
- *Vampiric* means that on a successful damaging hit the weapon's wielder is healed depending on the damage amount. Constructs (statues, gargoyles, golems, etc.) or undead can not be drained.
- *Versatile* means that a weapon can be used both one- and two-handed. Like with two-handed weapons, a *versatile* weapon wielded two-handed in melee gets 1.5 x *Body*-modifier added to the damage. A *versatile* weapon is automatically used two-handed if the other hand is empty.

Weapon / shield statistics

Attack and defense values include all current ability-, skill- and other modifiers. Separate values are calculated for melee / throw / shoot attacks and melee / ranged defense. Ranged defense is only used with shields.

Inventory item statistics for one-handed and versatile weapons are calculated with an off-hand shield in use. The actual statistics can differ when weapons are dualwielded or when a versatile one-handed weapon is used two-handed. Second character sheet page shows the actual in-use values.

Item's enchantment means the possible "plus" after the item's name (+1, +2, and so on).

Only shields have *Total ranged defense* skill listed.

Action cost = How many base rounds it takes to attack with the weapon

APR = Attacks per base round

DPR = Average damage per base round

CRIT = Critical attack modifier

Total melee attack skill = *Melee-skill* + item's *melee attack modifier* + item's enchantment

Total melee defense skill = *Melee-skill* + item's *melee defense modifier* + item's enchantment

Total throw / shoot attack skill = *Ranged-skill* + item's *ranged attack modifier* + item's enchantment

Total ranged defense skill = *Melee-skill* + item's *ranged defense modifier* + item's enchantment

Attack vs defense

Following formulas are used to determine whether an attack hits:

MELEE ATTACK

d20 + item's *Total melee attack skill*

vs

d20 + item's *Total melee defense skill*

or

d20 + *Dodge-skill*

THROW / SHOOT ATTACK

d20 + item's *Total throw / shoot attack skill*

- *distance modifier*

vs

d20 + item's *Total ranged defense skill*

-5 if *throwing attack* / -15 if *shooting attack*

or

d20 + *Dodge-skill*

-5 if *throwing attack* / -15 if *shooting attack*

If the total attack is lower than 8 (10 for ranged) then the attacker completely misses the target.

If the total attack is at least 8 (10 for ranged), and higher than the total defense then the attack is a hit.

The defending creature always uses the best possible method to defend itself. If it has no melee weapon or shield equipped then it always tries to avoid the attack (*Dodge-skill* is used). If it has a weapon and a shield or two weapons equipped, then the one with better *Total melee defense skill* is used.

If the defender can not see the attacker, the attacker gets a +10 attack bonus. *One with Darkness* talent adds an extra +5.

If the defender is sleeping, the attack roll for melee attacks is an automatic 20, ranged attacks get a +10 attack bonus.

When the defender is surrounded by more than one hostile creature, every adjacent hostile creature above one decreases the defense by 2.

After an attack made from a neighboring tile, an unseen attacker is always marked visible to the defender. For attacks made from distant tiles, a *Search* vs *Stealth* skill check is made to determine if an unseen attacker is seen. A spotted creature can move to a new position to try to gain stealth again.

Damage

Weapons can usually deal either blunt-, pierce-, or slash-damage. Only the best damage type against the target is used if a weapon can deal several types of damage.

Weapon damage consists of:

Base damage (damage dice) + item's enchantment + *Body*-modifier

For example, a *shortsword* +2 deals 1d6 points of base damage, enchantment adds 2 points, and then the modifier from *Body* is added.

Critical hits

Very successful attacks in combat are called critical hits.

A critical hit happens when the total attack value is much higher than the total defense value (at least 22 higher for melee, at least 35 higher for ranged). Total attack and total defense values are adjusted with *critical attack modifier* and *critical defense* modifier.

Some items and talents boost your critical hit chance (see the *critical attack modifier* and *critical defense modifier* values). You can protect against critical hits by wearing heavier armor and a helmet. Some creatures are immune to critical hits.

A critical hit does 50% more damage. Affects all damage element types (physical, cold, fire, etc.).

