REVENANT

AN EPIC ROLE PLAYING
ADVENTURE

FREE INTERNET ACCESS
FREE FAST INTERNET ACCESS FOR GAMERS
56K DIRECT

CINEMATIX

EIDOS

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.

• Preferably play the game on a small television screen.

• Avoid playing if you are tired or have not had much sleep.

• Make sure that the room in which you are playing is well lit.

• Rest for at least 10 to 15 minutes per hour while playing a video game.

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I. INTRODUCTION

THE CATACLYSM

Thousands of thousands of years ago in a time before time was kept, the world of Ur was the playground of the gods. They took pleasures in developing their world, each responsible for an aspect. They were all its creator, they were all its shaper. The world grew and prospered under their rule.

Then Nakith, the god of Nights, grew weary and tired. He bored of the eternal surrender to Sollus, the god of Days. He decided to use his power and create a new god, Sha, who was the the God of Darkness. The Council from the beginning forbade the act of creating another god.

The Council of Gods voted and decided to levy action against Nakith. The vote was close however, Nakith had many friends on the council who didn't want to see him come to any harm. It was after this vote that the split occurred, and Nakith and the other gods in his camp separated themselves from the others.

Nakith and his group, calling themselves "Evil" waged war against the other gods, who called themselves "Good". This war was taken from the heavens to the world of Ur itself. The paradise that the gods collectively created had now become their battleground. The populous, who worshiped these gods, and built Empires in their name were torn in the middle. They too waged wars against one another for the control of Ur. The battles raged for millennia, the immortal gods finally deciding to leave Ur. This left the world a scarred, bitter place. And the people that survived it refugees with nowhere to turn to.

This was the world of a millennia ago, and it is the world today. The scars of the Cataclysm still mar the landscapes, and dark beasts roam the land. Unchecked magic bubbles beneath the earth, bursting forth at random intervals.

The gods were gone. All inspiration and achievement went with them. Ur would forever remain the scarred world it is.

II. INSTALLATION

Step One:
Insert the REVENANT CD 1 into your CD-ROM drive. The disc should Autorun, the Installshield® program should begin and this will to help you through the installation process. If it does not appear after a short amount of time, proceed to Step Two.

Step Two:
The CD didn't Autorun, so you will need to start the installer manually. Left click and hold on START, then RUN. Then in the field that appears, type the following:

[CD]: Autorun.exe
Where **[CD]**: is the drive letter of your CD-Rom drive (Example: **D**:)

Step Three:
Follow the InstallShield® setup procedures by making the appropriate choices and clicking "Next".

Step Four:
When you are finished, Setup will ask you if you want DirectX 6.0 installed. DirectX 6 is REQUIRED to play Revenant, but if you already installed DirectX 6 previously, you will not need to install it this time. If DirectX 6 needs to be installed, you will be asked to reboot your computer after it installs.

Step Five:
You will be presented with the revenant launcher menu. Please see below for details on how to proceed.

Removing Revenant:
To Uninstall Revenant, simply access from the Start Menu under "Eidos Interactive/Cinematix/Revenant" the Uninstall option. You will be asked to confirm this operation.

LAUNCHER MENU

When the game runs, you are presented with a Launcher Menu. The options available are:

Run Revenant: Click this to run the game.

Check for latest updates: Clicking this will connect you to the Internet and download the latest patch for Revenant if there is one available.

View Readme: This will bring up the README.TXT file in WordPad in Windows. There is important information here that was not included in this manual so please read this at your earliest convenience.

Exit: This will quit the launcher and return you to Windows.

Clicking on Run Game will bring up another menu:

Game Options

Here you will need to select which Display Device you wish to run Revenant with. It will default to the Primary Display Adapter (i.e. your main video card). If you wish to select another card (such as a Voodoo card) then you need to click this box and select the name of the card you wish to use.

Screen Mode: You can select to play Revenant in either Full Screen or Windowed mode. Windowed mode may be very slow and unplayable on slower systems. If this is the case, please run the game in Full Screen mode.

ADVANCED OPTIONS

Clicking on this will take you to the Advanced Options menu. We do not recommend you change any of the settings in the advanced options unless you are experiencing problems in running Revenant. The details of the Advanced Options settings are covered extensively in the readme.txt.

To view the Readme.txt, just select the option on the Launcher Menu.
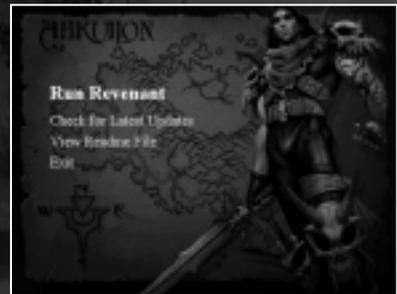
III. INTERFACE

MAIN MENU

The main menu of the game presents you with many options, these are:

NEW GAME

Click this option to begin a Single Player game.

LOAD GAME

Click on this option to continue a save game. If you have no save game files, this option will not do anything.

Once you click on this, you will be taken to a new menu, this is a list of all your save game files. Each file has a screen associated with it that comes up as you click on the file names. This screen is a snapshot of when you saved the game, to refresh your memory. To access more save game slots click on the UP and DOWN arrows to the left of the name list of save games.

Once you have selected the game you wish to load, click on the LOAD button. If you wish to return to the main menu, click the EXIT button.

MULTIPLAYER

This will take you to the Multiplayer Setup screens. These are covered in full detail in the Mutli-player section of this manual.

OPTIONS
This will bring up the options screen. The options you can adjust are:

Enable Real Time Lights:
This will tell the game whether or not you wish to use the Real Time Lighting system. Slower machines should disable this for better performance.

Automatically Begin Combat:
This will determine whether or not your character automatically draws his sword when faced with an enemy.

Play Audio Dialog:
This will disable the speech for the characters. The text for the dialog will still appear.

Always Face Enemy in Combat: This will "unlock" the character from always facing the closest enemy. It will make for a more challenging combat experience.

Use Enhanced 3D Lighting:
This will tell the game whether or not you wish to use the Enhanced 3D Lighting. Slower machines should disable this for better performance.

Limit Game Speed:
With this box checked, the game will run at a proper rate on very fast systems (i.e. systems that were not out yet when Revenant was released.) If your machine is faster then a Pentium III 550, then you should make sure you have this box checked, so that you can still play the game the way it was intended.

Violence Level (1-5):
Level 1 is no blood and no depictions of extreme violence. Level 5 is satisfyingly bloody.

Music Level (1-5):
This determines the volume at which the music will play.

Sound Effects Level (1-5):
This determines the volume of the sound effects.

Gamma Correction (1-5):
If your screen is too dark try raising this value.

NOTE: This will not work with all video cards. Some cards need to have their gamma adjusted in a program provided by the manufacturer. If this option does not seem to work, please consult the manual that came with your 3D card.

Custom Controls:
You can customise the keyboard and joystick controls used in Revenant on the bottom half of the Options screen. Simply highlight the control you wish to change, L click it and then hit the key or joystick button you wish to replace it with.

EXIT
This will quit Revenant and take you back to the Desktop in Windows.

IN GAME MENU
While playing Revenant, pressing the ESC key will bring up the in-game menu. Here you will have the following options:

LOAD GAME
Click on this option to continue a save game. If you have no save game files, this option will not do anything.

Once you click on this, you will be taken to a new menu, this is a list of all your save game files. Each file has a screen associated with it that comes up as you click on the file names. This screen is a snapshot of when you saved the game, to refresh your memory. To access more save game slots click on the UP and DOWN arrows to the left of the name list of save games.

Once you have selected the game you wish to load, click on the LOAD button. If you wish to return to the main menu, click the EXIT button.

SAVE GAME

This will bring up the Save Game window. Here you need to simply click on the slot that you wish to save the game to. Then you just need to type in a description of the game you are saving (for your reference). If you do not type one, then the game will use whatever was previously there. Then click on the SAVE button. You will then return to the game.

If you do not wish to save the game at this time, simply press the EXIT button and you will return to the In Game Menu.

Note: You cannot save your game while you are holding a conversation with an inhabitant of Ahkuilon.

OPTIONS

This will bring up the options screen. The options you can adjust are:

Enable Real Time Lights:
This will tell the game whether or not you wish to use the Real Time Lighting system. Slower machines should disable this for better performance.

Begin Combat Automatically:
This will determine whether or not your character automatically draws his sword when faced with the enemy.

Play Audio Dialog:
This will disable the speech for the characters. The text for the dialog will still appear.

Always Face Enemy in Combat:
This will "unlock" the character from always facing the closest enemy. It will make for a more challenging combat experience.

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Custom Controls:
You can customise the keyboard and joystick controls used in Revenant on the bottom half of the Options screen. Simply highlight the control you wish to change, L click it and then hit the key or joystick button you wish to replace it with.

QUIT MODULE
This will quit Revenant and take you back to the Main Menu.

EXIT PROGRAM
This will quit Revenant and take you back to the Windows®.

RESUME GAME
This will exit this menu and return you to the Game.

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CONTROLS

Throughout the description of the interface, we will refer to mouse clicks as the following:

L Click	-	Click once with the Left Mouse Button
R Click	-	Click once with the Right Mouse Button
L Hold	-	Click and hold with the Left Mouse Button
R Hold	-	Click and hold with the Right Mouse Button
Double Click	-	Click twice rapidly with the Left Mouse Button

GAMEPAD

Revenant supports gamepads with up to 8 buttons.

To move your character push the gamepad's directional controller in the direction you want to move. Your character will rotate to that direction and start walking.

The buttons work as follows:

<u>With Weapon Out:</u>

Button 1: Attack Swing
This is the weakest attack. It does the least amount of damage, but uses the least amount of Fatigue.

Button 2: Attack Thrust
This is the typical attack. It does an average amount of damage, and uses up an average amount of Fatigue.

Button 3: Attack Chop
This is the heaviest attack. It does extra damage at the cost of extra Fatigue. It is also slower than the other attacks.

Button 4: Sheathe weapon
This will Sheathe your current weapon, or take you out of the fighting stance if you are unarmed.

Button 5: Block

The block move will add to your Defence skill and cause more blows to do only fatigue damage.

Button 6: Run (hold the button down)

This will cause you to run from place to place. The largest drawback of this is that it rapidly depletes your Fatigue, so if you run into a fight, you might not have the energy to engage the enemy straight away.

Button 7: Cast Spell

(Hold down Button 7 and use Buttons 4, 5, or 6 to cast spells in slots 1, 2, or 3).

Double Tap in a Direction:

Dodge in that direction.

<u>With Weapon Sheathed:</u>

Button 1: Use

This will cause you to use an object directly in front of your character, such as a Door or Lever. It is also used to talk to NPCs.

Button 2: Get Item

This will cause you to attempt to get items from an open container or body directly in front of you.

Button 4: Unsheathe weapon

This will Draw your current weapon, or put you into a fighting stance if you are unarmed.

Button 6: Run (hold the button down)

This will cause you to run from place to place. The largest drawback of this is that it rapidly depletes your Fatigue, so if you run into a fight, you might not have the energy to engage the enemy straight away.

Button 7: Cast Spell

(Hold down **Button 7** and use **Buttons 4, 5, or 6** to cast spells in slots 1, 2, or 3).

MOUSE CONTROLS

With Weapon Drawn:

Left Mouse Button: Attack (randomly picks Swing, Thrust, or Chop).

Right Mouse Button: Move.

With Weapon Sheathed:

Left Mouse Button: Use Item / Talk to NPC / Get from container, body.

Right Mouse Button: Move.

Movement:
Move the cursor away from the character and **R HOLD** the button to move in the direction of the cursor arrow.

KEYBOARD CONTROLS

Combat Mode [C]:
This will Draw or Sheathe your current weapon, or put you into a fighting stance if you are unarmed.

Run [R] (held down)
This will cause you to run from place to place. The largest drawback of this is that it rapidly depletes your Fatigue, so if you run into a fight, you might not have the energy to engage the enemy straight away.

Use [U]
This will cause you to use an object directly in front of your character, such as a Door or Lever. It is also used to talk to NPCs.

Get [G]
This will cause you to attempt to get items from an open container or body directly in front of you.

COMBAT MOVES

Combat Swing [A]
This is the weakest attack. It does the least amount of damage, but uses the least amount of Fatigue.

Combat Thrust [S]
This is the typical attack. It does an average amount of damage, and uses up an average amount of Fatigue.

Combat Chop [D]
This is the heaviest attack. It does extra damage at the cost of extra Fatigue. It is also slower than the other attacks.

Combat Block [F]
The block move will add to your Defence skill and cause more blows to do only fatigue damage.

Spell 1 [F1]
This will attempt to cast the spell in the first Spell Slot.

Spell 2 [F2]
This will attempt to cast the spell in the second Spell Slot.

Spell 3 [F3]
This will attempt to cast the spell in the third Spell Slot.

Spell 4 [F4]
This will attempt to cast the spell in the fourth Spell Slot.

Belt Use 1 [F5]
This will use items in the first Belt slot.

Belt Use 2 [F6]
This will use items in the second Belt slot.

Belt Use 3 [F7]
This will use items in the third Belt slot.

Belt Use 4 [F8]
This will use items in the fourth Belt slot.

Belt Use 5 [F9]
This will use items in the fifth Belt slot

Dodge Left	[CTRL-LEFT]
Dodge Right	[CTRL-RIGHT]
Dodge Up	[CTRL-UP]
Dodge Down	[CTRL-DOWN]

These moves are only available when you are in Combat Mode (by pressing **[C]**). They allow you to dodge out of the way of an enemy's attacks. Simply press the **[CRTL]** key and the corresponding direction on the keypad.

Arm Bow [X] - MULTIPLAYER ONLY
You must have a bow in the Bow Slot and Arrows in the Quiver Slot, and this will cause you to pull out your bow and use it as your primary weapon.

Shoot Bow [Z] - MULTIPLAYER ONLY
This will fire your bow. You must have previously armed the bow using the Arm Bow command (the **[M]** key)

Combat Combo 1	[CTRL-A]
Combat Combo 2	[CTRL-S]
Combat Combo 3	[CTRL-D]
Combat Combo 4	[ALT-A]
Combat Combo 5	[ALT-S]
Combat Combo 6	[ALT-D]

These combos are not available at the beginning of the game, but are learned through Jong, the Combat Master when you reach an appropriate level.

Movement:
You can use either the **ARROW KEYS** or the **NUMERIC KEYPAD** (make sure NUMLOCK is off) to move your character.

