

LEGEND OF GRIMROCK



ALMOST HUMAN 

LEGEND OF GRIMROCK 2

MANUAL



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Diary of an Old Sage

*Extracts of notes made during long journeys across the Northern Realms by
Alarast the Sage of Royal Library of Nothampton.*

It is the eighteenth day of my journey. We set sail in the late spring when the winter let loose its grip on the ice that held our ship caged. We had spent long and cruel winter on the Shards, a truly lonely and frozen land far up north. The ship lanes were clear of ice, but now I know how the Storm Waters got its name. I have never seen storms as fierce as the ones thundering above us. The sea voyage has its dangers, but it's still much faster than taking the Northern Trading Route home to Nothampton. I have a deep yearning for home. I'm not anymore the young adventurer I used to be. My bones ache from the cold weather and I find myself often dreaming of a warm fireplace and the comfortable halls of the Royal Library.

-Alarast

It is the thirty-second day of my journey. We stopped for some provisions from Péca. I overheard by accident a conversation with the captain and his first mate. I didn't mean to eavesdrop, but the tone of their voices caught my attention. I managed to make out only a word here and there, but the tone of their voices suggested that they were deeply troubled by what I assumed was the next leg of our voyage.

-Alarast

It is the fourty-eighth day of my journey. The sea has been strangely calm for days with nought but a slight breeze and no drops of water from the heavens. The Ratling captain says that this is an ill omen, for in this season rains should be plentiful. The crew of the ship seems restless. They sense the unease of the captain. One of the older shipmates said that he could smell bad luck in the still air. We had left the shoreline of the lands of Red Hills because a pirate fleet was seen by the lookout. Luckily we had fair wind to aid our flight. But now we were stuck in the

dead calm. The captain had become even more restless and ill-tempered. He said that the Sunken Strait was only safe to sail by keeping the mainland in sight. But as it were, there was no other choice. The pirates have a saying: "Dead men tell no tales". We had to take our chances in the open waters.

At nightfall the winds came upon us, but so did a thick fog that surrounded us like a wet blanket. The waves started to rise and sprayed over the deck. We passed jagged rocks that protruded from the water like fangs of a huge beast. Only by the skill of our captain we managed to avoid the hazardous rocks. More than once I saw wreckages of ships clinging on the reefs. Maybe it was the ominous surroundings and superstitious seamen, but I also started to feel something strange. Like a gentle tug in my mind trying to pull me forward. At the same moment the captain screamed that the compass had gone mad. Thunder rolled over us and then in light of the flashes we all saw a silhouette of an island. The captain cursed and I must say in all my years I have never seen a ratling turn pale. He ignored the compass and trusted only his instincts and tried to navigate our way out of the labyrinth of deadly rocks. I stayed on the quarter deck and watched the island slowly sink back in to the mist. The pulling in my mind turned into tugs and I sensed a frustration in them. Then I realized what I had seen. The mythical island of Nex.

The strange structures I saw on the Island are perplexing to my mind. Surely some of them were made by the natives now long lost to the mists of time for they seemed to be partly in ruins. But the seamen told me tales of seafarers claiming of seeing more recent, grander constructions towering above the trees. With the natives and the priestesses of Nex long gone, who built these structures the seafarers speak of ...and why?

The seamen believe that the Island is cursed — I say guarded by strong Magicks — since no ship sailing close to the Island has ever returned. Perhaps the ancient statues reported by the few survivors of shipwrecks are there to guard the secrets of the Island until the construction work is complete? Perhaps with the careful usage of the High Macgik we are able to dispel the shields and grant us entrance to the

Island? Perhaps the King's endless thirst for knowledge shall be finally quenched? Perhaps. I'm torn in two in my thoughts. I sensed a great magic protecting the island, but at the same time I felt like something was inviting and pulling me towards the island. Still the image of the island is haunting me. I need to report this to the King and study the old scrolls if there's something to be learned of the island.

-Alarast

It is the fifty-sixth day of my journey. After days of sailing through the deep fog, the lookout shouted that he could see land and The Bacodar Forest. I felt a surge of relief. Soon we would be sailing the safe waters of Bay of Nothampton. But I know that the Island will haunt my mind for the rest of my days.

-Alarast

Introduction

Legend of Grimrock 2 is a dungeon crawling role playing game where you control a party of four prisoners shipwrecked on a mysterious island. The game features exploration, puzzles, secrets, combat, magic and role playing elements.

