

Into The Inferno

Crossing The Sands

Navigating The Labyrinth

Toward The Ice

Manual

Character Creation

When starting the game, you have the option of using a pre-generated adventuring group or creating characters manually. If you start with pre-generated adventurers, you can always swap them out for manually-created characters later via the character roster at an inn.

There are sixteen character classes across the four games – Assassin, Berserker, Healer, Mecnary, Monk, Oracle, Paladin, Runecaller, Sage, Shaman, Skald, Thief, Trickster, Valkyrie, Warrior, and Wizard. The available classes vary depending on which installment of the game you are playing, with at least eight classes available in each game.

In parentheses, the letters indicate in which games each class is available.

I = Into The Inferno, C = Crossing The Sands, N = Navigating The Labyrinth, T = Toward The Ice.

All classes require the same amount of experience to reach the next level.

Warrior (ICNT) - Your standard fighter class. Can wear all armor, and has a lot of hitpoints. Warriors get a permanent +1 bonus to strength and have natural hitpoint regeneration that is slightly faster than other classes.

Wizard (ICT) - A spellcasting mage. The worst at melee combat, and the most restricted in choice of armor. They have natural mana regeneration that is slightly faster than other classes. Primary spellcasting stat is Intelligence.

Healer (ICT) - A spellcaster that focuses on healing magic and destroying undead. About average in combat, and can use most armor. Primary spellcasting stat is wisdom.

Thief (ICNT) - Specializes in hiding and ambushing from the darkness, identifying unknown items, and finding and disarming traps. About average in combat, and can use light armor.

Trickster (IC) - A mix of thief and wizard, but a bit less skilled at each than the pure classes. Tricksters don't gain their first wizard spell until level 4. Primary spellcasting stat is intelligence.

Shaman (ICNT) - A mix of healer and wizard, with some healing and some destructive magic. Primary spellcasting stat is wisdom.

Mercenary (ICNT) - A mix of thief and warrior, but less skilled at each than the pure classes.

Paladin (IC) - A mix of warrior and healer, but less skilled at each than the pure classes. Paladins don't gain their first healer spell until level 4. Primary spellcasting stat is wisdom.

Monk (CN) – An expert in the barehanded martial arts, monks can only wear cloth armor and have a moderate selection of weapons. However, once they've gained a few levels, a monk is most powerful when fighting barehanded. Monks gain one additional point of natural armor class for each level. They have natural hitpoint regeneration that is slightly faster than other classes, but not as fast as a Warrior.

Assassin (CN) – Similar to the thief, assassins have the same abilities, but trade a little of their rogue skills for the ability to score powerful critical hits. Critical hit chance is based on agility and level. A backstab from the shadows that scores a critical hit will cause a very high amount of damage.

Oracle (N) – A powerful spellcaster and diviner. Replaces the role of the healer. Their abilities focus on predicting the future and changing the flow of time. Primary spellcasting stat is wisdom.

Sage (N) – A powerful spellcaster. Replaces the role of the wizard. Their abilities focus on force projection and enchanting, and their knowledge of the world allows them to identify items. Primary spellcasting stat is wisdom.

Runecaller (T) – A wizard-like spellcaster whose power is derived from runes. Their primary spellcasting stat is Intelligence and they have the ability to fuse found runes with items in order to make them more powerful.

Berserker (T) – A fighter class who relies on offense much more than defense, and is restricted from wearing heavy armor in order to maintain mobility. They gain more hitpoints per level than any other class and receive a bonus to their taunt ability, but they cannot flee from combat. Berserkers have additional combat abilities such as shove and sweep attack.

Skald (T) – A bardic class. Their magical abilities focus on lore, storytelling, music, and stealth. They have some rogue abilities and are most similar to the Trickster. Their primary stat is charisma.

Valkyrie (T) – A warrior blessed with the power of the gods. In addition to being skilled in combat, starting at 4th level they gain powers that let them control lightning, smite enemies, and heal allies. As a character that is primarily a warrior, their magical powers are weaker than those of a focused caster. Their primary spellcasting stat is wisdom.

Although you can create any combination of characters, you will want to have at least one character that can heal, and two might be a better idea. Having someone with thief skills will make loot easier to acquire and manage, whether that be opening trapped chests or identifying unknown items.

A standard adventuring party is six characters, but you can click "Finish" on the character creation screen to start adventuring with fewer. If you have less than six characters, you can add more at the inn.

If you have second thoughts about a character, you can "Drop" them from the party and generate a new one. However, once you've accepted your sixth party member, you'll no longer be able to remove members from the party during character creation and will instead need to manage your group at an inn.

If you wish to reorder party members, this can be done with the "Swap" command in the character sheet view.

If you want to change your character's portrait after creation, it can be done via the left and right arrows at the bottom of the character portrait on the character sheet. To set a custom character portrait, you can click the character portrait to browse for a new file. *Note: Custom character portraits are not included in cloud saves, so if you play on multiple computers, the custom portraits will not come across.*

Ability Scores

There are 8 ability scores, and they have different effects. The base value of any score ranges from 2-20, but this can be modified based on a character's race and what items they have equipped. Stat rolls are completely random, just as real dice, and there are no point buys.