Option Controls:

Pause Game [P]
This will allow you to pause the game.

Retract Bottom Pane [B]
Retract Side Pane [V]
These two commands will make the two parts of the interface disappear or reappear.

Full Screen Mode [SPACEBAR]
This will cause both parts of the interface to disappear simultaneously.

THE GAME SCREEN
The Game Screen is broken down into 6 parts, these are:

MAIN VIEWING AREA

This is where all the action will take place. To move around, simply R Click in the direction you wish to travel, or use the Gamepad, or the keyboard Arrow keys. If you move the cursor over an object that you can interact with, it will change to a different cursor. These cursors are described in the section, Exploring Ur: Discovery.

STATUS BARS

There are three status bars here:

HEALTH: The big red bar is the health bar. This is a graphical representation of how many hit points you have. When your health reaches 0 you die.

MANA: The purple bar is the Mana bar. This is a graphical representation of how much Mana you have. Each spell has a different Mana cost, which is shown in the Spell Descriptions in this manual.

FATIGUE: The yellow bar is the Fatigue bar. This is a graphical representation of how much fatigue you have. When your fatigue is too low to make a proper attack, you will execute a "Fatigued Blow" which is very slow, and leaves you open.

MENU ICONS

There are six Menu Icons on the side of the Main Viewing Area. These control the Upper and Lower panes of the Side Panel. The top three will change the upper pane (and possibly the lower pane in the process), while the bottom three will only switch the lower pane.

1. Spell Crafter: Clicking on this icon will cause the Upper Pane to show you the spells you have previously attempted to cast and the Lower Pane to show the Spell Talismans that are in your Talisman Bag (i.e. the Spell Builder.) The Upper Pane of the Spell Crafter acts as a log for all previously cast spells. You can scroll through your spells using the arrows. Your spells are represented as circular icons and you will find a description of the spell next to it. If you left click on the spell icon Locke will attempt to cast the spell. The Spells can be "hot keyed" by dragging the Spell icons with the left mouse button to the Lower Panel. See the section on the Lower Panel for extra information on this feature.

2. Information: In the upper pane, you will see a description of whatever you have been using. You can gain extra information on characters, objects, weapons, food and various other items by pressing Ctrl + right mouse button. This forces the Information Pane to open even when it is not on screen.

3. Equipped Inventory: Clicking this will cause the upper pane to show a close-up image of Locke with the armor and weapons that he is currently equipped with.

To equip weapons and armor from the inventory you can drag the equipment onto the image of Locke or just right click on the item.

This is covered in more detail later on in section VII. Inventory.

4. Inventory: This will cause the lower pane to switch to the Inventory option without affecting the upper pane.

5. Spell Builder: This will cause the lower pane to switch to the Spell Builder option without affecting the upper pane.

6. Automap: This will cause the lower pane to switch to the Automap. It will not affect what you have selected in the upper pane.

LOWER PANEL

The Lower Panel shows you what spells you currently have Hotkeyed (i.e. place on shortcut key), and what items you have Hotkeyed. Hotkeying spells is fully described in the Magic and Spell Casting section, and Hotkeying items is as simple as dragging the item from the Inventory lower pane to the hotkey box. Hotkeys are activated using the following default Keyboard keys:

Spell 1: **F1**	Spell 4: **F4**	Item 3: **F7**
Spell 2: **F2**	Item 1: **F5**	Item 4: **F8**
Spell 3: **F3**	Item 2: **F6**	Item 5: **F9**

You can make the Lower Panel appear/disappear using the B key (default).

SIDE PANEL, UPPER PANE

There are a couple options for what can appear here. To switch, use the Menu Icons which are described above. For a full description of what appears in this and the Lower Pane, see below. You can make the entire Side Panel appear/disappear using the V key (default).

SIDE PANEL, LOWER PANE

There are a couple options for what can appear here. To switch, use the Menu Icons which are described above. For a full description of what appears in this and the Upper Pane, see below. You can make the entire Side Panel appear/disappear using the V key (default).

UPPER/LOWER PANE INTERFACE

CHARACTER STATUS

This is an upper pane option that shows you the numerical values your character is built on. It contains the following information:

Name: This is your characters name (it will be Locke in the Single Player game, in multi-player, it can be whatever you choose.)

Class: This is the class of your character. Locke is a Revenant so you will not be able to choose this. Other classes are available in the multi-player game.

Lvl: This is your characters current Level of Experience. You can raise this by fighting monsters and gaining Experience Points.

Exp: This is the amount of Experience Points your character currently has. You gain Experience Points by killing foes and solving quests.

Nxt: This is the amount of Experience Points you need to rise to the next Level.

Hlth: This is the amount of Health or Hit Points that your character has remaining. You can regain Health slowly over time, or by using potions.

Mana: This is the amount of Mana Points that your character has remaining. Casting spells costs you Mana.

Stats/Skills: This is described in greater detail in the section, Stats and Skills.

Armour: This is the numerical value of the total Armour Pieces you are wearing

Dmg: This is the average damage that your character will be dealing with his current weapon. This factors in things like Strength bonuses to damage.

Atk%: This is the base Attack % your character has. Each opponent has a Defence %, and this value is subtracted from the Attack % to figure out your chance of a telling blow.

Def%: This is the base Defence % your character has. When an opponent attacks you, you subtract this value from his Attack %, and the result is the base percent of him landing a telling blow.

When you bring up the Character Status upper pane, the lower pane will switch to the Non-Equipped Inventory screen (described in the Inventory section).

INVENTORY

This is fully described in the Inventory section of the manual.

THE SPELL BUILDER

This is fully described under the **Magic and Spells** section of the manual.

THE AUTOMAP

This is a lower pane only option that brings up the Automap for the area you are currently in. The automap shows you where you have explored, and blacks out areas you have not been to yet. You can see yourself as a Green Dot, and other creatures and NPCs (Non Player-Characters: In-game characters that are not controlled by the player) as Red Dots.
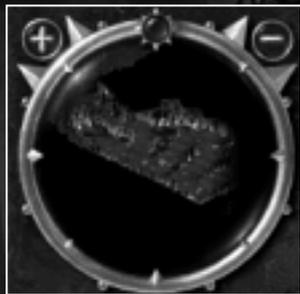
You have three options when viewing the map:

Zoom In:
Press the "+" next to the map to zoom in on the area the map is currently viewing.

Zoom Out:
Press the "-" next to the map to zoom out of the area the map is currently viewing.

Move Map:
L hold and move the mouse. This will move the map in the direction you move the mouse.

IV. BACK STORY

THE WARRIOR CLANS
My blades raised high!
My enemies before me!
My arm swings without tire!
My arm swings for victory! - Ancient Clan Battlesong

The inner wastes. It was here that the first Warrior Clans rose. After the Cataclysm, the most charismatic and powerful of the barbarians formed Clans and began the slow process of rebuilding. The Clans moved across the waste to the more fertile lands of the west and south. There they found some small settlements that had already been established, but they were weak and defenceless. The Clan leaders rose up and conquered these settlements, and came to be known as Warlords.

The Warlords built strongholds among the various settlements that they had dominated. They immediately began erecting powerful and prosperous houses. They taxed their populace heavily, exacting a hard toll from everyone who lived under them. Eventually, the Warlords began to fight among themselves for power. Being raiders at heart, they couldn't help but interfere in each other's business. Eventually the espionage and politics of war became so much of a hassle that the Warlords established rules that allowed them to undertake wars without open battle. Guilds of assassins, spies, and mercenaries were formed, as well as organisations of priests, sorcerers, and seers. These Guilds and Orders would play key roles in the New Order. The gods might have forsaken Ur, but the Warlords took the rebuilding of it to heart.

Each Warlord was allowed to defend his territories and rights by use of the orders, and it was allowed within certain guidelines that the orders could be used for espionage, and assassination. Anyone who failed to follow the code of the orders would face the combined wrath of the other Warlords. If an unwarranted assassination should take place, one Warlord take unnecessary arms against another, or large numbers of non-combatants were killed, the combined might of all the other Warlords would fall upon the offending house and destroy him, dividing up the spoils amongst themselves. The code was adhered to, and has been to this day.

THE CHURCH

There are those that believe that the Cataclysm should have destroyed Ur and all that live upon it. It was only by oversight that the gods did not make sure that the world was completely barren. It was this fact that allowed the Warrior Clans to rise and begin the long, slow process of rebuilding a world sans divine intervention.

Then there are those that believe that the old gods can be summoned back to Ur. They have formed entire communities of followers that believe that their actions can return the gods to the pantheons. They believe that bringing the old gods back to Ur, they will incur some sort of reward for their doings.

Then there are those that do not believe that gods ever existed. However, the world of Ur is a sad reminder of what they once were. The life that struggles to survive here is hardened for a reason. To live here is a miracle, to survive, an impossibility. We even have evidence of the gods treading in the form of artifacts from the Cataclysm. Magic weapons and talismans from the forgotten age. Rumours of powerful weapons such as Angsaar need to start somehow. The gods were here, and they did use Ur as a child would use a toy. But now they have broken it, and they have forgotten about it just as easily.

MAGIC

Magic on Ur is left to the Sorcerers, because in the wrong or untrained hands it can be self-destructive. Trained sorcerers are capable of bending the forces of nature to their will and perform feats that most would deem as miracles.

To do this, all sorcerers and mages need Talismans to focus their energies into a spell effect. There are twelve different Talismans known on Ur, these are Life, Moon, Soul, Sky, Sun, Stars, Earth, Law, Ocean, Ward, Chaos, and Death.

Each of these is used to manipulate an energy and only when they are combined in the proper order, and with the proper talent, can a sorcerer fabricate a spell out of them. A sorcerer might have everything required to cast a fireball spell, but without proper knowledge
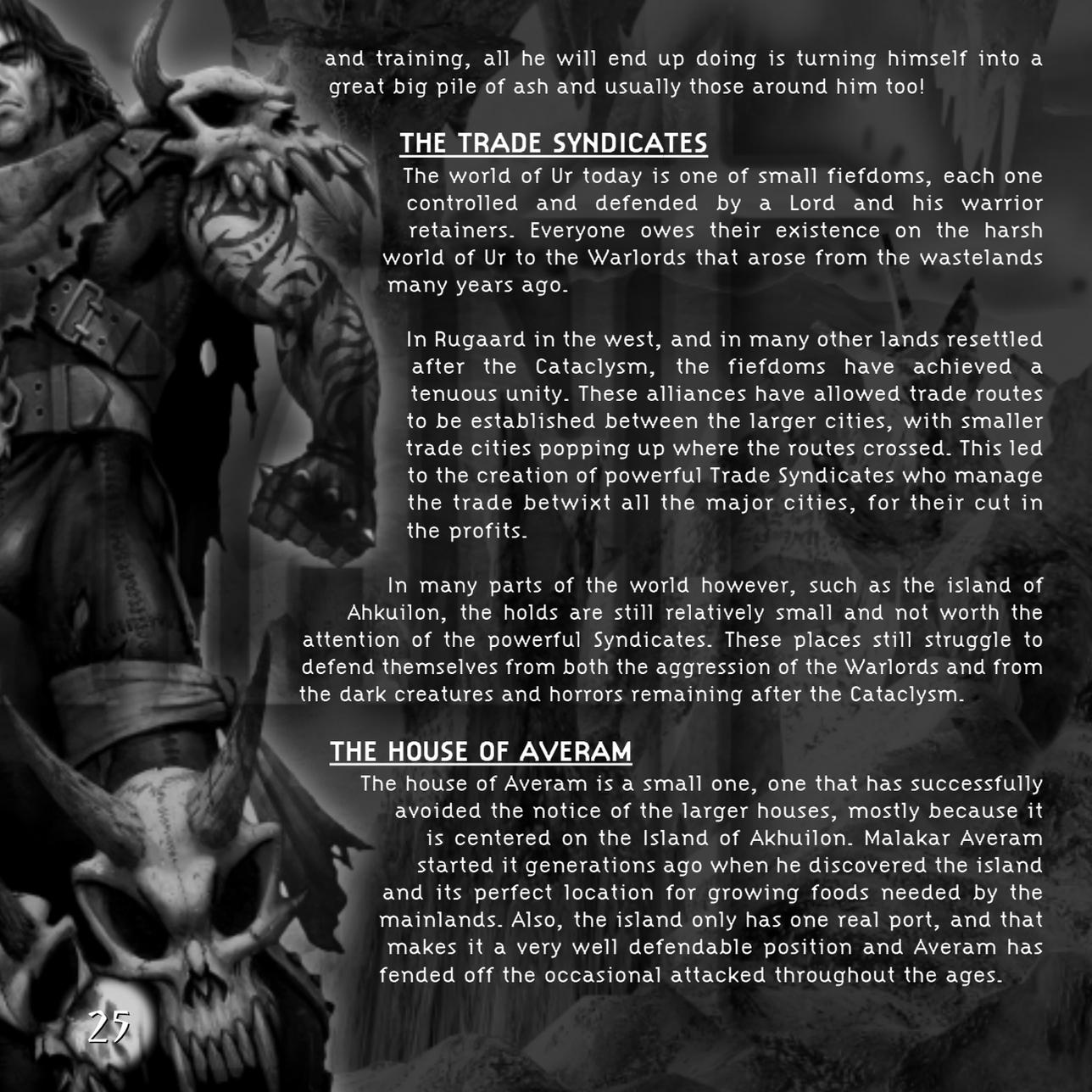
and training, all he will end up doing is turning himself into a great big pile of ash and usually those around him too!

THE TRADE SYNDICATES

The world of Ur today is one of small fiefdoms, each one controlled and defended by a Lord and his warrior retainers. Everyone owes their existence on the harsh world of Ur to the Warlords that arose from the wastelands many years ago.

In Rugaard in the west, and in many other lands resettled after the Cataclysm, the fiefdoms have achieved a tenuous unity. These alliances have allowed trade routes to be established between the larger cities, with smaller trade cities popping up where the routes crossed. This led to the creation of powerful Trade Syndicates who manage the trade betwixt all the major cities, for their cut in the profits.

In many parts of the world however, such as the island of Ahkuilon, the holds are still relatively small and not worth the attention of the powerful Syndicates. These places still struggle to defend themselves from both the aggression of the Warlords and from the dark creatures and horrors remaining after the Cataclysm.