New Game and Character Generation

When starting a new game, you are presented with a screen where you can customize your dungeon crawling experience. Difficulty level of combat can be adjusted. If you want to breeze through the combat and concentrate on puzzles and exploration instead, select easy, but if you are truly adventurous, select hard. The difficulty level changes the movement speed, damage and aggressiveness of the monsters, but keeps the puzzles the same. For additional challenge, you can choose one or more of the following options:

Oldschool mode: Oldschool mode turns off auto-mapping making you rely on your sense of direction instead or drawing the map by yourself.

Ironman mode: The game can be saved only at healing crystals.

Single-use Crystals: Healing crystals can be used only once.

A custom grid paper is included with the game that can be printed out and used for mapping and taking notes. Do note that these settings cannot be changed once the game has been started.

CHARACTER CREATION





Sanzam Badlegs

Race **Minotaur**

Class **Wizard**

Health 70/70 Energy 65/65

ATTRIBUTES (0)

Strength 17

Dexterity 7

Vitality 17

Willpower 13

RESISTANCES

Resist Fire 0

Resist Cold 39

Resist Poison 14

Resist Shock 0

TRAITS (0)

Cold-blooded

Aggressive

DETAILS

Protection 0

Evasion 0

Damage --

Accuracy --

Critical --

Max Load 66.0kg

SKILLS (0)

Alchemy

Athletics

Concentration

Light Weapons

Heavy Weapons

Missile Weapons

Throwing

Firearms

Accuracy

Critical

Armors

Dodge

Fire Magic

Air Magic

Earth Magic

Water Magic

START GAME BACK TO MENU

You can opt in to create characters instead of using a premade party. You can customize up to four characters in the party by choosing their race, class, abilities, skills and traits. All the statistics and options in the character generation screen are described in tool tips if you hover over them with the mouse. These tool tips can also be viewed later in the in-game character sheets. You can also randomize your selections by clicking the small dice.

Races

HUMAN. The most populous of the sentient races in the world, humans see themselves as the keepers of order and peace but not all the other beings agree with their definition of laws or where the borders of nations are drawn.

MINOTAUR. Unlike humans, Minotaurs don't associate power with wealth or aristocracy but with strength and feats of bravery. They are often found in places where they are most likely to cause problems like

in overcrowded port cities and in the legions of warring nations. Minotaurs are tolerated in the cities only because of their ability to do hard labor without rest as long as beer and meat is provided.

LIZARDMAN. Lizardmen prefer to live in the vast deserts, woods and swamps of the realm but during times of severe drought or when the realm has been ravaged by wars, some of them have been forced to flee to human cities where they often end up as beggars and petty criminals. Humans usually don't trust them and lizardmen are often viewed as being capricious and deceitful.

INSECTOID. Because insectoids mostly keep to themselves and they rarely wander into the lands populated by other races, very little is actually known of their culture or history. People often rumor of hidden underground insectoid cities and great libraries filled with arcane knowledge.

RATLING. There is no place in the Northern Realms without ratlings. They have spread all over the lands as they seem to wander all the time and stay seldom in one place for a long time. Ratlings aren't that well liked because of their scruff looks and fear of contagious diseases, but hardly anyone denies the fact that they know their way around the realms and that they are some of the most hardy creatures in the world.

Classes

FIGHTER. Fighters are master of close combat. They are trained to use a wide variety of weapons. Fighters excel in using Special Attacks.

BARBARIAN. Barbarian do not care about the finesse of combat. Instead they rely on raw power and speed. Their strength increases through the game.

KNIGHT. Knights believe that good preparation is the key to triumph in combat. They are specialized in wielding armor and using the shield. Knights are used of having the weight of the armor on their shoulders.

ROGUE. Rogues are stealthy warriors who fight with ranged weapons and sneak behind enemies for a deadly backstab attack. They are also adept of using a weapon on both hands.

WIZARD. Wizards use enchanted staves and orbs to command great mystical powers that can be used to cause harm or to protect. Wizards are skilled with Magicks, they can cast spells with bare hands.

BATTLE MAGE. Battle mages are comfortable with fighting in front row as well as blasting with spells from the back row. Like Wizards Battle mages can cast spells from bare hands, but are also used to the weight of armor.

ALCHEMIST. Alchemists brew potions and defend themselves in combat by wielding firearms. With tender care Alchemists can cultivate herbs they have collected and they know the secrets of black powder.

FARMER. Farmers do not command great powers and does not know how to wield a sword. Instead they are familiar with digging ditches for irrigation and the growth cycles of pitroot plants, basically everything a successful adventurer would never need. Farmers don't gain experience by slaying monsters but eating food. Farmers are a difficult class to play with and are therefore recommended for experienced players.

Gameplay and Movement

You control all the characters simultaneously in real time and they move in a group. The party marches in a square formation with two characters in the front and two in the back. The back row cannot attack with melee weapons, unless they have special abilities or weapons with reach, but

they can use ranged weapons and magic. Similarly, monsters that attack from front of the party cannot harm the characters in the back.