Improved Melee Criticals and *Improved Ranged Criticals* talents add an extra 25%.

One with Darkness talent adds an extra 25% if the defender can not see the attacker.

If the defender is sleeping, critical hits do 100% extra damage, but this does not stack with above modifiers.

Weapon set examples

These modifiers can be seen when you hover over values on the weapon page of the character sheet.

Only one-handed weapon equipped

- If the item has the *versatile* property, then the weapon is automatically used two-handed, and gets 1.5 x *Body*-modifier added to the damage if the modifier is positive. Otherwise *Body*-modifier is added to the damage.

One-handed weapon and shield equipped

- The weapon gets *Body*-modifier added to the damage.
- If you have the *Shield Bash* talent, you automatically make an attack with the shield too. The shield attack is made with a -3 modifier. If your *Body*-modifier is positive, half of it is added to the damage made with the shield. If negative, the full modifier is added. The slower (higher speed value) of the two item speeds is used when determined how much time your attack takes.

Two one-handed weapons equipped

- You need the *Dualwield* talent to attack with two weapons.
- Attacks are made with -2 and -4 modifiers to main- and off-hand. Same modifiers are also used for defense.
- For the main-hand, *Body*-modifier is added to damage. For the off-hand, half of positive *Body*-modifier is added, the full modifier if it is negative.
- The slower (higher speed value) of the two item speeds is used when determined how much time your attack takes.

Two-handed weapon equipped

- Gets 1.5 x *Body*-modifier added to the damage if the modifier is positive. Otherwise *Body*-modifier is added to the damage.

Throwable item equipped

- When thrown, half of positive *Body*-modifier is added to damage, full modifier if the modifier is negative.
- You need the *Dualwield* talent to throw two weapons at the same time. Dual throw attacks are made with -2 and -4 modifiers to main- and off-hand.
- If you have a shield with the *returning* property and the *Shield Bash* talent, you can make throw attacks with the shield with a -3 modifier to off-hand, or with -2 and -5 modifiers to main- and off-hand if you have *returning* items in both hands.
- If you make a throw attack with both hands, then for the off-hand, 1/4 of positive *Body*-modifier is added, the full modifier if it is negative. The slower (higher speed value) of the two item speeds is used when determined how much time your attack takes.
- An item with the *returning* property returns to your hand when thrown. If you have two throwable items equipped, and only one of them has the *returning* property, then only that weapon gets thrown.

Projectile weapon equipped

- Projectile weapons are always two-handed.
- If you have the *Strengthened Shots* talent, or if the weapon has the feature, positive *Body*-modifier gets added to the damage.

Companions

Recruiting creatures

Friendly creatures can be recruited to the party by first talking to them (bump against them with [CTRL] pressed), then selecting *recruit* from the menu if recruiting is possible. Recruited characters can be removed from the party by first talking to them, then selecting *remove* from the menu. You can see the stats of the creature by selecting *character sheet* from the menu.

You can have max *Spirit*-modifier + 1 recruits at a time (minimum is 1 even if *Spirit*-modifier is negative). Clones and constructs (golems, statues) are not counted as real recruits.

You'll get 50% of the experience points based on damage that your companions have made. You'll get 100% if you have the *Team Spirit* talent. Animated and summoned creatures are counted as companions.

You'll get 25% of the experience points based on damage made by your companions' followers, mostly animated or summoned creatures. You'll get 50% if you have the *Team Spirit* talent.

When you level up, all recruited / recruitable creatures are also automatically leveled up. Animal companions get their *Health*, *Stamina*, and natural attacks boosted.

Recruitable creatures that you haven't yet recruited go to *Carillo* (the trading demiplane) after you descend deeper into the dungeon from their initial dungeon level.

If one of your companions has a higher *Search*-skill than you then it is used with autoexplore to detect secret doors. You can give equipment to companions to boost their *Search*.

You can see the stats of your companions by first opening the character sheet with [C], then pressing movement keys up / down to switch between companions. Movement keys left / right switch between abilities / skills / resistances and talents / equipment screens.