When a character gains a level, they will gain a point in one of their ability scores if they are not all at maximum. This gain is random, but is slightly more likely to happen in the character's "primary" ability score(s). A character's base score will not go above 20 when leveling up.

Strength - Affects the amount of damage you do when you hit an enemy.

Intelligence - Affects the amount of mana that mage classes gain per level. Also affects your chance to identify items. A headache status will lower this (and is stackable).

Wisdom - Affects the amount of mana that healer classes gain per level. A high wisdom score can also give a slight bonus to the power of healing spells.

Constitution - Affects the amount of hitpoints a character gains each level. Also has a small effect on a character's natural hitpoint regeneration rate.

Dexterity - Affects a character's chance of hitting an enemy in combat, and of successfully blocking an attack.

Agility - Affects armor class, ability to run away from combat, ability to dodge attacks, and success rate of hiding in shadows for thief classes.

Charisma - Affects prices in shops. For the Skald, it also affects the amount of mana gained per level.

Luck - Has subtle effects that can sometimes give the character a second chance with dice rolls. One example is that characters with high luck are less likely to roll a 1 for mana or hitpoint increase. Characters with high luck are also less likely to set off traps when disarming a chest.

Races

Each race has different modifiers to ability scores, but any race can be any class. Modifiers will be shown on the character creation screen. The core races are Dwarf, Elf, Gnome, Half-Elf, Half-Orc, and Human. Toward The Ice also adds Gnoll, Goblin, Kobold, and Ratkin.

Hardcore Mode

After creating and confirming your adventuring party, you will be asked whether you want to enable "hardcore mode". In hardcore mode, you can only save your game at an inn. This mimics the behavior of the classic RPGs of the 1980s and 1990s, which makes the game more difficult and will cause you to lose more progress if your whole party dies a long way from an inn.

Answering "no" to hardcore mode will allow you to save the game anywhere in the world by hitting the "escape" key and clicking the save game button.

Your first save has to be in an inn so you can choose what save game slot to use for your party. The escape menu quick save will use this slot for saves. You can save to a different slot at an inn at any time, and that will change what save slot your quick saves are stored in.

There is an inn very near the game's starting point, and it will probably be the first building that you see.

General Gameplay

Most on-screen buttons or commands have corresponding keyboard shortcuts that can be selected by typing the first letter of that button, "A" for "Attack" or "L" for "Leave", for example.

The game can also be played with a controller, but there may still be certain times that using a keyboard is easier.

Keyboard and controller commands can be re-mapped from within the game by selecting "Controls" from the escape key menu.

Saving the Game

If you selected "hardcore mode", you can't save the game just anywhere. You'll need to visit an inn to record your progress.

If you are in "normal mode", you can use the menu that comes up when you hit the escape key to save your game.

Since dying will erase any progress since your last saved game, it is wise to save often.

The Escape/Settings Menu

If you hit the "Escape" key, a menu comes up that lets you quit to the menu, quit to the desktop, remap controls, go to the settings menu, quick save the game in the last slot you saved in, or send feedback.

The settings menu lets you change the combat message delay, which is the speed at which messages are shown in combat. I tend to keep it set at 1200 milliseconds, but you might want to set it to something really low like 200 milliseconds if you want to rush through combat.

The popup message delay controls how long popup messages are shown. You can set this higher if you'd like more time to read what's happening, or lower if you'd like messages to disappear quicker. If you missed reading all of a message before it disappears, you can see it again by hitting the "L" key to show the message log.

The volume for sound effects and music can be adjusted independently, and can be turned off completely by sliding the volume to zero. Footstep sounds are controlled by the sound effects volume and can be enabled and disabled based on your preference.

Spells

Each spell costs a certain amount of mana. Some spells, particularly for attacking, can only be cast in combat. Some other spells, like those for enchanting armor, can only be cast when not in combat.

Some bonus spells only last the duration of combat, while others will last longer than a single combat.

Spells can do different types of damage, such as fire, cold, poison, electricity, and others. Some monsters will be more resistant or susceptible to certain damage types, and it's worth experimenting with different types of damage against different types of enemies to learn what works best.

When preparing to cast a spell, a spell's basic effects will be shown as a tooltip if you hover over the spell button.

Gold

Depending on the type, some monsters will or won't drop gold when killed. Gold is most useful for buying equipment, having your characters healed in town, and having your mana recharged. Humanoid and intelligent enemies are far more likely to give gold than wandering animals.

Gold is tracked at the group level, and characters do not have individual gold.

Time

As your party walks around, your wounds will slowly heal over time, and your mana will slowly regenerate over time. This process is very slow, and you may want to visit a temple or a mana recharger to speed up the process.

In addition, saving your game in an in will grant the party a "rested" state, which will increase their natural rate of healing and mana regeneration.

Although time appears to pass when the party is not moving, natural healing and mana regeneration only takes place as the party moves.

Resting

If you are carrying sufficient food items – two points of food per person – you can rest in open-air nature zones in order to recover mana and hitpoints. This can be done with the “R” key. There is a risk of being attacked by monsters during the rest, and if this happens some of your group may still be asleep when combat starts.