Movement is grid-based and you can move by using W, A, S and D and turn with Q and E. Alternatively, a separate on-screen movement arrow panel can be enabled from the game options. You can free-look your surroundings by holding and dragging right mouse button.

Portraits and Item Slots



The party's marching order can be changed by dragging the portraits in lower right corner of the screen with the left mouse button. The bars by the portrait represent the character's health and energy. If health is drained to zero, the character dies but he can be resurrected at certain locations in the game. If energy is depleted, attacks with melee- and ranged weapons cannot perform special attacks and mages cannot cast spells.

The item slots display what the characters carry in their hands. Left clicking on an item picks it up from the slot and right click performs an attack or opens the spellcasting panel if it is a magical staff, orb or the empty hand of a spellcaster. Many of the weapons have a Special Attack. To perform this action press and hold right mouse button and wait for the item to start to glow. You can also have two sets of equipment in the character's hands. To access these sets, just click panel (I) or (II) on the character panel's right side, Or alternatively hover your mouse over the slots and press X on the keyboard

Character Sheets and Inventory



Clicking on a character's portrait or pressing the keyboard shortcuts 1, 2, 3 and 4 opens a character sheet. With the buttons on top by the character's name, you can rest

to regain health and energy, access the map, open the pause menu or close the character sheet.

The character sheet has four tabs, one for Inventory, one for Statistics, one for Skills and finally one for Traits. In the Inventory tab, you can store, equip and use items. You can equip the character with weapons, clothes, armor and accessories by placing items in the item slots over the character. If an item can be worn by the character, the correct slot will be highlighted. Some weapons and magical staves have skill requirements and if the character does not have enough skill points to use the item the slot will be colored red.



Consumable items, such as food and magical potions, can be used in the equipment tab by right clicking on the item or by dropping it on the character portrait. The contents of boxes and sacks as well as the potion mixing panel of a mortar and pestle item can be accessed by right clicking on them.

Your characters' body parts can become wounded when they receive damage from monster attacks or by falling from too high. Wounded body parts are indicated by a red rectangle over the body part(s) and also in character portrait. By hovering over the red rectangle over the body part or the large character portrait on the top left corner, you can see more information of the nature of the damage.

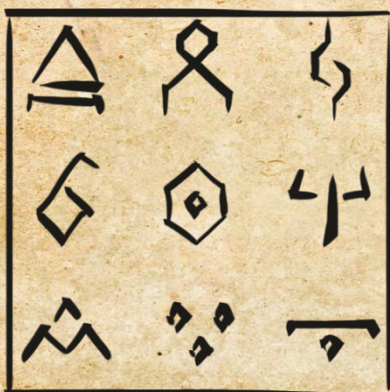
The Stats tab displays detailed information of a character, such as his attributes and resistances and also the statistics of each hand. If the character suffers from a special condition like starvation or poisoning their descriptions can be found by hovering over top of the character portrait.



The Skills tab displays the character's skills. Additional points can be assigned on the skills when the character gains a level by collecting enough experience points. Experience is usually gained by killing monsters. There are some exceptions like the farmer class that gains experience by eating food.

The Traits tab shows the traits that your character has picked up. Mage's spells are displayed here.

Rune Magic



Legend of Grimrock 2 has a rune-based spellcasting system where all the spells are described as a combination of runes. Each of the magical runes represents a different concept, like an element or a force of the physical or immaterial world, and different combinations of these concepts are used to form spells. In addition to knowing the combination of the

runes, the spellcaster needs to be skilled enough in the school of magic a spell requires to cast it. Scrolls describing different rune combinations can be found in the game but a resourceful wizard may discover some by experimenting. You can launch spells by right click dragging a correct gesture of the rune combination. By default the spell is cast by clicking the cast button that shows the current spell. You can also turn on One-click spellcasting option from the Options menu. With this mode spells are immediately cast when the mouse button is released after drawing a spell gesture.

FIRE. The first rune is fire, one of the elements. Elements are a major group in the runes. There are four elements and all of them reside in the corners of the pattern. Fire magic is very suitable for destructive powers and fire is the rune of strength.



LIFE. This rune represents health, bravery, creation and light. It is a common rune in spells that aid and assist but it can also be used in creating or modifying matter. Life is the opposing force of death.



AIR. The element of air not only covers the air that we breathe but also the sky, storms and gases. It is also often used in conjunction with other less buoyant elements to help them float



or fly and air is the rune of dexterity.