THE HOUSE OF AVERAM

The house of Averam is a small one, one that has successfully avoided the notice of the larger houses, mostly because it is centered on the Island of Akhuilon. Malakar Averam started it generations ago when he discovered the island and its perfect location for growing foods needed by the mainlands. Also, the island only has one real port, and that makes it a very well defendable position and Averam has fended off the occasional attacked throughout the ages.

Today the House of Averam is lead by Lord Tendrick, who is a fair ruler and has always looked out for his people's best interests. Recent events however, have forced Lord Tendrick to enlist the aid of the powerful sorcerer Sardok. Why Tendrick chose Sardok and not the resident sorcerer of the island Olihoot is anyone's guess. Perhaps Tendrick tired of Olihoot's riddles and nonsensical prophecies. Perhaps Sardok made him an offer that he couldn't refuse. All of that being said, the people of Akhiulon are glad for any help in their current crisis.

ANSERAK: THE HELL OF HELLS

Afterlife in chains.
Flames lick at you from all sides.
Souls burn forever.
Ancient Eastern Proverb

The glory of everyone and everything one has lost awaits people after they pass from this world. Although the gods are gone, the place where souls go to rest still exists. It is even more of a paradise now than it ever was, as it was considered Heaven when Ur was beautiful. There are some people who seek the Great End as a way of passing from Ur onto something better. But most people know the risk.

Anserak, the Demon-Realm. It was here that souls would go for a time of torment before moving on to their final destination. It is a plane of infinite torture. Before the Cataclysm, souls would go here to atone for any and all sins that they committed in their life. After the prescribed time of punishment was carried out, they could then move onto Paradise. It was the final check to make sure no one made it into Paradise who didn't deserve it. It was all orchestrated by K'Varr, the god of death.

But K'Varr left with the rest of the gods, and now Anserak has become the Hell of Hells. Everyone who arrives here never, ever leaves. And almost everyone arrives here when they die. Every sin must be accounted for, and since there is no one left to do the counting... everyone stays for eternity.

REVENANTS

A soul in Anserak,
Struggles with the chains.

A soul in Anserak,
Is summoned by DeMaines.

A soul in Anserak,
A Revenant is now he.

A soul in Anserak,
Now has no memory.

- Childhood Rhyme

There exists a ritual, an expensive one that is taxing on both the sorcerer and the target. This spell is capable of searching Anserak for a particular soul. It then releases that soul and brings them back to Ur. These 'raised spirits' are called Revenants, and are usually brought forth as slaves.

The Revenant ritual is one of childhood fable, and almost no one believes it capable of being performed today. It brings forth a targeted soul back to Ur and wipes its memory clean. The Revenant is considered property of the House who paid to have him summoned. A slave would be a kind word. A slave might have hope of a better life. A Revenant knows what lies for everyone at the End. The last name of a Revenant usually refers to the house that he belongs to. So the name "D'Shall" would mean, "The once living soul, now belonging to the House of Shall."

Revenants are usually chosen for a particular aspect they held in their life. A great warrior might be summoned to become a personal bodyguard, or a beautiful female might be resurrected to become part of a Warlord's concubine.

It is rare, but sometimes particularly strong memories have been known to return to a Revenant, but usually of the course of a long time. What usually happens is that the Revenant will relearn skills with great ease. It seems that skills are as much bred into the body and soul as they are into the mind.

V. STARTING THE QUEST

Dim memories. As you hang suspended in Anserak, it is all you can recall. But now even those memories begin to fade. Rapidly, more rapidly, the dimmest parts of your past are gone. You remember nothing. Not even your own name. Suddenly a figure from the shadows appears. It is not crucified in Anserak, but roams freely. It is not a demon, it is human. It points at you, and frees you.

A flash of light so bright it burns your eyes.

You suddenly find yourself on unfamiliar ground. You appear standing before two men. One of these is the one who freed you from your hell. The other looks to be a Lord of some kind.

They explain who they are, and why you are chosen for the task that they have set before you. The summoning spell that brought you here also compels you to do their bidding... "for the time being," you think to yourself.

Suddenly a crazed unarmed person bursts into the chamber. He spouts some rubbish about sending YOU back to hell. You decide that you have been dead long enough. Let someone else experience it. You want to start with him.

(At this point, Locke will need the Player's help in defending himself from this "priest". You have several options available to you):

• Equip your Armour and Weapons. Do this by moving the pieces from the bottom pane of the Status Window on the right, over the spaces that correspond to where they go, OR more simply, by Right Clicking on the objects in the bottom pane, they will automatically be equipped.

- When the priest appears you will fall into your fighting stance, automatically, as you will in any area of danger. You can fight off the priest using your Left Mouse Button (simply click on the priest to attack him), or you can use the [A], [S], or [D] keys. Each key is a different attack, so experiment with the speeds and powers of the different attacks.

  - If you are using a Gamepad, then buttons 1, 2, and 3 will also attack your opponent.

    - You do not need your sword to dispatch this opponent, but it does help. As you venture however, you may want to practice your Hand to Hand fighting skills. You never know when you won't have a weapon.

You have little trouble dispatching the priests. You find out that the guard Rand, is watching over this room. He is the same one who was watching over the Lord's daughter when she was kidnapped. The robed man suggests that the guard be executed. The Lord agrees. You are given some freedom now. You can explore the keep into which you are summoned.

You go out and not caring what anyone thinks, fill your pockets with some of the gold coins found in various chambers. The spell does not prevent you from doing that. You want to know more about the cult that is causing all the trouble, and you think that the guard who failed to protect his Lord's interests twice might be in on it, so you take this opportunity to question him about the cult.

You go down to the dungeons and talk to Rand. He claims he knows nothing, but the rumours he spouts bear some weight. You conclude that he must be trying to save his own skin by selling out his cult-mates. You take the information to the robed man, Sardok, and the Lord, Tendrick, so that they may act upon it.

Sardok convinces Tendrick to execute Rand at once. You are taken to witness the execution. After it is performed, the gates to the keep are unlocked, and you, Locke D'Averam, now can go out into the city and explore, and venture into the forest and fight.
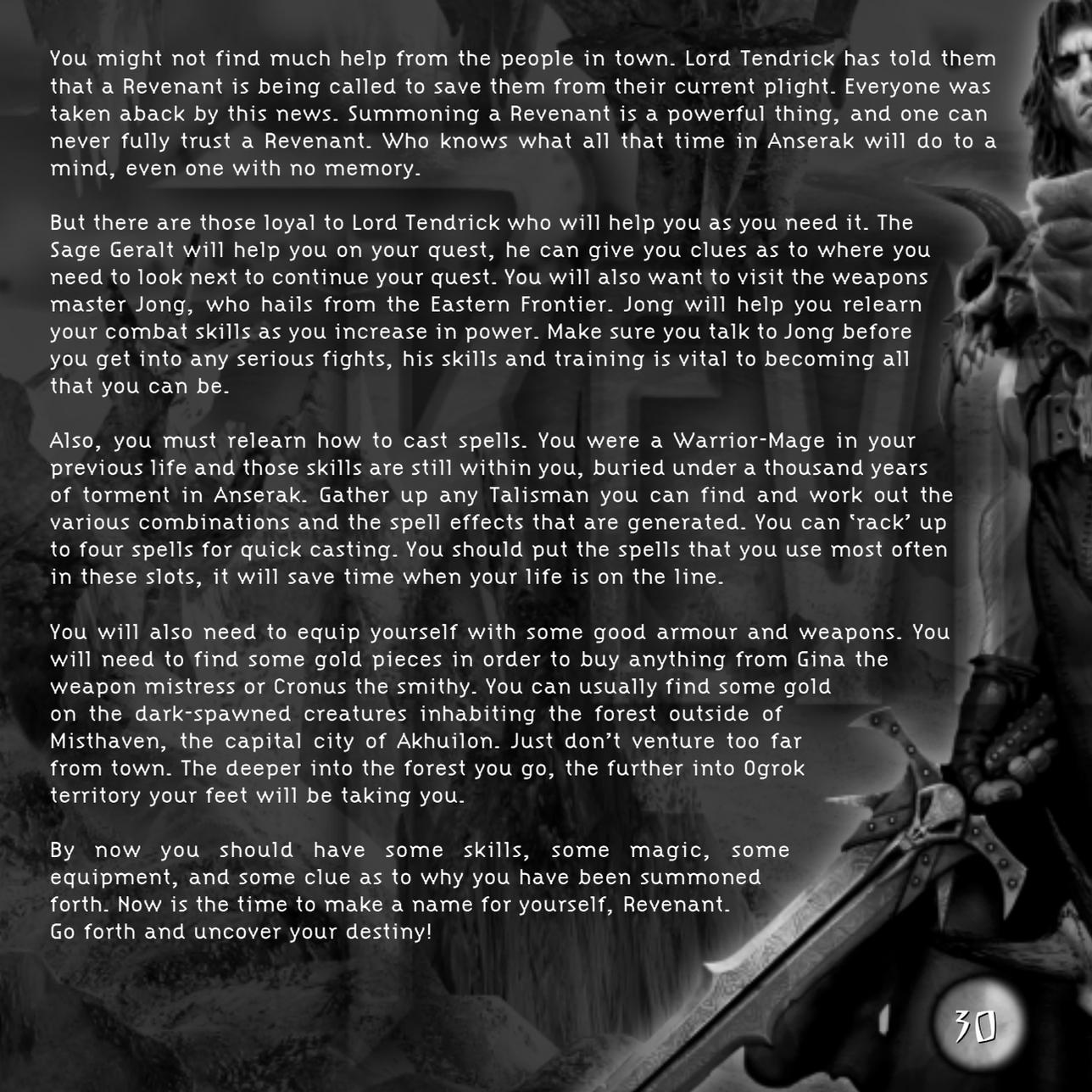
You might not find much help from the people in town. Lord Tendrick has told them that a Revenant is being called to save them from their current plight. Everyone was taken aback by this news. Summoning a Revenant is a powerful thing, and one can never fully trust a Revenant. Who knows what all that time in Anserak will do to a mind, even one with no memory.

But there are those loyal to Lord Tendrick who will help you as you need it. The Sage Geralt will help you on your quest, he can give you clues as to where you need to look next to continue your quest. You will also want to visit the weapons master Jong, who hails from the Eastern Frontier. Jong will help you relearn your combat skills as you increase in power. Make sure you talk to Jong before you get into any serious fights, his skills and training is vital to becoming all that you can be.

Also, you must relearn how to cast spells. You were a Warrior-Mage in your previous life and those skills are still within you, buried under a thousand years of torment in Anserak. Gather up any Talisman you can find and work out the various combinations and the spell effects that are generated. You can 'rack' up to four spells for quick casting. You should put the spells that you use most often in these slots, it will save time when your life is on the line.

You will also need to equip yourself with some good armour and weapons. You will need to find some gold pieces in order to buy anything from Gina the weapon mistress or Cronus the smithy. You can usually find some gold on the dark-spawned creatures inhabiting the forest outside of Misthaven, the capital city of Akhuilon. Just don't venture too far from town. The deeper into the forest you go, the further into Ogrok territory your feet will be taking you.

By now you should have some skills, some magic, some equipment, and some clue as to why you have been summoned forth. Now is the time to make a name for yourself, Revenant. Go forth and uncover your destiny!

30

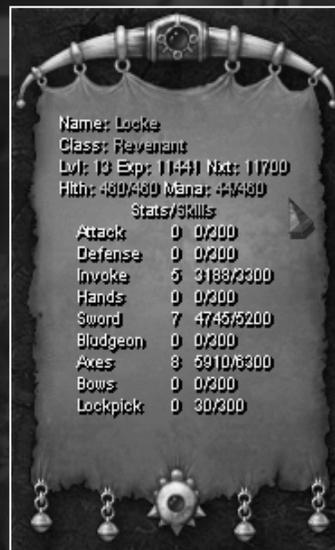# VI. STATISTICS AND SKILLS

STATISTICS:

Revenant uses a skill system that is based on Statistics (Stats). Each Stat will enhance a skill by a predetermined amount. The effects of a stat will vary in power depending on how high the stat is.

There are six Statistics in Revenant. This is a brief description of what they are and what they do.

STRENGTH (STRN): The pure muscle power of your character. The higher your Strength Stat, the more damage you will do. This also determines which armour you can wear, as all armour has a Strength Minimum in order to equip it.

Name: Locke
Class: Revenant
Lvl: 13 Exp: 11441 Nxt: 11700
Hlth: 430/430 Mana: 44/430

Stats/Skills

Attack	0	0/300
Defense	0	0/300
Invoke	5	3188/3300
Hands	0	0/300
Sword	7	4745/5200
Bludgeon	0	0/300
Axes	8	5910/6300
Bows	0	0/300
Lockpick	0	30/300

CONSTITUTION (CONS): This is the toughness of your character. A higher Constitution means more Hit Points and more Fatigue Points. This means you can stay in fights longer, and not tire out as quickly.

AGILITY (AGIL): This is the "Offensive Dexterity" of the character. A higher Agility means that you will hit more often in both hand to hand and ranged combat.

REFLEXES (RFLX): The opposite of Agility, Reflexes is the level of coordination between mind and body when it comes to reacting, such as avoiding blows. The higher your Reflexes, the more difficult it will be for your opponent to land a blow.

LUCK: This is the amount of good (or bad) fortune your character has. A high luck stat means that you will do everything slightly better. You will hit more often, pick a lock more often, etc. The actual help this gives you is very small, but a small margin might be just what you need. A low Luck stat means that you have bad luck, and things will be generally harder to pull off.

MIND: This is the stat that governs all aspects of Magic in Revenant. A good Mind Stat means that you will have more Mana at your disposal, and you will gain an edge in spell casting.

IMPROVING YOUR STATISTICS:

Every level from 1 to 15, you will gain two points in your Statistics. You can choose where these two points are going to go anytime before you achieve the next level. Simply L Click on the stat you want to raise and the marker "+" will move to that stat. You can put both markers in the same stat if you want. You will see a "++" next to that stat in that case. When you gain enough experience points to go up to the next level, you will automatically raise the stats that had the markers next to them.

Once you reach level 15 or higher, you only have one marker and can only raise a stat 1 point per level. You can never have any Stat over 30.

SKILLS:

There are a variety of skills in Revenant. If you L Click on the word SKILLS in the Character Status upper pane in the Side Panel (to get back to Stats, simply L Click the word STATS), you will see a list of skills. These are:

ATTACK: This is added into the chance to hit for every combat move your character will make. This rises every level that you achieve.