After finishing a fight, the resting process will continue as normal.

It is wise to stock up on food before beginning a long journey, and some food items are more nutritiously dense than others.

Character Sheet

You can view details for your characters by pressing the number keys 1 through 6 or by clicking on the character's details on the status bar.

You can wear, remove, trade, drop, or identify equipment from this screen. You can also change your character portrait, cast non-combat spells, and swap positions with another character.

While characters have many equipment slots, they only have eight inventory slots for carrying items, so you may eventually find yourself needing to sell or drop items to have space for new equipment.

To interact with an item in your inventory or on your body, click the item's icon. Command buttons will appear at the bottom of the screen. Hovering over an item's icon will also reveal its name and any stat modifiers that it has. You can also click and drag items to equip or unequip them.

Dropped items are gone forever. Some items are unique and irreplaceable, so consider this when dropping items.

Movement

Movement can be done using the keyboard arrow keys, WASDQE on the keyboard, or by clicking on the on-screen navigation arrows. Holding down the SHIFT key changes "turn left" (or right) to "strafe left" (or right), and changes "turn around" to "move backward".

With a game controller, the directional pad will use normal WASD-style movement, while the stick will move as if you're holding the SHIFT key.

The Overview Map

While a minimap is shown during normal adventuring, there is a larger map available by pressing "O". This will show an overview map that lets you see a larger portion of the area that you are in.

Locations of note, such as shops and healers, will be shown using letter indicators. This map can be moved using the arrow buttons or arrow keys if you want to see far sections of the map.

Bestiary

There is a bestiary in the game that lets you view information about monsters that you've fought. You will learn more information about a monster as you fight more of them. With more experience against an enemy, you will learn more about its strengths and weaknesses.

Other Keyboard Commands

When in exploration mode, you can use the "X" key to toggle the user interface. This may be handy for taking screenshots.

The "B" key will show the bestiary.

The "L" key will toggle the message log. This is useful for viewing recent messages or seeing what happened in the last battle.

The "M" key will toggle the minimap.

The "N" key will toggle the clickable navigation buttons.

The "O" key will show an overview map that lets you see a larger portion of the area that you are in.

The "P" key will allow you to place a note on the map by entering text. It will show up on the minimap and overview map as the letter "N", will display the entered text when you visit that location, and will be visible in the map notes list that can be opened from the overview map.

The "TAB" key will show the quest log, giving information about any quests that are in progress.

The "R" key will initiate the process of resting to recover mana and hitpoints.

You can also use the "escape" key to bring up a menu that will allow you to quit or save the game, or change game settings, including the field of view, audio, and control mappings.

When targeting monsters with attacks in combat, you can use the letter of the group as a keyboard shortcut.

When targeting the party or monsters with spells in combat, you can use the numbers 1-6 as shortcut keys to select either players 1-6 or numbers 1-4 to select monster groups A-D.

Quests

You'll find various quests in the game. You'll need to accept them, and then return to the location where the quest was started when you have completed the necessary task to receive your reward.

In addition to quests, there are also unique battles that you can only win once throughout the game. Many of these will drop unique items.

To view any quests that you have in progress, you can press the "TAB" key to show the quest detail window.

Identifying Items

Items discovered during your adventures will be unknown, and may just show up as "*Sword", signifying that you know that it's a sword, but not what kind exactly. These items can be identified by a shop (for a fee), or by a character that has the identify ability. Oracles also have a spell for this.

Thieves, mercenaries, assassins, skalds, and tricksters can identify items. This is done via the character sheet. The chance to identify an item is based on an intelligence check, and the "lesser rogue" classes mercenary, assassin, and trickster have a much lower chance to succeed.

Success reveals the exact item, while failure will give the character a headache, which will reduce their intelligence temporarily. This penalty stacks, and will go away after you walk around for a while. While under the influence of a headache, it's even harder to identify items and more likely that you'll end up with an even worse headache.

You can use unidentified items normally, and do not need to identify them. However, since there are cursed items throughout the world, it is wiser to know what you're going to use before you try. You can also only sell items after they've been identified, and cannot sell cursed items.

Each item in the game is handcrafted and unique, and knowing that one item is a cutlass will not necessarily let you identify ALL cutlasses.

Affixing Runes

In Toward The Ice, you may find runes as combat loot or quest rewards. A Runecaller can affix these to an item to give it a permanent bonus. An item can have up to three runes affixed and the rune is destroyed when this is done.

When used, a rune will be applied to the first item in the Runecaller's inventory, so you'll want to make sure the correct item is in their first inventory slot. Runes cannot be removed from an item, so choose where to use them wisely.

Shops

There are various shops throughout the world. They all carry different inventory, but offer the same basic services – selling items, buying your unwanted items, and identifying your unknown items.

Each shop has its own prices that it will pay for items, and it may be worth it to shop around for a better deal if you have something to sell. Shops will not buy cursed items, and the only way to get rid of a cursed item that you've equipped is to visit a curse removal specialist. They tend to be expensive.