Taming animals

If you have the *Animal Friend* talent, you can try to tame wild animals. If you succeed in taming an animal, it will follow you like a recruited creature. High *Spirit* helps the taming check. In addition to normal animals also direphants, griffons, owlbears, treants, and unicorns can be tamed. Centaurs and elves get the talent automatically.

Animal companions get their *Health*, *Stamina*, and natural attacks boosted when you level up.

Equipping companions

You can enter exchange mode or companion's equipment from the interaction dialog after bumping at them, but also from your personal inventory.

In inventory:

[CTRL] + up / down or [NUMPAD MINUS] / [NUMPAD PLUS] to switch between companions.
[CTRL] + left / right can be used when the selector is at top position (not shown).

[CTRL] + [TAB] or [NUMPAD 0] to switch between equipment & backpack- and item exchanging -modes.

If your newly recruited companion is poorly equipped, and you really don't have anything suitable in your inventory, use the level loot command ([SPACE]) to see a list of items on the current dungeon level. You can filter the item list by writing a keyword.

It's usually enough to just transfer an item to a companion, which will then automatically equip it if it's ranked higher than the currently equipped item.

Companions won't change equipped items that are set by the player in companions' equipment lists. Ammunition is an exception.

If a companion runs out of ammunition, there's a red "A" (for arrows) or "B" (for bullets) indicator on the bottom right corner of the companion's image in the companion list.

Animated skeletons can be equipped!

You can give enchantment scrolls to companions, and then use them from their inventories. Your *Mind*-ability and possible *Expert Enchanter* talent will be used when reading the scroll.

A *Flask of Poison* or a *Flask of Slime* can be given to a companion who will then automatically use it.



Commanding companions

[INS] or [F11] to toggle the companion list above the quickslots. [CTRL] + [INS] or [CTRL] + [F11] toggles the viewing of expendable companions (constructs / animated / summoned / charmed companions). These can also be toggled in the examine and autopilot modes.

The command key is in red if a companion is poisoned.

A direction arrow and distance is shown if you can't see your companion. The arrow is red if there are hostile creatures near the companion.

The autopilot map [P] shows the locations of unseen companions.

Commanding companions is a free action (does not take time). Don't do it if it feels like too much micromanagement. Just remember it as an option for tricky situations.

[CTRL] + [1] - [CTRL] + [F10] to change the behavior of a companion.

[DEL] or [NUMPAD 0] to order a command to all companions.

[CTRL] + [DEL] or [CTRL] + [NUMPAD 0] to order a command to all expendables (constructs / animated / summoned / charmed companions).

In the examine mode you can also use [1] - [0] to command companions 1 - 10 without the need to press [CTRL].

The possible companion behaviors are:

- FOLLOW (follow player, attack nearby creatures, default behavior)
- REGROUP (follow player closely, prefer ranged attacks and talents)
- STAY (stay at current location, attack nearby creatures)
- TRAVEL (travel to an explored location, then STAY there)
- TARGET (attack a hostile creature, then FOLLOW after target is dead)
- HANDLE (disable / force a lock, or disable a trap, then FOLLOW)

The HANDLE-behavior can only be set when neither the player or the companion sees hostile creatures. The companion tries to handle the lock / trap only once, then behavior is set to FOLLOW. There must be a clear path to the destination.

Companions in FOLLOW-behavior will try to disable or force a lock after your failed attempt if there's one with better *Body*-ability or *Disable*-skill nearby, and neither the player or the companion sees hostile creatures. The same method (disable / force) will be used. You can change this behavior from the settings.

In main game mode you can order companions to either FOLLOW you, REGROUP towards you, or to STAY at their current location.

In examine mode [TAB] you can order companions to TRAVEL to a wanted explored location, to TARGET (attack) a hostile creature, or to HANDLE a lock or a trap. Move the target cursor over an explored location, a creature, or a lock / trap, then change the behavior.

In autopilot map mode [P] you can order companions to TRAVEL to a wanted explored location. Point the location with the movement keys or mouse cursor, then change the behavior.

If you command all companions to HANDLE a trap or a lock, the companion best suited for the job will be chosen.

There must be a clear path to the target when issuing a HANDLE command.