DEFENCE: This skill, when added to your Armour Class, will help you avoid blows. This rises every level you achieve.

INVOKE: Invoke is your spell casting ability. This skill governs if you are capable of casting a specific spell, and how effective your spells are in

combat. Every time you vanquish an opponent using a spell, this skill will gain experience points (XP), based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

HANDS: This is your Martial Arts fighting skill. When you don't have a weapon, you will use this skill to fight your opponents. Every time you vanquish an opponent using hand to hand combat, this skill will gain experience points, based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

SWORD: This is the ability to wield long bladed weapons effectively. Every time you vanquish an opponent using a long bladed weapon, this skill will gain experience points, based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

BLUDGEON: This is the skill you use when you are fighting using a bludgeoning weapon, such as a mace or morning star. Every time you vanquish an opponent using a bludgeoning weapon, this skill will gain experience points, based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

AXES: If the weapon is an axe, you will use this skill to use it. Every time you vanquish an opponent using an axe, this skill will gain experience points, based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

BOWS: The ability to fire a bow is governed by this skill. Every time you vanquish an opponent using a bow, this skill will gain experience points, based on how difficult the monster was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

MULTIPLAYER ONLY

LOCKPICK: When faced with locked doors and chests, a character can use a set of Lockpicks and this skill to try and open the barred object. Every time you pick a lock, this skill will gain experience points, based on how difficult the lock was to defeat. When this skill gains enough XP (as seen to the right of the slash), it will rise up to the next level.

VII. INVENTORY

STORING ITEMS

You will need to open both the upper Equipped Inventory pane and also the lower Inventory pane in order to be able to equip your character. There are several spots for equipment on your character, which you will see in the upper pane. These are:

Bow:
This is the bow that you will use in Missile Combat

Arrows:
This is the ammo for the bow that you will use
in Missile Combat.

Head:
This is where your current Head Armour is located.

Neck:
This is where magical neck jewelery is worn.

Chest:
This is where you current Chest Armour is located.

Weapon:
This is the weapon that you are currently using in Melee Combat. If there is nothing equipped here, you will use your fists in Hand to Hand combat.

Gauntlets:
This is where your current Gauntlets are worn.

Rings:
This is where a magical ring is worn.

Legs:
This is where your current Leg Armour is worn.

Boots:
This is where your current Boots are worn.

The lower pane in this is your characters Non-Equipped Inventory. You can also bring this up by clicking the Backpack button on the Menu Icons bar.

At the top part of this pane you will see a Spell Bag, an indicator of how much Gold you have, and a Left and Right Arrow button.

> **Backpack:** This is an indicator as to which container you are carrying that you are currently looking into. If you are looking into your purple spell pouch, that graphic will display here instead. L Click here to go back on level of containers.

> **Gold:** This is a measure of how much gold your character is currently carrying.

> **Arrows:** These scroll the inventory boxes Left or Right. Below these are several boxes that you can place inventory items. If you have a bag, you can place the bag into a box, and then place things into the bag. This is for your convenience, as you probably won't fill up the inventory slots through the game. The bags allow you to get to some frequently used items without having to scroll through page after page of items.

You can also place items into the Hotkey Boxes on the Lower Panel. Do this simply by dragging the item into the box. You can then use those items by pressing the appropriate Hotkey (see Lower Panel, above).

For more information on any item in your Equipped Inventory, simply R click on the equipped item.

For more information on any item in your Non-Equipped Inventory, you need to bring up the Info Panel (the Scribe icon on the Menu Icons), and then ctrl + R Click on the item in your lower inventory pane. (You may need to click the Backpack Menu Item to bring the Non-Equipped Inventory back up).

USING ITEMS

To use an item that is in your Non-Equipped Inventory pane, simply R Click on it. If it was a wearable piece of equipment, it will automatically be equipped, and the Non-Equipped inventory slot it was occupying will be filled up with the piece of equipment that was previously equipped.

Example: I have a Short Sword and I found a Katana Sword. I R Click on the Katana and it is placed in the Equipped Weapon slot. The Short Sword replaces the Katana in the Non-Equipped Inventory slot.

If you are unable to equip an item you think you should (a weapon or armor), make sure that your Stats meet the requirements needed to equip it. For the minimum statistics needed to equip an item, you need to bring up the Info Panel (the Scribe icon on the Menu Icons), and then R Click on the item in your lower inventory pane. (You may need to click the Backpack Menu Item to bring the Non-Equipped Inventory back up).

If the item is a container, like a bag, then L Click will open the bag up, and all new inventory slots will appear. To get back to the regular backpack, you will notice that the Backpack icon, next to the amount of gold you have, will have changed to a the container you are looking in. Simply L Click this to bring your backpack back up.

If the item is a one-use item (like food or potions), then L Clicking on it will cause it to be consumed, and its effects will be instantaneous. Sometimes, items like this will leave a remainder behind, like the core of an apple or an empty potion bottle. You can discard these by L Holding on the item and moving over the Main View Area. You will then discard the item. Some remainders can be sold for a little gold, should you find yourself in a monetary pinch.

Another way to equip items is to L Hold and place it over the appropriate slot in the Equipped Inventory screen (see above). If you L Hold on an item you can pick it up and place it in another inventory slot, or put it inside a bag.
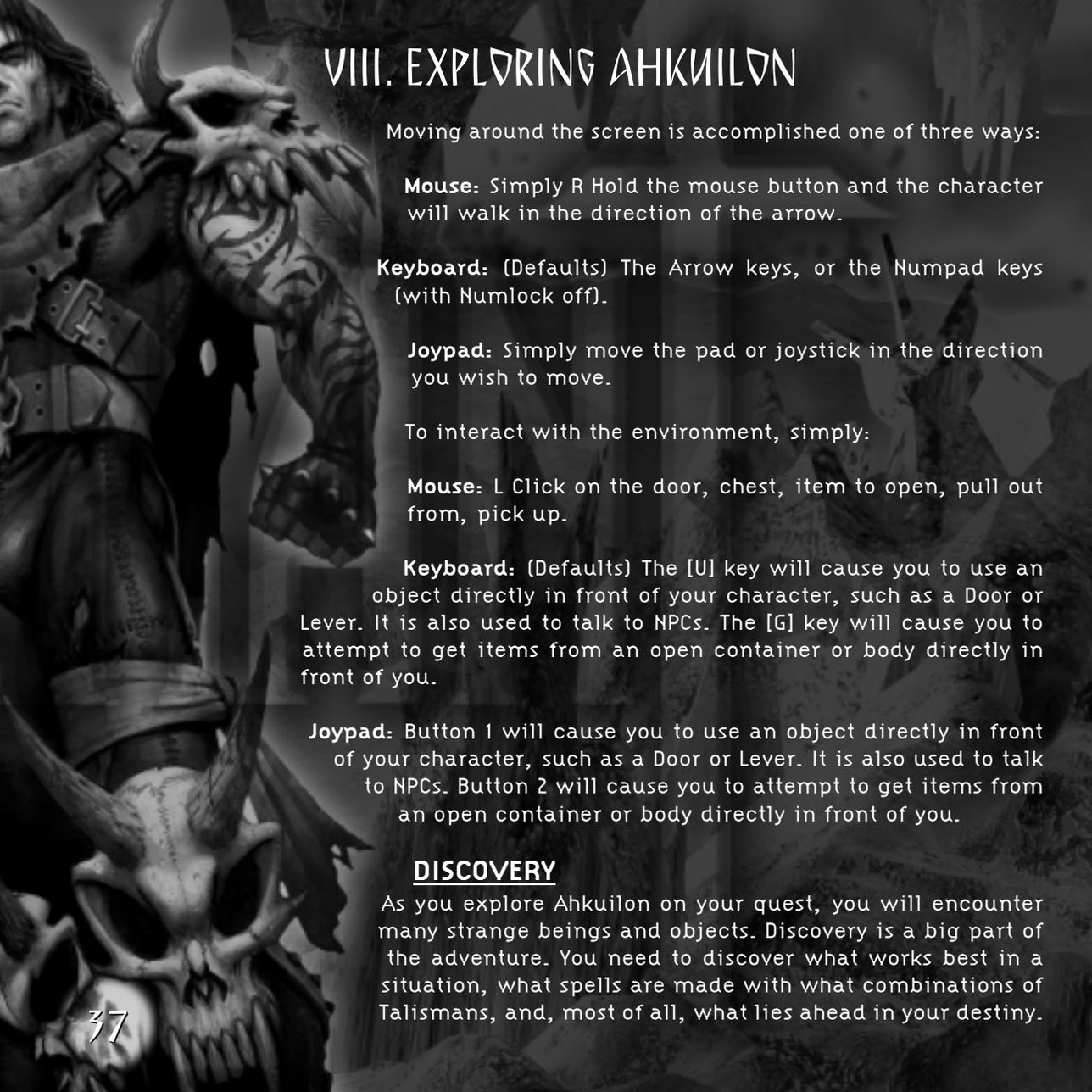
VIII. EXPLORING AHKUILON

Moving around the screen is accomplished one of three ways:

Mouse: Simply R Hold the mouse button and the character will walk in the direction of the arrow.

Keyboard: (Defaults) The Arrow keys, or the Numpad keys (with Numlock off).

Joypad: Simply move the pad or joystick in the direction you wish to move.

To interact with the environment, simply:

Mouse: L Click on the door, chest, item to open, pull out from, pick up.

Keyboard: (Defaults) The [U] key will cause you to use an object directly in front of your character, such as a Door or Lever. It is also used to talk to NPCs. The [G] key will cause you to attempt to get items from an open container or body directly in front of you.

Joypad: Button 1 will cause you to use an object directly in front of your character, such as a Door or Lever. It is also used to talk to NPCs. Button 2 will cause you to attempt to get items from an open container or body directly in front of you.

DISCOVERY

As you explore Ahkuilon on your quest, you will encounter many strange beings and objects. Discovery is a big part of the adventure. You need to discover what works best in a situation, what spells are made with what combinations of Talismans, and, most of all, what lies ahead in your destiny.

CONVERSATIONS

When you walk up to an NPC, you can usually talk to them, by hitting the USE key (default: U) or Button 1 on the Joypad. You can also place the cursor over them and it will change to the Talk cursor if they have something to say.

During several conversations, your character might be given a choice of what to say next, and it will have a bearing on what sort of information he can gain from that source. To make a selection, simply L Click the selection with the mouse. The conversation will continue from there.

There is full voice for all the conversations in Revenant. If you wish to shut this off, go to Options and deselect Play Audio Dialog.

BUYING AND SELLING

Some NPCs that you talk to are merchants and have items that they wish to sell you, or will buy off you for a fraction of their value.

When you talk to a Merchant (see Conversations above), you will be presented with three options, Buy, Sell, or Leave. This is how they work:

Buy Items: You will be shown a list of available items, three at a time. You can scroll this list up or down using the Scroll buttons on the side. You can select one item at a time on this list and click on the BUY button if you wish to buy it. The appropriate amount of gold will automatically be deducted from your inventory. If you want to exit this menu, click the EXIT button.

Sell Items: You will be shown a list of unequipped items you are carrying, that the merchant you are talking to is willing to buy. You will see three items at a time and can scroll this list using the Scroll buttons to the right. To sell an item, simply select the item, and click sell. The appropriate amount of gold will be added to your inventory. If an item you wish to sell does not show up on the list, the merchant is not interested in it, and you must find the merchant who deals with those sorts of items, and sell it to them. If you want to exit this menu, click the EXIT button.

Exit Shop: This will end the conversation and let you continue exploring.

TRAPS AND PUZZLES

As you explore the more dangerous parts of the island, you might come across some deadly traps left behind ages ago by the ancestors on this place. All traps are placed to prevent you from proceeding further, although some can be disarmed with levers or keys. All traps will do some degree of damage, although some are instantly deadly, so be very cautious when in an unexplored area.

Also, there are many locked doors and puzzles that must be completed to move further. When presented with a locked door, you can either use a key (by L Hold and dragging the key from your non-equipped inventory onto the door), or you can try to pick the lock.

LOCKPICKING

You can pick locks by first obtaining Lockpicks in the game. Then by L Hold and dragging the lockpicks from your non-equipped inventory onto the door, you can make an attempt to pick the lock. If you are successful, the door will open, but if you fail, you have to wait until you go up in Level before attempting that door again. Best to find the key at that point.

Some doors have locks that are too complex for you to pick at your current level. We suggest that you come back at a higher level and try again.

IX. SPECIAL AREAS IN MISTHAVEN

While you explore the town of Misthaven, be sure to check out the following areas:

THE DRUNKEN WHORE TAVERN

The colourful name had come about ages ago when the island had no other resources other than a stop on the shipping lanes of Ur's oceans. Sailors would come to this tavern to find company after lonely weeks at sea. The colourful moniker stuck, and now its new owner, Rubold, has gone about trying to make the best living he can in these troubled times. He has a dancer, Kylie, who entertains the patrons of this place daily, and the town drunk, Gus, spends his days here drowning his sorrows.

GINA'S SHOPPE OF FINE WEAPONS

Gina, a humanoid feline from parts unknown is a master weaponsmith. She opened up her shop not too long ago, and has done a good business now that the cult has moved in. You can find all sorts of weapons here, and as you go up in levels, more and more weapons become available, so check back often.

FINE ARMOURS AND PROTECTIVE MEASURES, BY CRONUS

The orphaned Cyclops Cronus owns Fine Armours and Protective Measures, the only armour shop on all of Ahkuilon. Here you can buy new armour sets and sell old one which are of no use to you anymore (leather armour just isn't going to cut it against a fifty foot dragon). New armours become available to you when Cronus thinks you can handle it, so check back often.

HERBS AND REMEDIES

Hruthford runs the Herbs and Remedies shop in Misthaven. He is kind of looked down upon as an addicted soul, who finds comfort in the products that he sells, but the truth is the stuff he sells works. You will find his potions an invaluable resource on your quests.

JONG'S DOJO

Locke is trained in one style of combat, and only one person on all of Ur is still proficient with it. That person is Jong, an Easterner who brings with him a lifetime of combat experience. He will help you re-learn your forgotten combat skills.

THE LIBRARY OF MISTHAVEN

Ahkuilon is an island of great and detailed history. Most of this history is contained within the library which is maintained by Geralt. If you can not find the answer for a question you have, seek out Geralt. If he can not answer it, he can at least point you in the right direction to find the information you seek.