Item identification prices also vary by shop, so you might want to shop around for a better deal if you have something expensive to identify. Of course, if you have a character of the rogue class, you can save a lot of money on item identification.

Characters with higher Charisma scores will receive better prices in shops.

The Healer (or Temples)

There are various locations throughout the game where you can pay to have your characters healed. The cost for this is per-hitpoint and can be quite expensive.

Healers can also cure poison, disease, and paralysis.

The Inn

There are inns throughout the game where you can save your progress.

In hardcore mode, inns are the ONLY place where you can save your game.

Saving the game at an inn will cure characters of the “sleep” status, and will give characters a “rested” state for a brief period. Being rested doubles the speed of natural hitpoint and mana regeneration.

The Character Roster

It is possible to have up to 20 additional characters in the game in addition to your adventuring party of six. You can add, remove, and delete characters by opening the character roster at any inn, but you can only travel with a maximum of six.

Extra characters stay at the inn where they have been removed from the party, so you may need to go on a trek to retrieve someone you've left behind when they're wanted again.

Be sure to save your game after making changes to the roster and your group's members – this information is stored as part of saved games. This also means that if you accidentally delete someone, you can recover them by loading your last saved game.

Armor

Wearing armor will raise your armor class (AC) and make it harder for monsters to hit you in combat. Armor is roughly on a percentage scale, so monsters that hit you about 70% of the time when you had an armor class of 0 will then hit you about 40% of the time with an armor class of 30.

Some armors, and items in general, can give bonuses or penalties to ability scores and resistances. If the item has been identified, hovering over its icon on the character sheet will show any bonuses or penalties that it gives.

Each character class has certain restrictions on which armor it can use, and not all armor will be usable by everyone.

Weapons

You can see a weapon's basic effects on your combat prowess via the Attack and Damage values on the character sheet. Watch how these numbers change as you equip different weapons. Weapons with magical properties can also affect your resistances, armor class, ability scores, and anything else that armor can.

Rare weapons can also have special effects, like poisoning enemies.

Combat

Encounters are random. You're much more likely to encounter enemies in the wilderness or in dungeons than you are in cities.

There are two combat systems, and the one that will be used depends on which game you are playing.

Into The Inferno and **Crossing The Sands** have **round-based** combat systems, where the entire party enters their commands, and once the party has made their decisions, one turn of battle plays out. You don't know who will go first, and that is determined by a combination of a random number and a character's initiative modifiers. Characters with higher agility will be more likely, but not guaranteed, to go before characters with low agility.

Navigating The Labyrinth and **Toward The Ice** have a **turn-based** combat system, where each character and monster can take their action individually. The initiative order is predetermined at the start of combat, and you can see who is going to go next at the top of the screen. The initiative order is still influenced by agility and initiative modifiers.

Characters have a few different options for actions.

Attack - Swing at the enemy with your weapon. You'll be doing this a lot.

Block - Try to block any incoming attacks. Success depends on your dexterity. Blocking gives the character a small chance to counterattack, based on their level and combat ability.

Cast - Select a spell to cast. These can be offensive, defensive, buff, or debuff spells. Some spells, such as Banish or Turn Undead, will only affect certain types of monster such as demons or undead.

Dodge - Try to avoid any incoming attacks. Success depends on your agility. Block and dodge have the same base chance, so you should choose whichever has the higher applicable ability score. Dodging gives the character a small chance to counterattack, based on their level and combat ability.

Flee - Try to run away. Success depends on your agility, and if you succeed, you'll lead the whole party to safety. Berserkers are unable to flee, but can follow another fleeing group member to safety.

Hide - Only available to thief classes and their hybrids, this will use your turn to hide in the shadows. When hidden, you can attack for extra damage, and are much safer from enemy attacks. To remain hidden, select Hide on subsequent turns. Actively dodging or blocking will break hide, but attempting to flee will not. *Note: In turn-based combat, hidden characters will automatically attempt to re-hide after attacking.*

Late Attack – (Round-based combat only) This is a command only available to hidden characters. The character attempts to attack later in combat, avoiding attacks by staying in the protection of the shadows for as long as possible. The amount of delay depends on the character's agility score. Thieves and assassins will receive an additional bonus to this delay based on their level.

Log – This will show the message log. This can be handy for reviewing what happened in previous combat rounds.

Previous – (Round-based combat only) This will cancel the last entered command and return to the previous character. Note that you cannot cancel the last character's command, so you should be sure of your actions when entering the final command.

Shove – This berserker ability will knock back a single opponent, causing them to act later in combat.

Sweep – The sweep attack berserker ability will allow the character to attack an entire group of enemies with an area attack, causing half damage with each hit.

Taunt – (Turn-based combat only) Using this command will increase a character's "aggro" by 1. See below for an explanation of "aggro". This can be used repeatedly.

Use Item - Allows you to use magical items such as potions or scrolls.

The higher your armor class, the less likely you are to be hit. Your characters (and monster enemies) have a higher chance to hit as they gain levels, and this improves at different rates depending on your class.

In addition, you can have resistances to different types of attacks and magic, so if you wear a ring of fire resistance, for example, you'll take less damage from enemy fireball spells.