You won't get experience points from locks or traps disabled by a companion.

In REGROUP-behavior companions try to stay close to you, melee attack only nearby creatures, use ranged attacks or talents against distant creatures, and blink away only if surrounded.

There are two behavior-related settings that are both on by default:

- *Companion auto regroup-behavior*

Companions will automatically enter REGROUP-behavior from FOLLOW-behavior when they need to flee. Does not affect animated, summoned or charmed companions.

- *Companion auto follow-behavior*

Companions will automatically enter FOLLOW-behavior from REGROUP-behavior when in full *Health*, in at least half *Stamina*, and no hostile creatures have been seen for some time. This affects only companions that have automatically entered the REGROUP-behavior (see the setting above).

Companion tactics

There are 3 tactics modes available: DEFAULT, RANGED, and MELEE ONLY.

When in RANGED tactics mode, companion tries to maintain distance to enemies, and mostly use ranged weapons.

RANGED tactics is indicated with a yellow "R" letter on the companion image in the companion list, MELEE ONLY with a "M".

[ALT] + [1] - [0] to change tactics of companion 1 - 10.

[ALT] + [DEL] to change tactics of all companions.

Companion options

On the second page of a companion's character sheet are some options to control more of the companion's behavior. You can for example set an option that a companion won't animate or summon creatures.

Gameplay tips

Carillo, the trading demiplane

There are teleporters to *Carillo*, the trading demiplane, on all dungeon levels. You can recognize these by the dice-symbol painted on the floor. *Carillo* has shops where you can trade items, and a tavern where you can hear the latest rumours. *Carillo* also has empty containers where you can store your items. Recrutable creatures that you haven't yet recruited eventually come here.

If you have already discovered the teleporter to *Carillo* on your current map level, you can use autopilot command to automatically travel to the teleporter. This can also be used on the *Carillo* level itself to get back to the teleporter ([P] for autopilot, then [S] for shop teleporter).

The shops on the *Carillo* level are automatically set to map points 1-3, so you can use autopilot to quickly enter these shops ([P] for autopilot, then [1], [2], or [3] and [ENTER]).

If an item found in the dungeon has a value listed in the top-right corner in its description, then it can be sold in the shops for that amount.

Carillo can be a safe haven to catch a breath. There are items in the game that teleport you directly to the *Carillo* teleporter, even if you haven't yet found its location on the current dungeon level. If you are in a difficult situation and don't have any companions, go to *Carillo* to see if there's anyone there that can be recruited. New recruitable creatures appear there every now and then.

The first two dungeon levels

Warrior-types should search around for a better armor and a better weapon.

You should find enough coins to buy *Potions of Blink / Healing / Antidote* from *Carillo*.

The first dungeon level is meant to be easy. After that you will be facing stronger creatures with better equipment, ranged attacks, and special talents.

On the second dungeon level you will face bigger animals, spellcasters, and creatures with ranged attacks. There's no need to kill everything! Bears, lions, tigers, and other big animals can be deadly for low-level characters.

Most animals and mindless creatures can't open doors, so you can bar their way by closing doors behind you.

Don't get cocky, kid!

Death is always lurking around the corner.

Don't get overconfident, and don't get bored! Just because you cleared a dungeon level so easily doesn't mean that you're automatically the uncrowned king of the next level.

Slow down when you're in a difficult situation.

If you start playing sloppily and without concentration, you'll eventually end up dead.

Save the game, continue after a break or on some other day. Don't waste a good run.

Don't get surrounded!

When defending against a melee or a ranged attack, every adjacent hostile creature above one decreases your defense by 2. When facing multiple enemies, try to combat them in narrow areas instead of wide open spaces.

Getting surrounded by hostile creatures affects spellcasting too! When using the *Magic*-skill, every adjacent hostile creature increases the skill check difficulty by 1. A positive *Spirit*-modifier decreases the difficulty by one creature per modifier point. A negative *Spirit*-modifier further increases the difficulty by the modifier amount.

Always have means to escape! It's ok to flee. Don't just stand there waiting for the killing blow! Remember that you can try to displace (swap places with) a hostile creature.