X. COMBAT

When your character approaches an enemy, he will draw his weapon and go into a ready stance automatically. The character will always face the enemy that is closest to him, no matter where that enemy might be in relation to the character. This will give you an indicator of where an enemy might be hiding if you can't see him on your screen yet. (Your characters vision extended to beyond the edge of the screen).

When in Combat Mode, you have a wide variety of options available to you, each of which have different effects in combat. The basic ones are:

SWING (Defaults: Keyboard A; Joypad Button 1; Mouse 1)

This is a quick swing, that does less damage than normal, but uses less fatigue. There are different animations depending on how close/far you are from your opponent.

THRUST (Defaults: Keyboard S; Joypad Button 2; Mouse 1)
This is the standard attack. It uses average fatigue, and causes normal weapon damage. There are different animations depending on how close/far you are from your opponent.

CHOP (Defaults: Keyboard D; Joypad Button 3; Mouse 1)
This is an all out attack. It is usually slow, uses more fatigue and causes extra weapon damage. There are different animations depending on how close/far you are from your opponent.

BLOCK (Defaults: Keyboard F; Joypad Button 5
This will cause the character to try and block all attacks, making him harder to hit.

**DODGE (Defaults: Keyboard CTRL-Arrow Key; Double-tap Joypad in a Direction)**
This will cause the character to dive in the direction desired. Great for sidestepping telling blows.

In the upper part of the screen are six bars, three for your character, and three for the opponent. These bars are:

HEALTH: The big red bar is the health bar. This is a graphical representation of how many hit points you/your opponent has. When your health reaches 0 you die (again).

MANA: The purple bar is the Mana bar. This is a graphical representation of how much mana you/your opponent has. Each spell has a different Mana cost, that is shown in the Spell Descriptions in this manual.

FATIGUE: The yellow bar is the Fatigue bar. This is a graphical representation of how much fatigue you/your opponent has. When your fatigue is too low to make a proper attack, you will execute a "Fatigued Blow" which is very slow, and leaves you very open. When this happens, you need to step back, and try to recover some fatigue.
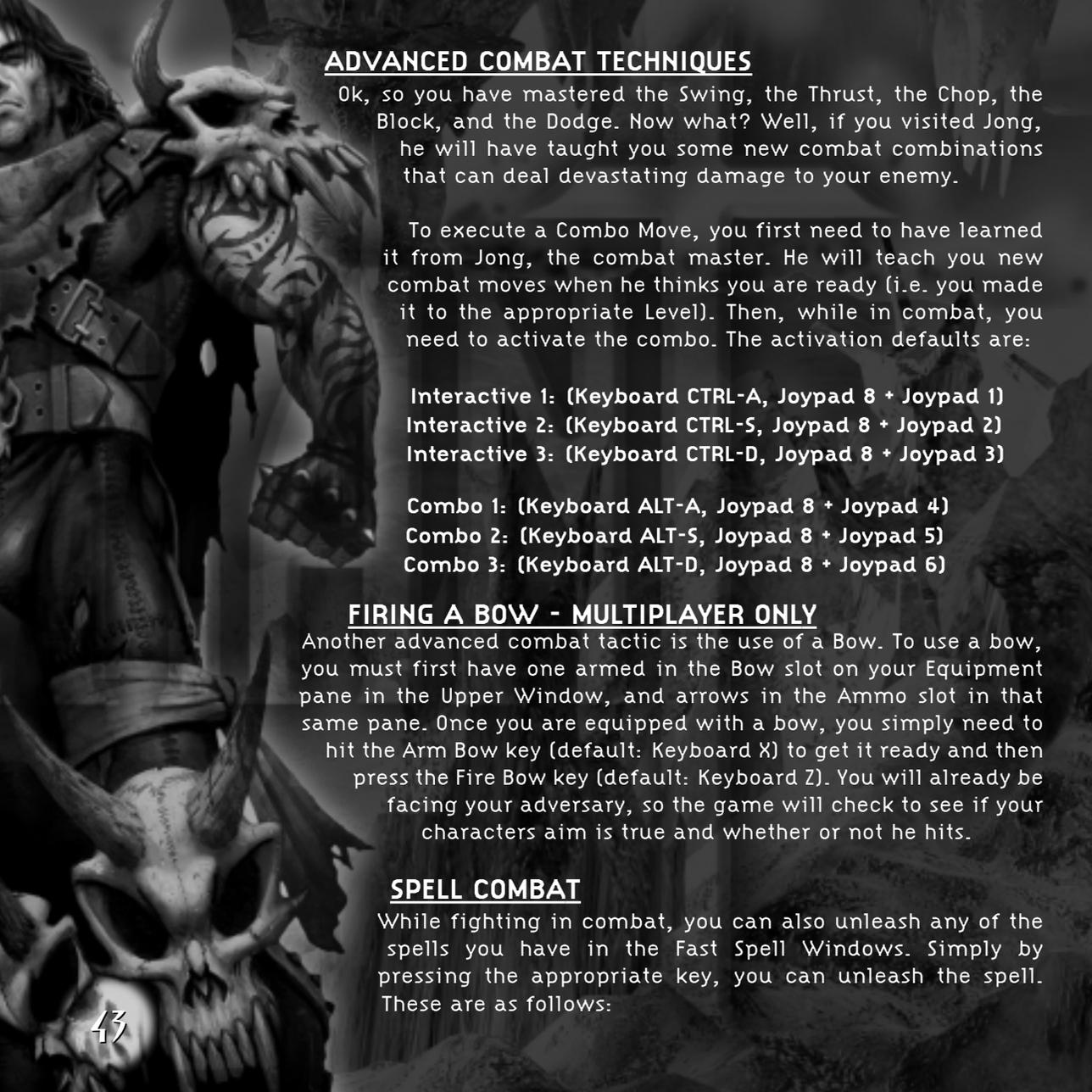
ADVANCED COMBAT TECHNIQUES

Ok, so you have mastered the Swing, the Thrust, the Chop, the Block, and the Dodge. Now what? Well, if you visited Jong, he will have taught you some new combat combinations that can deal devastating damage to your enemy.

To execute a Combo Move, you first need to have learned it from Jong, the combat master. He will teach you new combat moves when he thinks you are ready (i.e. you made it to the appropriate Level). Then, while in combat, you need to activate the combo. The activation defaults are:

Interactive 1: (Keyboard CTRL-A, Joypad 8 + Joypad 1)
Interactive 2: (Keyboard CTRL-S, Joypad 8 + Joypad 2)
Interactive 3: (Keyboard CTRL-D, Joypad 8 + Joypad 3)

Combo 1: (Keyboard ALT-A, Joypad 8 + Joypad 4)
Combo 2: (Keyboard ALT-S, Joypad 8 + Joypad 5)
Combo 3: (Keyboard ALT-D, Joypad 8 + Joypad 6)

FIRING A BOW - MULTIPLAYER ONLY

Another advanced combat tactic is the use of a Bow. To use a bow, you must first have one armed in the Bow slot on your Equipment pane in the Upper Window, and arrows in the Ammo slot in that same pane. Once you are equipped with a bow, you simply need to hit the Arm Bow key (default: Keyboard X) to get it ready and then press the Fire Bow key (default: Keyboard Z). You will already be facing your adversary, so the game will check to see if your characters aim is true and whether or not he hits.

SPELL COMBAT

While fighting in combat, you can also unleash any of the spells you have in the Fast Spell Windows. Simply by pressing the appropriate key, you can unleash the spell. These are as follows:

Fast Spell 1:   (Default: Keyboard F1, Joypad 7 + Joypad 4)
Fast Spell 2:   (Default: Keyboard F2, Joypad 7 + Joypad 5)
Fast Spell 3:   (Default: Keyboard F3, Joypad 7 + Joypad 6)
Fast Spell 4:   (Default: Keyboard F4)

XI. MAGIC AND SPELL CASTING

In the world of Ur the magic of all is contained within 12 magical Talismans. These Talismans are:

Life: The Life Talisman represents the force of life in the universe.
Moon: The Moon talisman represents the force of the moon.
Soul: The Soul talisman represents the force of the spiritual being
Sky: The Sky talisman represents the force of the wind.
Earth: The Earth talisman represents the force of the land.
Ocean: The Ocean Talisman represents the force of the sea.
Stars: The Stars Talisman represents the power of the stars in the heavens.
Sun: The Sun talisman represents the power of the Sun in the sky.
Ward: The Ward talisman represents the power of conviction.
Law: The Law talisman represents the power of justice.
Death: The Death talisman represents the finality of death.
Chaos: The Chaos talisman represents the power of the force of chaos.

These talismans contain vast powers that only practiced sorcerers can unlock. Your characters sorcery is represented by his Invoke Skill. You can raise this skill by vanquishing monsters using a spell. Thus only the characters that use spells to defeat their enemies most often will have their Invoke Skill high enough to cast the highest level spells.

To craft spells you need to bring up the Spellcrafter pane (click the Spell Bag icon in the Menu Icons). Here you will see a listing of all the Talismans you currently posses and have placed into your Talisman bag (the purple bag). If you own Talismans but they do not show up here, make sure you placed them into your Talisman bag by opening that and making sure they are there. More than likely you probably placed them in another bag or have not placed them into the Talisman bag yet.

In the Spellcrafter pane, you have the following:

On the Upper Pane you have you a log of all your previously cast spells. Use this log (or spell book) to cast spells that you have previously constructed from the Spell Talismans. Pressing the spell icon will cast the spells. Also, From this Upper Pane you can L drag the spell to the Lower Panel for Hot Keying.

On the Lower Pane you have the Runes/Descriptions button: This toggles between the names of the talismans, and their pure symbols. Once you become familiar with all the talismans, this will allow you to show more talismans at once on the screen so you can craft spells easier.

Spell Builder Panel: This is where the symbols of the talismans you are combining go.

Erase Arrow: If you make a mistake, or wish to start over, this will erase the right-most symbol in the Spell Builder panel.

To build a spell, simply click on the Talisman Icons, adding them to the Spell Builder panel. When you have the appropriate icons in the panel, simply click the Spell Builder panel and the spell (if constructed correctly) will be cast.

When you click this panel, the following things can happen:

• **The spell will cast successfully.**
• **The spell will fail.**

If a spell fails because you do not have a high enough Invoke skill to cast it, then it will tell you that.

If you enter an incorrect combination, then the following results can happen:

• **Nothing.**
• **Spend some Mana.**
   • **Damage yourself.**
      • **Spend Mana AND damage yourself.**
         • **Kill yourself.**

Be very careful when experimenting with unknown spell combinations. The more talismans in the combination, then there is a greater chance of a drastic backfire.

If you do successfully cast a spell, it will be added to the Known Spells list in the Stat upper pane on the side panel.

For a description of the spells you can cast in Revenant, please see the Appendix: Spell List.

On the Bottom Panel, there are four slots where you can hot-key spells to. To hot-key a spell, simply bring up your spell list of known spells in the Stat pane (click the Scroll icon in the Icons Menu). Next click on the Icon of the spell you want to hot-key, then click on the space in the hot-key section that you want to hot-key the spell to. To access these spells simply click the image, or press the appropriate key (default: F1 through F4 for the four spell slots).

Some spells are incompatible with others and will not 'stick'. Also some spells can not be cast multiple times for the same effects (most of these spells are the 'buffing'-type spells).

TIPS AND STRATEGIES

- When pulling items from a chest, make sure you get everything. Keep pulling items until the chest shuts. This lets you know that there are no items remaining in the chest.

- When fighting a monster, use spells and weapons logically. Would fire spells hurt a fire based monster? Probably not, hit them with the ice bolt instead.

- Always try to have the best armour and weapon you can at any given level. This will make things much easier for you.

- Stock up on Mana regeneration potions. Going back to town to buy Mana potions gets time consuming.

- If you fail to pick a lock, and are close to going up in level, kill a few monsters and try again. Going up in level resets the lock and gives you a fresh chance to pick it.

- Make sure you know what Stats you are working on before you hit your new level. There is no going back to assign Stat points once you hit your new level.

APPENDIXES

MAIN CHARACTERS:

LORD TENDRICK

Locke's employer is generally fairly friendly to Locke. He is Andria's father, and is emotional about the issue of her capture, as he seems extremely concerned about her. Despite his friendliness, he speaks with the undeniable authority of someone who is used to being obeyed and has the power to back up his commands with force. A graying beard and lined face mark him as a man well into his fifties, but the powerful frame and hard eyes declare him to still be a strong and capable warrior and general.

SARDOK

Sardok's power is evident even from Locke's first meeting with him. Sardok helps Locke to build his power and refine his combat and magic skills. He also aids Locke as he makes his way through the various quests he must complete. Sardok can be very helpful, but he may want something in return for all the troubles he has gone through

OLIHOOT

Ollihoot appears to be a crazy old man, but he always seems to show up at the strangest of times. He is a dirty, unkempt old man with leathery skin and wild eyes. He is usually dressed in rags. He generally talks in riddles, but his words have the most wisdom behind them of any.

RUBOLD

Rubold owns Misthaven's resident bar and tavern, "The Drunken Whore." Rubold is a savvy business man who may have information for Locke from time to time, but is more interested in getting Locke to sample his ale and women.

GINA

Gina lives by the blade. Her life is devoted to making weapons of the steel. She tells Locke that she herself never learned to fight, but that Jong the weapons master tests all her weapons for combat effectiveness. She is very defensive when asked about the rumour of her and Cronus being involved.

JONG
Jong is Misthaven's resident combat master. He will re-train Locke in the ancient combat techniques. He recognises the power in Locke and accepts him as his student. Jong will teach Locke the more advanced combat techniques as he completes various sections of the game. Locke will be limited in his combat capabilities until he trains under Jong.

GUS
Being that Misthaven is a harbor town, the resident harbormaster is Gus. Gus is a fisherman and man of the sea by trade. Gus has been having some problems lately, and helping him is essential to completing the quests on the Western side of the island.

CRONUS
The armour shop is run by Cronus. Cronus and Gina are rumoured to be involved but they will both deny it. Cronus is a proud man who stands behind his armour as being the best available. A renowned warrior in his younger days, Cronus will become very excited at the opportunity to help Locke in his quest.

ANDRIA
Born the child of Tendrick, it is soon obvious that Andria is different. She can read ancient symbols, speak ancient languages, and exact some degree of control over the beasts roaming the forests. She is strong-willed and able to take care of herself, but she is aware that she is tangled up in some sort of strange destiny that she cannot escape, and is thus somewhat resigned to it. She is twenty years old.