SPIRITUALITY. This rune represents the immaterial world: the things that have no matter but which still exist. It is used for invoking the forces of the mind, thought and spirituality. It is useful in spells that either enhance or disrupt the psyche of beings or to surpass the barriers of mundane senses.



BALANCE. This is the central rune that all the other runes are bound to and it has no opposite. It represents everything, wholeness and unity. This is the invisible force that binds everything together while keeping them apart. Mortal spellcasters can only exploit a tiny sliver of the vast potential of this force and they usually use it to amplify their spells to affect larger wholes.



PHYSICALITY. This represents the material world and strong physical forces. It helps otherwise immaterial things attain a more stable physical form or adds to the strength of otherwise weak phenomena. Physicality is the opposing force of spirituality.



EARTH. A strong and stable element, earth can be useful in bolstering defenses or for tapping power from the surrounding masses of rock, moss and plants. Earth is the rune of vitality and the opposing element of air.



DEATH. This rune is the force of vile deeds, cowardice, destruction and darkness and it is a very potent power for deception or causing harm to others.



ICE. Ice is the source element of powerful freezing spells that can harm or slow others. Ice is the rune of willpower and the opposing element of fire.



Bestiary

ZARCHTON. Zarchtons are amphibious creatures that are as home on dry land as in water. They never leave too far from water, because painful cracks start to form in their skin after a long exposure to direct sunlight. Swimming in water and walking on land have developed Zarchtons' leg muscles to enable them to take long leaps to help them hunt their prey and attack anyone coming to their territory.



UNDEAD. Strong magicks have awakened the dead from their eternal sleep. As a result undead zombies and skeletons now roam throughout the island. The undead still carry the remains of their old equipment that they possessed in life. As the undead don't have internal organs and they don't need to breathe, poison is not an effective weapon against them.



TWIGROOT. Twiroots are a weird combination of an animal and a tree. They live in the lush forests of the island of Nex and take care of the trees. But beware, they are really territorial and don't want unwanted people coming into their woods. Twigroots are distantly related to mushroom-like creatures called Herders that can also be found on the Island and in other parts of the Northern Realms.



RATLING. Ratlings often enlist to ship crews and pirate galleys to roam the seas of the realms and some of them have shipwrecked and got stranded on the Island. On the Isle of Nex they have nested in the western parts of the island. They often also roam the other parts of the Isle but carefully avoid "The Boss". Whenever you smell gunpowder in the air, you're sure to know there are ratling pirates around.



SUMMON STONE. Summon Stones are spirits that have been captured by the strange magical tides of the Isle of Nex. They have animated a pile of rocks to have a physical body. As they are made of rocks, they are hard opponents to beat. Sharp weapons just get dented when hitting Summon Stones.



GIANT SNAKE. Giant Snakes are highly venomous foes that can be found slithering in the shadows of the great Pyramid of Umas. Some say that their meat tastes a bit like chicken. But whenever you see a Giant Snake, you can be sure that their masters are about too.



SAND WARG. Sand wargs originate from the deserts of Xafi. They have a resemble hyenas, but they are bigger and stronger. They use their howl to call other pack members to hunt. Their smaller kind, Fjeld Wargs are also common on the Island.



There are far more species of creatures that dwell in the dark. Beware!

Alchemy

Island of Nex is full of wonderful and sometimes deadly plants. A skilled alchemist equipped with Mortar and Pestle can craft potions and ointments and perhaps something with explosive consequences.



Blooddrop Cap is a potent ingredient used in many kinds of healing potions.



Etherweed is a delicate underwater plant that is commonly found on shores and rivedbeds and sometimes even in the depths of underground lakes. Etherweed is much sought out for the beautiful blue glow of its buds.



Mudwort is an uncommon herb that can be found underground and sometimes in damp, shadowy places above ground. The roots of Mudwort have an exceptionally strong grip and they are used to treat snake bites. Warriors commonly chew the roots as it is said to improve their vitality.



The feathery leaves of Falconskyre reflect the color of the sun in yellow, red and orange hues. Falconskyre is associated with the element of air and dexterity. It prefers to grow in large open spaces.



Blackmoss, this cancerous mass of darkness feeds on living things. It reeks of death and chaos. Only the most potent alchemists dare to handle it.



A mythical living thing, the Crystal Flower is half plant, half mineral formation. It is extremely fortunate to find even one in a lifetime. Alchemists value them very highly.

Default Key Bindings

Move Forward	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Turn Left	Q
Turn Right	E
Rest	R
Show Map	Tab
Swap Weapons	X
Character Sheet 1	1
Character Sheet 2	2
Character Sheet 3	3
Character Sheet 4	4
Quick Save	F5
Quick Load	F9

These default key bindings can be customized in the game options.

Credits

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