No pockets in a shroud... use your items

It's fine to hoard potions and wands, but remember also to use them when needed, and better to do that a bit too early than a bit too late.

Rest in peace... and darkness

Close nearby doors and / or unlit any nearby lightsources (including your own lantern) before resting. Most creatures in the dungeon have darkvision, but they can't see very far with it. Quickslot your equipped lantern so that it is easy to unlit and lit. Hide near walls, preferably in corners, or among plants and fungi. A question mark ("??") on a creature means that it can not currently see you.

Health Surge

Invest a talent point to *Health Surge*. You need *Body* and *Spirit* of at least 12. When activated, all of your remaining *Stamina*-points are converted to some *Health*-points. The amount that the talent will heal is listed after its name in the quickslots panel and in the talent list. Half-trolls get the talent for free.

Health Surge and Potions of Endurance

If you're at low *Health* and *Stamina*, don't have *Potions of Healing*, but have the *Health Surge* talent and *Potions of Endurance*, drink them to restore *Stamina*, then use the talent.

Stuck in web or slime

You can try to attack even when stuck in web or slime. A *Body*-check is made to determine if you can struggle through the restraining effect. The *Squirm* talent gives a bonus to this check. The strength of map cloud effects decrease each round, making it a bit easier to get free. *Potion of Mobility* gives temporary immunity to restraining effects. Use a *Potion of Blink* or the spell *Blink* for an immediate escape. An advanced option is to replace a cloud effect with a less harmful one, for example conjuring *Fire Wall* on a web effect.

Dualwielding / Shieldbashing

To dualwield (to wield a weapon in each hand), you need the *Dualwield* talent which requires *Motion*-ability of at least 3 and *Melee*-skill of at least 3. Equip the second weapon from the equipment side in the equipment / inventory screen.

Also check the *Shield Bash* talent which enables to make an additional attack with a shield. Dwarves get this talent for free.

Descriptions of talents can be seen when creating or leveling a character. Normally only talents whose requirements are filled are shown, but by unchecking the option *Info / Hide unavailable* all the talents and their requirements can be seen. You can also see a list of all talents and their descriptions from the Zorbupedia which can be accessed during character creation, level up, and from the game menu.

Getting locked doors and chests open

A key is automatically used if it fits a lock. Keys don't vanish after use. Keys are randomly placed. By design it's not guaranteed that a key for a certain dungeon level is created.

Keys are automatically picked up when you walk on them or use autoexplore.

If you don't have a key, you can try to disable the lock (a *Disable*-skill check is made), or try to force it open (a *Body*-ability check is made). If no hostile creatures are seen, you are operating at your full ability / skill level, so there's no need to repeatedly try to do the same thing unless the ability / skill used improves even temporarily. You can boost your *Disable*-skill or *Body*-ability with items. *Motion*-ability is the base ability for *Disable* so anything that affects *Motion* also affects *Disable*.

A magical *Knock* can open locks. It's available as a talent and as a wand.

If one of your companions is better at disabling / forcing, the companion will automatically try with the same method that you failed with. For example, golems are strong, and can force most locks open.

Carry spare equipment for companions

As you descend deeper into the dungeon, you'll find a lot of loot, a lot more that you can equip on your character. Instead of dropping or selling unused equipment, carry some spare items with you to give to recruited creatures. Heavier items like armor can be stored in *Carillo*.

Give Disable-skill boosting items to a companion

If you have found items that boost the *Disable*-skill, but don't want to wear them or don't have room in your equipment setup for them, give them to a companion with the highest *Motion*-ability. Then, when needed, command the companion to disable a lock or a trap. They will also do that automatically after your failed attempt if their *Disable*-skill is higher than yours.

Use the level loot feature to find items

After clearing a dungeon level there will typically be hundreds of items on the floor. Use the level loot feature to find wanted items, and to autopilot to them. You can filter items in the level loot list by typing a wanted keyword. In addition to letters, you can for example type "+2" to filter items with +2 enchantment, or "3+" to filter items with at least +3 enchantment. Type "0" to filter special items, unique items, and devices (potions, wands etc.). With level loot you can mass pick up items of same type.