JAHGA
Jahga is the visible leader of the priesthood. With Yhagoro living in the demon plane, Jahga runs the day-to-day operations of the cult, particularly searching for the Nahkranoth and trying to stop Locke. He is a powerful mage with the ability to control not only his legions of priests, but also the monsters of Eastern Ahkuilon. He is a compact man, clean-shaven, with dusty blonde hair.
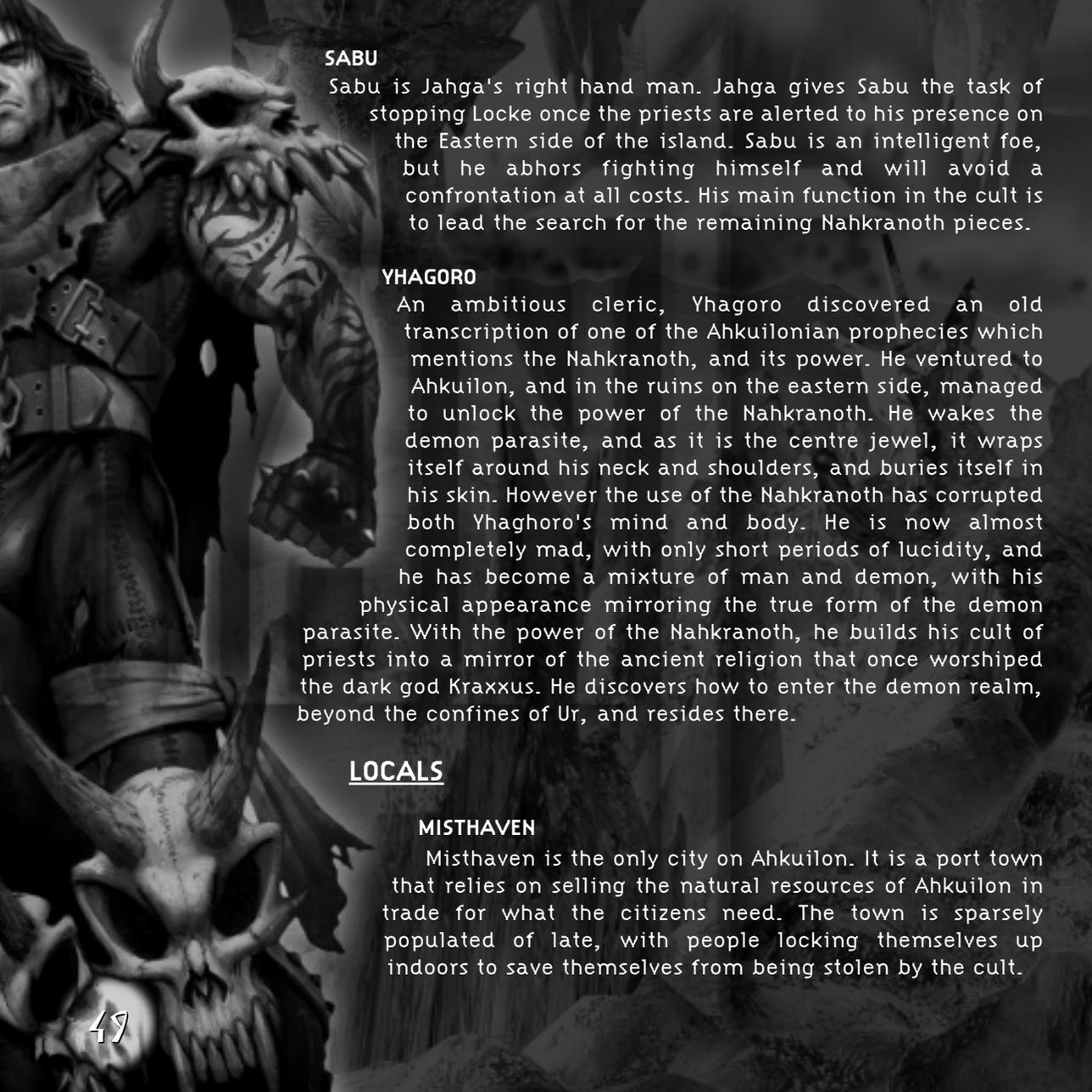
SABU

Sabu is Jahga's right hand man. Jahga gives Sabu the task of stopping Locke once the priests are alerted to his presence on the Eastern side of the island. Sabu is an intelligent foe, but he abhors fighting himself and will avoid a confrontation at all costs. His main function in the cult is to lead the search for the remaining Nahkranoth pieces.

YHAGORO

An ambitious cleric, Yhagoro discovered an old transcription of one of the Ahkuilonian prophecies which mentions the Nahkranoth, and its power. He ventured to Ahkuilon, and in the ruins on the eastern side, managed to unlock the power of the Nahkranoth. He wakes the demon parasite, and as it is the centre jewel, it wraps itself around his neck and shoulders, and buries itself in his skin. However the use of the Nahkranoth has corrupted both Yhaghoro's mind and body. He is now almost completely mad, with only short periods of lucidity, and he has become a mixture of man and demon, with his physical appearance mirroring the true form of the demon parasite. With the power of the Nahkranoth, he builds his cult of priests into a mirror of the ancient religion that once worshiped the dark god Kraxxus. He discovers how to enter the demon realm, beyond the confines of Ur, and resides there.

LOCALS

MISTHAVEN

Misthaven is the only city on Ahkuilon. It is a port town that relies on selling the natural resources of Ahkuilon in trade for what the citizens need. The town is sparsely populated of late, with people locking themselves up indoors to save themselves from being stolen by the cult.

THE FOREST
Outside of Misthaven's gates lies the dark and sinister forest. Many dread-spawn creatures live here, and are very hungry. The forest is inhabited by Arakna, Druhg, Ogroks, Kantha, and other vile creatures. One should have nerves of steel and a blade in his hand if he wants to venture into the forest.

THE DRUHG CAMP
The Druhg are perhaps the most annoying creatures on all of Ur. Their whiny giggles, and clown-like attitude irritate the most battle-hardened veterans. This, added on top of the fact that they are aggressive little buggers who like to attack in numbers make them a royal pain. There is a camp of Druhg in the forest somewhere, so anyone intent on culling their numbers had best head here.

ARAKNA ISLAND
Off of Ahkuilon's coast is the rock known as Arakna Island. It is inhabited by Arakna, almost exclusively. No sane person ventures to Arakna island, because there is no treasure worth having on this rock. None worth risking one's life for anyway.

THE ANCIENT TOWER
In the forest also lies an ancient tower, from back before the Cataclysm. No one knows who is using this tower today, but all are sure it is occupied by some dark being.

THE OGROK CAMP
At the entrance to the Caves on Misthaven, is a camp of mighty Ogrok. No human has ever made it through their camp and into the caves. At least none who have have lived though! The Ogrok in this camp are much more civilised than the war-parties roaming the forest. They will not kill you on sight, at least, not at first sight anyway.

THE CAVES
The only way to access Eastern Ahkuilon is through the cave network that runs under Mount Ahkuilon. This is a complex network of twisting passages, pools, stalactites, and steam geysers. It is also inhabited by some very nasty creatures.

THE RUINS
This is where the Children of the Change have set up their operations. They use magics to get to Misthaven and wreck havok on the town, and then return the same way. They have increased their ranks by using townspeople and the more intelligent species of Ahkuilonians.

MONSTER CODEX

DRUHGS
Annoyances more than anything, Druhgs are simple minded creatures attracted by shiny things. Druhgs can be taught simple tasks like digging and sorting, if one has enough patience or enough whips. Mostly harmless alone, Druhgs main combat tactic is to gang up on a target and attack them from several sides simultaneously.

ARAKANOIDS (INCLUDING ARAKNIDS AND ARAKNAS)
These eight-legged creatures have been known to attack anything that violates their territory. They are fierce fighters, but their carapaces are vulnerable to bludgeoning type weapons. Squish-'em good.

KANTHAS
These mongrels are the pets of the mighty Orgrok tribes (q.v.). Some have escaped and roam the island looking for food, and they are fearless about anything and anyone who comes near them. Most are starved and will attack without provocation.

HOPPERS
These giant frog-like beasts are a hold over from the Cataclysm when the god of Plagues called down these beasts to smite his foes. Hoppers, as they have come to be known, leap at anything edible that comes within their sight.

OGROKS
The mighty Orgrok tribes exist all throughout Ur. They have one of the most advanced societies of non-humans, with leaders and a know-how to craft and use weapons. Orgoks don't take kindly to those not of their race and have been known to attack humans on sight. Rumours have it that the Orgok tribe on Akhuilon lost an artifact of power some time ago, and would do anything to get it back.

UNDEAD (INCLUDES SKELETONS, ZOMBIES, AND WRAITHS)

When K'Varr, the god of the Dead, left with the rest of the gods at the end of the cataclysm, he took with him the power to keep those dead, dead. Revenants are one result of this, but other, mindless results exist. The Skeletons, Zombies and Wraiths that roam Ur are the results of necromantic experiments with raising the dead. Take care with fighting these, as they are already dead, they may not realise it when you have killed them again.

LURKERS

These swamp beasts have the ability to be nearly invisible in the marshes of Ur. They lurk in the tall grasses and shadows and attack their prey by surprise. They are also able to ball up and use their armoured hide to cover their vulnerable stomach and chest, making it very hard to hurt them.

ISSATHI

The Issathi, or Lizard-Man, race is almost as advanced as the Ogrok civilisation, but their physiology limits where they can live comfortably. Care must be made when fighting Issathi, as they can use their tails as weapons and are immune to poisons.

DRAGONS

Rumours of Dragons still existing on Ur abound to this day. No one however has ever claimed to have actually met a Dragon, or at least none have lived to tell about it. Dragons are very powerful and have been known to collect great amounts of treasure in their lairs. Proof to Dragons' existence does appear on Ur however, in the form of scale-armour forged from the hides of Dragons well before the Cataclysm. Many great warriors wear these for their purported magical properties.

WEAPON LISTING

Swords/Blades
Short Sword
Sickle
Tulwar (Cutlass)
Long Sword
Broad Sword
Bastard Sword
Claymore
Katana
Flamberge

Axes
Bone Pickaxe
Stone Axe
Battle Axe

Bludgeoning/Maces
Wooden Club
Studded Bat
Spiked Bat
Maul
Morning Star
Flanged Mace
Spiked Maul
Shining Razor Mace

ARMOUR LISTING

Cloth (Padded)
Leather
Studded Leather
Chainmail
Iron Armour
Plate Armour
Spiked Armour
Samurai Armour

SPELL LISTING

LEVEL ONE

CURE POISON
Talismans Needed: Life, Sky
Mana: 21
Invoke Skill: 2
Target: Caster
The correct talisman, when used on its own, is able to counteract even the deadliest of poisons in the caster's bloodstream. This spell can be a literal lifesaver, and should be racked when fighting in an area that is frequented by monsters that deliver deadly toxins in their bites.

FIST MASTERY
Mana: 41
Invoke Skill: 3
Target: Caster
Duration: 30 Seconds
Combining the proper talismans turns a mage into a well balanced fighting machine... when he is not using a weapon that is. This spell temporarily adds to the Hand to Hand skill of the caster, enabling him to land more blows on his opponent. He won't do any more damage, but the extra blows might be just what he needs to take down an opponent.

FIRE FLASH
Talismans Needed: Sky, Moon
Mana: 26
Invoke Skill: 1
Target: One Target
The Moon of Ur, when seen in the daytime sky, looks to be filled with fire as it moves from one horizon to the next. Combining the Sky and Moon talismans gives you the raw power of the fire flash at your disposal. Fire will engulf the enemy, dealing minor damage.

MIGHT

Mana: 26

Invoke Skill: 3

Target: Caster

Duration: 2 Minutes

The raw power of a specific talisman is enough to empower its wielder with the might of an ox. It will add 2 points to your Strength score for a short amount of time. If you cast this spell in order to wield or wear a piece of equipment you couldn't normally use due to its requirements, you will be able to use it as long as the spell holds out, after that the item will automatically become unequipped. A caster can not have multiple Might spells going simultaneously.

NOURISH

Mana: 34

Invoke Skill: 2

Target: Caster

With a specific talisman a Sorcerer can turn mana into food, or, if he is lucky enough, into a potion that can be used for healing. Rumours persist of entire cities living off Nourish created food during particularly tough winters. Most scholars think that these rumours were started by the survivors of these winters so the rest of the world would not know where they really got their nourishment.

POISON

Mana: 34

Invoke Skill: 1

Target: One Target

Duration: 45 Seconds

Using a single talisman, a caster is able to call forth the very venom of Ur itself and infect a monster with it. It deals a small amount of damage every second over a medium amount of time (about forty-five seconds). At the end the poison will either have killed the target or have left the target's system. Be careful however, many creatures of Ur are immune to poisons due to their tough physiology.

LEVEL TWO

ANTI-MAGIC
Mana: 56
Invoke Skill: 6
Target: Caster
Duration 6 seconds
A pair of talismans, when assembled with the proper magical know-how, can create an aura of Anti-Magic, protecting the caster from magical harms that might befell him. It only lasts a short time, so the caster should retreat or dispatch the source of his troubles quickly. Magic damage is reduced for the duration of the spell.

DEXTERITY
Mana: 56
Invoke Skill: 6
Target: Caster
Duration: 2 Minutes
There exists a combination of two talismans that is one of visions. It gives you the ability to see slightly into the future and anticipate an opponent. Using the Soul talisman allows a caster to raise his Reflexes by 3 points, allowing him to avoid more blows from opponents. A caster can not have multiple Dexterity spells going simultaneously.

METEOR STORM
Mana: 56
Invoke Skill: 4
Target: One Target
This spell, a combination of two talismans, enables the caster to pluck a rock from the heavens. This rock will fall upon the head of the enemy and deal a devastating blow. It will deal minor damage to the target, and give him a splitting headache as well.

QUICKSAND

Mana: 75
Invoke Skill: 4
Target: Caster

Using two talismans, the caster is able to create an area of unstable ground under the target, and the target sinks and suffocates while being assaulted from all sides by the earth itself, doing fair damage.