When you win a battle, you will gain experience points, and possibly some gold and/or an item drop. Dropped items start as unidentified, and can be identified by thief classes and their hybrids (or in shops). You can use items when unidentified and they will work just fine, but you cannot sell unidentified items, and you also risk wearing or wielding a non-removable cursed item that will hinder your effectiveness.

Only basic items are available in shops and you will need to earn the majority of your equipment upgrades in combat.

Losing combat ends the game, and you will need to restart from your last saved game. Because of this, you should save your game often.

Aggro (Turn-Based Combat Only)

In combat, the first half of the party is twice as likely to be targeted as the second half. This is handled by giving the first three characters in a party of six an "aggro" level of 2, and the second three characters an "aggro" level of 1.

Each point of aggro is a chance to be targeted by a monster. In a typical battle that gives front row characters each a 22% ($2/9$) chance of being targeted and back row characters each an 11% chance of being targeted ($1/9$).

If the first character taunts the enemy, raising their aggro by one to 3, they will now have a 30% chance of being targeted ($3/10$), and the rest of the party members will have either a 20% or 10% ($2/10$ or $1/10$) chance of being targeted.

If the first character taunts again, they will raise their aggro by one more to 4. They will now have a 36% chance of being targeted ($4/11$), and the rest of the party members will have either an 18% or a 9% ($2/11$ or $1/11$) chance of being targeted.

While this is not a huge difference in targeting chance, it can add up, and might be just enough to have a heavily-armored warrior take hits that would have otherwise killed your healer.

It is also possible to increase a character's aggro level with certain spells.

Berserkers receive a bonus to taunt.

Status Ailments

There are a few status ailments that enemies can inflict on you that will stay with you after combat ends. These will wear off after a while, but can be annoying.

Effects stack, so a character that has been hit with paralysis three times will need to wait for all three instances to wear off before they can move. Some effects will indicate how strong their effects are, such as poison.

Asleep – Characters will not be able to act during combat. Being hit will wake them up.

Bleeding – Characters will take damage every round of combat equal to their level of bleeding. After combat, the character will be able to bandage their wounds and stop the bleeding.

Blinded – Blinded characters will receive a significant penalty to their melee attacks.

Burning – Characters will take damage every round equal to their level of burning. After combat, the character will be able to stop, drop, and roll to put out the flames.

Diseased – This will cause a character to not heal naturally, and healing spells will only have half the affect.

Headache – The character's intelligence is temporarily reduced.

Health or Mana Drain – The maximum amount of hitpoints or mana that your character has will be reduced for a while. This status is not shown as an effect.

Nauseated – The characters ability to land attacks will be reduced.

Paralyzed – Paralyzed characters cannot act during combat, and being hit will not wake them up.

Petrified – The character has been turned to stone, and is useless as anything other than a lawn ornament.

Poisoned – Characters can be poisoned at different levels, from weak to incredibly strong. When poisoned, characters won't heal naturally, and will lose hitpoints either slowly or quickly

depending on the strength of the poison. Poison stacks, so if you're bit three times by a snake, you'll be in worse shape than if you were only bit once. A notification that poison has worn off only means that a single dose has worn off, and if bitten multiple times, a character's poison doses can wear off at different times (with the effect getting weaker as each dose wears off). This can also be cured by higher-level healers. The strength of poison that a character is affected by will be shown in parentheses, for example, "Poison (3)"

Silenced – The character cannot make any sound, and will be unable to cast any spells.

Unconscious – The character is basically dead, and needs to be healed before they can return to the world of the living.

Status Bonuses

Rested – Your party will heal hitpoints and recover mana at double the natural rate. In addition, any bad effects or status ailments such as poison or headaches will wear off twice as fast.

Hidden – The character cannot be seen by the enemy, and cannot be attacked directly. Area effects will still hit them. Hidden characters can backstab the enemy for extra damage.

Regeneration – Characters under the effect of regeneration will heal at a much faster rate.

Chests

At the end of a battle, it's possible that the party will discover a chest. These are rare, and most commonly found after difficult, large battles against intelligent and powerful enemies.

A battle that ends with a chest will have more gold and twice the chance of finding an item than one that doesn't.

Chests are usually trapped, and you will need to identify the type of trap in order to disarm it successfully. While any intelligent person can identify a trap, the thief/rogue classes are much better, and become better with experience.

When you attempt to identify a trap, the character with the best chance will automatically try to identify it. It's possible to guess wrong, or make a mistake and set off the trap while trying to identify it. You can try to identify the trap multiple times if you want to be more confident in the result.

When you are ready to disarm the trap, click the button corresponding to the trap's name in the top right of the screen.

As with identifying, the character with the best chance to succeed will attempt to disarm the trap. They can succeed, fail without setting off the trap, or fail and set off the trap.

There are also spells that can be used to identify and disarm traps. The “detect” and “dispel” buttons will be available to use if someone in the party can cast the corresponding spells.

In any case, once the chest has been opened, the party will receive the contents.

Spells

Healer Spells

Level 1

Bless (2 mana) – Gives a bonus to attack rolls.