Anchoring

Anchoring creates a dimensional anchor around the target that prevents the target from blinking or teleporting for the duration of the effect.

Withering

Withering creates a necrotic field around the target that prevents the target from regenerating *Health* or *Stamina* (naturally, by talents, or by items) for the duration of the effect. *Potion of Life* removes withering effect targeted against the drinker (map-wide withering effect is unaffected).

Tracking

Tracking forms a mental link between the attacker and the target. The attacker knows exactly where the target is for the duration of the effect (the target is marked on the navi- and autopilot maps). The target also glows as if wielding a lightsource, making hiding in darkness impossible. Only one creature can be tracked at a time. The latest hit creature always becomes the target. The tracking link to a creature breaks if the attacker enters another dungeon level or *Carillo*. Drinking a *Potion of Nondetection* negates any tracking link to the drinker.

Returning to your original location after being teleported by a trap

If you spring a teleport trap, you can use autopilot [P] to get back to your original location if you have the areas between the original and current location explored. Autopilot automatically sets the target location to your former location if you've been teleported by a trap.

Intentionally springing traps

In some situations you may want to intentionally spring a known trap, for example *Animate*, *Confusion*, *Dismiss*, or *Summon* traps. If you spring your own *Animate* or *Summon* trap, then the created creatures will be friendly towards you, and attack creatures that are hostile towards you. Animated creatures without a master will eventually turn hostile against everyone. Remember that traps can not be set if an unfriendly creature can see you.

Combat tips

Use examine mode to see challenge ratings of seen creatures. Just remember that while there are quite a lot of calculations behind the rating, it still is just a rough estimate.

There's no need to kill everything! It's perfectly fine to leave a creature alone, avoid it, or flee from it. If you come across an area with creatures that seem too dangerous, leave them alone for now. Return to the location at better time.

You don't get experience from creatures summoned by other creatures, so in most cases it's best to ignore the summoned creatures, and try to take out the summoner quickly.

Always have means to escape! It's ok to flee. Remember that you can try to displace (swap places with) a hostile creature by bumping into them with [CTRL] pressed.

Use reach attacks with weapons that have the *reach*-property (polearms, spears, staves, some magical weapons). Your character starts with a staff so you have a reach weapon in your hands right from the beginning. If you learn the *Great Reach* talent, you can make reach attacks with weapons with the *great*-property.

Try to finish fleeing creatures with ranged attacks / talents before they warn their friends about you.

Recruit creatures! They will be of great help especially if they can cast spells. Remember to update their equipment with better ones. Give them special ammunition and *Potions of Blink / Healing / Antidote / Mobility*.

Tame animals if you have the *Animal Friend* talent (centaurs and elves get the talent automatically). Remember that in addition to normal animals also direphants, griffons, owlbears, treants, and unicorns can be tamed.

Some creatures are more vulnerable to certain elements. For example, most undead and fiends (demons, devils, and toadaloths) take double damage from holy weapons.

Buy special ammunition from *Carillo*. Even a couple of arrows or bullets might make a difference in the early dungeon levels.

Enchant your weapon with scrolls. Scrolls can be used to increase the weapon's enchantment, to add element damage, or to add a special properties. No need for saving the scrolls for "later use", as you can separate enchantments back to scrolls by using a *Scroll of Disjunction*. The game always has two *Disjunction* scrolls, both on sale at the shops in *Carillo*.

Use *Flask of Poison / Slime* to coat your weapon / ammunition. Flasks can be given to companions who will then automatically use them.

Enable autoammo. Autoammo tries to restrain, poison, or otherwise select an ammunition that the creature is most vulnerable to. Ammunition of *Dismiss* or *Explosion* are not used, but ammunition of *Slime* and *Poison* are. Setting "Autoammo uses anchoring & withering" controls the use of ammunition of *Anchoring* and *Withering*.

Try to break big groups of enemies before attacking them directly. *Charm*, *Confusion*, and *Dismiss* are great effects for this, found in talents, items, and trapkits.

Potion of Speed, the *Speed Burst* talent, weapons / ammunition coated with *Slime* are means to handle enemies that are faster than you.