REGENERATION

Mana: 113
Invoke Skill: 5
Target: Caster
Duration: 2 Minutes

When the talisman of Life is added to an unknown talisman, a powerful Regeneration spell is created. This spell has been known to replace lost limbs and cure diseases that do not heal over normal time. Regeneration is difficult and most regions of Ur do not have a sorcerer powerful enough to cast it. This spell will gradually recover health points for the duration of the spell.

SWIFTSTRIKE

Mana: 64
Invoke Skill: 5
Target: Caster
Duration: 10 Seconds

Merging together a pair of talismans, the caster is able to invigorate himself and give himself back 13 Fatigue Points every second for the duration of the spell. This enables him to recover from rapid strikes quicker and take down opponents with a greater ease.

LEVEL THREE

PHYSICAL PARALYSIS
Mana: 79
Invoke Skill: 9
Target: One Target
Duration: 10 Seconds
The talismans of three areas are combined to create a gravitational for a single creature. This binding holds the physical form of the creature still for a short period of time. This spell was once used by the Warlord Ghatok to immobilise a rival Warlord during a surrender meeting. Ghatok was able to slay the person he was about to surrender to, and in effect claimed victory over all of his rival's forces. Until his rival was brought back as a Revenant that is and exacted revenge on Ghatok. There is a -20% chance to Paralyse target for every level above Caster's the target is.

SHADOWFIST
Mana: 126
Invoke Skill: 9
Target: Caster
Duration: 15 seconds
Combining a pair of talismans unlocks a secret from the far East shores of Ur, the secret of the Shadowfist. This spell enables a caster to double the amount of damage his hand to hand attacks do when he is not using a weapon. This spell is very handy for the fighter who has adopted an Eastern philosophy that shuns away from weapons.

SPEED
Mana: 79
Invoke Skill: 8
Target: Caster
Duration: 2 Minutes
Three talismans, when combined can greatly increase the casters speed. Casting this spell will add 4 points to the caster's Agility score, enabling him to move faster than his opponents and seize opening he wouldn't normally get to strike at. A caster can not have multiple Speed spells going simultaneously.

STONESKIN
Mana: 126
Invoke Skill: 8
Target: Caster
Duration: 5 Minutes

This spell, a combination of two talismans, increases the casters armour class by a small amount for a duration of five minutes. This is a pure spell caster's dream, as it allows them to get a better armour class than they normally could, due to restrictions what armour they can use.

SWAMP PIT
Mana: 105
Invoke Skill: 7
Target: Multiple targets

Adding a talisman to the Quicksand spell will (with the proper Invoke skill) create a larger area Quicksand spell, a Swamp Pit. This will affect multiple enemies in a group much the same as a Quicksand spell works, and deals minor damage to each. Very good against groups of smaller enemies, such as Druhgs, who can all be killed by this effect.

TORNADO
Mana: 79
Invoke Skill: 7
Target: Multiple targets

When a mage combines three talismans, he can forge a Tornado out of raw magical energy. It materialises where the caster is and moves by force of will of the caster, out towards the enemy. It will knock the enemy back and cause hefty points of damage to them. This spell is great if you are facing multiple tough opponents and need to take some out of the fight for a while.

LEVEL FOUR

CHARM
Mana: 101
Invoke Skill: 12
Target: Caster
Duration: 2 Minutes
The phrase "Thank your lucky stars" has a lot going for it. It is actually a clue as one of the two talismans needed to make this spell. Using this combination, the caster is able to increase his Luck stat by 5 points for a short period of time. A caster can not have multiple Charm spells going simultaneously.

FIRE WIND
Mana: 135
Invoke Skill: 10
Target: All enemies visible
Devorok the Decimator was the first to link three talismans and controlled the energies they output enough to forge the Fire Wind spell. This was a spell he used to great effectiveness on the battlefields during the Cataclysm. He would wait until his enemies approached him from all sides, and he would literally explode, emitting a powerful wall of fire from his being in all directions incinerating all his foes, dealing heavy damage to them.

HEAL
Mana: 135
Invoke Skill: 11
Target: Caster
The Heal spell was one of the first sorcerer spells uncovered after the Cataclysm. It is used to heal minor scrapes and bruises, and speed up the mending of bones and internal organs. It uses the power of the Life talisman combined with two others, and requires some Invoke Skill in order to use it correctly. This spell heals a great deal of damage from the caster.

LIGHTNING BOLT
Mana: 101
    Invoke Skill: 10
      Target: One Target
      When a pair of talismans are combined, an experienced mage can forge a stroke of lightning to fire forth from his body and strike any targets in its path, doing severe damage. These targets are all electrocuted, causing massive damage to some of the weaker creatures of Ur.

TELEPORT
    Mana: 81
    Invoke Skill: 12
    Target: Caster
Casting the Teleport spell by using a combination of three talismans will send the caster behind a targeted enemy. This spell is difficult and takes some amount of knowledge of the mystic arts to cast, which is why most assassins don't have it in their arsenal, much to the joy of many of the Warlords who might be the targets of a spell like this.

LEVEL FIVE

BLOOD DRAIN
Mana: 165
    Invoke Skill: 13
      Target: Caster
      By use of a Blood Drain spell, combining three talismans, the caster is able to transfer some of the life essence of the target to himself. This spell is very useful as you not only inflict damage on an enemy, but you gain the health that you inflict. The main problem is that Blood Drain is a difficult spell to cast, and only skilled sorcerers can pull it off. This spell will drain a great deal of health from a target into the caster.

FIREBALL
Mana: 124
Invoke Skill: 13
Target: One Target
Combining two talismans of a fiery nature is needed to cast the Fireball spell. This spell will shoot forth a magical ball of super-heated plasma which will severe damage to whatever it hits, and some damage to the unlucky souls who happen to be near the target.

INVISIBILITY
Mana: 99
Invoke Skill: 15
Target: Caster
Duration: 20 seconds or when you attack.
When the power two talismans, a skilled mage can create a shield of bent light around himself, allowing himself to appear unseen to the naked eye. While invisible the caster is able to perform simple, slow moving tasks, but any rapid movements (such as swinging a sword, or running) will force the caster to break the bubble of bent light and shatter the invisibility.

MANA DRAIN
Mana: 124
Invoke Skill: 14
Target: One Target
If the proper three talismans are combined, a skilled mage can literally drain mana away from a spellcaster. It will suck out a good deal of mana, severely crippling the offensive capabilities of an enemy spellcaster.

WARRIOR BORN
Mana: 124
Invoke Skill: 14
Target: Caster
Duration: 2 Minutes
When the caster pieces together a hidden combination of four talismans, he is able to endow his blood with the qualities of the finest lineage of warriors on Ur. This spell will temporarily raise all Stats involved in melee combat, Strength, Constitution, Agility, and Reflex by 3 points for a short time. This spell can not be combined with a Might, Speed, or Dexterity spell.

LEVEL SIX

CATACLYSM
Mana: 146
Invoke Skill: 16
Target: Multiple Targets
Only the power of four specific talismans can take on the name of the darkest time on all of Ur, the Cataclysm. This spell is said to be forged by Nakith himself, and used as his primary weapon. It calls down the Will of the Gods in the form of its choosing. This form deals severe damage to multiple targets.

IRON SKIN
Mana: 234
Invoke Skill: 17
Target: Caster
Duration: 5 minutes
Forging together three talismans, the caster is able to make his skin as tough as Iron all over his body. This spell, which lasts for 5 minutes, adds a great deal to the caster's Armour Class. This spell can not be combined with a Stoneskin spell.

NEURAL PARALYSIS
Mana: 146
Invoke Skill: 18
Target: One Target
Duration: 30 Seconds
When a sorcerer combines the proper four talismans, an improved version of Physical Paralysis is forged, that of a Neural Paralysis. The spell affects a target's mind directly and the target is unable to send simple brain signals to his limbs for a long period of time. Neural Paralysis is a spell effect much sought after by the Thieves of Ur, who practice magic until this effect is learned. Then when they are breaking into a heavily secured mansion, they can immobilise guard patrols for the entire duration of their heist. This spell has a -20% chance to Paralyze target for every level above the caster the target is.

ROCK STORM
Mana: 146
Invoke Skill: 16
Target: Multiple Enemies
When three talismans are combined, then the caster is able to pull up rocks from the ground itself and pummel them against the all the enemies around him, crushing them. This spell literally puts someone between a rock and a hard place. This spell deals massive points of damage per hit it does on a target.

TROLLSBLOOD
Mana: 293
Invoke Skill: 17
Target: Caster
Duration: 2 Minutes
When the Earth talisman is combined with another (secret) talisman the Trollsblood spell is forged. This spell will slowly increase the caster's hit points over the course of two minutes, at twice the rate of regeneration. This is a very handy spell as it can save you in the middle of combat from having to cast a crucial healing spell.

LEVEL SEVEN

ICE STORM
Mana: 242
Invoke Skill: 19
Target: All enemies visible
The Northern Mage Ymir unlocked the secret of three talismans to forge the Ice Storm spell. This spell causes multiple shards of frozen ice to fall from the sky, dealing extreme damage per hit to all the enemies within visual range of the caster. This damage is considered Freeze damage and can severely hurt creatures of fire.

NAPALM

Mana: 181
Invoke Skill: 19
Target: One Target

This spell, created when the correct three talismans are combined together, creates a super-heated jet of flame that emits forth from the caster's fingertips to a short range in front of him, inflicting massive amounts of damage. It was a favourite of Warrior-Mages who could rattle off the incantation between sword blows with an opponent and give them a nasty little flaming surprise.

NULLIFIER

Mana: 181
Invoke Skill: 21
Duration: 6 seconds
Target: Caster

The Archmage Rikards created what might be the most dangerous spell of all... the Nullifier. It uses a pair of talismans to great effect. The field it creates is that of a more powerful Anti-Magic spell. No spell can affect the caster for the duration of the Nullification. It takes a great deal of mana to cast, and if this spell is over used there is a chance that the mana may never return to the caster, leaving him spell-crippled, with nothing to power his spells, as Rikards found out personally. The damage received by Magic sources is reduced severely for each attack for a short period of time.

OGRE STRENGTH

Mana: 181
Invoke Skill: 20
Target: Caster
Duration: 2 Minutes

This spell increases the caster's strength, by using the power of four talismans. The caster's strength is raise by six points for a duration of two minutes. If you cast this spell in order to wield or wear a piece of equipment you couldn't normally use due to its requirements, you will be able to use it as long as the spell holds out, after that the item will automatically become unequipped. A caster can not have multiple Ogre Strength spells going simultaneously. This spell can not be combined with a Might or Warrior Born spell.

WEAPON MASTERY

Mana: 290
Invoke Skill: 20
Target: Caster
Duration: 30 seconds

Combining the power of four talismans, the Weapon Mastery spell is forged. This spell imbues the caster with an extensive knowledge of warfare and personal combat. It will add a fantastic amount to all of the casters weapon skills for thirty seconds. The maximum that this spell can increase a weapon skill to is 100.

LEVEL EIGHT

ADVANCED HEALING

Mana: 274
Invoke Skill: 23
Target: Caster

This is a more Advanced Healing spell that requires more knowledge of the mystic arts. It allows the caster to heal deeper wounds and greatly increase healing times for bones and organs. It also flushes out of one's system ailments such as poisons and toxins. Three talismans are needed to create this effect. This spell will heal a massive damage from the caster.

ARMAGEDDON

Mana: 274
Invoke Skill: 22
Target: All enemies visible

The archlich K'chagga unlocked the power of the three specific talismans long after his death. He found that their combined might was enough to pull down rocks from the heavens above and smite his foes for massive amounts of magical damage. The effect is similar to an Ice Storm spell, but the damage is considered Magical so it works well against all creatures. Each meteor will do massive damage each impact.

FULL PARALYSIS
Mana: 206

Invoke Skill: 24

Duration: 15 seconds

Target: Multiple targets

Gim the Invincible forged the Full Paralysis spell from four talismans. It acts as a combination of Physical and Neural Paralysis that affects a group of targets, instead of just one. He used it to take the city of Ar in the northern reaches, paralysing the guards so they could not react as his armies marched in.

ICE BOLT
Mana: 206

Invoke Skill: 22

Duration: 15 seconds

Target: One Target

When the Ocean talisman and two others are combined together, an accomplished mage can forge an Ice Bolt to fly forth and strike a target. If he is successful in hitting his target then it will do massive damage and the target will be encased in a block of ice, one that can be shattered by a well placed sword blow. This shattered ice block has a good chance of shattering the target with it.

QUICKSILVER
Mana: 206

Invoke Skill: 23

Target: Caster

Duration: 2 Minutes

Combining three specific talismans makes the caster's metabolism increase to an inhuman rate. This spell will add six points to the caster's Agility and Reflex stats, increasing the chance they have to hit in melee combat and the chance to avoid a blow in said combats, for about two minutes. This spell can not be combined with a Warrior Born, Speed, or Dexterity spell.

LEVEL NINE

AURA
Mana: 268
Invoke Skill: 26
Target: Caster
Duration 30 Seconds
When a skilled caster combines the proper talismans, he creates an Aura of protection around himself that acts as a second layering of armour. He draws forth the energy of the stars and glows in his protective shell. This shell protects the caster from simple harms for a short period of time. It adds incredibly to the caster's Armour class for a short period of time.

CRYSTALISM
Mana: 307
Invoke Skill: 25
Target: Multiple Targets
The Archmage Grisgor uncovered the secret of the Crystalism spell, which was lost since the Cataclysm. This spell forges crystals of pure magical energy in the air above the caster and propels it down upon them with great force. It will deal substantial damage with each hit.

ESSENCE DRAIN
Mana: 230
Invoke Skill: 26
Can only be cast once per minute
Target: One target
The Arch-mage Laina was the spellcrafter who first forged the Essence Drain spell. She combined the proper talismans and with her amazing Invoke Skill she was able to draw the pure magical energy out of a target and into herself. This spell will transfer a great deal of mana from the target to the caster. If the target has no mana, and is not a spellcaster, then this spell will have no effect.

VAMPIRIC DRAIN
Mana: 307
Invoke Skill: 25
Target: One Target
Discovered by the Count Vilamire it is basically a super-powerful Blood Drain spell, adding massive hit points and draining the like from the target. Vampiric Drain got its name from what the Count eventually called himself, a Vampire, after a creature of legend who lived off the blood of others. Count Vilamire used this spell so often, that normal sustenance no longer worked, and he had to exist off the life-blood of those who lived under him. A general warning goes out to all that overuse Vampiric Drain.