Minor Healing (3 mana) – Heals a small amount of damage on a single character.

Turn Undead (3 mana) – Does a small amount of damage to an undead target. Has no effect on living creatures.

Level 3

Armor (5 mana) – Gives a small armor class bonus to the entire party for a while.

Cure Paralysis (4 mana) – Cures paralysis on a single character.

Harm (6 mana) – Causes a small amount of damage to a single enemy.

Heal (6 mana) – Heals a small-medium amount of damage on a single character.

Resist Cold (4 mana) – Grants a bit of cold resistance to the entire party for a while.

Resist Fire (4 mana) – Grants a bit of fire resistance to the entire party for a while.

Resist Poison (4 mana) – Grants a bit of poison resistance to the entire party for a while. Poison resistance not only makes a character less likely to be poisoned by an enemy, but also makes them take damage more slowly when they have been poisoned.

Level 5

Dispel Undead (8 mana) – Does a moderate amount of damage to a group of undead. Has no effect on living creatures.

Greater Healing (9 mana) – Heals a moderate amount of damage on a single character.

Mass Heal (14 mana) – Heals a medium amount of damage on the whole party.

Create Food (5 mana) – Creates a random food item. Be sure to have inventory space available.

Level 7

Banish (6 mana) – Does a high amount of damage. Only works on demons.

Flamestrike (12 mana) – Does a high amount of fire damage to a single target.

Greater Armor (10 mana) – Gives a moderate armor bonus to the whole party for a while.

Regeneration (7 mana) – Grants regeneration to the whole party, causing them to heal faster while they walk.

Level 9

Cure Poison (10 mana) – Cures all poison effects on a single character.

Destroy Undead (14 mana) – Does a high amount of damage to a group of undead. Has no effect on living creatures.

Restoration (12 mana) – Heals a high amount of damage on a single character.

Exit (10 mana) – Exits a dungeon, if possible.

Level 11

Cure Disease (12 mana) – Removes the disease effect from a single character.

Mass Banish (18 mana) – Does a high amount of damage to every demonic enemy in all enemy groups.

Mage Spells

Level 1

Magic Arrow (2 mana) – Does a small amount of damage to a single enemy.

Sleep (3 mana) – Puts a group of monsters to sleep. Some monster types, like golems and undead, are unaffected by sleep.

Strength (2 mana) – Grants a strength bonus to a single character for a while.

Level 3

Acid Arrow (4 mana) – Does a small amount of acid damage to a single enemy.

Fire Arrow (4 mana) – Does a small amount of fire damage to a single enemy.

Ice Arrow (4 mana) – Does a small amount of cold damage to a single enemy.

Resist Magic (4 mana) – Grants a small amount of magic resistance to the party for a while.

Sparks (5 mana) – Causes a small amount of electrical damage to a group of enemies.

Level 5

Force Bolt (5 mana) – Does a small-medium amount of force damage to a single enemy.

Magic Spikes (5 mana) – Does a small-medium amount of magical damage to a single enemy.

Poison Mist (7 mana) – Does a small amount of poison damage to a single group of enemies.

Level 7

Fireball (10 mana) – Does a moderate amount of fire damage to a single group of enemies.

Lightning Bolt (6 mana) – Does a moderate amount of fire damage to a single enemy.

Acid Bolt (8 mana) – Does a moderate amount of acid damage to a single enemy.

Level 9

Ice Storm (14 mana) – Does a high amount of cold damage to a single group of enemies.

Pillar of Flame (12 mana) – Does a massive amount of fire damage to a single enemy.

Level 11

Lightning Cloud (24 mana) – Does a massive amount of electricity damage to a single group of enemies.

Rain of Arrows (24 mana) – Does a moderate-high amount of physical damage to all groups of enemies.

Shaman Spells

Level 1

Boar Spirit (2 mana) – Gives a small damage bonus to a single character for the duration of combat. This can be cast more than once (stackable).

Lesser Mending (3 mana) – Heals a tiny amount of damage on a single character.

Level 3

Cure Paralysis (4 mana) – Cures paralysis on a single character.

Eagle Spirit (3 mana) – Gives a small bonus to attack rolls to a single character. This can be cast more than once (stackable).

Mending (6 mana) – Heals a small amount of damage on a single character.

Poison Arrow (3 mana) – Does a small amount of poison damage to a single enemy.

Dust Storm (5 mana) – Does a small amount of abrasive physical damage to a group of enemies.

Level 5

Bear Spirit (4 mana) – Gives a moderate damage bonus to a single character for the duration of combat. This can be cast more than once (stackable).

Fireburst (5 mana) – Does a small-medium amount of fire damage to a single enemy.

Greater Mending (9 mana) – Heals a small-medium amount of damage on a single character.

Pestilence (9 mana) – Causes a small amount of disease damage to a single group of enemies.

Panther Spirit (5 mana) – Gives the group a bonus to agility for a while.

Level 7

Flame Wind (10 mana) – Causes a small-medium amount of fire damage a single group of enemies.

Frost Wind (10 mana) – Causes a small-medium amount of cold damage a single group of enemies.