Set traps on floor tiles or on closed doors. Trapkits can be used when unfriendly creatures can't see you. Yell [Y] to attract creatures towards you to spring the trap.

You can use "ranged attack and retreat" tactics if you set behavior to REGROUP and tactics to RANGED on all characters. Can be very useful in some situations, like when retreating from a group of oozes that would otherwise destroy the party with their acid attacks.

Scoring

The score consists of 5 categories: map exploration, creature defeating, two types of unique defeating, and the ascension type. Score can be seen after a game has ended, and in more detailed form in the obituary file.

Once you have completely explored a dungeon level, the map / autopilot screen shows how many creatures that count for score are remaining on the level. You can use autoexplore to get to them.

1. Exploration

Max points for map exploration is 10000. Points are awarded per dungeon level, depending on how much of the map you have explored. Each level has a fixed max points amount, ranging from 100 (1st dungeon level) to 3000 (*Zorbus*).

2. Creatures defeated

Max points for creature defeating is 10000. Points are awarded per dungeon level, depending on how many of the creatures you have defeated. Each level has a fixed max points amount, ranging from 100 (1st dungeon level) to 3000 (*Zorbus*). Uniques are not included in this category.

Some creatures, mostly friendly ones, do no count for score. This is indicated when examining a creature in the examine mode.

3. Uniques defeated, dungeon

There are 16 uniques in the 10 dungeon levels. Examining a creature in the examine mode indicates if it counts as an unique. Max points for the dungeon uniques is 10000, 625 points per unique defeated. See the next page for a list of uniques (spoilers).

4. Uniques defeated, demiplanes

There are total 16 uniques in the demiplane levels (*Carillo*, *Zorbus*). Examining a creature in the examine mode indicates if it counts as an unique. Max points for demiplane uniques is 40000, 2500 points per unique defeated. The avatars of the gods are included in this category. See the next page for a list of uniques (spoilers).

5. Ascension

If you manage to beat the game and ascend, you'll get points depending on the ascension type: 25000 for demigod, 50000 for god, 100000 for overgod. This amount is multiplied by a factor if playtime is under certain amount: 5 hours for demigod, 6 hours for god, 7 hours for overgod.

Uniques (spoilers)

List of uniques that count for score.

Dungeon

Unique	Dungeon level
Kobold tribe leader	2
Goblin king	3
Rat queen	3 - 6
Hobgoblin warlord	4
Lord Kricerius	4 - 10
Dungeon Master	5 - 10
Magyarix	5 - 10
Marabellix	5 - 10
Dagonoth archpriest	6
Duergar king	7
Drow matron mother	8
Drow weapon master	8
Company leader	9
Myconid Lord	9 - 10
Fire giant king	10
Archlich	10

Demiplanes

Unique	Demiplane
Cosander	Carillo
Avatars 1-8	Zorbus
Atropal	Zorbus
Demogorgon	Zorbus
Dendar the Night Serpent	Zorbus
Kas	Zorbus
Kezef the Chaos Hound	Zorbus
The Chained God	Zorbus
The Robed Figure	Zorbus

Endgame (spoilers)

Dungeon structure

The dungeon is 10 levels deep. The portal to Zorbus is on level 10. In addition to the normal dungeon levels, there are two special levels: the shop hub level and the final Zorbus level.

Levels 1, 2, 5, 7, and 9 are 96 x 96 sized, the rest are 128 x 128 sized.

Ascension

There are 3 different ascension types: demigod, god, and overgod.

If you ascend to demigodhood, your character and companions will be saved to the Zorbus level as NPCs.

If you get to Zorbus with another character, and challenge a god to a duel, your former character and former companions will help you in the fight.

If you manage to beat a god's avatar, your character will take its place in the pantheon. Your companions will ascend to demigodhood.

The ultimate ending is your character becoming the overgod. If you challenge the overgod, the pantheon is always reset meaning that your previously ascended characters will be gone from the Zorbus!

The shrines in the dungeon and the *Deities & Demigods* book reflect changes in the pantheon.

The names of the gods are scrambled from roguelike developer names.