LEVEL TEN

IMMORTAL MIGHT
Mana: 255
Invoke Skill: 27
Target: Caster
Duration: 3 Minutes
The Archmage Gregor was a general in the armies of light during the Cataclysm. He was the greatest human mage to have ever lived, and his studies unlocked the ultimate power of four talismans. These talismans, when combined, would gift the caster with the Stats of a god (adding five to every statistic), and put him on equal footing with the immortals. Gregor's spell could only last for around five minutes however. Rumours have it that Gregor found a way to make the spell permanent (at the cost of all his magical abilities) and he cast it upon himself and left Ur with the other gods at the end of the cataclysm. He is the only human to be known to have escaped the fate of Ur this way. This spell can not be combined with a Might, Speed, Dexterity, Charm, Warrior Born, Ogre Strength, or Quicksilver spell.

MAELSTROM
Mana: 1018
Invoke Skill: 27
Target: All visible enemies
The god of War, Borgar, brought this spell to Ur. It unlocks the secret of the Sun, Ward, Chaos, and Soul talismans and creates a powerful blast of energy from the caster that flows out of him in a circle, to decimate any creature within his visual range. The Maelstrom deals godlike damage to all enemies that are touched by the deadly energy.

RESTORE LIFE
Mana: 509
Invoke Skill: 27
Heals: 1000+ also cures poison
Target: Caster
The mightiest Warrior-Mage King, Donner Cathemore Alain Wymer, perhaps the most well known hero of the War of Direction, was the one to uncover the secret of the Restore Life spell. King Donner's loyal bodyguards had a nasty habit of sacrificing themselves to save the life of the King. King Donner knew he could do something about their untimely deaths, so he spent months in research. When he was finished the Restore Life spell was forged for all master mages to use. This spell will heal over 1000 points of damage.

MULTIPLAYER SETUP

Clicking on Multiplayer in the Main Menu will take you to the Connect Screen so you can set-up/play a Multiplayer game of Revenant.

CONNECT SCREEN

Clicking on Multiplayer in the Main Menu will take you to the Connect screen. This screen is broken into three sections.

Character:

Character List:

This is a list of all characters that are currently saved on your PC. It shows a portrait, the characters name, the party the character is a part of, the class of the character and what level that character is.

New button:

Clicking this will take you to the Character Creation/Edit screen, with a blank character sheet to work with.

Edit button:

Clicking this will take you to the Character Creation/Edit screen, with the currently highlighted character (from the character list) displayed. Any changes you make will be saved to that character.

Delete button:
This will PERMENANTLY delete the character that is currently highlighted in the character list.

User Name:
This is the user name that is passed to the host computer.

Password:
This is the password associated to that user name. Use this to protect certain characters on your computer from being edited or deleted.

Module:

Modules:
This will list the available scenarios (maps) on which to play your multiplayer game.

Save Games:
This will list the available saved games on your computer.

Game List:
This lists the names of the scenarios or saved games on your computer. You can scroll this list using the scroll bar to the right. Below this list is the statistics of the currently selected game. This will show how many players, maximum, that a game will allow, what character levels the game is built for, and how many hours that scenario will take (approximately) to complete.
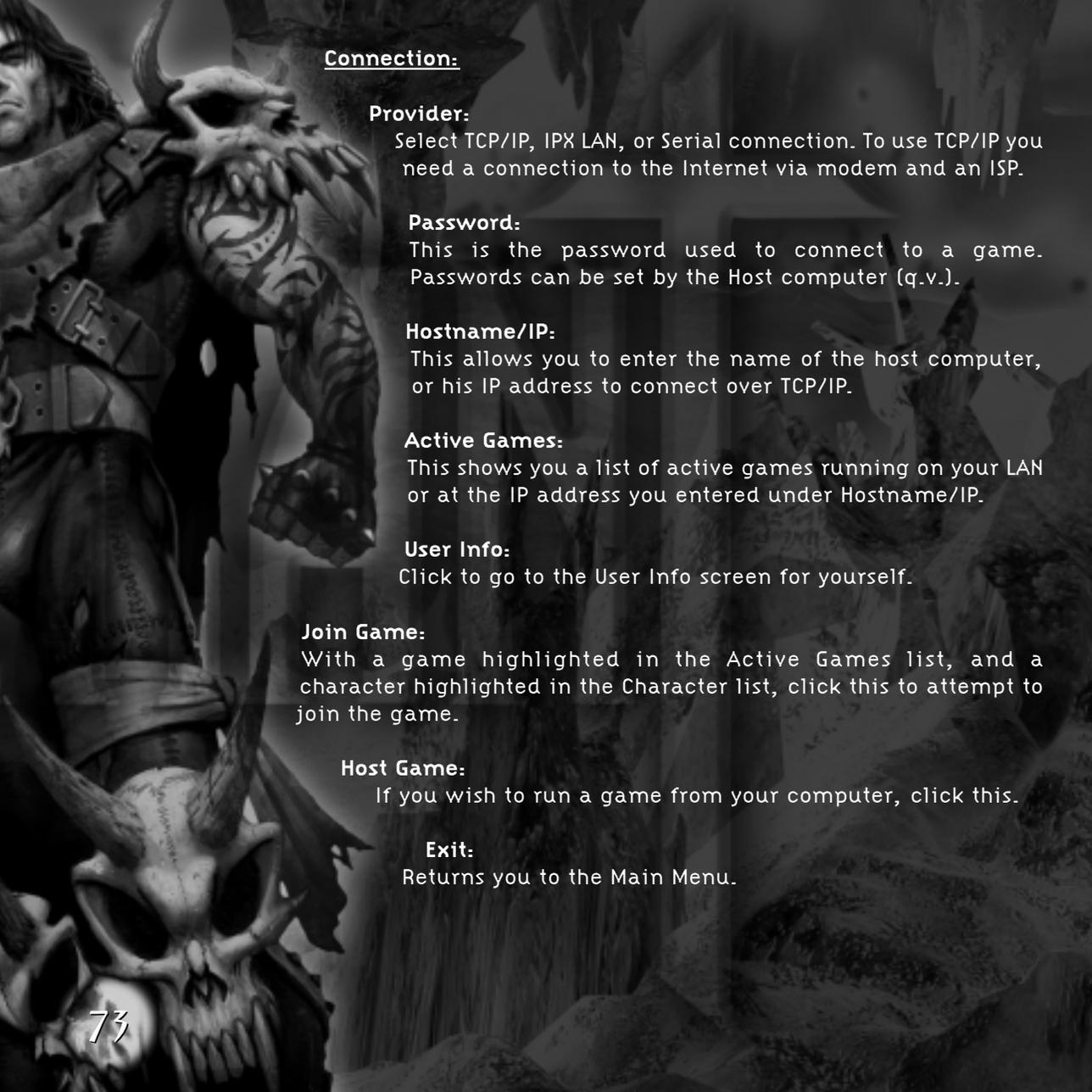
Connection:

Provider:
Select TCP/IP, IPX LAN, or Serial connection. To use TCP/IP you need a connection to the Internet via modem and an ISP.

Password:
This is the password used to connect to a game. Passwords can be set by the Host computer (q.v.).

Hostname/IP:
This allows you to enter the name of the host computer, or his IP address to connect over TCP/IP.

Active Games:
This shows you a list of active games running on your LAN or at the IP address you entered under Hostname/IP.

User Info:
Click to go to the User Info screen for yourself.

Join Game:
With a game highlighted in the Active Games list, and a character highlighted in the Character list, click this to attempt to join the game.

Host Game:
If you wish to run a game from your computer, click this.

Exit:
Returns you to the Main Menu.

CHARACTER SCREEN

Clicking New or Edit on the Character section of the Connect screen will bring you to the Character screen. This screen is broken into two halves. The left pane has the characters vital statistics, and the right pane has the equipment list.

Statistics:

Char:
This is the character from the main game that the class you have chosen is based on.

Class:
This is the Class that you have chosen to play. Below the class name are the bonuses/penalties that that class is restricted by.

Prev/Next buttons:
These allow you to cycle through the playable classes.

Name:
Type your characters name here.

Pass:
If you wish to protect your character with a password, enter it here.

Gold:
How much gold you want to start the game with.

Level:
What experience level you wish to make this character.

Exper:
How many experience points you want the character to have.

Stats button:
Click this to bring up the Stats in the bottom section. You can then raise or lower the characters Strength, Constitution, Agility, Reflex, Mind, or Luck. The affect of your stats can be seen in the area just below the stats.

Skills button:
Click this to access the Skills. You can adjust these up or down as you see fit.

<u>Equipment:</u>

Type:
Select the type of equipment you want listed- Weapons, Armour (includes magic items), Bows, Arrows, Talismans, Food, Potions, Containers, Keys, Lights, and Lockpicks.

Qty:
Select how many of said object you wish to add.

Equipment List:
This list shows you all the available equipment of the type you selected. To add equipment, simply select it by L Clicking on it and then click Add. Alternatively you can double L click on an item to automatically add it. If you wish to get rid of the descriptions and see more items at once, click the Icons Only just below the Equipment List.

Inventory List:
This list shows you what items your character currently possesses. You can remove these by highlighting them and L clicking the Del button just above the Inventory List. Alternatively, you can remove them by double L clicking on them. If you wish to start with an item equipped, highlight it and click the Equip button, above the Inventory List.

HOST GAME SCREEN

Clicking on Host Game on the Connect screen will allow you to become the host of a game for others to play. You must first select a module from the list before clicking on Host Game. Once that is done, you have access to a number of options that you can set before the game starts.

Game Name:
This is the module name that you chose, for your reference.

Host:
Your name is here.

Game Options:

Edit Character:
Checking this gives the Host the ability to edit the stats of any other character in his game. This is done to prevent cheating, and people bringing in characters that unbalance a scenario.

Edit Equipment:
Checking this gives the Host the ability to edit the equipment of any other character in his game. This is done to prevent cheating, and people bringing in equipment that unbalances a scenario.

Allow Corpse Looting:
When a player dies, with this option checked, other players have access to the items that he was carrying.

No Monsters:
If you just want to hack at one another, without the interference of monsters, check this.

Player Viewing:
In the game, characters can be viewed by other characters unless changed by the Host.

Players Selectable:
Each player chooses whether or not he wants his character to be viewed by others. This is set on the Options tab of the Character Edit screen.

No Viewing Characters:
Characters are never viewable.

All Characters Viewable:
Characters are always viewable.

Player Killing:

Player Selectable:
Each player chooses whether or not he wants his character to be killable by others. This is set on the Options tab of the Character Edit screen.

All Players Killable:
Characters can be killed by one another with this option checked. Check this for Deathmatches.

No Player Killing:
Characters can not harm/target one another with this checked

Resurrection Penalty:
When a character dies, he has the option of respawning at the location of a party member, or at the Start point for the scenario. The host can set the possibility of a penalty for dying here.

No Penalty:
When characters respawn in the game, there is no penalty no matter where they choose to respawn.

At Party Position:
When characters respawn at the party position, they will lose a percentage of the experience points they have.

At Game Start and Party Position:
Characters will lose experience every time they die, no matter where they respawn.

Experience Percent:
The percentage of their experience points that they will lose if they respawn with a penalty.

NOTE: They will not lose any levels, but it will make attaining the next level that much harder.

Entering Game:
The Host also has some control on how new characters enter the game.

Open Game - Any Player May Join:
Click this and any player may join your game (they may need to supply a password however).

New Characters Start With no Equipment:
No matter what equipment a character has, he starts with nothing. Characters Submitted for Host Approval: The Host computer must accept characters before they can start playing in the game. (See Options screen from In Game Multiplayer screens)

Game Password:
This is a password that must be supplied by character before they can gain entry into the game.

Characters from Level X to Level Y:
This is the minimum and maximum character level that can enter your scenario. If you only want characters of a single specific level, set both of these to the same value.

New Characters start with X Gold Pieces:
This is the starting amount of gold that characters begin with if the "New Characters Start With no Equipment" option is checked.

Create Game:
This will create the game on the network for others to join in.

Cancel:
This will return you to the Connect screen.

JOIN GAME SCREEN

When you select a character and a game to join, you will be taken to the Join Game screen. Here you can view the Host's options that were set by the host when the game was created and decide whether or not to join the game. A description of these option can be seen in the Host Game Screen section above.

Connect: Joins this game.

Cancel: Takes you back to the Connect screen.

IN GAME
MULTIPLAYER SCREENS
Pressing ESC while in game will bring up a different menu screen to the single player game. The options available to you are:

Save Session:
Saves the current multiplayer session, so you and your friends can pick up later.

Save Character:
Saves the current state of your character to your hard drive.

Game Options:
Brings up the Options screen.

Exit Session:
Quits you out to the Connect Screen.

Exit Program:
This will take you to Windows®.

Resume Game:
Closes the menu and lets you continue playing.

MULTIPLAYER GAME OPTIONS SCREEN
Pressing M while in the game will bring up the Multiplayer Options screen.

GAME OPTIONS SCREEN
When you select Game Options in the Multiplayer Menu screen (accessed by pressing ESC in a multiplayer game).

Module:
The name of the module you are playing.

Game Pass:
The password for the game that is currently running.

Host:
The name of the Host of the game.

Name/Party:
This is the characters name and the party he belongs to.

Class/Level:
This is the characters class and what experience level he is.

Status:
Shows whether the player is in the game or awaiting Host approval.

Online:
Shows whether the player is playing in the game or not.

PKer:
Shows whether the player set his PK flag in his options screen or not.

View:
Shows whether the player set his View flag in his options screen or not.

Edit button:
Allows the host to Edit characters if this option was set in the Host Options screen. This will take you to the Character Screen for the currently highlighted character.

View button:
Allows all players to view other characters if this option was set in the Host Options screen.

Save button:
Saves your character to the hard drive.

Accept and Reject buttons:
As Host, you can set whether or not to accept or reject new players into your game.

User Info button:
Click this to see the User Info that was entered for that character.

Game Closed:
Check this to close the game to new players.

Party Name:
This is the name of the party that you are currently in.

Party Password:
This is the password to join the current party.

Party Closed:
Check this to prevent new players from joining a party.

Colour:
This is the colour of the party in the game (their names will show in this colour). This helps denote teams.

Leave button:
This will leave the current party. No password is required to leave.

Chat Window:
This is the chat window where you can chat with other players, simply type your message in the bottom panel and hit Enter to send it.

Log Out:
This will take you to the Connect screen.

Resume:
This will exit the game options screen and resume your game.

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