Group Mending (12 mana) – Heals the entire party for a small amount of damage.

Poison Wind (12 mana) – Does a small amount of poison damage to all groups of enemies.

Wind Spirit (5 mana) – Gives a single character a significant bonus to agility for the duration of combat. This is stackable.

Regeneration (7 mana) – Grants regeneration to the whole party, causing them to heal faster while they walk.

Level 9

Cure Poison (10 mana) – Cures all poison effects on a single character.

Freeze Bones (6 mana) – Slows all enemy groups, making them less agile and easier to hit.

Rain of Stones (14 mana) – Does a moderate amount of force damage to a single group of enemies.

Wisp Spirit (5 mana) – Grants a single character an armor bonus for the duration of combat. This is stackable.

Level 11

Cure Disease (12 mana) – Removes the disease effect from a single character.

Firewalk (8 mana) – Gives a single character fire resistance for a while.

Insect Plague (22 mana) – Does a moderate amount of damage to all enemy groups.

Elephant Spirit (8 mana) – Gives the group bonus hitpoints for a while.

Oracle Spells

Level 1

Block (1 mana) – Adds 25% to a character's block success chance.

Dodge (1 mana) – Adds 25% to a character's dodge success chance.

Haste (2 mana) – Gives a single party member an initiative bonus, allowing them to take turns more often in combat.

Minor Cure (2 mana) – Heals a single party member for a small amount of damage.

Slowness (3 mana) – Gives a group of enemies an initiative penalty, causing them to take turns less often in combat.

Level 3

Bullseye (3 mana) – Increases the target party member's aggro level.

Detect Trap (3 mana) – Identifies what type of trap a chest has.

Group Cure (5 mana) – Heals every party member for a small amount of damage.

Holy Bolt (3 mana) – Attacks an enemy for a small amount of holy damage.

Level 5

Age (2 mana) – Gives a large strength penalty to a group of enemies.

Avoid Enemies (4 mana) – Gives the party a 50% chance to avoid random encounters for a while.

Blindness (3 mana) – Blinds a group of enemies, causing them to be less likely to hit with attacks.

Cure (5 mana) – Heals a single party member.

Group Block (3 mana) – Adds 25% to a each party member's block success chance.

Group Dodge (3 mana) – Adds 25% to a each party member's dodge success chance.

Weakness (5 mana) – Weakens a group of enemies, making them cause less damage in combat.

Level 7

Break Armor (4 mana) – Inflicts an armor penalty on a group of monsters.

Disarm Trap (7 mana) – Disarms a trap on a chest.

Health (7 mana) – Cures disease on a single party member.

Pestilence (6 mana) – Attacks an enemy group with disease, damaging them and reducing their ability to be healed.

Rest (4 mana) – Puts the party into a rested state, causing them to recover mana and hitpoints more quickly.

Sight (5 mana) – Cures a single party member of blindness.

Level 9

Enhance Vision (6 mana) – Reveals the map at a distance of 2 squares instead of 1 as the party walks instead for a while.

Group Repair (12 mana) – Heals the entire party for a small amount of damage.

Major Cure (8 mana) – Heals a single party member.

Silence (6 mana) – Inflicts silence on a group of enemies, making them unable to cast spells.

Level 11

Identify (25 mana) – Identifies an item in the caster's inventory.

Regeneration (10 mana) – Grants regeneration to the whole party, causing them to heal faster while they walk.

Sage Spells

Level 1

Barrier (1 mana) – Gives a single character a small bonus to armor. Stackable.

Doze (1 mana) – Puts a single enemy to sleep.

Repel (2 mana) – Inflicts a small amount of force damage on a single enemy.

Strike (2 mana) – Inflicts a small amount of psionic damage on a single enemy.

Stun (2 mana) – Inflicts paralysis on a single enemy.

Level 3

Create Weapon (10 mana) – Conjures a random basic weapon.

Free (2 mana) – Cures paralysis on a single party member.

Repulse (4 mana) – Inflicts a small amount of force damage on an enemy group.

Sicken (2 mana) – Inflicts poison on an enemy group and causes a small amount of damage.

Swat (3 mana) – Inflicts psionic damage on a single enemy.

Level 5

Escape (5 mana) – Teleports the party outside of a dungeon. Only works in certain areas.

Feeblemind (4 mana) – Inflicts feeble-mindedness on an enemy, inhibiting their ability to cast spells and regen mana.

Pound (5 mana) – Inflicts psionic damage on a single enemy.

Shove (5 mana) – Inflicts force damage on a single enemy.

Wake (3 mana) – Removes the sleep effect from the entire party.

Level 7

Create Armor (20 mana) – Conjures a random piece of basic armor.

Propel (8 mana) – Inflicts more force damage on a single enemy.

Stoneskin (4 mana) – Hardens a single party member's skin, improving their armor class during combat.

Level 9

Smite (10 mana) – Inflicts more psionic damage on a single enemy.

Crystallize (8 mana) – Turns a single enemy to stone.

Level 11

Enchant Weapon (80 mana) – Imbues a single weapon with magic, making it more effective. Only works on certain basic weapons. May be stackable on some pieces.

