



GNORD

PAGAN: A USER'S MANUAL

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MONSTERS

There are many strange beasts in the ruins of PLAZA 96:

Most monsters take PHYSICAL DAMAGE. These can be injured by any weapon. Your damage can be increased with [+ Strength] gear.

Ghostly monsters take FAITH DAMAGE. These can only be injured by mystic weapons, or with the aid of [+ Faith] items.

Monsters with metal components are armoured. They require PIERCING equipment or bonuses to damage effectively.

ITEMS | WEAPONS

OLD PISTOL | Ranged weapon

MYSTIC SWORD | Melee weapon
[+ Faith]

BATTERED SHOTGUN | Ranged weapon
[+ Pierce]

PIERCING SPEAR | Melee weapon
[++ Pierce]

ITEMS | ARMOUR

CUIRASS | [+ Defence]

CURSED MASK | [+ Strength]
[- Faith]

RANGER' S CLOAK | [+ Speed]

PRIESTLY VESTMENT | [+ Faith]

ITEMS | TAROT

I	Magician	[+ Faith]
II	Priestess	[+ Faith]
III	Empress	[+ Strength]
IV	Emperor	[+ Strength]
V	Hierophant	[++ Faith]
VI	Lovers	[+ Defence]

VII	Chariot	[+ Speed]
VIII	Strength	[+++ Strength]
IX	Hermit	[++ Faith] [- Speed]
X	Fortune	[+ Loot]
XI	Justice	[++ Faith] [++ Pierce]
XII	Hanged Man	[+++ Faith] [- Speed]

XIII	Death		[+ Speed] [++ Pierce] [++ Strength] [--- Faith]
XIV	Temperance		[++++ Faith] [--- Strength] [- Speed]
XV	Devil		[???
XVI	Tower		[???
XVII	Star		[???

XVIII | Moon | [???

IXX | Sun | [???

XX | Judgement | [???

XXI | The World | [???

0 | ??? | [???