Mass Propel (12 mana) – Blasts a group of enemies with force damage.

Level 13

Enchant Armor (90 mana) – Imbues a single piece of armor with magic, making it more protective. Only works on certain pieces of basic armor. May be stackable on some pieces.

Kill (16 mana) – Inflicts a massive amount of damage on a single enemy and inflicts bleeding if it doesn't kill them outright.

Mass Smite (15 mana) – Blasts a group of enemies with psionic damage.

Runecaller Spells

Level 1

Berkana (1 mana) – Removes the sleep effect from the entire party.

Ehwaz (2 mana) – Gives an agility bonus to the entire party for a while.

Raido (1 mana) – Does a small amount of force damage to a single enemy.

Teiwaz (2 mana) – Gives a +1 melee damage bonus to the entire party. Can be cast multiple times for a larger damage bonus.

Yngvi (2 mana) – Gives a strength bonus to the entire party for a while.

Level 3

Eihwaz (2 mana) – Gives the entire party a small bonus to armor class.

Fehu (2 mana) – Increases the amount of gold gained by the party as a combat reward by 30%, including from treasure chests.

Jera (2 mana) – Gives a significant luck bonus to the party.

Laguz (4 mana) – Heals a small amount of damage on a single character.

Pertho (2 mana) – Refreshes the party, granting everyone the “Rested” state for faster hitpoint and mana regeneration.

Sowulo (2 mana) – Does a small amount of fire damage to an enemy and sets them aflame.

Level 5

Gebo (2 mana) – Shares health with a single party member. Only really useful if the caster has more health than the target.

Hagalaz (5 mana) – Does a medium amount of cold damage to a group of enemies.

Nauthiz (2 mana) – Creates a food item. Useful when the party is in need of a rest.

Othilla (4 mana) – Exits the dungeon if the party is in one.

Uruz (4 mana) – Gives a bonus of 20 to the party’s maximum hitpoints.

Level 7

Algiz (5 mana) – Does a small-medium amount of physical damage to a group of enemies.

Isa (5 mana) – Does a medium-high amount of cold damage to a single enemy and paralyzes them.

Kaunan (4 mana) – Increases the party’s electrical resistance significantly for a while.

Wunjo (4 mana) – Increases the party’s death resistance significantly for a while.

Level 9

Ansuz (5 mana) – Gives a +5 damage bonus to the entire party’s melee attacks. Not stackable.

Mannaz (3 mana) – Gives the party some resistance to physical attacks for a while.

Level 11

Dagaz (6 mana) – Does a large amount of fire damage to a single enemy and blinds them.

Thurisaz (10 mana) – Does a medium amount of electrical damage to all enemies in all enemy groups.

Skald Songs

Level 4

Cure (1 mana) – Heals the entire party for 1 point of damage.

Level 5

Dissonance (1 mana) – Does 1 point of damage to all monsters in all enemy groups.

Level 6

Energize (2 mana) – Recharges 1 point of mana for every member of the party.

Level 7

Song of Rage (2 mana) – Makes the Skald much more likely to be targeted by enemies.

Level 8

Debilitating Shout (2 mana) – Poisons a group of enemies.

Level 9

Song of Light (3 mana) – Heals the entire party for 5 points of damage.

Level 10

Lullabye (2 mana) – Puts a group of enemies to sleep.

Level 13

Stunning Roar (3 mana) – Paralyzes a group of enemies.

Level 14

Piercing Scream (5 mana) – Does 10 points of damage to all monsters in all enemy groups.

Valkyrie Spells

Level 4

Bless (2 mana) – Gives a bonus to attack rolls.

Minor Healing (3 mana) – Heals a small amount of damage on a single character.

Haste (2 mana) – Gives a single party member an initiative bonus, allowing them to take turns more often in combat.

Electric Arrow (2 mana) – Does a small amount of electric damage to a single enemy.

Level 6

Armor (5 mana) – Gives a small armor class bonus to the entire party for a while.

Heal (6 mana) – Heals a small-medium amount of damage on a single character.

Holy Bolt (3 mana) – Attacks an enemy for a small amount of holy damage.

Resist Lightning (4 mana) – Grants a bit of electric resistance to the entire party for a while.

Level 8

Mass Heal (14 mana) – Heals a medium amount of damage on the whole party.

Wake (3 mana) – Removes the sleep effect from the entire party.

Level 10

Lightning Bolt (6 mana) – Does a moderate amount of fire damage to a single enemy.

Winning the Game

Each game has a final battle. This is a very difficult battle, and you will need to gain quite a few levels, magic spells, and much better equipment than your basic starting weapons in order to win.

Into The Inferno

To win the game, you'll need to defeat the leader of the demon horde and bring the missing children back to the village.

Crossing The Sands

To win the game, you'll need to free the Nomads, Ratkin, and City of Assassins from the Arcane's spell of control and then defeat Controller Omajiid, the leader of the Arcane.

Navigating The Labyrinth

To win the game, you will need to find and defeat the Minotaur King.

Toward The Ice

To win the game, you will need to find the Prince and rescue him from the Trolls.